

MARVEL SUPER HEROES™

Official Game Accessory

REALMS OF MAGIC

by Kim Eastland



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Timing of Spell Effects

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative.

Distracting Situations Table

The caster must make a Psyche FEAT roll to get his spell off in one round. If he fails the FEAT roll, the spell will take two rounds to cast.

- * Caster has been affected by an opponent's spell or attack this round.
- * Caster's friend or loved one is in danger of *immediate* death.
- * An innocent bystander is in danger of *immediate* death (evil spellcasters are generally not distracted by this).
- * Caster's mind has been affected by travel in a sanity-bending or sanity-threatening dimension.

The Judge can declare other situations to be distracting.

Number of Spells Allowed Per Round

Personal and Universal Spells.

1 (2 if Red Agility FEAT roll is successful.

Dimensional and Entreaty Spells. 1* Group Spells. 1

* A caster cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Magical Limits Table

Spell Rank	Duration of Effect	Area of Effect	Damage
Shift 0*	Can't Cast	None	None
Feeble*	1 round	Touching	2
Poor*	1 round	Touching	4
Typical*	1 round	Touching	6
Good	1 round	User's Area	10
Excellent	10 rounds	1 area	20
Remarkable	1 hour	2 areas	30
Incredible	1 day	5 areas	40
Amazing	1 month	12 areas	50
Monstrous	1 year	10 sq. miles	75
Unearthly	Permanent	1 planet	100
Shift X	Permanent	1 planet	150
Class 1000**	Permanent	1 dimension	1000

* Ranks of Typical or less are possible only due to negative column shifts.

** Spells and abilities below Class 1000 rank can be increased by column shifts to a maximum of Shift X. Spells and abilities less than Class 1000 rank cannot be increased to Class 1000 by column shifts regardless of the number of column shifts the caster or target receives. A negative column shift reduces Class 1000 spells and abilities to Unearthly, not Shift X.

Gloating Table

Villain's Rank	Rounds of Gloating
Novice	6
Disciple	7
Adept	8
Master	9
Sorcerer Supreme	10

The villain will continue gloating unless he makes a successful Intuition FEAT roll. This gloat check is made every round thereafter until it is successful or until the villain is attacked.

If a hero casts any of the following spells, a gloating villain will not notice the spellcasting until the spell takes effect. If the spell fails, the villain will not be aware that it was cast.

Apply a -1 CS to the villain's FEAT roll to resist any of these spells.

Apparition
Astral Projection
Chameleonic Coloring
Damage Absorption
Density Control—Others
Density Control—Self
Dual Persona
Emotion Control
Enchanted Eye
Foretelling
Healing—Self
Healing—Others
Immovability
Invisibility—Self
Invisibility—Others
Luck
Mental Barrier
Mental Probe
Post-Cognition
Protected Senses
Static Field
Telekinesis
Telepathy (if not with the villain)
Trance

Casting Shifts Table

Column Shift	Condition That Applies
-2 CS	If the target is an item or being more than 30' tall (3 stories) or at least 2 areas wide.
-1 CS	If the target is a creature or being from another dimension.
-1 CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the attacker has a stronger Psyche.
-1 CS	To the spell rank of a caster's allowed personal or universal spell if the caster fails in an attempt to cast two spells this round (see Number of Spells Allowed Per Round).
-1 CS	If the caster is engaged in astral combat (see Astral Combat in the MAGIC USE AND COMBAT section).
Variable	If a caster is attempting to break or alter an existing spell cast by another magic wielder, apply column shifts based upon which sorcerer has the higher spell rank involved. If the magic wielder who created the spell has the higher rank, apply a -1 CS for each rank the creator has above the breaker's spell rank. If the breaker's spell rank is higher, apply a +1 CS for each rank the breaker has above the creator's spell rank.
+1 CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the defender has a stronger Psyche.
+1 CS	To any spell used against a target that is considered "vulnerable" to the caster's particular school of magic (order vs. chaotic magic, etc.)*
+1 CS	To any spell used in an area that is considered beneficial to the caster's school of magic.*
+2 CS	If the spell being used was learned, during the game campaign, from an ancient book.
+3 CS	If the target is willing to be affected by the spell. This shift applies only if the target is <i>truly willing</i> . This shift does not apply if an otherwise unwilling target is under some form of mental control.

Book 1: MANUAL OF MAGIC



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INTRODUCTION

The Campaign Book of the MARVEL SUPER HEROES Role Playing Game contains an abbreviated section on magic for those Judges and referees who like to "dabble" with magical characters in their campaign. Many Judges and players want more, much more, on Marvel magic: how to use it, how to properly generate a magical character, and complete information on how it fits into a game campaign. Fulfilling these desires is the purpose of the REALMS OF MAGIC.

These Marvel Accessory booklets are designed for use with the MARVEL SUPER HEROES Role Playing Game. You need the game in order to play.

Magic in the Marvel Universe is ever-changing. The extent of a character's magic use differs greatly from tale to tale, and from author to author. While there exists a pattern and definition for mutants, Inhumans, and so forth in the Marvel Universe, there is very little about magic that is "carved in stone". Indeed, as time goes by, we discover more and more about the magical creatures that inhabit the various dimensions surrounding Earth.

What we have compiled for you in these booklets is what an Earth observer in the Marvel Universe might be able to gather, given time, study and hard work. It includes information that is as current and complete as we can gather, given the mysteries that often cover Marvel Universe magic.

This first booklet, the Manual of Magic, contains detailed information on how the magic in the Marvel Universe works in the MARVEL SUPER HEROES Role Playing Game. It also includes a new character generation system for magical characters, definitions of magical spells, rules on using magic in combat, and a newly designed character sheet that can be photocopied for the players' convenience.

The second booklet, the Miscellany of Mysticism, covers numerous mystical dimensions and magical artifacts that are part of the Marvel Universe. This booklet can be used to expand the magic involvement of a campaign from the basics established in the first booklet.

The third booklet, the Codex of Characters and Creatures, fully describes many of the most important magic-wielding characters and monsters that inhabit the Marvel Universe.

So tarry no longer, thou who art desirous to learn the true secrets of the ancient

arts. Onward, boldly, into MARVEL SUPER HEROES' REALMS OF MAGIC.

TERMS

There are a few terms that are either new or redefined for magic use.

Artifact. A magical or technological item of great power, antiquity, or fame. Artifacts are usually one-of-a-kind items.

Caster. Someone in the act of using a spell. This word is used to distinguish a person using a spell from a person or thing that is the target of a spell.

Column Shift. Some spells or modifications are in the form of a Column Shift, that is, shifting the column of the Universal Table on which a character's natural ability, spell, etc., normally functions, to the left or right on the Universal Table. This is usually referred to as a positive or negative number, followed by CS: +1 CS (shift the normal column one to the right), -2 CS (shift the normal column twice to the left), and so on.

Magically Enhanced. A character whose abilities have been permanently affected by magic—a type of Altered Human.

Magical Item. An item created by magic or any item that functions by magic.

Magic-Wielder. A character able to use spells. Such characters may also be called magicians, sorcerers, wizards, enchanters, etc.

Spells. The spells of a magical character are just like the powers of another hero, except that they are derived from magical

sources. These are also called enchantments, incantations, etc.

MAGICAL ENERGIES

What energies a magic-wielder draws upon is decided at the outset of the character's creation. Magical energy can be drawn from three different sources: *personal*, *universal*, and *dimensional*. Each source of energy yields a slightly different form of magic, although it is easy to achieve the same result using different sources. Most magic-wielding characters have more than one source that they have learned to tap into. Learning the differences between these energies is the key to being an efficient magic-wielder.

Personal Energies are derived from the personal energy of the character's soul/mind/body. This energy fuels any power or spell that affects the caster himself or a willing subject; trances, astral form, thought projections, physical alterations, and so forth can all use personal energy.

Universal Energies are gained by tapping this universe's ambient magical energy and channeling it for special effects. It is used for spells and powers affecting the world outside the sorcerer. Teleportations, attacks, illusions, and so on, tap the energy fields of the universe, using the magician as a focus.

Dimensional Energies are used by tapping beings or objects of power dwelling in mystical dimensions, tangential to our own. This form of energy is the least wearing upon the user. The sorcerer may only use these energies for powerful spells, groups of spells, or to ask for things that the being or aspect called upon would and/or could provide. The dimensional energies are usually gained by the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. If calling upon an extradimensional being it is important to remember that the magic-wielder makes himself known to the being he is calling, and often to other magic-wielding beings powerful enough to monitor the use of dimensional energy.





CHARACTER GENERATION

To understand a character in the Marvel Universe one must look at the three general areas that define a character's magical abilities and personality: how magic shapes a character's life, the character's suitability as a magic user, and what energies he draws upon to use his magic.

There are three different generalized types of magical characters: those who have been magically enhanced, those who have a magical item or items, and those who are magic wielders. Needless to say, some characters can fit into more than one category, but it is how they primarily use magic that is important. Doctor Strange has his magical cloak and amulet, but it is his abilities as a magic wielder that are the basis of his career.

Magically Enhanced characters are those who have touched some magical item or been influenced by some mighty magical being or spell in the past and now have abilities and/or powers that are permanently enhanced. Increased Strength and Endurance, improved eyesight or movement, are all typical examples of magically enhanced abilities and characteristics. Absorbing Man is an excellent example of a character who has been "enhanced" by magical spells.

Magical Items possessed by characters create another kind of hero. The source of magical items is usually a powerful magical being or god who grants the item to the character, or the item is found in a ruin, in an ancient temple, hidden away by its previous user, etc. The Black Knight is an example of a character whose power is primarily shaped by a magical item, in his case it is his magical weapon, the Ebony Sword, given to him by the image of his centuries old ancestor, the original Black Knight. Other characters who would fit into this category are Moon Knight and Tigra. Note that many of the characters who have magical items also have developed their natural abilities, such as Fighting, acrobatics, and the like.

Magic Wielders are the most complicated classification, as we will later see. These are characters who wield magic themselves. It sometimes manifests itself as an innate power, but usually is used by means of spells and incantations. Doctor Strange, Baron Mordo, Brother Voodoo, and Shaman all fit into this category. The character's suitability as a magic user

depends primarily on what type of magical character he is. Suitability requirements for characters who have stumbled upon a magical item or have been enhanced magically usually consists of dumb luck, and sometimes a stout heart, pure nature, etc. Suitability requirements for magic wielders are far more stringent and this section is primarily for these characters.

