

MARVEL SUPER HEROES

REALMS OF MAGIC

Book 3: CODEX OF CHARACTERS AND CREATURES

by Kim Eastland

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INTRODUCTION

Hail, persistent seeker of the arcane arts, and welcome to the third and final booklet of REALMS OF MAGIC: The Codex of Characters and Creatures. The contents of this booklet offer mages and monsters that are ready to be included in an already existing game campaign, or that can act as guidelines for future generated creatures or conjurers.

Author's notes: The listing of all of the powers of a magic wielding hero requires more space than is available. Therefore, the following character descriptions are different from ones that have appeared previously in Marvel game adventures. Characters in this booklet are listed with their mastery level, the spells they most often employ and their power rank. If a more detailed description of any particular spell is desired, consult Book 1 for normal

powers or Book 2 for Dimensional Entreaty powers or miscellaneous spells.

The given background and magical abilities are guidelines, indicating what might be available to a particular character. The Judge or player should fill in the remaining powers available until the character's maximum is reached.

Some Marvel characters have unique spells or abilities that are not explained in Book 1 or Book 2. These spells are not available to other characters and are explained in this book.

Certain major characters within the Marvel Universe have group spells. These spells are a combination of lower spells and are explained in detail in Book 1. An asterisk () denotes these spells.*

Although dozens of other magic wielding characters have appeared over several

decades in Marvel adventures, the characters listed here are the major magic wielders of the Marvel Universe. The Judge should base the creation of new NPCs (non-player characters) on the information provided with similarly leveled characters listed in this book.

The true difference between one disciple or master and another is in what powers each has and what school of magic he follows. Although the powers vary greatly from one adventure to another, the school of magic and the entities he calls on remain the same. Baron Mordo's abilities, for example, are fairly typical of other masters, but it is his obsessions, greed, evil, and connections that set him apart from others on his level. In short, it is his personality that makes him different. To help you in reproducing or creating a new character, the mastery levels are listed in Book 2.



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BARON MORDO

Karl Amadeus Mordo
Sorcerer

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: REMARKABLE
Psyche: AMAZING

Health: 48
Karma: 90
Resources: TYPICAL
Popularity: -5

Powers:

Mastery Level—Master of Chaotic Magic

After intense study and an apprenticeship under the Ancient One, Baron Mordo has access to most magical powers and spells, including those of the Vishanti. He has minimum energy use for spells used for non-evil purposes. The following are magical abilities always available to him.

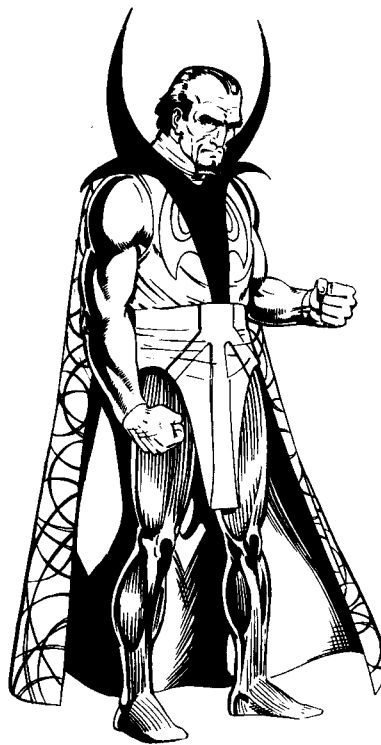
Personal

ASTRAL PROJECTION: (Monstrous)
SHIELD—INDIVIDUAL: (Amazing)
TELEPATHY: (Unearthly)

All other Personal spells he may use are of an Incredible power rank.

Universal

CONJURE: (Incredible)
ELDRITCH BEAMS/BOLTS: (Amazing)



MESMERISM: (Monstrous)

NECROMANCY: (Incredible)

Mordo can create zombies from the dead, as he once did with Lord Phyffe. These zombies' stats are:

F A S E R I P
Gd Ty Gd Pr N/A N/A N/A
Health: 30Karma: N/A

Zombies can either slugfest or use hand-held melee weapons. Mordo must make a power rank FEAT roll for every zombie he animates.

TELEPORTATION: (Unearthly)

All other Universal spells he may use are of an Amazing power rank.

Dimensional

DEMONS AND CHAOS: (Monstrous)

DENAK: (Monstrous)

IKONN: (Amazing)

MABDHARA: (Amazing)

SATANNISH: (Amazing)

VALTORR: (Incredible)

All other Dimensional powers he may use are of an Amazing power rank.

Miscellaneous Spells

All Miscellaneous spells he may use are of an Incredible power rank.

Background: Karl Mordo became interested in the occult at an early age and as an adult studied in Tibet under the Ancient One. During his tenure as a disciple, Baron Mordo met and became a rival of Doctor Strange. Mordo believes that he would have become the Sorcerer Supreme of the Earth dimension when the Ancient One passed on, if Strange had not entered the picture. Mordo is obsessed with destroying Doctor Strange and will go to almost any lengths to do so. Mordo has been a minion of Dormammu.

BROTHER VOODOO

Jericho Drumm
Houngan (voodoo priest)

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: AMAZING

Health: 42
Karma: 90
Resources: TYPICAL
Popularity: 30 in Haiti
0 anywhere else

Powers:

Mastery Level—Voodoo Master

Personal

TRANCE-IMMUNITY TO FIRE: (Automatic)
SUMMON: (Monstrous)

Brother Voodoo can summon the specter of his deceased brother, Daniel, from its dwelling place within Brother Voodoo's body. By doing so he increases his Strength to Excellent and his Health to 56. He can also send his brother's spirit form, like an astral form, to inhabit other people's bodies (treat as a full Mental Control of Monstrous power rank). The host's body, however, must be alive and cannot already be inhabited by a foreign spirit.

A person inhabited by Daniel's spirit is under Brother Voodoo's control and capable of performing any number of complex activ-

ities. No known time limit exists which restricts how long Daniel can remain outside his brother's body. When Daniel ceases inhabitation of a person other than his brother, the host may suffer disorientation, nausea or trauma. Disorientation involves a -1 CS to the host's Fighting, Reason, and Psyche abilities for 1 to 10 rounds.

All other Personal spells he may use are of an Excellent power rank.

Universal

MENTAL CONTROL-LIMITED: (Remarkable)

MESMERISM-ALL ANIMALS: (Monstrous)

Only one creature at a time.

MESMERISM-PLANTS: (Remarkable)

Only one plant at a time.

NATURE CONTROL-FIRE: (Incredible)

VAPORS-OBSCURITY: (Remarkable)

Brother Voodoo's obscuring vapors, appearing in the form of smoke, are always accompanied by the sound of voodoo drums. This sound has a disorienting effect on others (Fighting, Reason, and Psyche abilities all suffer a -1 CS in the area of this power).

Talents: Jericho Drumm, a professional psychologist, and has Incredible Reason in matters of the human mind and mental state.

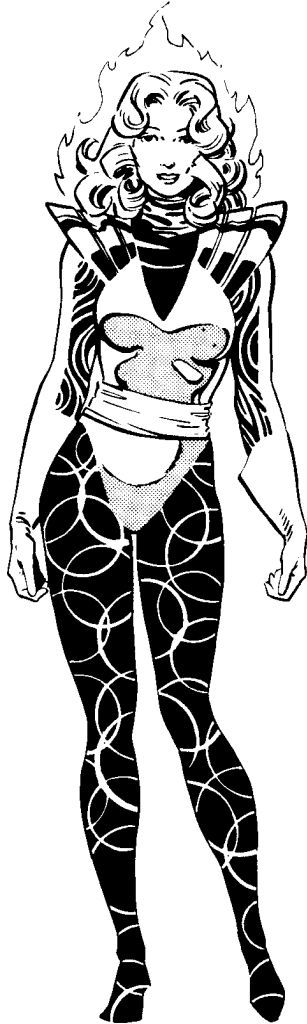
Background: Jericho Drumm is the brother of Daniel Drumm, former Haitian houngan who was killed by Damballah, the voodoo serpent-god. Before he died, Daniel made his brother vow to follow in his footsteps. Drumm gave up his practice and learned the arts of the houngan from Papa Jambo.



Having vanquished Damballah and his cult, Brother Voodoo is now established as Haiti's houngan supreme and champion of the land.

CLEA

Former Disciple of Doctor Strange
Ruler and Sorceress Supreme of the Dark Dimension



	Dark Dimension	Earth Dimension
Fighting:	EXCELLENT	GOOD
Agility:	EXCELLENT	GOOD
Strength:	REMARKABLE	EXCELLENT
Endurance:	REMARKABLE	EXCELLENT
Reason:	EXCELLENT	GOOD
Intuition:	AMAZING	INCREDIBLE
Psyche:	UNEARTHLY	AMAZING
Health:	100	60
Karma:	170	100
Resources:	MONSTROUS	TYPICAL
Popularity:	70	5

Powers:

Mastery Level—Sorceress Supreme in the Dark Dimension, Master in the Earth Dimension

Clea has access to most magical powers and spells in her own dimension. She has studied under Doctor Strange and knows the Vishanti spells. The following are magical abilities always available to her.

Note: The power ranks of Clea's spells listed below are for the Dark Dimension. Outside this dimension she suffers a -1 CS unless otherwise indicated.

Personal

ASTRAL PROJECTION: (Monstrous)

SHIELD—INDIVIDUAL: (Amazing)

TELEPATHY (Unearthly)

Upon desire, Clea can telepathically appear to all of her subjects, or telepathically contact characters in other dimensions.

All other Personal spells she may use are of an Amazing power rank.

Universal

BARRIER: (Unearthly)

As ruler of her realm, Clea constantly draws power from the Dark Dimension to maintain the Unearthly strength barrier around the dwelling place of the Mindless Ones (see their description in the Creatures section of this booklet).

CONJURE: (Amazing)

MATTER REARRANGEMENT: (Unearthly)

NATURE CONTROL-ALL: (Unearthly)

With a great deal of concentration, Clea can control the physical appearance of her dimension. She can level mountains and create seas.

ELDRITCH BEAMS/BOLTS: (Amazing)

TELEPORTATION: (Monstrous)

All other Universal spells she may use in the Earth or Dark Dimension are of a Monstrous power rank. In other dimensions her Universal magical abilities are of an Amazing power rank.

Dimensional

DIMENSIONAL APERTURE: (Amazing)

FALTINE: (Monstrous)

RAGGADORR: (Monstrous)

VISHANTI: (Unearthly)

All other Dimensional powers she may use are of an Incredible power rank.

Miscellaneous Spells

All Miscellaneous spells she may use are of an

Incredible power rank.

Talents: Clea has been trained in the martial arts. She can Stun and Slam opponents of greater Endurance than her Strength.

Background: Clea is the daughter of Umar, a member of the extradimensional Faltinian race, and of Prince Orini, the son of Oinar, ruler of the Dark Dimension before Dormammu. Clea was raised by Orini, and, until recently, only Umar and Orini knew that Umar was Clea's mother.

