



## DR. KILLJOY

TIER 3 SOLO | MOTIVES+TACTICS:

EXTRACT AND HORDE VILE KNOWLEDGE

**DIFFICULTY: 18**

**THRESHOLDS: 20/40**

**HP: 6** ☐ ☐ ☐ ☐ ☐ ☐

**STRESS: 6** ☐ ☐ ☐ ☐ ☐ ☐

**ATK: +6**

**MECHANUS TENTACLE:**

CLOSE | 3D12 MAG OR PHYS

**EXPERIENCES:**

SACRILEGIOUS SCIENCE +5

METICULOUS MANIPUATIONS +4

Killjoy is the chief machinist of Nowhere and a villainous conspirator obsessed with power and arcane knowledge.

With the aid of his Mechanus Chains and the mysterious Pit, he can forge the wonders he schemes in his mind's eye - flesh and chrome twisted into reality.

AGE OF UMBRA  
Sallowlands

ROAD TO NOWHERE



# MALEVOLENT MULTITASKER

**[PASSIVE]** Dr. Killjoy's tentacle-like **MECHANUS CHAINS**, affixed to his harness, operate independently of Killjoy's conscious thought - allowing him to be spotlighted 3 times on GM turn - **without needing to spend additional FEAR per activation.**

Additionally, he can use one of these activations to start a countdown to construct an **OBSTACLE (1d4+3)** or a **DOOMSDAY DEVICE (12).**

Each time a player that Dr. Killjoy considers an enemy **FAILS WITH FEAR**, tick the countdown by 1. At 0, Killjoy takes the spotlight and activates the obstacle or device (see next page).

## EXTRACT EXPERIENCE

**[ACTION]** Spend **FEAR** equal to a target within **CLOSE** range's **TIER** to have them become **RESTRAINED** by the doctor's chains (until freed or until the doctor takes **SEVERE** damage). Then place a token on Killjoy's stat block.

The next time he is spotlighted, you may remove a token to extract an **EXPERIENCE** from a restrained target. Killjoy gains this Experience and can activate it by marking a **STRESS**.

An Experience lost this way is permanent - the memory may persist but the actionable value it gave them is unreachable. The next time a player with lost Experiences takes a **LONG REST**, they gain a new Experience to replace it - but it must somehow correlate to the encounter with Killjoy.

## VILLAINOUS VOCALIZATIONS

**[REACTION]** The doctor's knack for dastardly one-liners and contingencies helps him get the upper hand. When a player succeeds on an ACTION or REACTION roll, read one of the phrases below as he uses a deus ex machina to change a player's success into a failure (they still gain any HOPE from the roll, if applicable).

- "The heaviest chains aren't forged from scrap iron, my friend. They are forged from the things you pray we never find out about you."
- "They say a man's true character is revealed in defeat. I find that a few gallons of high-octane fuel and a little book of matches will suffice."
- "We are all just broken machines out here, running on fumes and bad intentions. Let's see how much heat it takes to melt the myth of the man."
- "We don't break men to kill them. What a waste of raw material! We break them to see what crawls out of the cracks."
- "You'd be amazed what a person will confess to save their skin. You'd be even more amazed by what they'll do to someone else to keep that confession a secret."

"You thought you could outrun your past in the wastes. But a guilty conscience is a heavy, haunting harness, and I am holding the lead."

Alternatively, you may read a phrase instead of making an ATK roll for the doctor or any of his allied forces in the scene, granting an automatic critical success.

*EACH PHRASE CAN ONLY BE USED ONCE PER CAMPAIGN.*

VILLAINOUS PHRASES CONTRIBUTED BY CAMERON STRITTMATTER

# OBSTACLE TIER 2 EVENT | DIFFICULTY 14

The doctor constructs a hazard that requires the player to take actions to avoid, mitigate, or stop outright. The nature of this obstacle is completely contextual - but remember that the doctor is a nimble inventor.

Multitple obstacles can be in play simultaneously.

**ITS A TRAP! - [PASSIVE]** The obstacle impedes the players, stopping them from taking certain actions until they deal with it.

Start a countdown (1d6). Each time the players take a successful ACTION against the obstacle, reduce the countdown by 1. At 0, they are no longer restricted by its active feature.

**HEINOUS HAZARDS [REACTION]** When created, determine the effect of the Obstacle:

- **Defensive** - Players cannot get within VERY CLOSE or MELEE range of the doctor.
- **Reactive** - Players MARK A STRESS when they fail a roll.
- **Offensive** - Players take 2d10 damage when they deal any damage.

# TIER 3 EVENT | DIFFICULTY 16 DOOMSDAY DEVICE

The doctor produces a scenario-changing device, construct, weapon, or some other contraption that dramatically shifts the status quo in his (and his allies') favor.

**DEUS EX MECHANUS - [PASSIVE]** The doctor reveals the device - it's already primed and running. Start a countdown (12). Each time the players ROLL WITH FEAR, reduce the countdown by 1.

At 0, the device activates, completely nullifying any of Killjoy's enemies in the scene. Any players in the scene with the device when it activates must make a DEATH MOVE, regardless of current HP.

Players who choose to AVOID DEATH describe how they escape the effects of the device and the scar they take - they then act as normal.

When the doctor takes the spotlight, you may spend 1-3 FEAR to reduce the countdown equal to the FEAR spent.