A hero who is a magic wielder must have a Psyche of Good or higher. The reason for this is that Psyche is so often used in a FEAT roll to resist a magical spell that a magic wielder of Typical Psyche just would not last that long.

A magic wielder has usually had training in the past, such as Doctor Strange received from the Ancient One. Most (95%) magic wielders have had to undergo intense training. The other 5% (a percentile roll of 96-00) have an innate ability to use magic, like Talisman, but must immediately find a master to help teach them how to control and use their powers.

The only way for a magic wielder to increase his abilities is to study long and hard under a master who understands the mysterious ways of magic and is of the same school of magic (this will all be explained later on). "Studying" not only includes gaining experience through the actual use of magic "in the field" to combat villains, but also spending free time pouring over ancient tomes, practicing spells, etc. A magic wielder's life is not an easy one. When other characters are out scoring Karma points through a social life, making personal appearances, etc., a magic wielding apprentice must spend many isolated hours a day at study and practice, just to maintain what he has learned.

Creating a Character

To begin, either the player or Judge has determined that the character will be magical by either freely choosing that type of hero, or by using the MARVEL SUPER HEROES Game character generation system, whichever method the Judge is using in his campaign. Before Step 1 below, roll the character's ability ranks, determine his beginning Health, Karma, and Popularity as you normally would. The next step is to determine what kind of magic related character is being created.

STEP 1. Character Type

Roll percentile dice and use Table 1.0 to determine the type of magical character.

Each type is further defined by another Step, referred to in Table 1.0.

Table 1.0: General Character Type

Dice Roll	Character	Go To Step
01-10	Magically Enhanced	#2
11-35	Possesses Magical Item(s)	#3
36-00	Magic Wielder	#4

STEP 2. Magically Enhanced Character

This type of character derives his power from a permanent magical spell or effect placed on him by a powerful magical being or enchantment. This type of character is an Altered Human. To determine the character's powers, use either the character generation system in the Campaign Book or the Enhancement spell in the Magical Spell Definition section. The origin of the character and his powers is up to the Judge and the player.

If the system in the Campaign Book is used to create the character, use the definitions of powers found there, rather than the spell definitions in this book.

STEP 3. Characters Possessing Magic Item(s)

This type of character derives his power from a magical item or items (Judge's discretion as to origin). Roll percentile dice on Table 3.0 for the number of items, then again on the following tables until all of the items have been determined.

Once the types of the items are known, go to Table 3.9 to find if there is a catch or drawback to any of them. Each item has only one power to begin with (a Judge may decide that more than one power is in the item, but that all except one are latent powers that require some time before the character knows of or can control them).

Once the drawbacks (if any) of the items are known, go to Step 5 to determine the "school" that all of the powers belong to (treat all of the items as one for this purpose). Then go to Step 6 to determine what exact power the item is capable of performing or granting to its user. Treat the powers as using either personal or universal energies, whichever the player prefers.

If, after the powers of the items are known, the Judge believes that the item or items are too powerful and could possibly



upset the game balance, he should either reduce their power or return to this section and roll on Table 3.9 to create drawbacks for using them. When the items are completely determined, go to Step 7.

Table 3.0: Number of Magical Items

Dice Roll	Number
01-10	1 item (Character should also have one ability of the player's choice increased by 2 ranks)*. Roll on Table 3.1 for each item.
11-50	2 items (Character should also have one ability of the player's choice increased by 1 rank)*. Roll on Table 3.1 for each item.
51-90	3 items. Roll on Table 3.1 for each item.
91-00	4 items. Roll on Table 3.1 for each item.

*Abilities cannot be increased above Amazing rank.

Table 3.1: Magical Item Categories

Dice Roll	Item Type	Go to Table
01-25	Weapon	3.2
26-35	Armor	3.3
36-45	Gemstone	3.4
46-60	Jewelry I	3.5
61-75	Jewelry II	3.6
76-95	Miscellaneous	3.7
96-00	Creatures	3.8

Table 3.2: Weapons

Dice Roll	Weapon
01-25	Sword
26-30	Two-Handed Sword
31-40	Dagger
41-50	Battle Axe
51-60	War Hammer
61-70	Mace
71-80	Bow
81-90	Spear
91-95	Unusual weapon (Judge's choice)
96-00	Weapon of player's choice

Note: The player should also note on his character sheet the weapon note below that is applicable to him.

Table 3.22: Weapons Damage Chart

Weapon	Range	Damage	Notes
Sword	0	10 pts/or as thrown	blade longer than 12 in.
2-Hand* Sword	0	20 pts	blade longer than 36 in.

Dagger	0 or T	4 pts/or as thrown	blade shorter than 12 in.
Battle Axe	0	15 pts	two-handed weapon*
War Hammer	0	Strength +2 CS	two-handed weapon*
Mace	0	Strength +1 CS	shift right 1 column when attacking
Bow	5	6 pts	two hands needed to fire
Spear	0 or T	10 pts/or as thrown	blade with a handle over 1 ft. long
Thrown Item	T	Material or Strength rank number whichever is lower	blunt, thrown weapons do not kill—they stun instead

*These two-handed weapons cannot be used effectively by a character unless both hands are on the weapon. However, if the character's Strength is at least Remarkable, he can wield it with one hand only.

T Thrown weapons have a range equal to the number of ranks that the thrower's Strength is above Typical, plus one.

Table 3.3: Armor

Dice Roll	Armor Type
01-20	Full Medieval Plate ¹
21-40	Full Chain Mail ¹
41-50	Chest Plate ²
51-60	Shield ³
61-70	Helmet ⁴
71-80	Full Leather Armor ¹
81-90	Unusual or exotic armor (Judge's discretion)
91-00	Armor of player's choice

¹ Covers the wearer's entire body

² Covers the wearer's torso and back only

³ Protects against frontal attack only. If a shield is used in combination with a chest plate or any type of full armor, the shield raises the protection of the other armor by one rank. If used alone or with a helmet only, use the shield's armor rank.

⁴ Covers the wearer's head only

Table 3.4: Gemstone (large as a fist)

Dice Roll	Type
01-10	Diamond
11-20	Ruby
21-30	Pearl
31-40	Emerald
41-50	Sapphire
51-60	Opal
61-70	Amethyst

71-80	Topaz
81-90	Aquamarine
91-95	Judge's Choice
95-00	Player's Choice

Table 3.5: Jewelry I

Dice Roll	Type
01-10	Headband
11-20	Bracelet
21-30	Medallion
31-40	Scarab
41-50	Pendant
51-60	Arm Band
61-70	Necklace/Collar
71-80	Earring(s)
81-90	Belt
91-95	Judge's Choice
96-00	Player's Choice

Table 3.6: Jewelry II

Dice Roll	Type
01-35	Ring
36-55	Amulet
56-65	Scepter
66-70	Charm (Judge's discretion)
71-85	Orb
86-90	Crown
91-95	An exotic or unique piece of jewelry selected by Judge
96-00	An exotic or unique piece of jewelry selected by Player

Table 3.7: Miscellaneous

Dice Roll	Item
01-10	Wand
11-20	Rod
21-25	Staff
26-35	Cloak
36-40	Rug (flying)*
41-45	Mask
46-55	Bag, Pouch, Box, etc.
56-60	Horn or other musical instrument
61-65	Cube, Pyramid, or other polyhedron
66-70	Sculpture (Judge's discretion)
71-75	Boots
76-80	Brazier
81-85	Robe
86-90	Rope, Chain, etc.
91-95	Unusual Item (Judge's choice)
96-00	Unusual Item (Player's choice)

*Judge's discretion on capacity and flying speed



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Table 3.8: Creatures

Dice Roll	Type
01-20	Pet
21-60	Mount
61-00	Familiar

Pet indicates a normal-looking animal that is completely obedient to the character. The animal has some magical link to the character, such as, it can magically communicate with the character, the hero can see through the animal's eyes when he wishes, the hero can switch bodies with the pet when he wishes, and so on (Judge's discretion). If the pet is ever destroyed, the player character may be able to find and train a new one (Judge's discretion). The size and type of animal is completely up to the Judge and player.

Mount indicates a large animal such as a horse, giant bird, large cat, etc., that the

hero can ride. The mount usually has at least one powerful magical ability or power of its own, such as, flying, phasing through solid objects, body armor, etc. (Judge's discretion). Valkyrie's winged horse, Aragorn, is an example of a magical mount.

Familiar indicates a being that is very powerful magically and actively assists the hero. Two powers should be rolled randomly or selected by the Judge from the personal and universal energy lists for this familiar. In addition, the familiar is intelligent (Reason and Psyche at least Typical) and can communicate with its owner (the kind of communication is left to the Judge's discretion). The form of the familiar can either be that of a normal animal (usually a cat) or an unusual type, such as a small dragon or other mythical creature. The familiar's form is at the player's discretion.

Table 3.9: Item Conditions

Dice Roll	Condition
01-50	There are no conditions to the item (it operates as described.)
51-53	The item has no effect:
54-56	vs. a certain material*
57-60	vs. a certain type of creature (aliens, mutants, magicians, etc.)*
61-63	when not in plain sight
64-66	vs. one type of magical energy (personal, universal, dimensional)*
67-70	unless used in the light
	on a condition set by the Judge*
	The item will not work unless it consumes or destroys:
71-73	an evil magical monster (once a year)
74-75	at least 10 resource points of precious metal or jewels (once every two weeks)
77-80	a huge energy charge of some form (once a week)*
81-82	a roomful of light or darkness (once a day)
84-86	a condition and usage rate defined by the Judge*
87-89	The item has a hatred for a specific type of creature or thing and takes over the hero when it is close to it, forcing him to attack. Possibilities include demons, evil mutants, etc.*
90-92	The item doubles its effectiveness under certain conditions. The doubling effect could be damage caused, twice the range, twice the duration, etc.* The conditions could include a certain level of karma points that must be obtained by the hero, if the item is used during certain times of the day, and so forth*
93-97	The item has an additional known power that manifests itself under certain conditions. Roll or select the new power as normal, then assign a condition*
98-00	The item grants the user knowledge of 3 powers from the list of universal energy. Assign a condition to the item as a single item*.

*Judge's discretion



STEP 4. Magic Wielding Characters

This type of magical character derives his powers from spells using personal, universal, or dimensional energy (see the MAGICAL ENERGIES section for the details on these three types of energy). Not all magic wielders are alike. Roll on Tables 4.0 below to determine the nature of the energies this character wields.