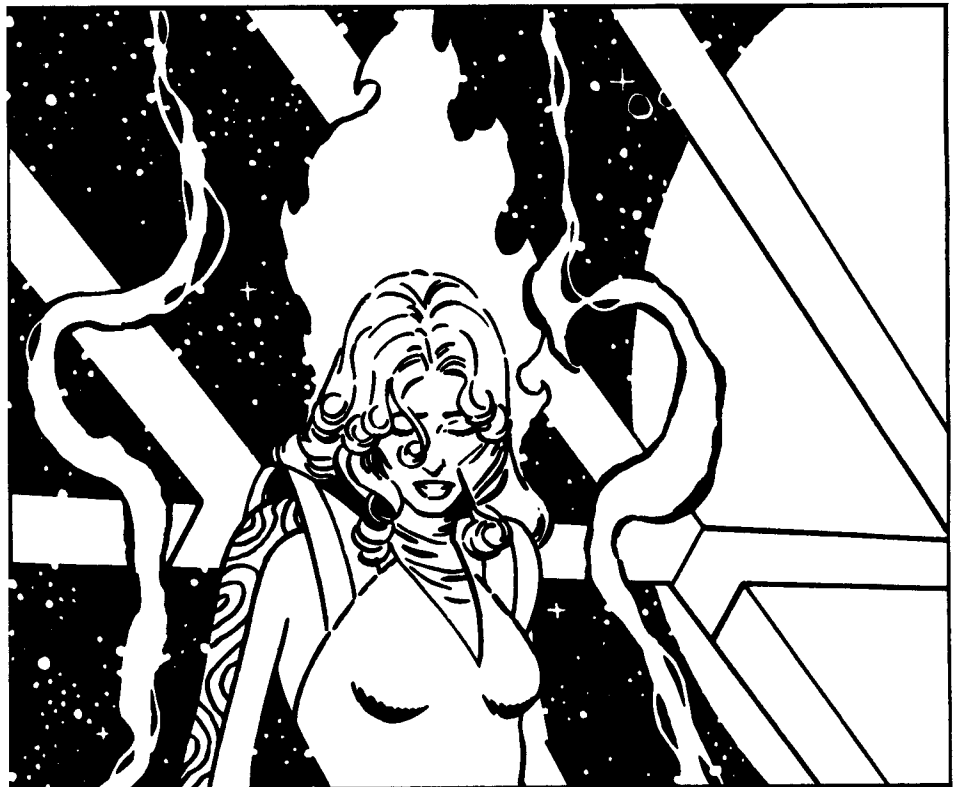
Clea befriended and aided Doctor Strange on his first journeys into the Dark Dimension, as Strange engaged in battle with the dreaded Dormammu. The comradeship of Clea and Strange led to their falling in love. Attempting to escape the vengeance and manipulations of Dormammu and Umar, Clea went to live with Doctor Strange on Earth, where she was his lover and disciple. The current status of their relationship is unknown.

Clea eventually returned to her dimension to lead a rebel force against the tyrannical Umar. With the aid of Doctor Strange, the rebels bested Umar's forces. Clea defeated Umar in personal combat and, by the people's consent, became ruler and Sorceress Supreme of the Dark Dimension.

The mystical flames of regency, once belonging to Dormammu and Umar, and indicating the people's acceptance of the bearer's leadership, now burn about the head of Clea.

The full range of Clea's mystical abilities has yet to be seen, but Clea is believed able to perform any magical feat available to her mentor Doctor Strange or her mother Umar. Clea's abilities, however, are limited by her experience and training.

The rate at which Clea ages is unknown. Some claim that she is thousands of years old; physically, however, she remains a young woman.



DIABLO

Esteban Diablo
Criminal and Alchemist



Fighting:	GOOD
Agility:	TYPICAL
Strength:	TYPICAL
Endurance:	GOOD
Reason:	REMARKABLE
Intuition:	TYPICAL
Psyche:	EXCELLENT

Health:	32
Karma:	56
Resources:	GOOD
Popularity:	-10

Powers:

Mastery Level—Master of Scientific Magic

Diablo's powers stem entirely from a huge arsenal of alchemical potions and pellets that he mystically concocts. His entire costume is lined with hidden pockets where he keeps these items that simulate magical effects.

DOCTOR DRUID

Anthony Druid
Psychiatrist, Occult Expert, Mystic

Fighting:	GOOD
Agility:	GOOD
Strength:	GOOD
Endurance:	REMARKABLE
Reason:	EXCELLENT
Intuition:	EXCELLENT
Psyche:	INCREDIBLE

Health:	60
Karma:	80
Resources:	GOOD
Popularity:	7

Powers:

Mastery Level—Druidic Adept

Doctor Druid's abilities are derived from two major sources: Personal energy and the arcane lore of his Celtic forefathers. This Druidic form of "Nature" magic consists of Universal spells.

Personal

FORETELLING: (Good)

Available only in times of extreme danger.

LEVITATION: (Excellent)

MANIPULATION: (Excellent)

SENSING—MYSTICAL DETECTION:

(Excellent)

TELEPATHY: (Unearthly)

TELEKINESIS: (Excellent)

TRANCE: (Remarkable)

All other Personal spells he may use are of an Excellent power rank.

Alchemy Items

ALTERATION—APPEARANCE POTION:

(Incredible)

With this potion, Diablo can make the flesh of his face and body pliable and he can change his human form into a "nerveless protoplasm." In "protoplasmic" form, Diablo suffers no damage from energy attacks and only half damage from physical attacks.

ANIMATE POTION: (Remarkable)

When poured on an inanimate object, the object comes alive, and Diablo controls the abilities and actions of the new life form as if using an Animation spell.

EMOTION CONTROL POTION: (Excellent)

When a character drinks this potion, Diablo controls the character as if he were under the Emotion Control spell.

EXPLOSIVES: (Incredible)

These non-magical potions or pellets can be thrown up to 1 area away and act as high explosive grenades.

LONGEVITY POTION:

Although centuries old, Diablo retains the vitality of a man in his late 30's by occasionally drinking this potion.

MATTER REARRANGEMENT POTION:

(Amazing)

This potion makes temporary molecular transmutations, allowing, for instance, for the transformation of stones to feathers. Diablo controls the activities of this new mass as if using the Matter Rearrangement spell. The effect has a duration of 10 rounds.

MENTAL CONTROL PELLET. (Remarkable)

A pellet that gives Diablo control over a character as if using the Mental Control spell.

METABOLISM POTION: (Remarkable)

A character drinking this potion can slow down his metabolism as if using the Personal spell Trance.

NATURE CONTROL POTION: (Incredible)

This rare potion, that gives Diablo this Universal magical ability, can only control one of the basic elements and no more than one potion can be used at a time.

NERVE GAS PELLET: (Excellent)

This gas covers two areas.

RESIST DEATH POTION: (Incredible)

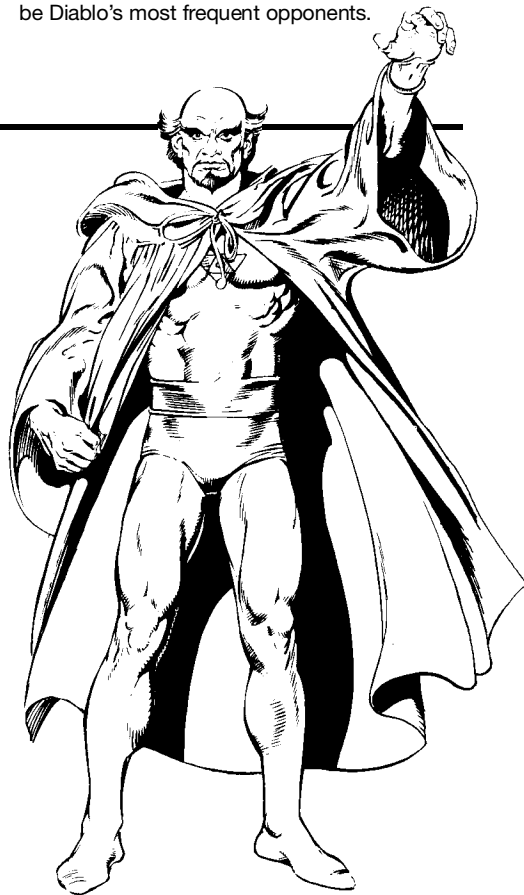
This potion, when drunk, allows a dying person to resist death for a short time. The effect is the same as the Universal spell Vapors-Resist Death.

SLEEPING POTION: (Incredible)

This potion acts as the Miscellaneous spell Mists of Morpheus.

Talents: Diablo is the world's foremost alchemist. His Reason in pharmacy is Amazing and Incredible in chemistry.

Background: Diablo was born in early Ninth Century Spain. At a young age he became interested in alchemy and within a decade was the world's greatest living authority in the field. Later, he moved to Transylvania and, with the powers of his magical alchemy, began a tyrannical reign of terror. He was eventually trapped and entombed by the local populace and he remained that way until the Twentieth Century, when he gained mental control over the Thing, who set him free. The Fantastic Four continue to be Diablo's most frequent opponents.



Universal

HYPNOSIS: (Amazing)

The victim is allowed a Psyche FEAT roll to resist. If the hypnosis is not successful, Druid can still create illusions that duplicate other powers. In this way he can duplicate the powers of Invisibility, Eldritch Beams/Bolts, Transformation, and Conjure by hypnotizing the victim. Druid cannot kill someone with these illusions, but any character whose Health declines to zero, falls unconscious. He does not however, lose Endurance ranks and the damage is automatically healed when the spell expires.

MENTAL CONTROL: (Incredible)

MENTAL PROBE: (Unearthly)

NATURE CONTROL—ALL: (Remarkable)

Doctor Druid can control the elements and the weather.

PLANT CONTROL: (Amazing)

All other "Nature"-type Universal spells he may use are of a Remarkable power rank.

Limitations: Druid's druidic powers have a special vulnerability to iron (see Iron in the Magic Items section in Book 2) but are increased when on Celtic holy grounds or dealing with Celtic magical items (see Schools of Magic in Book 1).

Talents: Doctor Druid is a physician, psychiatrist, and occultist. He has a Remarkable Reason in all three of these areas. Druid also has a Remarkable knowledge of Astronomy.

Background: A graduate of Harvard Medical School and a licensed psychiatrist, Anthony Druid retired from practice to pursue his occult studies. In the midst of research for his second

book on the occult, Druid was summoned by a seriously ill lama. Finding Druid worthy after a series of spiritual tests, the lama opened Druid's mind to hidden powers and taught him the secrets of certain mystic arts. The lama died, leaving Druid to continue on his own.

DOCTOR DOOM

Victor Von Doom
Monarch of Latveria

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: AMAZING
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 120
Karma: 140
Resources: AMAZING
Popularity: 40

Powers:

Mastery Level—Disciple of the Scientific School of Magic

Doctor Doom's technological powers are derived from his nuclear-powered, computer-assisted, iron armor.

BODY ARMOR: (Incredible)

FORCE FIELD: (Monstrous)

The force field is effective against all physical and energy attacks, including magnetism, but excluding magical and psionic attacks.

BLASTERS: (Amazing)

Doom's gauntlets are equipped with miniature particle accelerators. These shoot beams of Amazing energy to Remarkable distances (7 areas).

FLIGHT: (Excellent speed)

A jet pack is built into Doom's armor.

AIR SUPPLY:

When sealed, the armor contains enough air for four hours underwater or in a total vacuum.

PSYCHIC TRANSFER: (Incredible)

Doom may exchange his consciousness with another human's thus exchanging bodies as well. The target can avoid a transfer if a Psyche FEAT roll is successful.

Personal Spells

Doom has no Personal energy spells, but can use magical items.

Universal Spells

ELDRITCH BEAMS/BOLTS: (Amazing)

No other Universal spells have been revealed.

Dimensional

FALROTH: (Monstrous)

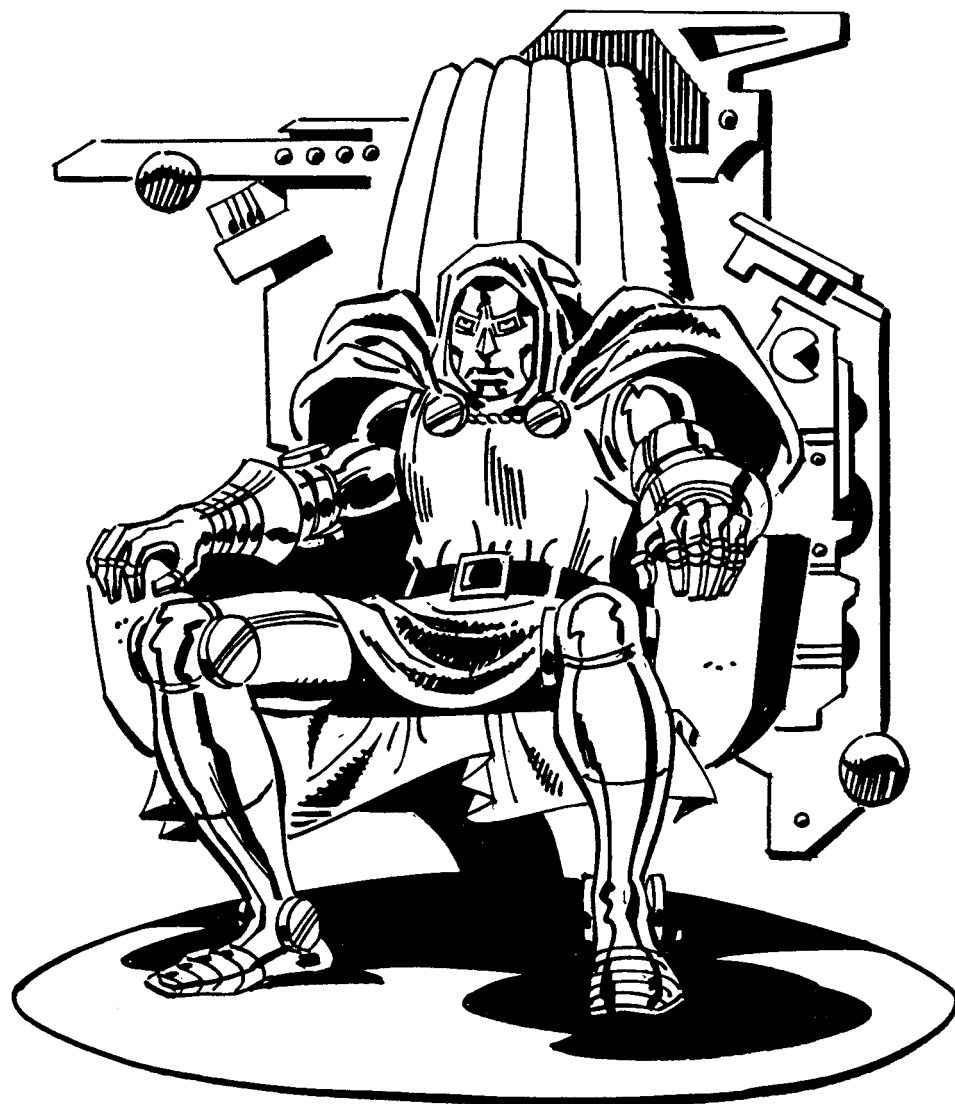
No other Dimensional spells have been revealed.

Talents: Doom is a scientific genius who has built time machines, space craft, robot servants and guards, mind control devices, and innumerable super-weapons. His reason is Monstrous when inventing things.

Doom has invented and uses a wide variety of devices, but the ones he is most noted for are his Warrior and Imitation Doom Robots. The Warrior Robots have the following stats:

F A S E R I P
Ex Gd Gd Ex Pr Pr Pr
Health = 60 Karma = None
Body Armor: (Good)

Imitation Doom robots with combat capabilities have the following stats:



F A S E R I P
Ex Ex Ex Rm Ex Ex Ex
Health = 90 Karma = None
Body Armor: (Remarkable)
Force Field: (Amazing)
Force Beams: (Incredible)

Imitation Doom robots that operate in a diplomatic function have the following stats:

F A S E R I P
Gd Gd Gd Ex Ex Rm Rm
Health = 50 Karma = None
Body Armor: (Remarkable)
Force Beams: (Good)

Each Imitation Doom robot is a double, of the real Doom and is programmed to think it is Doctor Doom, except when it is in the presence of the real Doom or another Doom robot.

Background: The son of a gypsy healer father and a mother who was a witch, Doom was

orphaned at a young age and discovered his mother's chest of herbs, medicines, and objects said to have magical powers. He learned the use of these items and eventually came to understand the basics of magic. Doom later became more interested in science but he retained some of his early magical teachings.

During an experiment in which Doom tried to contact the spirit world, an explosion permanently disfigured his face. He fled to Tibet where a number of monks taught him their secrets and forged his first suit of armor. He returned to his native Latveria and ruled there with an iron fist.

Shortly before a number of heroes were transported to the Beyonder's Battleplanet, Doom's body was killed but he saved his consciousness by using his Psychic Transfer power. Doom failed in an attempt to restore his own body but it has been restored by the Beyonder.

The full extent of his magical knowledge and power is unknown. He normally relies upon his technology.

DOCTOR STRANGE

Stephen Strange
Sorcerer Supreme of the Earth Dimension

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: MONSTROUS
Psyche: UNEARTHLY

Health: 66
Karma: 185
Resources: GOOD
Popularity: 18

Powers:

Mastery Level—Sorcerer Supreme of the Earth Dimension and Master of the Order School of magic

Doctor Strange has access to most magical powers and spells. The following are those powers always available to him.

Personal

ALTERATION—APPEARANCE: (Amazing)

Doctor Strange can change his own appearance as well as the appearance of those in the same area.

ASTRAL PROJECTION: (Unearthly)

LEVITATION: (Incredible)

SHIELD—INDIVIDUAL: (Monstrous)

TELEPATHY: (Unearthly)

All other Personal spells he may use are of a Monstrous power rank.

Universal

CONJURE: (Amazing)

ELDRITCH BEAMS/BOLTS: (Amazing)

MESMERISM: (Amazing)

TELEPORTATION: (Unearthly)

All other Universal spells he may use are of an Amazing power rank.

Dimensional

CYTTORAK: (Amazing)

DIMENSIONAL APERTURE: (Monstrous)

HOGGOTH: (Amazing)

RAGGADORR: (Monstrous)

SERAPHIM: (Amazing)

VISHANTI: (Unearthly)

All other Dimensional powers he may use are of an Amazing power rank.

Miscellaneous Spells

MISTS OF MORPHEUS: (Monstrous)

SPELL OF SILENCE: (Automatic)

No FEAT roll needed.

All other Miscellaneous spells he may use are of an Amazing power rank.

Magic Items

BOOK OF THE VISHANTI

CLOAK OF LEVITATION

DARKHOLD

(Seldom used by Doctor Strange)

EYE OF AGAMOTTO

ORB OF AGAMOTTO

(See the Magic Item section in Book 2.)

Talents: As part of Doctor Strange's training in the Far East he learned the basic techniques of martial arts. He can Stun and Slam opponents of greater Endurance than his Strength. Though



he no longer practices medicine, Doctor Strange's Reason is Remarkable in general medicine and Incredible in medical surgery.

Background: Stephen Strange was a brilliant, ambitious, and somewhat arrogant neurosurgeon whose meteoric career was cut short when an accident injured his hands. Although he was offered many consulting positions, his pride prevented him from accepting. After Strange's fortune was lost on many failed attempts at finding a "miracle" cure for his injured hands, he quickly degenerated into a drunken derelict.

Strange then heard of a learned man in Tibet, known only as the Ancient One, who could work miracles. Strange completed the journey across

the ocean and the frozen wastes of the Himalayan Mountains, and just as he reached the limits of his endurance, he stumbled upon the Ancient One's palace. Unsure of Strange's worthiness, the Ancient One proved reluctant to accept the former derelict as his pupil. But when Strange warned the sorcerer of the treachery of Baron Mordo, a student of the Ancient One, Strange became the sorcerer's disciple.

In time, the Ancient One left this mortal sphere and the position of the Earth Dimension's Sorcerer Supreme passed to Doctor Strange. He has, during his tenure, successfully thwarted many would-be magical tyrants, including his oldest nemesis, Baron Mordo; prevented numerous extradimensional invasions by other Sorcerers Supreme, most notably Dor-



mammu and Umar of the Dark Dimension and Tiboro of the Sixth Dimension; and stopped the spread of chaos by its determined agents, Nightmare, Shuma-Gorath, and Satannish. If a man's greatness is measured by the might of his enemies, then Doctor Strange is surely one of the greatest heroes of all time.

Unaware of his position of Sorcerer Supreme, the world at large believes Strange is no more than an eccentric authority on the occult. Strange resides in his mansion, the Sanctum Sanctorum, located in Greenwich Village in New York City. (For details, see the Locations section in the Miscellany of Mysticism.)

Clea, currently the Sorceress Supreme of the Dark Dimension, has been the only disciple of Doctor Strange. They were lovers but the current status of the relationship is unknown.

DORMAMMU

Malevolent Extradimensional Mortal
Former Ruler of the Dark Dimension

Fighting: UNEARTHLY
Agility: UNEARTHLY
Strength: MONSTROUS
Endurance: CLASS 1000
Reason: MONSTROUS
Intuition: MONSTROUS
Psyche: UNEARTHLY

Health: 1275

Dormammu increases his strength by draining spiritual energy from his followers. Therefore he cannot be destroyed unless all of his followers no longer exist.

Karma: 250
Resources: Not Applicable
Popularity: +90 to his followers
-30 to those who know of him but are not his followers
0 to anyone else.