After determining what types of energy are available for the character to tap into, roll on Table 4.1 to determine how many spells the magic wielding character has. Then go to Step 5 to find out what "school" of magic the character follows. When finished, go to Step 6 for the specific spells in the categories that have been established. After all of the magic wielder's spells have been completely defined, go to Step 7.

Table 4.0: Magic Wielder Energy Use

Dice Roll	Types of Energies the Character Can Tap Into and Utilize
01-15	Personal Energy Only
16-50	Personal and Universal Energies Only
51-00	All Energies

Personal Energy Only means that the character can only have spells listed on Table 6.1: Personal Energy in Step 6. These spells can only be utilized by the character using his own, personal energy. Roll on Table 4.1, then go to Step 5.

Personal and Universal Energies Only means that the character can use spells from both Tables 6.1: Personal Energies and Table 6.2: Universal Energies, in Step 6. The character's spells will only be able to be utilized by tapping into either his personal energy or the energy of the universe around him. Roll on Table Step 4.1, then go to Step 5.

All Energies indicates that the character is able to use all of the spell tables in Step 6 to determine his spells. Roll on Table 4.1, then go to Step 5.

Table 4.1: Number of Magic Wielder Spells

Dice Roll	Number of Spells Character Wields
01-05	2
06-50	3
51-85	4
86-97	5
98-00	6

STEP 5. Magic Schools

Most mystics, magicians, and sorcerers in the Marvel Universe follow a specific school of magic. Magic schools are divided into three general types: magic for the establishment of order in the dimensions (usually referred to as "white" or "good" magic); magic for the breakdown of order that results in chaos in the dimensions (usually referred to as "chaotic", "evil", or "black" magic); magic that neither strives for chaos or for order, but remains neutral in its existence (usually referred to as "neutral" or "gray" magic).

Each magic school is more complicated than the definitions above. Each school includes concepts of nature and the character's place in it, guidelines on what entities to entreat if dimensional magic is being used, and goals to strive for. Furthermore, despite the general tendency of each school ("white", "gray", "black") each school contains sorcerers who violate the principles of the school, much as Baron Mordo violated the teachings of the Ancient One by using evil magic. Such renegade magic wielders usually become outcasts from their original schools, but a wise sorcerer should always beware of them.

The major schools of magic are listed below. Unlike the other Steps, random selection is not involved; the Judge should allow each player to choose his school of magic. The Judge should not interfere in a player's choice unless he believes that the chosen school of magic has no place in his campaign. A random system for school choice is included only for those players who have no preference in schools. A player should not be forced to play a character with a school that is not interesting to the player.

A better feel for the different schools of magic, and of magic overall, can be obtained from reading the Miscellany of Mysticism.

Most schools have strengths and vulnerabilities listed in their brief descriptions. These are guidelines for the Judge to determine when a character's magic may receive bonuses (+1 CS, extra Psyche FEAT roll, etc.) or penalties (-1 CS, no Psyche FEAT roll, etc.)

Table 5.0: School Determination

Dice Roll	School
01-10	Magic for Chaos (NPC only)
11-20	Druidic magic

21-30	Voodoo magic
31-40	Faerie magic
41-50	Atlantean magic
51-60	Scientific magic
61-70	Specific Realm/Pantheon magic
71-80	"Nature" magic
81-90	Magic for Order
91-00	Eclectic magic

Magic for Chaos. This is a forbidden or dangerous type of magical school whose goal is to promote chaos, which will lead to an evil tyranny. One of the primary sub-schools of "chaotic" magic is one that follows the little-known archaic rituals and beliefs based on the existence of the Elder Gods. This type of magic is much more powerful in certain settings (such as ancient temples to the unknown gods) and with the use of "chaotic" magic artifacts. The vulnerability of "chaotic" magic is that it tends to attract "white" magic wielders or creatures who wish to negate it.

Druidic Magic. This school practices Celtic earth magic, drawing strength from the powers of nature. It is particularly powerful in natural Earth settings, but has a special vulnerability to iron or steel. It is a "neutral" magic school.

Voodoo Magic. This is a school derived from the Loa, the spirit-gods of voodoo, a faith originated and practiced in Haiti. The character is most likely a houngan, or voodoo priest. Voodoo magic is particularly effective in its homeland and in locations of the dead. It has no special vulnerabilities and is considered a "white" magic, but can be perverted into a chaotic magic.

Faerie Magic. This school is based on the practices of the *faerie*, an ancient race of beings with supernatural powers who originated in an extradimensional world that borders upon Britain and Ireland on Earth. This magic school is similar to the Druidic school, except that a character in this school most likely possesses faerie blood. This makes him extremely powerful when wielding an ancient faerie artifact or in Britain or Ireland, but extremely vulnerable to iron or steel.

Atlantean Magic. This school was established eons ago in the ancient Earth civilization of Atlantis. Little is known about the school, except that Dakimh the Enchanter, last disciple of the Atlantean sorceress Zhered-Na, practices it and is now the mentor of Jennifer Kale. Atlantean magic seems to be a "white" magic, that which draws upon the powers of order. Therefore, it can be very powerful if used in conjunction with "white" magical



artifacts or against chaotic magic. Vulnerability would exist in the fact that chaotic magical creatures would be constantly trying to find and neutralize a wielder of "white" magic.

Scientific Magic. This is a school that has no particular philosophy or ethical background. Magic is regarded not as a way of life, but rather as a tactic used to attain one's goal. Followers of this school are seldom spellcasters themselves, but rather combine elements of magic with obscure or highly advanced forms of science to create effects that seem magical. In this school, the distinction between science and magic is never clear; either or both could be used to produce a single effect. Alchemy is the best example of a semi-magical science. The character, such as Diablo, would be an alchemist, that is, he brings about his effects through the use of potions, powders, and pills he himself creates (sometimes through materials or energy tapped from dimensional or universal sources). A scientific sorcerer is somewhat vulnerable (his items and creations can be destroyed or stolen, robbing him of power; or he could run out of items whereas spells are usually always available). However, a scientific spellcaster is somewhat less restricted in what he can accomplish (add three more spells, 2 of Personal energy and 1 of Universal energy to his capabilities, in artificial forms, of course).

The time required to gather materials and create new items, powders, potions, or tablets are left to the Judge and depend on the spell, how strong it is and what its effects are. It is suggested that times with effects of Remarkable rank or less can be created at the rate of 2 per day, while items up to Amazing rank can be produced at the rate of 1 per day. The creation of items with greater effect, or the creation of any permanent item requires the equivalent of a ceremony and must be handled by the Judge.

A scientific magic wielder begins his career with access to his master's laboratory, which is stocked with equipment whose cost in resource points equals at least 20 times the master's Psyche rank number. The magic wielder can use his master's lab as long as the master agrees. If the student wishes to set up his own lab, he only needs to spend 10 times his Psyche rank number in resource points for equipment (the master makes up the difference). The Judge should use the guidelines on ceremonies and ceremonial areas

to handle the creation of items in laboratories.

A scientific magic wielder automatically receives one scientific talent of his choice (such as engineering, biology, genetics, physics, etc.) in addition to any other talents he may normally receive. The automatic talent received by alchemists is pharmacy (the mixture and preparation of medicines).

Scientific magic is a "neutral" school, and no special bonuses or vulnerabilities apply to it.

Special Realm or Pantheon. This is a school usually reserved for non-player characters, but can be the basis for a player character if carefully defined by a Judge. The magical teachings and spells come from the history of a Special Realm or Pantheon of the Marvel Universe (such as Asgard or Olympus). Bonuses for this type of magic would come with the use of items or spells developed by this pantheon or realm, and when at certain locations (Greece for the Olympian pantheon, etc.) Penalties would exist as items or locations that exist to destroy the specific pantheon or realm (an Asgardian character casting a spell while in the hostile realm of Muspelheim would have a -1 CS penalty).

"Nature" Magic. This important school of magic is sometimes splintered off into more specialized and defined schools, such as the Druidic and Faerie schools. The belief surrounding all nature schools is that all of nature is sacred and is bound together as one. Therefore it is magic given towards order, though some of its splinter schools tend towards neutral magic in a belief that nature should be balanced between order and chaos.

The bonuses that accompany a nature school are in the form of greater effect upon and communication with nature, especially animals. Most spells rolled for this school would be similar to those used by Shaman (see Book 3): controlling elements, animal control, and so forth. The penalties include drawing the attention of chaotic creatures and characters who desire to destroy nature and the Earth.

Magic for Order. This is the school to which Earth's former Sorcerer Supreme, the Ancient One, and Earth's current Sorcerer Supreme, Doctor Strange, belong. It is the most powerful "white" school of magic, striving for order and good by practicing an ascetic, disciplined approach that has its foundations deeply rooted in Oriental philosophy and magic. It is cur-

rently the strongest form of magic on Earth. The bonuses attached to this type of school are the various magical characters that Doctor Strange has managed to ally with over the years and the vast knowledge that Doctor Strange, and others of the same bent, can teach a good pupil. The penalties include Doctor Strange's enemies, who are numerous and powerful.

Eclectic Magic. This is an unorganized school of magic, that is, it follows no one school of philosophy but is a hodge-podge of "get-as-get-can" magic. It is considered neutral magic. Many of those who "dabble" in magic, and are not up to the level of a Marvel super hero, usually wind up with this type of magic. A spell learned here, an enchantment discovered there, makes up the whole of their philosophy. The bonus with this is that there is very little to bind the character (enemies, rituals, obligations, etc.), the penalty with this type of magic is that there is no one to learn from in a complete and comprehensive manner; thus advancement can be very slow.

STEP 6. Magical Spell Ranks and Definitions

Spell Ranks.

After a character knows how many spells he has, he needs to know their spell rank. The spell rank for each is rolled separately on Table 6.0. Sometimes this rank will not matter, but usually the spell's effectiveness, range, duration, etc. depends on it. This is the maximum "strength" at which this character can use this spell when he begins the campaign. (For more on magical spell usage see the HOW SPELLS ARE CAST and MAGIC USE AND COMBAT sections.)

Table 6.0: Spell Ranks

Dice Roll	Rank	Rank Number
01-15	GOOD	10
16-45	EXCELLENT	20
46-70	REMARKABLE	30
71-90	INCREDIBLE	40
91-00	AMAZING	50

Spell Selection Methods.

The selection of the appropriate spells can be done in one of three methods: randomization, selection, or a combination of both. The Judge decides what method to



use in his campaign but the same method should be used for all player characters and NPCs.