Powers:

Mastery Level—Master of the School of Chaotic Magic and former Sorcerer Supreme of the Dark Dimension.

Dormammu's magical abilities rest almost entirely within himself, and are increased by other beings' worship of him. Dormammu can use any Personal, Universal, or Dimensional energy⁷ power and magical spell except those specifically connected to the maintenance of Order, such as the Agamotto and Vishanti powers.

The following are powers always available to him.

COUNTERSPELL: (Unearthly)

Dormammu can cancel out or tamper with the magical spells of others. For example, he once caused Thor to transform into his mortal guise, reversing an enchantment of Odin. To do this, Dormammu must make a power rank FEAT roll.

DIMENSIONAL APERTURE: (Unearthly)

Dormammu can step through a Dimensional aperture or teleport himself into the Earth dimension only on Halloween night and only after his followers perform a ceremony.

ELDRITCH ATTACKS*: (Monstrous)

GROWING: (Class 1000)

Dormammu can grow up to hundreds of feet tall.

ILLUSION: (Amazing)

Dormammu can create illusions in other dimensions.

INTERDIMENSIONAL TELEPORTATION:

(Class 1000)

Dormammu can teleport within his dimension. This includes the ability to slip into interdimensional space and travel back in time in any dimension. The use of this power results in a -2 CS of Dormammu's Psyche and the power ranks of his spells for no less than 24 hours. In addition there is also the normal -1 CS for being in another dimension.

MATTER REARRANGEMENT: (Unearthly)

NATURE CONTROL—ALL: (Unearthly)

Dormammu can control the four basic elements and the weather of a planet he is near.

SHRINKING: (Unearthly)

TELEPATHY: (Class 1000)

Dormammu can telepathically contact

anyone throughout the dimensions. If the contact person's Psyche rank is Class 1000, Dormammu must first make a successful red Psyche FEAT for contact.

TRANSFORMATION: (Unearthly)

Dormammu can use this magical power on himself or other items and beings.

Magic Item and Servants

PINCERS OF POWER

(See the Magic Item section in Book 2.)

WRAITHS: Dormammu has at his command, a host of Wraiths that do his bidding. Wraiths are normally used for surveillance and attacks outside of the dimension in which Dormammu is residing. Dressed in sinister black garb, they appear as the astral forms of humans. Usually dispatched singly or in groups of ten, they are completely loyal to Dormammu and no attack can be made against their minds or emotions. The Wraiths' deep-set, hollow eyes may give their identity away. Their use can be loaned to a minion if it will further Dormammu's plans.

Their statistics are as follows:

F	A	S	E	R	I	P
Ex	Gd	Ex	Gd	Pr	Rm	Ex
Health: 60			Karma: 54			

Powers:

ASTRAL PROJECTION: (Unearthly)

Wraiths do not normally have a physical body.

ELDRITCH BEAMS/BOLTS: (Remarkable)

They can strike from the astral plane into the material plane.

FLIGHT: (Monstrous)

SENSING—DANGER: (Incredible)

SENSING—MYSTICAL DETECTION:

(Incredible)

Background: Little is known of Dormammu's origins, other than that he is a member of the extradimensional Faltinian race. With the help of his sister Umar, he defeated the invasion of the Mindless Ones and became ruler of the Dark Dimension, increasing his magical abilities by transforming his body into mystical energy. He consolidated his power, exiled his sister, and eventually became Sorcerer Supreme of the Dark Dimension.

As a result of his latest defeat, Dormammu was scattered throughout the universe. It is not believed however, that he was permanently destroyed, but rather just severely weakened. During his absence, both Umar and Clea have been Sorceress Supreme of the Dark Dimension.

In the last years of his known existence, Dormammu's attention was not focused on reestablishing himself as leader of that Dimension, but rather on defeating Doctor Strange and conquering Earth. To accomplish these ends Dormammu enlisted the aid of humans, most notably Baron Mordo (see illustration). The quantity of power that Dormammu can confer upon a minion is immeasurable, but at least potentially sufficient to dwarf a dimension's sorcerer supreme.



D'SPAYRE
Demon

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: AMAZING

Health: 120
Karma: 80
Resources: Not applicable
Popularity: 0

Powers:

Mastery level—Special

D'Spayre is not a standard magic wielder. He is a demon, a psychic vampire, who draws his sustenance from the fear and despondency of humans. D'Spayre may have mystical abilities other than those listed below, but they have yet to be catalogued. D'Spayre does not follow a particular school of magic and has no level of Magical Mastery. Because of the nature of his rather undefinable magical abilities, they are not listed as Personal, Universal or Dimensional.

FEAR: (Monstrous)

D'Spayre must touch the victim (Fighting FEAT) to use this ability.

ILLUSION: (Unearthly)

D'Spayre can mystically instill fear by touch, but seems to prefer acting indirectly. He causes his victims to generate their own fears by filling their minds with illusions. D'Spayre also uses illusions to masquerade as a person trusted by his victim.

MENTAL PROBE: (Amazing)

To better generate more frightening illusions, D'Spayre probes the minds of his victims, looking for phobias and emotional vulnerabilities.

PSYCHIC VAMPIRE: (Unearthly)

If D'Spayre successfully induces fear in another being, he can absorb the victim's Psyche, converting it to Health by making a successful power FEAT roll. The victim's Psyche is reduced one rank and the difference between the two rank numbers is added to D'Spayre's health.

The victim can avoid Psyche absorption by making a Red Psyche FEAT roll.

Background: The origin of D'Spayre's being is unknown. It is possible that he serves the Dweller in the Darkness, but he appears to work independently. He has been seen attempting to increase his abilities in the Florida interdimensional nexus (see the Location section in Book 2) so it is possible that he has some Dimensional powers. He has tangled with Spider-Man, Man-Thing, Cyclops, and Doctor Strange.

MAGIK

Illyana Nikolovna Rasputin
Sorceress Supreme of the Limbo Dimension

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: INCREDIBLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: AMAZING

Health: 80
Karma: 80
Resources: GOOD
Popularity: 4

Powers:

Mastery Level—Sorceress Supreme of Limbo

Use the spells listed for Dormammu as Sorcerer Supreme of the Dark Dimension with a -1 CS to represent Rasputin's power in Limbo. Outside her realm Magik is severely weakened and has the following magical abilities.

BODY ARMOR: (Excellent-Monstrous)

The Body Armor is originally of Excellent Strength and improves by one rank to a maximum of Monstrous, each time she uses magic in battle. Her armor stays in effect for up to five rounds without her having to use magic specifically for the purpose of keeping it. (See Book 2 for more information.)

TELEPORT DISKS

Magik's mutant power is the ability to summon teleport disks. After a successful Psyche FEAT roll, the disk teleports the user first to Limbo and then to the desired destination. A failed roll indicates a misjump, either in distance (up to one-quarter mile away) or in time. (Judge's discretion—The final destination could be past or future from hours to decades away.)

Equivalent to a Servant spell, Magik can, with these teleport disks, summon creatures native to Limbo and equal to the Demons of Denak (See the magical creatures section).

Personal spells

ASTRAL PROJECTION: (Monstrous)

SENSING—MYSTICAL DETECTION: (Monstrous)

SUMMON SOULSWORD: (Automatic)

No FEAT roll is required to summon the sword. A physical manifestation of Magik's magical powers, the Soulsword causes Monstrous damage to any magical creature it hits, attacking on the Hack and Slash column. If the sword is swung through a character that is possessed or otherwise magically controlled or transformed, Magik can make a Psyche FEAT roll for countering the spell.

Magik can store her sword in nothingness and summon it whenever she desires automatically.

No other Personal spells have been revealed outside the Limbo dimension.

Universal spells

No Universal spells have been revealed outside the Limbo dimension.

Dimensional

Magik does not use Dimensional spells. The only Dimensional entities she knows are purely chaotic and she does not wish them to recognize her.

Background: Magik is the younger sister of Colossus of the X-Men. The first appearance of her teleportation power sent her and the X-Men to Limbo where they confronted the lord of that realm, Belasco. The X-Men escaped, but Magik was lost. Because of time distortion, what was a few seconds for the X-Men was seven years for



Magik. During this time she learned dark magic from Belasco, contested his rule, won the Soulsword and became Sorceress Supreme of Limbo.

Magik is a good example of a magic wielder who was taught one school of magic (chaos in this case) and is trying to shape it into another school with which she is comfortable.

MORGAN LE FEY

Sorceress, high priestess

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: EXCELLENT
Psyche: INCREDIBLE

Health: 28
Karma: 70
Resources: POOR
Popularity: 0

Powers:

Mastery Level—Master of the Faerie School of Magic.

Faerie magic is a subschool of "Nature" magic and is considered to be Universal.

Personal**ASTRAL PROJECTION:** (Monstrous)

Her body appears to have been destroyed and she now exists in astral form on the astral plane.

ASTRAL SUPREMACY: (Amazing)

Le Fey is magically stronger on the astral plane. Any magic she uses while in astral form has a + 1 CS bonus for FEAT rolls. **SHAPE—SHIFTING, UNLIMITED:** (Amazing) **SHIELD—INDIVIDUAL:** (Incredible) All other Personal spells she may use are of an Excellent power rank.

Universal**ELDRITCH BEAMS/BOLTS:** (Incredible)**GLAMOR:** (Remarkable)**ILLUSION:** (Monstrous)**MENTAL CONTROL:** (Amazing)**RAISE DEAD:** (Incredible)

Because of her dealings with the forces of darkness, Le Fey can sometimes raise mortals who have died. This requires a ceremony to be performed over the dead person's remains and a successful Psyche FEAT roll on her part. She may attempt this only once per corpse.

All other "nature"-type Universal spells she may use are of an Amazing power rank. Other non-"nature"-type Universal spells are of a Remarkable power rank.

Dimensional**CHTHON:** (Amazing)**DARKHOLD:** (Monstrous)

Le Fey took possession of the Darkhold in the Sixth Century and established a cult of Darkholders in Europe. She was betrayed by her lover, Magnus, who sealed the Darkhold away from those of evil intent. Since that time she has been trying to regain the Darkhold, which is currently in the possession of Doctor Strange.

DEMON WINDS: (Incredible)

(As the entreated Winds of Watoomb spell)

DIMENSIONAL APERTURE: (Amazing)**GAEA:** (Amazing)

Le Fey is the high priestess of Gaea and can entreat this entity for Nature Control and Plant Control abilities.

All other Dimensional powers she may use are of an Incredible power rank.

Limitations: Le Fey's faerie magical abilities

have a special vulnerability to iron (see Iron in the Magic item section in Book 2) but receive a bonus when in celtic or faerie holy grounds (see Schools of Magic in Book 1.)

Background: Morgan Le Fey is half-human and half faerie. She is the same character as appears in the legends of King Arthur.