The player decides how many of his starting spells he will take from each of the lists available to him; however, he must choose at least one from each listing, if possible. (For example, if a player has rolled a character with four spells and has rolled that the energies available are personal and universal only, he must choose at least one personal energy spell and at least one universal energy spell. The type of the other two spells are up to him, as long as they are either personal or universal.

If a character has more energy types available than spells available at the start (for example, two spells at the start, but all three energy types available, he *must* choose one personal and one universal energy spell and wait to obtain dimensional spells.

Randomization. Here, the player simply rolls the dice and takes the spell that matches the roll on the appropriate spell list. While this is one of the fastest methods of character generation and can create an interesting character, the spells sometimes do not work well together, leaving the character in a bind. This problem can be solved by taking the randomized character and turning him into a combination character.

Selection. Here, the player simply chooses the spells he wants the character to have. This can be a slow process, particularly if the player is not familiar with the game. The Judge should be prepared to offer suggestions. The Judge has the final say on the spells the player chooses; the Judge can disallow any spell he does not want used.

Combination. These characters start out with randomized spells, but are then modified by the player and Judge agreeing on certain changes. These modifications usually involve substituting one spell for another or adjusting the spell rank to make it more appropriate for the character.

SPELL LISTS

Below are the listings of the spells available to a beginning character. They are listed by the energies required to use them. Some spells can be found in more than one listing, while others can only be found in one.

The individual spells within a group

spell are listed after Table 6.3.

A character who has one or more of the entreaty spells should read about that entity in the Miscellany of Mysticism. Many definitions of incantations are included there.

Once all of the spells have been determined, go to Step 7.

Table 6.1: Personal Energy Spell List

Dice Roll	Spell Title
01	Absorption*
02-03	Admittance
04-05	Alteration—Appearance

06-07	Alteration—Body Weapons
08-09	Alteration—Bone
10-11	Armor
12-13	Apparition
14-17	Astral Projection
18-19	Chameleonic Coloring
20	Damage Absorption*
21	Damage Conversion*
22-23	Density Control—Self
24-25	Dual Persona
26-27	Empathy
28-29	Enchanted Eye
30-31	Flaw
32-35	Flight
36-37	Foretelling
38-39	Gramarye





Die Roll	Spell Title
40-41	Growing
42-43	Heal
44-47	Image Projection
48-49	Immovability
50-51	Invisibility
52-53	Learning
54-57	Levitation
58-59	Luck
60-61	Manipulation
62-63	Mental Barrier
64-65	Post-Cognition
66-67	Protected Senses
68-69	Reflective Aura
70-71	Resistance Aura
72-73	Sensing—Clairaudience
74-75	Sensing—Clairvoyance
76-77	Sensing Danger
78-79	Servant
80-81	Shape-Shifting, Limited
82	Shape-Shifting, Unlimited*
83-84	Shield—Great
85-86	Shield—Individual
87-88	Shrinking
89-90	Telekinesis
91-92	Telepathy
93-94	Tongues
95-96	Trance
97-98	Transformation
99-00	Vapors—Enhancement

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Table 6.2: Universal Energy Spells List

Dice Roll	Spell Title
01-02	Animation
03-06	Bands
07-08	Charm
09-10	Confusion
11-12	Conjure
13-14	Curse
15-16	Density Control—Others
17-22	Eldritch Beams/Bolts
23-24	Eldritch Blast
25-26	Eldritch Breath
27-28	Eldritch Crystals
29-30	Eldritch Flames
31-32	Emotion Control
33-34	Energy Control
35-36	Fear
37-40	Forgetfulness
41-42	Glamor
43-44	Growing—Others
45-46	Healing—Others
47-50	Illusion

51-52	Invisibility—Others
53-54	Matter Rearrangement
55-57	Mental Control
58-60	Mental Probe
61-64	Mesmerism
65-66	Mesmermechanism
67-69	Nature Control
70-71	Net
72-74	Paralyze
75-76	Plant Control
77	Power Block*
78-79	Revival
80-81	Shield—Aura
82-83	Shrinking—Others
84-85	Static Field
86	Teleportation*
87-88	Trap
89-92	Vapors—Obscurity
93-96	Vapors—Sleep
97-98	Vapors—Resist Death
99-00	Wave

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Table 6.3: Dimensional Energy Spells List

Dice Roll	Spell Title
01-03	Absorption
04-06	Cyttorak
07-10	Damage Absorption
11-14	Damage Conversion
15-17	Denak
18-21	Dimensional Aperture
22-24	<i>Disguise</i>
25-28	Eldritch Attacks
29-31	Environmental Inde- pendence
32-34	Faltine
35-37	Hoggoth
38-40	Ikonn
41-43	Link
44-46	Munnopor
47-49	Oshtur
50-53	<i>Passing</i>
54-56	Pishogue
57-59	Power Block
60-62	Power Duplication
63-65	Raggadorr
66-69	<i>Scrying</i>
70-72	Sensing
73-75	Seraphim
76-79	Shape Shifting— Unlimited
80-83	Shield—Multiple
84-87	Teleportation
88-90	<i>Thaumaturgy</i>
91-93	Valtorr

94-96 Vishanti 97-00 Witchery

Entreaty spells are in **boldface** type. Please see the Miscellany of Mysticism for more details concerning the beings entreated, and some of the more popular incantations concerning them.

Group spells are in *italic* type. Please see the section following this table for information on group spells.

Group Spells

Each of the following spells is found in the Dimensional Energy List. Each contains five spells, most of which are also found under the personal or universal energy lists. For more information on the use of group spells, please see the HOW SPELLS ARE CAST section.

Disguise. This group of spells all help the user to disguise himself. They include Alteration—Appearance, Chameleonic Coloring, Glamor, Growing, and Shrinking.

Eldritch Attacks. This group of spells are all Eldritch attack spells. They include Eldritch Beams/Bolts, Eldritch Blast, Eldritch Breath, Eldritch Crystals, and Eldritch Flames.

Passing. This group of spells all help the user to pass through or around obstacles. They include Admittance, Alteration—Bone, Astral Projection, Density Control—Self, and Transformation.

Pishogue. This spell takes its name from a kind of magic used in Irish tales of magic and faeries. This group of spells has a similar effect and includes Confusion, Fear, Forgetfulness, Mesmerism, and Paralyze.

Scrying. This group of spells all help the user by gaining information. They include Enchanted Eye, Foretelling, Post-Cognition, Sensing—Clairaudience, and Sensing—Clairvoyance.

Sensing. This group of spells also helps the user by gaining information, often warning him of a threat to himself. They include Sensing—Danger, Sensing—Evil, Sensing—Fields, Sensing—Identity, and Sensing—Mystical Detection.

Thaumaturgy. This group of spells allows the user various types of attacks, some that are more designed to capture than harm. They include Bands, Curse, Net, Trap, and Wave.

Witchery. This group of spells all affect others. They include Density Control—Others, Growing—Others, Healing—Others, Invisibility—Others, and Shrinking—Others.



STEP 7. Determine the Character's Talents.

If the character is a magically enchanted character or derives his powers primarily from magical items, use the procedure on page 39 of the MARVEL SUPER HEROES Campaign Book to determine his talents.

If the character is a magic wielder, most of his time has been spent training for his magical profession. Roll percentile dice and consult Table 7.0: Talents Available for Magic Wielders to determine how many talents the hero has.

Table 7.0: Talents Available for Magic Wielders

Dice Roll	No. of Talents
01-35	1
36-70	2
71-00	3

To determine each talent, roll percentile dice and consult Table 7.1: Magic Wielder Talents. There are no ranks for talents, although a successful Reason FEAT roll is usually required to use them. After the talents are determined, look up their explanations below. Once all details of the talents have been recorded on the player's character sheet, proceed to Step 8.

Table 7.1: Magic Wielder Talents

Dice Roll	Talent
01-35	Normal talent
36-40	Demonologist
41-45	Martial Arts A
46-50	Martial Arts B
51-55	Martial Arts C
56-60	Scholar of Antiquities
61-65	Bibliophile
66-70	Theoginist
71-75	Occultist
76-80	Runesmith
81-85	Stamina
86-90	Zoologist of Magic
91-95	Chronicler of Magic
96-00	New Talent devised by player

Explanation of Talents

Bibliophile. The character has an extensive knowledge of magical books, scrolls, or other primarily informational items, and the lore concerning them. He has a +2 CS when using or researching these.

Chronicler of Magic. The character studies magical societies and their activities.

He has a +2 CS for researching and/or knowing who the adepts and masters are, what their relationship is with each other and with any beings that they entreat, and for any specific facts about most magical cults. (The Judge may wish to modify this bonus for characters or cults that have taken the time and effort to keep their identities from being revealed.)

Demonologist. The character has studied accounts of demons in the Marvel Universe and he knows how dangerous and hostile they are. The character receives a +1 CS in any situation involving demons, including research, communication, identification, and combat. (The Miscellany of Magic contains more information on demons of the Marvel Universe.)

Martial Arts A. The character has undergone training in a particular form of martial arts, and knows the philosophy of it as well as the technique. Martial Arts A allows the character to slam or stun opponents whose Endurance rank is higher than the character's Strength rank.

Martial Arts B. This form of martial arts gives the character a +1 CS to his Fighting ability for the purpose of Slugfest.

Martial Arts C. This form of martial arts gives the character a +1 CS to his Strength for the purpose of Grappling and a +1 CS to his Agility for the purpose of Dodging.

New Talent. The player may create a new talent for his character. It is up to the Judge to set limitations on it in accordance with other talents. The talent should have some definite bearing on the character's powers or background.

Normal Talent. The character has a talent that he learned from his days prior to becoming a magician. Roll on the Talents list on page 39 of the MARVEL SUPER HEROES Campaign Book.

Occultist. The character has made extensive studies into the area of occult happenings, including: unexplained events and mysteries of the world, hauntings, and other manifestations of the spirit world. He has a +2 CS when researching or dealing with occult events.

Runesmith. The character is a transcriber and translator of runes, especially ancient, magical runes. (A rune is a letter in an ancient alphabet. Most ancient magical items have runes on them to warn potential users of the possible harm that

the item can cause. These runes can be any one of a vast array of almost-forgotten codes.)

The character has a +2 CS whenever studying, deciphering, or inscribing runes.

Scholar of Antiquities. The character has an extensive knowledge of antiques, especially ancient magical artifacts and lore concerning them (but not including books, scrolls, or other artifacts that are primarily informational). He has a +2 CS when dealing with them or researching them.

Stamina. The character has trained himself to go many days without eating or sleeping in the pursuit of his magical studies. If researching anything magical or just using a spell (no physical combat or extensive movement allowed), the character can go without food or sleep for up to 6 days.

Theoginist. The character is a scholar on the origins of the powerful extra-dimensional beings and gods of the Marvel Universe (this category includes all of the major entities listed in the Miscellany of Mysticism and those beings that provide dimensional energy when called upon, such as Dormammu). The character has a +2 CS when researching information on this subject.

Zoologist of Magic. The character studies magical creatures and has collected books on the subject. This talent includes not only mythological or fantastic beasts of Earth's legends but also the creatures of other dimensions in the Marvel Universe. He has a +1 CS when attempting to identify magical creatures and their powers. (Please see the Magical Creature section in Book 3 for many known magical creatures.)

STEP 8. Balancing the Powers.

This is a short step primarily completed by the Judge, but usually in consultation with the player. The Judge must look at the character in terms of how he balances with the other player characters and with the campaign as a whole. If the campaign is being run for characters like Daredevil or Black Widow and a powerful magic wielder with a personal energy spell (like Flight), a universal energy spell (like a powerful Eldritch Beam/Bolt), and strong dimensional energy spells (like Environmental Independence, Teleportation,



Shield—Multiple, and Thaumaturgy) is added, the magic wielder will soon overshadow the less-powerful characters, making the campaign less fun for everyone. On the other hand, a campaign suitable for Iron Man or the Hulk would overwhelm a weak sorcerer.

A powerful character can have conditions placed on some of his spells and magical items that will prevent them from being a constant unbalancing force, but gives the character access to them. Look back in the magical item generation section at some of those conditions for an idea on how to limit a powerful sorcerer.

A weak character must be built up a bit and magical items are great for this. If the campaign includes both magical and non-magical heroes, the Judge should remember that many of the spells have limitations (such as target resistance FEAT rolls, full concentration required, etc.) that non-magical powers often do not have.

This balancing requires thought, time, and discussion between Judge and player. This is why generating characters, especially magical characters, are best accomplished during non-game time and on a one-to-one basis.

Once the powers and talents have been settled on, it is time to flesh out the character. Go to Step 9.

STEP 9. Finishing the Character.

The player should answer the following questions to help create the character's personality.

1. What is the hero's name?

Supply the character with both a full name and a "heroic" name. Even Reed Richards, whom everybody knows is the leader of the Fantastic Four keeps using his heroic name, Mr. Fantastic. Possibly it has something to do with confidence, or separating the heroic life from the personal life by having two names. Magic wielders are usually even more secretive than other types of heroes and usually use secret identities.

2. What is the hero's age?

Mastery of the ancient arts takes longer to control than most other types of powers. Start with 17 years of age. Roll a die and add the result to 17 (for a span of between 18 and 27 years). If the character is a magic wielder, add 3 years. For every personal energy spell the character knows,

add another year. For every universal energy spell he possesses, add 2 years. For every dimensional energy spell he possesses, add 3 years.

This is just for beginning characters and certainly does not effect the character as he picks up future spells.

Note: In the Marvel Universe, it is possible for certain individuals (such as Magik) to gain considerable skill in sorcery at an early age. This usually happens due to very early training, an extremely high Psyche, or other unusual circumstances. If the Judge wants to make this a possibility for player characters, the young magic wielder must have a Psyche of Amazing rank or higher and must have grown up in the household of a master. In this case, start with 10 years, add the result of one die roll, and add 1 year per spell known, regardless of type.

3. Does the hero have a secret identity? If so, what is it? How does he keep it secret? Does anyone know this secret?

If the character is magically enhanced or is based on magical items alone, then it is up to him whether he has a secret identity or not. But if the character is a magic wielder he will usually have a secret identity for his own safety. As Doctor Strange often tried to explain to Clea, human beings greatly fear that which they do not know.

A sorcerer needs no other complications in his life aside from those associated with his studies and adventures. A secret identity is an absolute must for this simplification of his life.

A sorcerer's secret identity is usually his actual identity. The character maintains his anonymity when in action by using a hero name, by wearing a costume that draws attention away from his face (perhaps a mask as well), and by not drawing attention to himself by using flashy magic. This is one of the reasons why so many magic wielders prefer astral combat or taking the conflict into deserted areas.

The most likely people to know a character's secret identity include sweethearts, wives, etc., the character's master (and later, disciples), and possibly another super hero teammate. Generally, at the start of a character's adventures, no villain knows of his real identity.

4. What is the hero's personality like?

The personality of the character can be one of the most enjoyable aspects of role-playing games. This aspect should be left



entirely up to the player, but should have some general guidelines set down at the beginning of the character's existence.

The personality defined should be more than just "mean" or "heroic". There should be many different facets to the character's personality. By nature, most player character magic wielders are the strong, silent type. They usually need to control their fears and other emotions to be able to fully concentrate on their studies and their spells. Because of their constant practice and studies, along with whatever occupation they may have, they tend to be a quiet, reserved, and isolated lot, oftentimes being referred to as "stern", "reserved" or a "stick-in-the-mud". Certainly, there is no rule that says the character cannot be a happy, carefree individual, but he will most certainly be looked upon by other magic wielders as someone who is not serious about the mystic arts and who is not worth bothering with.

5. What are the hero's Resources?

This measures not only the character's personal wealth, but also his ability to get money or valuable equipment through many channels, including wealthy organizations. The player must roll percentile dice on Table 9.3: Resource Ranks below to determine his rank, then consult Table 5: Resources on page 8 of the MARVEL SUPER HEROES Game Campaign Book to determine how his Resource rank



equates to his weekly rate and purchases. The player should wait until his character is completely generated, then start his purchases with a place to live.

Table 9.1: Resource Ranks

Dice Roll	Resource Rank	Weekly Rate
01-05	Poor	4 rp
06-15	Typical	6 rp
16-45	Good	10 rp
46-75	Excellent	20 rp
76-95	Remarkable	30 rp
96-99	Incredible	40 rp
00	Amazing	50 rp

A character who is a magic wielder has generally been in seclusion for many years, studying with his master. Consequently, he has spent very little money over this time and any money he had saved has been generating interest. This translates into one, large lump sum of Resource Points for the hero at the outset of the campaign. To determine the size of this lump sum, roll a percentile dice on Table 9.4: Magic Wielders Starting Resource Cache. Magically enhanced characters and heroes who wield magic items start the campaign per normal procedures (page 8 of the MARVEL SUPER HEROES Game Campaign Book).

Table 9.2: Magic Wielders Starting Resource Cache

Dice Roll	Lump Sum
01-20	250 rp
21-45	500 rp
46-75	1,000 rp
76-90	2,500 rp
91-00	5,000 rp

6. What nationality is the hero?

The player must now decide what country his character is from and, if the campaign is world-spanning, what country he lives in. If the character has the ability to mystically travel and communicate with others, then nothing prevents him from "commuting". Many foreign-born heroes now reside in the U.S. Some of the ones with magical connections of some kind are Russia's Magik, Transia's Scarlet Witch, and Haiti's Brother Voodoo. Some heroes even come from different planets, realms, or dimensions, such as the Asgardian Thor and the Dark Dimension's Clea.

Any character from a foreign country or realm automatically speaks his language

and English. In addition, if their Reason is better than Excellent, there is a 40% chance they speak a third language. If their Reason is better than Incredible there is a 20% chance that they speak a fourth language.

7. Where does the hero live?

Most of the Marvel Universe heroes tend to live in New York City (as that locale seems to draw super-powered villains like ants), but some have made their base of operations on the West Coast, in other U.S. locales, and in Canada. If the character has the ability to mystically travel and communicate with others, then nothing prevents him from "commuting" across the U.S. If the campaign is going to be mainly situated in New York City, the character may even wish to live in one of the locations shown on one of the many city maps now available in various MARVEL SUPER HERO Game Adventures published by TSR, Inc. The character's Resources, already generated, determine what kind of housing the character can afford.

Note: While magic wielders may continue to learn from their masters, only about 20% live with them. If the player wishes, he may roll percentile dice to see if his master will allow him to live in his abode (01-20 = Lives with master, no living expense required, 21-00 = character must have his own place).

The Housing Costs Chart below gives guidelines for the resource points needed to rent or buy a dwelling in an average-sized town.

Housing Costs Chart

RENT (per month)

Efficiency Apartment	4 rp
1 Bedroom Apartment	8 rp
2 Bedroom Apartment	16 rp
Luxury Apartment	24 rp
One-Story House*	10 rp
Two-Story House*	20 rp
Mansion*	40 rp per floor
Office	20 rp
Office Floor	50 rp
Office Building	1,000 rp per floor

BUY

Efficiency	
Condominium**	600 rp
1 Bedroom	
Condominium**	900 rp
2 Bedroom	
Condominium**	1,200 rp
Luxury Condominium**	2,000 rp

One-Story House**	1,300 rp
Two-Story House**	1,800 rp
Mansion**	3,000-10,000 rp
Empty Land	500 rp/acre
Construction***	175 rp/room

* = Not including the cost of utilities or maintenance for this size dwelling, which equals an additional 10% of the rent per month.

** = Not including the cost of utilities, insurance, and upkeep for this type of dwelling, which equals an additional 1% of the total cost per month.

*** = Time for construction equals 1 month per room. When constructed, the cost for utilities, insurance, and upkeep equals that of a normal dwelling of equal size and type.

8. How does the hero earn his living?

The character's weekly resource rate will give the Judge and player some guidelines for the character's employment, as he must be employed in an occupation which would logically earn him that rate. Magic wielders usually earn their living in a manner that allows them maximum flexibility in their schedules: private consultants, doctors, writers, and so on.

9. Does the hero have any hobbies or favorite pastimes?

While this facet of the character is generally for the sake of "coloring" his personality, it may have practical applications as well. Photography, cooking, music, and so forth may all have some purpose in an adventure some day, sort of like secondary talents. No character should have over three of these useful pastimes, and if he does not actively pursue them at least once every other month, they should not be considered useful.

10. What does the hero's costume look like?

All heroes have costumes and magic wielders, in particular, have unusual ones. On the back of the new Magical Character Sheet are design forms for costume drawings. Magic wielders usually wear garish colors and bizarre patterns, possibly for some mystic reason. Capes are also quite fashionable with the magical crowd.