NIGHTMAREMalevolent Humanoid Entity
Ruler of the Dimension of Dreams

Fighting: UNEARTHLY
Agility: CLASS 1000
Strength: CLASS 1000
Endurance: CLASS 1000
Reason: UNEARTHLY
Intuition: UNEARTHLY
Psyche: CLASS 1000

Health: Nightmare cannot be destroyed unless all beings who dream no longer exist. Under such circumstances, the Dimension of Dreams would also cease to exist.

Karma: Not Applicable
Resources: Not Applicable
Popularity: Not Applicable

Powers:

Mastery Level—Sorcerer Supreme of the Dream Dimension.

Personal**APPARITION:** (Class 1000)**ASTRAL THEFT:** (Class 1000)

Nightmare can project his power into all dimensions over those who sleep. He can draw the astral forms of sleepers to his realm for study, leaving the sleepers' physical bodies in comas. Once in his domain these astral forms can be imprisoned in globes of force, shrunk in size, turned to stone, or bombarded with their greatest fears. The astral forms can be trapped indefinitely, but after time begin to lose their vitality and

become useless.

IMAGE PROJECTION: (Class 1000)**SCRYING:** (Monstrous)**SHIELD—INDIVIDUAL:** (Monstrous)

All other Personal spells he may use are of a Monstrous power rank.

Universal**BANDS:** (Monstrous)**ELDRITCH ATTACK:** (Monstrous)**ILLUSION:** (Class 1000)

All other Universal spells he may use are of a monstrous power rank.

Dimensional**DIMENSION OF DREAMS:** (Class 1000)

Nightmare can change the substance of this dimension in both matter and energy.

All other powers he may use are of a Monstrous power rank.

Magic Item and Pet**NIGHTMARE'S WAND:**

DEMONIC STEED: The steed is a large black demonic horse with one long horn on his forehead. The horn should be treated as a claw of a creature attack with a Remarkable Fighting rank. The steed also has Unearthly Flight. Like Nightmare, the demon-horse cannot be killed unless all creatures cease to dream. (See Magic Items Section)

LIMITATIONS: Nightmare is capable of traveling to the waking world, but as the material world leaves him virtually powerless, he rarely

does. He can attack characters only when they sleep.

Background: Similarly to D'Spayre, who feeds upon human fear for sustenance, Nightmare lives off the dreams of humans. Dwelling in the Dimension of Dreams, Nightmare monitors the collective unconscious of humanity, sometimes manipulating an individual's dreams for his own sinister ends.

Nightmare is nearly invincible in his own realm. Few mortals other than Doctor Strange have dared to confront Nightmare in this Dimension. He is however, easily frustrated by stalemates, and has been known to give up his attacks. By means of the occult, Nightmare ultimately hopes to expand his dimension into the waking world.

Since killing an opponent decreases the number of dreamers upon which he can "feed," Nightmare prefers to defeat and degrade his victims.

Nightmare has but one natural enemy in all the dimensions, the creature Gulgo, who never sleeps. Gulgo's statistics are as follows:

F	A	S	E	R	I	P
Un	Un	Un	C1	Rm	Mn	Ex
Health: 1300			Karma 125			

SHAMAN

Michael Twoyoungmen
Physician, Medicine Chief of the Sarcee Indians

Fighting: GOOD
Agility: GOOD
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: AMAZING
Psyche: INCREDIBLE

Health: 50
Karma: 110
Resources: EXCELLENT
Popularity: 25

Powers:

Mastery Level—Master of Nature Magic

Shaman will never use a power that may shape the mind of a person against his will. The following are magical abilities always available to him.

Personal

ALTERATION—APPEARANCE: (Remarkable)

Shaman can change his own appearance, and if they are willing, the appearance of those around him. But he needs items from his pouch to do this (such as magical powders). At this stage in his mystical development, he needs items from his pouch to perform any magical feat.

HEALING—SELF: (Incredible)

This sometimes requires an item from his mystical pouch.

LEVITATION/FLIGHT: (Remarkable/Good)

Shaman can levitate and fly at the same time. While this allows him a Remarkable power rank for Levitation, his magical Flight speed has only a Good ranking.

SENSING—EVIL: (Automatic)

Shaman need not cast a spell because this inherent power will automatically warn of evil. This ability has a Remarkable area of effect.

All other Personal spells he may use are of an Excellent power rank.

Universal

ELDRITCH BEAMS/BOLTS: (Remarkable)

HEALING—OTHERS: (Incredible)

This sometimes requires an item from his mystical pouch.

NATURE CONTROL: (Amazing)

Shaman has the ability to control all four basic elements and the Earth's weather. This magical ability is sometimes augmented by totems and spell components he pulls from his mystical pouch, for instance, powder to create a snowstorm. The exact relationship between his Nature Control power and his extradimensional pouch is unknown.

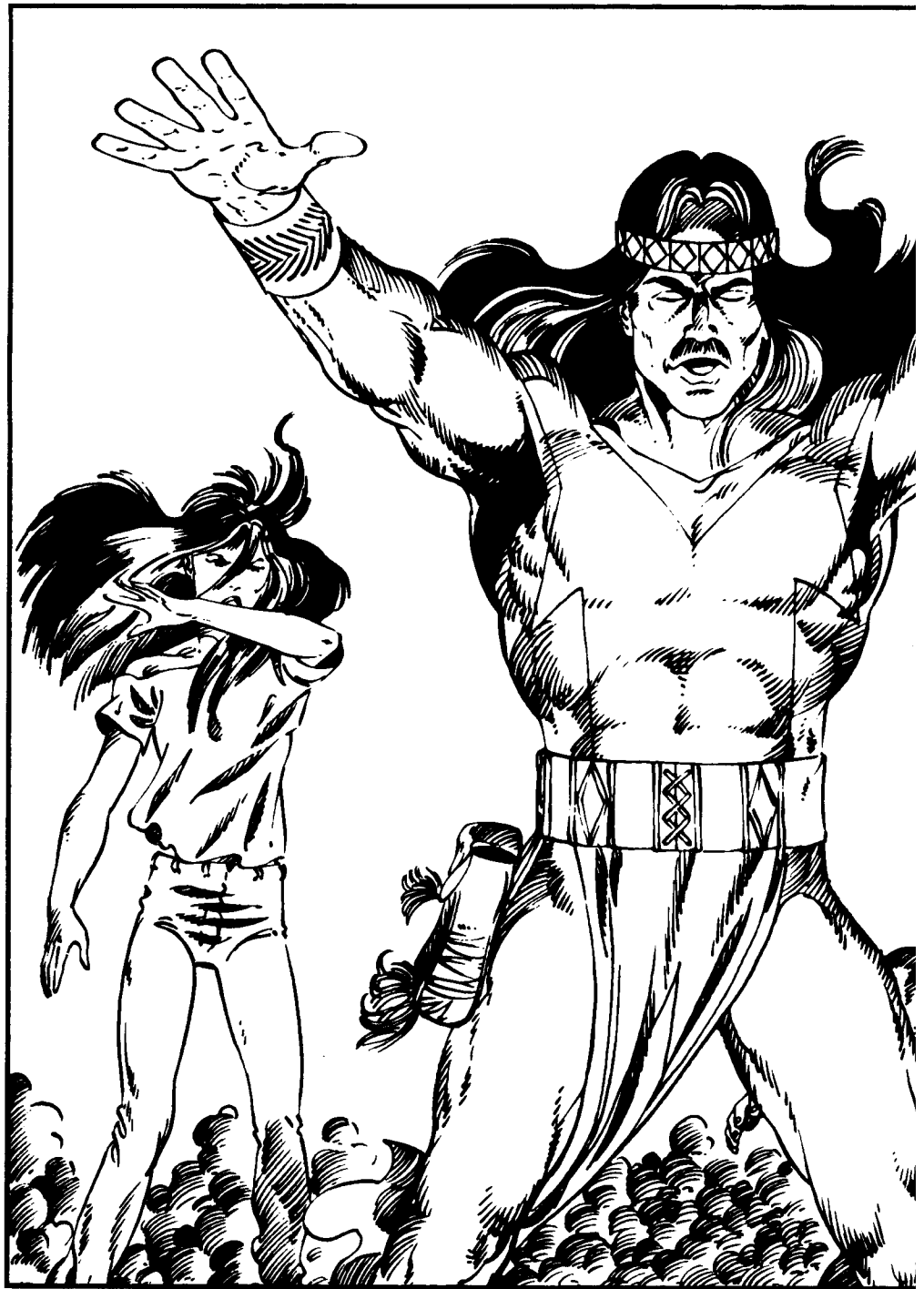
PLANT CONTROL: (Monstrous)

Shaman can control the growth and shape of plants, increasing their size one area per round. He cannot, however, make them grow more than ten areas.

All other Universal spells he may use are of an Remarkable power rank.

Dimensional

The only known source of Dimensional energies used by Shaman is his mystical pouch.



PAN-DIMENSIONAL BLAST: (Monstrous)

Shaman can release energy from his pouch to negate any extradimensionally created spell or to send back any extradimensional creature to its home plane. He can teleport himself and others using magic powder from his pouch.

TIME TRAVEL:

Shaman can use the Dimensional energies within his pouch to propel himself, and those he wishes to accompany him, back through time. When he travels he physically remains in the same location while time changes. Unlike most other time travelers, Shaman need not go to Limbo. The change in time only takes seconds.

TELEPORTATION: (Incredible)

Shaman's teleportation is dependent upon components from his mystic pouch.

Miscellaneous Spells

SPELL OF SILENCE: (Automatic)

No FEAT roll required.

All other Miscellaneous spells he may use are of an Excellent power rank.

Magic Items

GRANDFATHER'S SKULL

GREAT KEY

MYSTIC POUCH

(See the Magic Items section in Book 2)

Talents: Michael Twoyoungmen is a physician



and surgeon. His Reason is Remarkable in matters of medicine and of the occult that deal with "Nature" magic. His Reason is also Remarkable in the mysticism and lore of the North American and Inuit (Eskimo) Indians.

Background: Dr. Twoyoungmen was a noted surgeon who became disillusioned when modern science could not save the life of his wife. Following her death, he turned to the mysticism of his grandfather, shaman of the Sarcee Indian tribe. He was introduced to Canada's super hero team Alpha Flight, by Heather Hudson, and became a member. He subsequently became the protector and mentor of two Alpha Flight teammates: Snowbird, a demigoddess, and his daughter Talisman, a natural mystic.

TALISMAN

Elizabeth Twoyoungmen
Art Student, Natural Mystic

Fighting: GOOD
Agility: TYPICAL
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: INCREDIBLE
Psyche: AMAZING

Health: 36
Karma: 110
Resources: TYPICAL
Popularity: 5

Powers:

Mastery Level—Disciple of Nature Magic

From forty generations of Sarcee medicine men, very little is known about the full potential of Talisman's powers. It is clear however, that she is already very powerful after very little training. Talisman must tap mystical forces in her vicinity to perform any magical FEAT. The following are spells and powers she has already exhibited.

Personal

DAMAGE ABSORPTION/ATTACK: (Amazing)
Talisman has the ability to take mystical energy focused at her in an attack, absorb it, reshape it, and send it back at her attacker.

FLIGHT: (Remarkable)

MYSTIC CALL/COMPULSION: (Amazing)
When Talisman wishes to summon members of the Alpha Flight team for help, she sends out a mystic call which they all "feel." If she fails a power rank FEAT roll, the summons becomes a compulsion that the character is forced to obey. When she is in great danger this call with an Unearthly range (all of Canada) automatically goes out to a character she knows can help her, usually her father.

SENSING-EVIL: (Automatic)
Talisman need not cast a spell for this inherent power will automatically warn her of evil. This spell has an Incredible area of effect.

SENSING—MYSTICAL DETECTION: (Automatic)
This inherent power automatically tells her that magic is present. This ability has an Incredible area of effect and no FEAT roll is required.

All other Personal spells she may use are of a Remarkable power rank.

Universal

ELDRITCH BEAMS/BOLTS: (Remarkable)
NATURE CONTROL—ALL: (Remarkable)
Talisman has the ability to control all four basic Earth elements.
All other Universal spells she may use are of a Remarkable power rank.

Dimensional

TELEPORT—OTHERS: (Special)
Talisman has been unable to teleport herself or an enemy away from herself. She has, however, during times of extreme anger, teleported members of Alpha Flight hundreds of miles away against their will. This is not a power she can call on as she desires, but when successful has Unearthly range.

LIMITATIONS: As yet, her powers are too wild and uncontrolled to allow her to be any level above a disciple. She must make a Psyche FEAT roll everytime she wishes to use a power at anything less than its full power, area of power, or duration of power.

Magic Items

CORONET OF ENCHANTMENT:

Now permanently attached to her head, it helps focus her energies as Talisman.

Background: Elizabeth Twoyoungmen is a natural mystic. She is a living focus for magical energies and, when she learns fully to control them, will have awesome powers. Many, including the demi-goddess Snowbird, have recognized her as "The promised one" of northern legends, the embodiment of a great and powerful force for good, the breaker of dark spells, and the "one who binds all evil."





SILVER DAGGER

Real Name Unrevealed
Criminal, Assassin of Magicians

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: REMARKABLE
Psyche: REMARKABLE

Health: 66
Karma: 80
Resources: TYPICAL
Popularity: -5

Powers:

Mastery Level—Disciple of Eclectic Magic
Silver Dagger has had no systematic training in the mystic arts but through research he knows a hodge-podge of powers and spells. He has used the following powers.

Personal

At the discretion of the Judge any Personal spells he may use are of a Good or Excellent power rank.

Universal

ELDRITCH BEAM/BOLTS: (Excellent)

MENTAL CONTROL: (Remarkable)

MESMERISM: (Remarkable)

All other Universal spells he may use are of an Excellent power rank.

Dimensional

FARALLOH: (Excellent)

No other Dimensional powers have been revealed.

Magic Items

SILVER DAGGER (Amazing)

Silver Dagger's Agility and Fighting abilities in using this weapon are Amazing. (See the Magic Item section in Book 2.)

Talents: Silver Dagger has received training in the martial arts. He can Slam or Stun an opponent whose Endurance is greater than Silver Dagger's Strength.

Background: Silver Dagger is a religious fanatic with a personal vendetta against all magic. Once a high clergyman, his frustrated ambition led him to begin studying the mystical arts. He quit his position and began traveling around the world to study with adepts of all the "dark religions". After they taught him all they could, he killed them with his dagger.

He now seeks out magic wielders and either makes them renounce magic or kills them. Silver Dagger is utterly ruthless and obsessed with "cleaning" the world of magic, although he uses it himself to accomplish his ends. He believes that god is using him as his personal weapon to rid the world of this evil.

Silver Dagger's last known location was in the Orb Dimension of Doctor Strange's Orb of Agamotto. He has escaped from there before, and is likely able to do so again.

UMAR

Former Ruler and Sorceress Supreme of the Dark Dimension.

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: AMAZING
Endurance: UNEARTHLY
Reason: INCREDIBLE
Intuition: INCREDIBLE
Psyche: MONSTROUS

Health: 200
Karma: 155
Resources: Currently unknown
Popularity: Currently - 20 in the Dark Dimension, 0 elsewhere

Powers:

Current Mastery Level—Master of Chaotic Magic
Former Sorceress Supreme of the Dark Dimension

As Sorceress Supreme, Umar had the same abilities to manipulate malevolent mystic forces as her brother Dormammu, but her skill in using them was not equal to his. As Sorceress Supreme, Umar has all the listed powers of Dormammu, but at a power rank of -1 CS from his listed power ranks.

Umar's daughter Clea has dethroned her, and Umar is now considered a Master. As a Master, Umar has all the listed powers of Dormammu, but at a power rank of -2 CS from his listed power ranks. At this level none of her powers exceed a Monstrous power rank.

Specials:

LONGEVITY: A pure-blooded Faltinian, Umar has not aged since reaching adulthood.

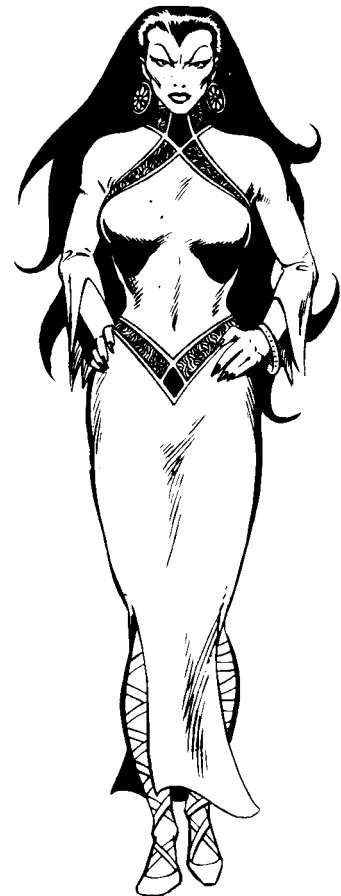
INCREASED ENDURANCE: Umar can survive environmental conditions that would be fatal to most humanoid. She has, for example, easily survived the intense heat and pressure at the center of the Earth.

Background: Umar and her brother Dormammu were both born in the mystical dimension of the Faltine. Having great mystical talents and perceived as a threat, they were both exiled to the Dark Dimension before they reached maturity.

After reaching maturity, Dormammu, in order to become more powerful, transformed his body into living mystical energy and attained a power greater than his sister, in her present form, can achieve.

Umar helped Dormammu defeat the Mindless Ones and secure the throne of the Dark Dimension for himself. She was eventually banished to an isolated pocket-dimension because her brother did not trust her ambitions. When he was defeated by Doctor Strange and his powers diminished, Umar returned to the Dark Dimension where she claimed the throne. Rebel forces, led by her daughter Clea, recently overthrew her tyrannical rule. The loss of the "flames of regency" which indicate the people's support, has seriously weakened her mystical powers.

To prevent a counter-revolution, Clea suspended her mother and father, Umar and Orini, within mystic crystals and cast them into "eternal banishment," presumably in some pocket dimension.



MAGICAL CREATURES

The following monsters all serve the purposes of chaos. Occasionally a single creature or pack of creatures will slip through a Dimensional aperture that has not been properly sealed but most often they are brought to the Earth dimension by a villainous magic wielder.

These creatures also might act as troops for a mystical invasion or as guards to prevent characters from entering a specific dimension. Whatever their function, they are seldom pleasant and almost always act to weaken or distract a hero so an evil character can strike.

Magical creatures with physical attacks use the Magic Effects Table when attacking. Those with claws or teeth determine their attacks by using their Fighting ability for the Bite-Claw column, those that pummel use the Slugfest column. A creature's bite, claw, or pummel causes damage equal to its Strength rank, *not* its Fighting rank.

When in its home dimension a creature always has initiative on the first round of combat, but thereafter initiative is determined as normal. When an extradimensional creature is reduced to 0 Health, it usually either goes back to its own dimension or dies and decays rapidly. Karma is given as normal for the defeat of a creature and no Karma is lost for inadvertently destroying a demon or evil creature.

A creature may be poisonous. When a hero is poisoned, the Judge makes a FEAT roll for the poison, using the poison's potency rank. If successful and the hero's Endurance rank is equal to or higher than the poison's potency, the hero falls unconscious for 1 to 10 rounds (roll one die). If the poison FEAT is successful and the hero's Endurance rank is less than the poison's potency, the hero loses all his Health points and starts dying, losing one Endurance rank per round until someone gives him first aid. In both cases, assuming he survives, the hero temporarily loses two ranks from every ability not below Feeble for the next 24 hours.

Creatures, especially demons, are not known for their courage and they quickly lose morale. If a pack of extradimensional creatures suffers a loss of at least a third of its numbers without injuring a party of defenders, its members will retreat to the location from where they came. They will not return to fight unless their master is with them. If he refuses to accompany the attack, the creatures will disperse to their native dimensions.

Silver weapons, as has been explained in the Miscellany of Mysticism, cause double their normal damage to demons. Creatures listed below that qualify as demons are set in ***bold italics***.

Note: Descriptions for magical creatures do not have the normal "Powers" section, as a character does. Instead it has a "Specials" section for unusual abilities. The powers used are reserved for magical abilities and spells.

DEMONS OF DENAK

F A S E R I P
Ex Ty Ex Ty Pr Gd Pr
Health: 52 Karma: 18

Specials:

CLAWS AND BITE: The Demons of Denak have two claw attacks per round. If they successfully grapple an opponent, they may attempt to bite him in the same round.

FLY: There is a 25 percent chance that any Demon of Denak can fly. He may writhe through the air or possess wings. Roll for the possibility of flight when the demon appears.

COLD TOUCH: The demon must first grapple his opponent, and if successful, can cause Remarkable damage in subsequent rounds by maintaining his grapple. A demon cannot use his claws while applying his freezing touch.

TELEPATHY—LIMITED: Their commander, usually a powerful being in another dimension, can maintain a telepathic link with the creatures and direct their actions.

UNIQUE SHAPE—SHIFTING: The Demons of Denak can easily alter their shapes. They can "ooze" around most obstacles and through traps. Only a complete enclosure, like a sphere or cube, can contain them.

Background: Demons of Denak is the title given to most non-humanoid or non-animal lesser demons that exist in the multiverse. They can be any texture, shape, and color they desire. A demon usually does not serve any permanent master. These are the creatures summoned by the spell the "Demons of Denak" (see Denak entry in Book 2). The Demons of Denak love to spread chaos and will usually appear in the Earth dimension as shock troops of an incoming extradimensional invasion.

DEMONS OF DESPAIR

F A S E R I P
Gd Ty Gd Ty Fb Pr Ty
Health: 32 Karma: 12

Specials:

FANGS: Demons of Despair can bite only one opponent a round, but can bite that opponent twice.