11. Who are the hero's friends?

The hero starts with as many close friends and relatives as he has powers and/or items. Most people have many more friends than this, but these few are the



most important. The following questions should be answered about the people who are close to the hero: what are the names and occupations of the hero's friends?; how long have they known him?; what is their exact relationship (friend, lover, mentor, brother, etc.?) do any of them know of his true, magical identity?; what are their motivations and personality like?

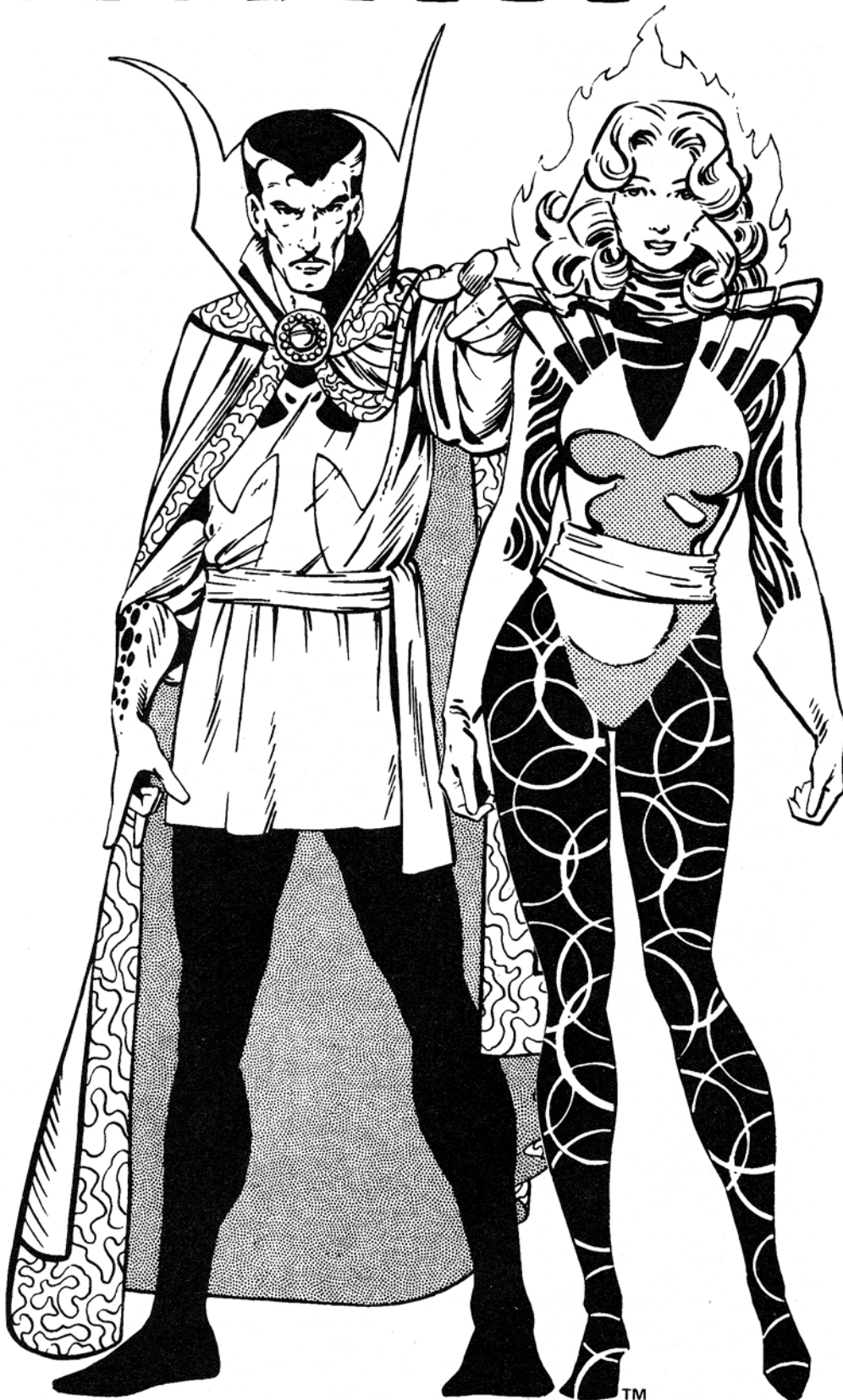
12. If the character is a magic wielder, who is his master?

This is the most important aspect of the hero's personal life. All of the questions asked above, should be asked about the master. In other words, establish a clear identity for him or it. Some masters are spiritual in nature and reside in an item (such as Shaman's grandfather's skull), but most are living, breathing mortals. Reading through the Miscellany of Mysticism may help to spark an idea on the nature of the master. While this need not be answered immediately for the character to play in the campaign, it will be necessary to establish the relationship before too long for the character to progress in his knowledge of magic.

Note: If the Judge finds that he has more than one magic wielder in his campaign, he may wish to have them both (or all) study under one master. It should be remembered that a wise master shows no favoritism in his teaching of many novices. He will strive to bring out the best in each novice and help them find their own identity. By the character's third adventure the master's name, location, school of magic (which should be the same as the character's), and personality should all be known to the player and Judge. The amount of time the hero must spend with the master is left to the Judge's discretion (it is important that the amount of time allocated for study is extensive, but this does not necessarily mean it must be spent with the master).

Final Character Balance

The Judge should fully appraise the character after it is completely generated, and review him after his first one or two adventures. Depending on the level of power used by the other heroes and villains in the campaign, the Judge may wish to limit the character's powers (usually by conditions to their uses) or expand them (usually by granting the character a magical item with 1 or more powers). This should be done no more than once.





SPELL DESCRIPTIONS

* This spell counts as two selections from either the Personal or Universal spell list OR one choice from the Dimensional spell list.

** This spell can only be chosen from the Dimensional spell list.

Absorption*. If the caster makes a successful spell rank FEAT roll, he can take on the properties of any material he touches, giving him the Strength, Endurance, and body armor equivalent to the material rank of the object he touched. (For example, if he grabbed a steel girder, he would gain Remarkable Strength, Endurance, and body armor.) Each time the hero changes form, adjust his Health to the new sum of his Fighting, Agility, Strength, and Endurance, minus Health points he previously lost.

The caster's Strength and Endurance are limited to a maximum of Amazing, even if the object touched has a higher material rank. He can remain in his transformed state as long as he wishes.

If the object touched is holding or emitting energy (such as red-hot metal, etc.) he absorbs the energy properties as well. He absorbs the energy immediately, thereby gaining body armor equal to the damage it would cause. The caster is not hurt by the energy he absorbs. He can retain absorbed energy for a maximum of 10 rounds.

The caster can also absorb physical properties of an object. If he touches a spiked mace, he will get both the strength of iron and spikes.

There is also a negative side to this absorption spell. When a caster absorbs a material's properties, it tends to slow his movement and reactions down proportionately. The higher the rank, the slower the character. For every material rank above Good that the caster absorbs, subtract a rank from his normal Endurance for the purposes of determining his movement rate. A magic wielder in a "hardened" state (material rank of Good or higher) is limited to one spell per round and his spells always take effect at the end of the round.

Admittance. The caster can direct enchanted energy at any locked door or container and it will easily open for him, no matter how many locks it has or how big or

intricate they are, if his spell rank FEAT roll is successful.

Alteration—Appearance. The caster can mystically alter his face and body structure at will. He does this through the complete control he has over his muscles, ligaments, tissues, and skin. By manipulating these he can resemble almost anyone he wishes who is human. He even has control of his hair, making lengthen or shorten at will. If the new shape and face he is turning into is not vastly different from his own, he can change easily and completely in one round. If the change is extreme (very thin to obese, man to woman, adult to child, etc.) the caster must make a successful spell rank FEAT roll to change, and the transformation will take two rounds.

Alteration—Body Weapons. The caster can magically alter his body to grow claws, fangs, or spines. This can be done in one round (he must make a successful power rank FEAT roll if he is distracted or under stress). When attacking, the sorcerer can use his Fighting rank or this spell rank, whichever he prefers. Damage equals the hero's Strength rank +1 CS, and attacks are resolved on the Bite-Claw column of the Magic Effects Table.

Alteration—Bone. The caster can magically alter all of the bones in the body. They become malleable and the muscle tissue is exceedingly resilient, making his body very flexible and pliant. It is impossible to break a bone or tear a muscle. His flexibility enables him to slither into and out of very tight and small places. He can fit into any hole or slot down to eight inches diameter. Apply a +2 CS to Strength ability for purposes of Escaping a hold when grappled. The caster must make a successful spell rank FEAT roll if distracted or under stress.

Animation. The caster can enchant an inanimate object to become animate and control its movements. The object must be of a material rank that is less than or equal to this spell rank. Only one object at a time can be animated and, while it must be within the area of effect to animate, it can continue to be animated outside of the area of effect, if within the caster's sight. If the caster causes an animate object under his control to attack an opponent, the animated object's Fighting and Agility are equal to the caster's spell rank, but the item's material rank determines its Strength, Endurance, and damage

inflicted. The caster must concentrate on controlling the object. No item over the size of a car can be animated, regardless of the caster's spell rank.

Apparition. The caster can mystically make his body non-corporeal and become an apparition. (This should not be confused with Astral Projection, as that power takes the caster to another dimension and he is invisible to most characters in this dimension.) Once the spell is cast, the caster need not concentrate upon his state to remain an apparition. As an apparition, the caster can still move, speak, cast spells, and perform most other normal actions. His movement rate is the same as if he were corporeal, but he can walk on air, sink through floors, climb up elevations as if he were climbing stairs, etc.

When a caster becomes an apparition his body loses its density, allowing him to pass through solid object and letting solid objects pass through him. The caster can be seen, but is obviously not completely solid. This power grants the caster body armor equal to the spell rank against any physical, energy, or mental attacks. If the apparition/caster physically attacks another character, that character must also be treated as though he has body armor equal to this spell rank. Magical, mental, or energy attacks against the target are treated as normal.

To pass through a solid object, or have a solid object pass through him, the object's material rank must be equal to or less than the spell rank. In addition, the caster can lower the density of an object he touches by making a spell rank FEAT roll and, if succeeding, keeping it in his possession.

Judge's Note: If the player wishes to make a concentrated effort at creating a character who appears like a ghost, striking fear and terror into criminal hearts, then the Judge should keep this effect in mind when the caster walks through a wall, drops through a ceiling, etc. and faces anyone. A character encountering this apparition, especially for the first time, must make a Psyche FEAT roll (see Magic Effects Table) or react as described in the Fear power. There is a price the caster has to pay for this extra "power", however. This frightening effect on people only works if the caster is not famous, thus cutting off his Popularity and some sources of Karma gain. He must remain relatively reclusive and unknown so the criminal element does not recognize him.



Armor. The caster can summon magical body armor equal to this spell rank. There is a 75% chance that the body armor will affect the caster's appearance. The stronger the armor, the more his appearance will be affected. The actual appearance is to be determined by the Judge and player. This spell reduces the character's Agility by one rank.

Astral Projection. The caster can separate his astral self—the sheath of his life essence—from his physical self and travel through space unbound by physical laws while retaining human consciousness. The astral form (also sometimes called the ethereal form or the ectoplasmic form) is invisible, intangible, and incapable of being harmed except by the most powerful magic or by opponents who are themselves in astral form. If the caster wishes to project his astral self while under duress, during a combat or while he is being mentally attacked, he must make his spell rank FEAT roll.

The duration of effect determines how long the caster can remain in this form without physical deterioration occurring to his physical form. If the astral form does not return to its physical body before the duration of effect has elapsed, the caster's body dies; and the astral form can only enter it as it would any other corpse or dummy, creating a blind, zombie-like creature. If the caster's body is destroyed while the astral form is projecting, the caster is stranded in his astral form.

If a character is stranded in his astral form due to the death of his physical body, the astral form itself will dissolve after an amount of time equal to the normal spell duration associated with the character's Psyche rank. (For example, the astral form of a character with Incredible Psyche would endure for one day; the astral form of someone with an Unearthly Psyche would last indefinitely.)

The caster can transport other willing subjects to the astral plane along with himself. When attempting to do so, he must make a Psyche FEAT roll: a white or green result means that the caster traveled and the other(s) did not, a yellow or red result means that the multiple astral travel worked perfectly. Astral projection cannot affect someone against his will.

Characters who are in their astral forms can see and communicate with each other, if both parties desire. If one or both parties do not desire to be seen, they may have to hide behind solid items, just as if

they were in their physical form. If the astral character who is seeking has a lower power rank than the astral character who is attempting to avoid being seen, he must make a Psyche FEAT roll, even if that character is in plain, astral view. If seen, they can have magical combat in that form.

Magical items, though left behind on the physical plane, also have a counterpart that can be taken into the astral plane. It acts in the same manner as its physical counterpart, but its powers are lessened by one rank on the astral plane. Any magic item that the character possesses on the physical plane can be controlled by the owner's astral self. (For example, Doctor Strange has escaped innumerable traps by controlling his Cloak of Levitation and the Eye of Agamotto within his amulet, while he was in his astral form.)

Time alteration spells cast from the astral plane work within the physical plane, but do not affect the astral plane.

Bands. This spell manifests itself in a variety of ways, as the caster chooses: vapors, rings, threads, circles, and so on. When the caster calls up this enchantment, bands (or whatever) form around the target and entrap him. It takes a full round for the bands to completely form. The target can try to dodge through the bands only in the round in which they form and only if the area being entrapped is as large as a 10 foot cube. If the spell is directed at the individual himself, he cannot dodge through it. When a character is surrounded by the bands there is a 75% chance that he is bound, a 25% chance that he is gagged, and a 10% chance that he is blinded (see the Bound, Gag, & Blind rule in the Miscellany of Mysticism). A separate roll is made for each of these effects.

The bands cause no damage to the entrapped character. Bands have a material rank that is equal to the caster's Psyche rank. While normal attacks will not affect bands, magical attacks may free the victim. If the magic attack's spell rank is higher than the bands material rank, it will shatter the bands if the attacker makes a green FEAT roll. If the material rank is the same rank as the magical attack, the attacker must make a successful yellow FEAT roll to shatter the bands. If the material rank is higher than the spell rank of the magical attack, the attacker needs a successful red FEAT roll to break the bands.

The caster does not have to maintain a high level of concentration to maintain the

bands; he can move, cast spells, perform normal actions, etc. However, if the caster is affected by a hostile attack or spell, he must make a successful Psyche FEAT roll to keep the bands from breaking. Bands automatically break if the caster is rendered unconscious.

Chameleonic Coloring. The caster can change color to match his surroundings. If he is not moving quickly and trying not to be noticed, any opponent must make a successful Yellow Intuition FEAT roll to see him. The color change can be performed in one round. If the caster is under stress or distracted (being attacked, etc.) he must make a successful spell rank FEAT roll to change.

Charm. The caster creates a pleasant aura about himself, charming opponents in the area of effect. Every opponent in the area is allowed a Psyche FEAT roll (see Magic Effects Table). If the target is affected, he will quickly change his mind about attacking the caster because "there is just something about him he likes"; if the Psyche FEAT result is "No Effect", the target is not even aware that the caster tried to charm him. A charmed target will not attack the caster, but will attack another opponent, if one is available. The caster cannot give orders of any kind to a charmed character; the spell is not a form of mental control.

A charmed target is allowed to make a Psyche FEAT roll each round to attempt to break the charm. Each charmed opponent must break the charm on his own; he cannot be persuaded that he is charmed by friends, although a counterspell cast by a friend might break the charm. Unless the charm is broken, it will remain in effect for the duration of the spell, even if the caster leaves. A charmed character will not remember that he has been charmed once the spell expires.

If the caster attacks an opponent charmed by his spell, the spell is automatically broken, and the target retains full memories of being charmed and remembers who is responsible.

Confusion. The effects of this spell are unpredictable, but can be devastating. When it is cast, all targets within the area of effect receive a Psyche FEAT roll to avoid the effect. If a target fails the roll, he is affected by the confusion. The Judge rolls a die for each affected target and checks Table 6.4: Confusion Results, to see how each is affected. The duration is



1-10 rounds, rather than the normal duration associated with the spell rank.

Table 6.4: Confusion Results

Die Roll	Confusion Results
1	The target sits down and tries to think things over. If attacked, he defends himself, but otherwise ignores everyone else.
2	The target begins weeping or laughing uncontrollably. He receives a -1 CS to all actions.
3	The target walks around randomly as if lost. If attacked, he defends himself, but takes no other action.
4	The target becomes fascinated with one trivial action and will perform or watch it repeatedly. If attacked, he defends himself, but otherwise ignores everyone else.
5	The target attacks the nearest character, no matter who he is.
6	The target attacks everyone (different character each round.)
7	The target attacks the nearest large building, machine, or creature.
8	The target walks up to the nearest character, throws an arm around his shoulder, and begins discussing his philosophy of life.
9	The target is extremely disoriented; apply a -2 CS to all his actions.
10	The target rolls over and falls asleep.

Conjure. This spell is used to teleport an item, plant, creature or character from its current location to the caster's location. This spell can even restore a broken or decayed item to its original form while in the act of teleporting.

If conjuring a trivial item, plant, or harmless animal, the caster need make no FEAT roll, it simply appears.

If conjuring a complex or dangerous item, plant, or dangerous creature, or attempting to conjure a broken or decayed item, the caster must make a successful spell rank FEAT roll before it appears.

If conjuring forth a willing character (teammate, friend, etc.) the caster must make both a successful spell rank FEAT roll and a successful Psyche FEAT roll before the character appears.

If conjuring forth an unwilling character, the caster must make a successful spell

rank FEAT roll. The subject is allowed a Psyche FEAT roll to resist being brought forth; if the resistance FEAT is successful, the conjuration fails.

The conjuration of the body of a dead character is far beyond the abilities of any caster who does not have an Unearthly spell rank in this spell. The conjure spell only summons or recreates the physical body; however, if the dead character's astral form survives (see the Astral Projection spell), it can reanimate the body, restoring it to true life.

Curse. With this spell, the caster can weave an enchanted curse around an opponent. If the spell rank FEAT roll is successful, the curse will remain with the opponent for the duration of effect. The duration of this spell is unusual; a curse cannot exceed Amazing duration (one month), even if the caster's spell rank exceeds Amazing.

When a curse is attempted, the target can avoid it by making a successful Psyche FEAT roll. If the curse takes effect, the victim can make one Psyche FEAT roll per day to attempt to break it; a successful FEAT roll means the curse is broken. The target will not know who attacked him, regardless of whether or not the curse is successfully cast.

A curse negatively modifies all of the opponent's actions and spells by a 1 Column Shift (plus or minus, as long as it works against the opponent). No more than one curse can normally be placed on a character. The exception is the use of the Link spell, whereby up to two curses can be placed on one opponent, but they cannot, totally, exceed the effect of a -2 Column Shift modifier lasting one month.

The Judge can decide to allow curses that have different effects instead of column shifts, such as: temporary aging; warts and boils; etc., but no curse can cause the death of a character.

Damage Absorption*. This spell enables the caster's body to absorb without harm some of the damage from energy attacks, both magical and non-magical. The character is still vulnerable to physical, missile, and mental attacks. The spell rank indicates how much damage will be absorbed per round before the caster is harmed (i.e., a Remarkable rank would prevent the first 30 points of damage from an energy attack).

Damage Conversion*. The spell enables the caster to magically absorb kinetic

energy and convert it to physical Strength and Health. Whenever the character is physically attacked (slugfest, bite-claw attacks, missile weapons, charging, concussive rays, but not energy attacks or grappling, he may make a spell rank FEAT roll. If he fails the roll, then that damage is dealt with as normal that round. If the FEAT is successful, the appropriate amount of damage is immediately added to his Health, instead of subtracted as damage. In this fashion, the caster's Health can go as high as 200. In addition, the caster's Strength is raised to the same rank as the attack, if the attack's rank is higher.

If the caster using this spell also has some form of body armor, the attack is reduced by the body armor before the caster makes his absorption FEAT roll; the caster can attempt to absorb whatever points of damage remain. The caster's Strength is increased if the points remaining in the attack exceed the rank number of his current Strength rank.

If he wishes, after the caster stores up 100 points he may try another spell rank FEAT roll. A successful roll allows him to redirect this energy by using all of his newly gained Strength to inflict a blow of up to Monstrous damage. If the roll fails, he just keeps storing up damage. This energy dissipates in 10 rounds in any event. Any damage done to him after he reaches a Health of 200 begins to subtract from that number, until he reaches 0 Health or makes his spell rank roll again to add to his energy converted Health.