POISON BITE: The fangs of a Demon of Despair drip with venom. If a second bite in the same round is successful the venom will enter the wound, causing Incredible damage.

Background: Demons of Despair are usually found in the Dimension of Dreams. They are humanoid and can walk on two legs but move two areas per round quicker when on all four. These demons are most often summoned to the Earth dimension as servants of Nightmare.



DYKORRS

F A S E R I P
Rm Gd Ex Gd Ty Gd Ty
Health: 70 Karma: 22

Specials:

CLAWS: All Dykorrs have claws that are fully manipulative, like a human hand. They can either be used to cause claw damage or can grasp a weapon.

FLIGHT: A Dykorr has the magical ability to fly with an Excellent power rank. Its normal speed is four areas per round and its top speed is six areas per round. (See the Flight power in Book 1 for limitations of magical flight.)

THICK SKIN: A Dykorr has thick skin that is equivalent to Remarkable body armor

Background: The Dykorrs have been described as the most grotesque demons in all the cosmos. They are basically humanoid in form, but are usually part animal in structure. The Ancient One imprisoned the Dykorrs in the Unknown Realm centuries ago. There they dwindled in number until now only a couple dozen remain.

They are among the most intelligent of the lesser demons and are the equivalent of most humans at using devices. Though they have few special powers, they are extremely organized and could easily be "group leaders" of lesser demons, such as the Demons of Denak or Despair

They are a demanding lot and pick their leader meticulously. The last character to rally them was the dread Dormammu, but they constantly questioned his ability to lead them. Once convinced, however, that their leader is competent (Judge's discretion) their morale increases and they will break ranks and retreat only if they have failed to defeat a single opponent and half their numbers have been destroyed (as opposed to a third for most other demons).

ELEMENTALS, GREATER

F A S E R I P
In Pr Ex Gd Pr Fb Fb
Health: 74 Karma: 8

Specials:

NATURAL ARMOR: Since a Greater Elemental is made up of any one of the four basic Earth elements, air, earth, fire, or water, it is extremely difficult to hurt them physically. A weapon composed of the same element as the elemental has no effect on the monster. If the weapon used to strike is magical no body armor is considered. Otherwise their body armor is Remarkable.

ELEMENTAL MOVEMENT: A living manifestation of one of the four elements, it is quite simple for Greater Elementals to speed along in *its own element*. For example, an earth elemental that wishes to move along the ground can leave its form and simply recreate itself farther along in the direction it wants to travel. All of the Greater Elementals move at 1 area per round outside of their element. Within their element their movement rate is as follows:

Air—7 areas per round
Earth—4 areas per round
Water—6 areas per round

Powers:

NATURE CONTROL: (Incredible)

A greater elemental can create shields or

make attacks of or in whatever element it is composed.

Background: Greater Elementals are strong magical creatures that can be conjured forth from the basic substance of a planet, either air, earth, fire, or water. Those that exist on Earth respond most readily to druidic spells and other forms of "nature" magic. Though not actually demons and not usually chaotic, they can be employed in such a fashion by master magic wielders.

Generally a Conjure spell combined with a Nature Control spell is necessary to call forth a Greater Elemental. When they appear, they usually take the form of a humanoid composed of their element. Once vanquished, a Greater Elemental will simply revert back to its inanimate substance.

No Greater Elemental can take form in substances that are mixtures of elements, such as concrete and plastics. A Greater Elemental can, however, pass through substances of which its element composes the primary part. A Greater Elemental, however, must reform from its pure element. So, for example, as concrete is composed mostly of rocks, an earth elemental can force its way up through pavement and attack a hero only if it can find dirt.

ELEMENTALS, LESSER

F A S E R I P
Ty Ty Pr Pr Pr Pr Fb
Health: 20 Karma: 10

Specials:

BITE: Lesser Elementals have very sharp teeth. They can bite once per round and while they are flying. This is their only means of attack outside of slugging with their fists.

FLIGHT: Lesser Elementals have bat-wings and fly at no faster than 1 area per round.

Background: Lesser "low level" Elementals, as Doctor Strange calls them, are ugly, green humanoids with bat-wings and sharp teeth. They are among the easiest creatures to summon to the Earth Dimension and as Lesser Elementals have humanoid shapes, many magic wielders use them as servants, mystical slaves, and messengers. They can also be used as normal "troops" in an extradimensional invasion.

EYE KILLER

(Also called the Stealer of Souls)

F A S E R I P
Rm Gd Ex Ty Ex Gd Ex
Health: 66 Karma: 50

Specials:

UNIQUE SHAPE-SHIFT: Eye Killers can shape shift from their natural form into a normal human form. If they wish, however, to appear as a specific human, they must make a successful Reason FEAT roll. Eye Killers can transform from the human to their natural form in one round, if they are doing nothing else. As a human they can move only one area per round and they lose their claws.

CLAWS: In their natural shape, Eye Killers have the forelegs of a mountain lion, complete with retractable claws.

SPEED: Eye Killers have serpentine shapes that allow them to move quickly, four areas per round.

IMPROVED SIGHT: In their natural shape, Eye Killers have the head of an owl, complete with Infravision (See MARVEL SUPER HEROES Campaign Book, p. 40). Their heads can turn completely around allowing them to see directly behind themselves.

Powers:

ELDRITCH BEAMS: (Incredible) These beams issue forth from their hands or forelimbs. With their Eldritch Beams Eye Killers can steal an already defeated character's life essence. Eye Killers are known as "stealers of souls" by many North American Indian tribes. Eye Killers retain these beam capabilities even in human form.

Background: Eye Killers are "Earth demons" that have their origins in another dimension. In its natural state an Eye killer is a 20 to 30-foot-long green serpent with the feathered head of an owl and the forelegs of a mountain lion. There are few Eye Killers left on Earth and they only travel in pairs, usually as mates. They have served powerful characters in the past and will do so again if they believe it will lead to a return of the old ways, that is, a low level of civilization steeped in fear and superstition.

GARGOYLES

F A S E R I P
Ex Ex Rm Ex Pr Fb Pr
Health: 90 Karma: 10

Specials:

CLAWS: Gargoyles have large claws that, when used, raise their Fighting rank to Remarkable. Only one claw attack per round can be attempted.

TAIL: Gargoyles have long, segmented tails that can be used for the purposes of Slugfests. The tail can be used to attack a character one area away but they cannot attack with both tail and claws in the same round.

HORN: Gargoyles have a single, long horn on their foreheads which can be used with a normal combat charge. A successful Fighting FEAT roll causes an additional 10 points of Bite and Claw damage to the target above the Slugfest damage from the charge.

MAGICAL MATERIAL: Gargoyles are made of enchanted stone and have Amazing body armor against all forms of non-magical attack. Magical attacks or magical weapons, affect them as normal (No body armor).

Powers:

FORCED SHAPE-SHIFTING: A Gargoyle can transform another character into a gargoyle by making an Agility FEAT role for Targeting (see Magic Effects Table) and holding the victim for two consecutive rounds. On the third round, transformation is complete and the victim will assist on the "attacker's" mission. Once altered, a victim will act as a magical creature even if the original Gargoyle is defeated. If a Psychic Seal of Permanence spell is cast upon the transformed character, the transformation is permanent. Otherwise the victim can be restored to his original character by a spell of exorcism. There is no time limit on the length of the spell or for its reversal.

Background: There are many types of Gargoyles, but the ones described here are the most powerful ones encountered by Doctor Strange. They appear to be made of gray stone, are 10 feet long from the tip of the horn to the tip of the tail, and have blazing red eyes. They occasionally stand up on their hind legs, but are usually quadrupedal.

They seem to be extremely susceptible to the Light of Truth and Order emitted by various spells and objects (see the Vishanti and Agamotto entities and magic items in the Miscellany of Mysticism). They will not enter an area bathed in this light, for they dare not admit the truth of their own base nature. If cornered and subjected to this light for 5 continuous rounds they will disintegrate.

They are usually encountered in no more than pairs and very rarely in great numbers. Though it is feasible for them to exist everywhere, they are most prevalent in the Dimension of the Shadowqueen.

(The Defenders' Gargoyle is not the same type of gargoyle as the ones mentioned here.)

G'URANTHIC GUARDIAN

F A S E R I P
Rm Ty Mn Am Pr Ty Am
Health: 161 Karma: 20

Specials:

BODY ARMOR: The G'uranthic Guardian has Monstrous Body Armor against all forms of attacks.

ENVIRONMENTAL INDEPENDENCE: The G'uranthic Guardian can stand in its portal-like position for eons without nourishment, sleep, or need for movement. It is one of the most patient of creatures.

Powers:

G'URANTHIC EYEBEAM: (Incredible)

Usually closed, the single eye of the G'uranthic Guardian opens to scan the intent of an approaching character. If the character means to harm the ruler of the Dark Dimension the scanning beam turns into an unusual attack beam. Submitted to this beam, a character is rooted in place and must succeed in a Psyche FEAT roll to move. Five successful Psyche FEAT rolls by the victim are required to move out of the beam's range.

Each round that a character is in the beam, the G'uranthic Guardian may make a Psyche FEAT roll. If the roll is successful, the victim's Reason, Intuition, and Will power are all reduced by one rank.

If the victim leaves the beam while these abilities are still Typical or higher, he will slowly recover on his own at the pace of one rank for each ability per hour.

If the victim's Reason, Intuition, and Psyche all drop to Feeble it is as if all of the character's knowledge and will power were drained away. The enfeebled victim cannot use mental or magical powers and even the most simple of tasks cannot be completed. Once the victim has been stupified, the creature closes its eye and waits for the next intruder. After the beams power has expired, the stupified victim's abilities return at the rate of one rank per hour.

A counter-spell can fully restore the character's mind and knowledge. Such counter-

spells are available to the Agamotto and the Vishanti-the Judge can create other counter-spells.

Background: The G'uranthic Guardian is a 60-foot-tall scaly humanoid creature which guards the palace of the Dark Dimension. It is not a demon and not an item, but some form of living artifact that squats over the palace entrance, looking downward, waiting to defend his post. The Guardian has a large fist giving him a Monstrous Fighting rank for Slugfest.

While most attacks do not faze the Guardian, his eye can be blinded by either extreme mystical darkness, as in the Darkforce or by the Light of Truth and Order as in the light of the Eye of Agamotto or the light spell of the All-Seeing Vishanti. Once blinded the Guardian will shut his eye and take a day or two to recover.

MINDLESS ONES

F A S E R I P
Rm Pr Gd Ex Fb Fb Fb
Health: 64 Karma: 6

Specials:

THICK SKIN: The Mindless Ones have thick skin that acts as Excellent body armor.

EYE BEAM: The single, oval eye that each of the Mindless Ones possesses, fires an energy beam that causes Excellent damage. The beam is not magical in nature, but is like the Slugfest energy beam of the mutant hero Cyclops. It can be fired only once per round and has a range of only 1 area.

MINDLESSNESS: These beings are completely mindless. Though illusionary powers and spells work on them, other mental powers that attack or affect the mind, such as Confusion, Fear, Mental Control, and Mesmerism, do not.

ENVIRONMENTAL INDEPENDENCE: They need not eat, sleep, or breathe, but seem to derive their energy from an inexhaustible internal supply. It is unknown if they age or ever die. This does not appear to be a magical condition, just a natural one.

INEXHAUSTIBLE: The Mindless Ones are tireless and never cease fighting and moving. If defeated they will lay as if dead for 3 rounds, then rise up and begin fighting again. Karma is granted as normal for defeating them.

Background: These tireless beings are the ultimate chaotic creatures. Clea, the current Sorceress Supreme of the Dark Dimension, who keeps them confined behind a mystical transparent barrier has referred to them as, "primitive, savage, totally devoid of love, or hate, or any type of intelligence. They live only to fight... and to destroy."

The Mindless Ones, gray humanoids with slightly bulkier and taller bodies than human males, lived in a pocket cosmos that was accidentally added to the expanding Dark Dimension. In rebellion, they killed many of that Dimension's magic wielders and Olnar, its ruler. Dormammu, who was later to become Sorcerer Supreme of the dimension, herded them, and locked them behind a mystical barrier. They have on numerous occasions escaped from this barrier, caused chaos, and then been returned to their confines. These creatures travel in large packs of between ten and 100 and have never entered the Earth dimension.

SLITHE

F A S E R I P
Ty Gd In Ty Ty Pr Gd
Health: 62 Karma: 20

Specials:

TENDRIL EYES: The Slithe has two large, red eyes, both located on the tips of tendrils. These tendrils can stretch to 5 areas long and become so thin they can snake through plumbing pipes and out of faucets. Thus, the Slithe can spy on matters that interest him by using these eyes as periscopes out of street gratings, manhole covers, and so on.

TENTACLES: The Slithe has numerous tentacles of various lengths and thicknesses. The tentacles can be used to grab victims and drag them down to the Slithe waiting below.

NEAR INVULNERABILITY: The Slithe is invulnerable to all attack forms *except* very bright light and a loss of fear (see Background for the loss of fear). Intense natural or artificial light (full sunlight or searchlight equivalency) causes Good damage to the Slithe every round he is exposed to it. Magical light does its normal rank of damage to the Slithe. The Slithe never positions itself anywhere near a source of bright light.

Background: The Slithe is a huge monster that resembles a hybrid of a slug and a squid. It has two red eyes on stalks, numerous tentacles, and is a dung color. The Slithe lives in the depths of the sewers of New York City and can reach up through the adjoining vents, grates, manhole covers, and plumbing into the world of man.

It "eats" by dragging a terror-stricken victim down into the sewers and then sticking him into one of its transparent, gelatinous, holding sacs. All of the fear and terror felt by the victim creates a form of energy that the Slithe feeds upon. Presumably, the Slithe keeps its victims in the sac until they die of starvation or fear, then deposits their remains somewhere. It can hold up to two human-sized victims at one time.

Strangely enough, if the victim in the sacs conquers his fears (which requires a red Psyche FEAT roll) a reverse siphon is enacted and drains the life force out of the Slithe in 3 rounds. When the Slithe is drained, nothing is left but a pool of goo.

The Slithe is the Earthly counterpart of the Dweller in the Darkness, ruler of his own dimension, the Dimension of Fear.

SPINYBEAST

F A S E R I P
Ty Gd Pr Ty Pr Fb Fb
Health: 26 Karma: 8

Specials:

SPINES: The Spinybeast is covered with short red spines which act as Good body armor. These magical spines of Remarkable Material Strength are filled with a poison of Amazing potency. Upon the puncture of a character's skin, he is allowed an Agility FEAT roll to jump back before the poison is injected.

Background: The Spinybeasts exist only in Nightmare's Dimension of Dreams. These dog-sized, red quadrupedal creatures, act as guardians of the dimension.

Nightmare forces these creature into action

by flashing a special mystic prod, just above their spines. If, however, Nightmare touches a Spinybeast with the prod, the creature is killed instantly. Spinybeasts are never encountered more than one at a time.

TWIN SPIRITS

This pair of "smoky ghosts" has no known statistics and none are needed. Twin Spirits cannot attack and need not defend as no known attack affects them and they can pass through any obstacle.

Their sole purpose is to fetch an item or character that their summoner has specified. They travel at speeds up to the speed of light but can travel slower if transporting a character. Umar once had Doctor Strange brought to her in this fashion and there was nothing he could do to stop his abduction. These creatures can even grasp astral forms.

Twin Spirits are created by mystic smoke produced by a magic wielder's brazier, but their infrequent appearances have led many to conclude that an extremely expensive and rare incense must be burned in a brazier to create their form (Judge's discretion).

VISIMAJORIS

(Also called the Divider of Souls)

F A S E R I P
Rm Gd Ex In Gd Ex Ex
Health: 100 Karma: 50

Specials:

MULTIPLE EYES: Visimajoris has at least 17 eyes, most on eyestalks but at least one each on the back of his hands. He can see in all directions at once and he can never be surprised by a physical creature.

TENTACLED HANDS: Visimajoris's hands end in tentacles so strong they are considered claws in combat.

Powers:

EYE BEAM:

Visimajoris can fire magical beams from his eyes combining the beams from all eyes into a single attack. To affect a victim Visimajoris must obtain a bull's eye result on a Targeting FEAT roll (see the Magic Effects Table). When properly focused on a victim, the beam divides the target by doubling his form every round until, for example, after 9 rounds, there are 512 different forms.

Every round the character is struck by the beam, all of his abilities and power ranks are reduced by one rank. The character dies if all abilities are reduced to Shift 0. If the character is still alive, the instant Visimajoris is struck down, the multiple images recombine into their original form. Abilities and power ranks return at the rate of one rank per round.

Background: Visimajoris is a demon monster and guardian of The Creators portal into the Quadriverse. Visimajoris nearly defeated Doctor Strange, who was trying to stop The Creators, when Apalla, the sun queen, struck the multi-eyed creature down. He still lives and it is doubtful that he can ever be completely destroyed.

YANDROTH'S BAT

F A S E R I P
Ty Ex Ex Ty Pr Fb Fb
Health: 52 Karma: 8

Specials:

FLIGHT: Yandroth's Bat's massive wings allows it to Fly at a rate of 20 areas per round. Its ability to maneuver in the air is better than any other known flying creature of comparable size. It can completely switch directions in one area, no matter how fast it is moving, making it unpredictable and a very dangerous opponent.

CLAWS: Yandroth's Bat has a three-digit talon at the end of each wing, which can strike as claws. If the bat uses one of these claws while swooping, its Fighting and Strength ranks are increased one column for every 5 areas it swoops. For example, at its fastest speed the bat has an Incredible Fighting rank and a Monstrous Strength rank. The bat cannot strike with more than one claw per round.

THICK SKIN: The bat's thick skin acts as Excellent Body Armor.

Background: This bat is named after Yandroth, the alien scientist who sought to defeat Doctor Strange by scientific and technical expertise. Yandroth ruled the planet on which the bat exists, and he most likely created the bat by genetic engineering.

A demonic-looking creature, but not a demon, the bat is magenta in color, has a man-sized trunk and head, and has colossal wings with a span of at least 100 feet. An omnivore, the bat's speed and maneuverability are fantastic, and few animals being hunted can escape it. The bat is not chaotic or evil and it is highly unlikely that a character would ever encounter more than one bat at a time.

YANDROTH'S SLUG

F A S E R I P
Pr Pr Ex Gd Fb Fb Fb
Health: 38 Karma: 6

Specials:

SHELL: The shell that covers most of Yandroth's Slug is of Monstrous Material Strength. Unless an attacker can batter through the shell, he must target his attacks on the head. A bull's-eye is needed to hit it (see the Magic Effects Table for Targetting magical attacks and the Battle Effects Table for Shooting & Throwing).

ULTRASOUND: Yandroth's Slug can emit ultrasound through his two antennae. This ultrasound is a sonic attack that causes Amazing damage to everything in and adjacent to the area it occupies.

Background: This slug is named after Yandroth, the alien scientist who sought to defeat Doctor Strange by scientific and technical expertise. Yandroth ruled the planet on which the slug exists and he most likely created the slug by genetic engineering.

The slug is monstrous, 60 to 70 feet long and 35 feet high. It is mottled gray, except for its single large, pink, multifaceted eye. The slug cannot move faster than 1 area per round horizontally and can climb only half an area per round. Yandroth's Slug is always found alone. It is omnivorous and most likely, given the time and inclination, can consume inorganic matter as well.

MARVEL SUPER HEROES, MARVEL SUPER VILLAINS, MARVEL UNIVERSE, Baron Mordo, Brother Voodoo, Clea, Diablo, Doctor Doom, Doctor Druid, Doctor Strange, Dormammu, D'Spayre, Magik, Morgan Le Fey, Nightmare, Shaman, Talisman, Silver Dagger, Umar, Demons of Denak, Demons of Despair, Dykkors, Greater Elementals, Lesser Elementals, Gargoyles, G'urathic Guardian, Mindless Ones, Slithe, Spinybeast, Twin Spirits, Visimajoris, Yandroth's Bat, Yandroth's Slug, Karl Amadeus Mordo, Ancient One, Vishanti, Lord Phylfe, Ikonn, Mabdhara, Satannish, Valtorr, Jericho Drumm, Daniel Drumm, Damballah, Papa Jambo, Faltine, Raggadorr, Prince Orini, Olnar, Dark Dimension, Flames of Regency, Esteban Diablo, Thing, Fantastic Four, Anthony Druid, Stephen Strange, Cyttorak, Seraphim, Darkhold, Agamotto, Tiboro Sixth Dimension, Shuma-Gorath, Chthon, Sanctum Sanctorum, Thor, Odin, Wraiths, Dweller in Darkness, Florida Interdimensional Nexus, Spider-Man, Man-Thing, Cyclops, Magnus, Gaea, Merlin, Spider Woman, the Avengers, Dimension of Dreams, Demonic Steed, Gulgo, Victor Von Doom, Latveria, Falroth, Doom Robots, Beyonder, Battleplanet, Ilyana Nikolovna Rasputin, Dimension of Limbo, Soulsword, Colossus, X-Men, Belasco, Michael Twoyoungmen, Great Key, Mystic Pouch, Grandfather's Skull, Alpha Flight, Heather Hudson, Snowbird, Faralloh, Elizabeth Twoyoungmen, Unknown Realm, Infravision, The Light of Truth and Order, Dimension of the Shadowqueen, Darkforce, Dweller in the Darkness, Dimension of Fear, Creators, Apalla, Yandroth, and the distinctive likenesses thereof are trademarks of the Marvel Comics Group. Copyright ©1986 Marvel Comics Group, a division of Cadence Industries Corporation. All rights reserved. Printed in the U.S.A. Game Design Copyright ©1986 TSR, Inc. All rights reserved.

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NIGHTMARE