Density Control—Others. The caster can control the density of another living creature or an inanimate object. He must point at the target and make an Agility FEAT roll for targeting. A living target can attempt to Dodge. If the caster's FEAT roll succeeds, he has control over the molecular cohesion of the target.

The caster can reduce or increase the density of the target by one rank each round. The caster must concentrate on the target, so the caster cannot attack or cast other spells while using this spell. If the caster stops concentrating on the target, it will stay at its present density rank for the duration of the spell, then begin returning to normal, shifting one rank per round until its normal density rank is restored.

For each rank that a living target's density is reduced, apply a -1 CS to the target's Strength. Furthermore, anyone



attacked by the target is considered to have body armor equivalent to the target's current density rank. If the target's density is reduced to Shift 0 rank, his body becomes a cloudy form, like a thick fog, up to two areas in volume. In cloud form, the target is subject to strong wind currents, suction, etc. The target cannot attack or cast spells in this form and has no control over his movement. The cloud cannot be attacked by physical or energy means.

For each rank that a target's density is increased, he gains body armor equivalent to his current density. If his current density is higher than his Strength, he inflicts damage in combat equal to his density rank. If the target's current density rank is higher than his Endurance, apply a -1 CS to his Fighting and Agility for each rank that his density exceeds his Endurance; also apply a -1 CS to his Endurance for purposes of determining his movement rate.

The target's weight at its current density rank is equal to the weight that a person with the same Strength rank could lift. Increasing the density of an intricate object, such as a plant or complex machine, might cause thin and delicate parts to break off.

For purposes of this spell, most living targets have Typical density in their normal state. However, some races have greater density which provides them with body armor (such as Asgardians and Olympians); use the body armor rank of these beings as their normal density. Inanimate objects have normal density equal to their material rank.

Density Control—Self. This spell is the same as the Density Control—Others spell, except that the caster has full control over his cloud-form at Shift 0 density. The caster can surround others with his cloud-form, obscuring their vision. The caster also has a limited ability to fly, at a maximum speed of 2 areas per round. The caster can also seep under doors, through crack, etc., while in cloud-form.

Dimensional Aperture.** This spell causes a temporary opening in the dimension's fabric, allowing the caster to cross from one dimension to another. Look for the section on Dimensions in the Miscellany of Mysticism for more detail. The caster can automatically open a portal to a dimension with which he is familiar, but opening a portal to an unfamiliar dimension requires a successful spell rank FEAT roll. If a FEAT roll is required, failure indi-

cates that the caster cannot enter the desired dimension that day. A beginning caster who does not really know one dimension from another can stumble into any one of them at random.

A spellcaster who is in a familiar foreign dimension can automatically return to his home dimension. However, if the caster is in an unfamiliar dimension or if his mind has been affected by traveling in a sanity-bending or sanity-threatening dimension, the caster must make a successful spell rank FEAT roll to locate the dimensional position of his home dimension. This roll to return is only allowed once per week. However, the caster can enter another random dimension and try to go home from there.

If the caster tries to take anyone else with him into a dimension, whether they are willing or unwilling, then a Psyche FEAT roll is required of each character passing through into the dimension, *every time they enter a new dimension*. Anyone who fails the FEAT roll cannot pass through that particular dimensional aperture at this time. Characters who are left behind can try again a day later, if the aperture is still in effect.

This spell also grants the caster knowl-

edge of a tiny "personal dimension" where he can go with perfect accuracy and safety. This pocket dimension is only accessible from the caster's home dimension and contains no dangerous creatures. There the caster can go for peace, solitude, and can even make it a home away from home. The caster can enter or leave his own little dimension once per day.

Dual Persona. This spell makes the character one with a magic wielder from the past. There are two separate personality patterns in the magic wielder's brain, and the character has at least partial access to the memories and knowledge of his ancient counterpart.

The way in which the character relates to his alter-ego is left to the Judge. Some suggestions include: the alter-ego may exist inside or as part of a magical item the character owns; the alter-ego may be an astral form that inhabits the character's body or is visible to him alone; the alter-ego may exist in a specific location which is the only place where the character may communicate with him; etc. The Judge must decide whether or not the ancient spellcaster has some physical form.





If the character casts this spell, the alter-ego is a predecessor from the caster's own school of magic. If the alter-ego is discovered by accident, it might not be friendly to the caster.

While the two are joined, the player character has a strong resistance to all mental probes and attacks, magic or otherwise. This resistance is in the form of a +2 CS in the caster's favor when FEAT rolls are allowed to ignore or defend against mental controls and attacks (not to exceed Monstrous rank).

If the Judge so decides, the other persona might battle for control of the character's body. Circumstances under which could happen include: the caster is in danger of *immediate* death; the goals and values of the character are different from those of the alter-ego; the character is visiting a location associated with the alter-ego in his lifetime; the caster attempts to use a spell or ability available to the alter-ego but not available to himself, etc. An entirely new magic wielding character can even be rolled up and it might exchange places with the caster on such occasions, or just give timely advice.

Eldritch Beams/Bolts. This spell unleashes a magical beam or bolt causing damage equal to the spell rank (a beam is a continuous line of energy, a bolt is an interrupted line of energy). A beam or bolt (hereafter referred to as bolt) affects only one target in the target area. When this spell is obtained, the player should roll a die to see where the bolts originate. The bolts will issue forth from the character's: 1-4 = Hands; 5-8 = Eyes; 9 = Chest; 10 = Forehead. The type of bolt the character uses will be one of the following, which the player chooses with the approval of the Judge.

Cold Bolt. This bolt causes freezing damage and is blue.

Darkforce Bolt. This bolt uses the Darkforce, a form of energy from another dimension. The target loses Health points equal to the caster's spell rank. The bolt is black. (This bolt requires dimensional energy; it is not available to characters unable to use dimensional energy.)

Disintegrating Bolt. This bolt disintegrates non-living, inanimate objects up to 2 areas away from the caster. The limit of what it can disintegrate is determined by the spell rank. Compare the spell rank to the material rank of the object to be disintegrated.

If the material rank is higher than the

spell rank, the target's material strength is reduced one rank.

If the material rank is equal to or less than the spell rank, the target is disintegrated. Small objects (fist-sized, for example) can be destroyed automatically. Destroying man-sized objects requires a successful yellow spell rank FEAT roll. Destroying larger objects (like a vehicle) requires a successful red FEAT roll. If the target is an object of no importance, the Judge can waive the FEAT roll and rule that the item is automatically destroyed.

Energy Bolt. (Also commonly called *Bolt of Bedevilment*). This bolt uses pure universal or dimensional energy. This is the most common form of eldritch bolt.

Fire Bolt. This bolt causes fire and heat damage and is a reddish line of flame.

Impact Bolt. This bolt causes impact damage through reverse gravity, magnetism, etc. The bolt is invisible.

Light Bolt. This bolt causes damage through intense light. The bolt is golden.

Sonic Bolt. This bolt causes damage through sonic disruption, nerve damage, etc.

Eldritch Blast. This spell unleashes a magical blast, causing damage equal to the spell rank to everything in the target area. In addition, the blast has a chance to slam or stun anyone within the target area (see the Magic Effects Table under Power Rank—Blasting). The caster's Psyche is reduced to Typical for an hour afterwards and he will pass out for 1-10 rounds unless he makes a successful Endurance FEAT roll. The type of blast used by the character is decided by the Judge and player when the character obtains the spell (see Eldritch Beams/Bolts for possible types).

The spell rank determines the amount of damage done by the blast, but the area of effect when the spell is obtained has a maximum rank of Excellent (one area), even if the caster's actual spell rank is higher. The area of effect can be increased through experience, but can never exceed the spell rank. Furthermore, this spell has a maximum limit of Amazing rank for its area of effect.

Eldritch Breath. The caster can direct mystical energy into a breath attack, similar to Eldritch Beams/Bolts or an Eldritch Blast, but issuing forth from the mouth. He can still verbally communicate, taste, etc. The type of damaging breath is up to the Judge and player (see Eldritch Beams/Bolts for suggestions).

Eldritch Crystals. The caster unleashes a stream or swarm of magical crystals that will bombard a target upon his command. The crystals will appear, attack the target, cause physical damage equal to the spell rank, then disappear. These are physical manifestations of magic and are affected by defenses that protect the target from physical damage (body armor, force fields, battlesuits, bullet-proof clothing, etc.). The crystals will attack only one target chosen by the caster, if there are several targets in a single area.

Eldritch Flames. The caster summons forth sorcerous flames that cause damage equal to their spell rank every round a character passes through them. A spell rank FEAT roll is required to bring them forth. The flames are summoned forth in a fixed location, designated by the caster, and cannot be moved. The flames are used as a fiery wall to block movement into or out of the target area. They extend along one side of the target area chosen by the caster and can be any height chosen by the caster, from a few feet to three stories. The wall of flames can be slightly bent by the caster to accommodate structures and obstacles. No more than three walls can ever be maintained by the caster at any one time.

Emotion Control. The caster can magically control the emotions of others, but the caster must establish some link with the target, such as gazing into the target's eyes or talking to the target for a brief moment. The caster must make a successful spell rank FEAT roll to establish control (see the Magic Effects Table under Psyche—Mental Control, treat a successful roll by the caster as a hold). This spell can only affect a single target in the area of effect. The target is allowed a Psyche FEAT roll to attempt to resist this form of mental control. If the target fails his resistance FEAT roll, his emotions are under the caster's control and subject to the caster's suggestions. The caster can summon love, fear, hate, etc. and force his foe to react to those emotions. These emotional upheavals override the target's normal emotional inclination. The caster may only "summon" one strong emotion at a time and only control one target at a time. The duration for the emotional control is the duration of the spell (Table 0.1). When the spell expires, the victim regains his normal emotional reactions.

Empathy. The caster can magically sense



another character or group's strong emotions (not thoughts). This spell not only allows the character to gain a general impression of the mood and intentions of individuals or groups, it also allows him to broadcast his emotions to an individual or group. Broadcasting emotional attitudes like friendship, love, caution, helpfulness, and so forth can sometimes prove invaluable in clearing up a misunderstanding. The character cannot broadcast these emotions unless he truly feels them. These feelings should help dictate his actions. Only one attempt at it can be made per encounter. By using this spell, especially on animals, the caster can sense whether the target is deathly afraid, slightly afraid, in love, full of hate, etc. and the object of their hate, love, fear, and so on.

Enchanted Eye. The caster creates an enchanted eye when he wishes. The caster can automatically summon the enchanted eye for one round only. A successful spell rank FEAT roll brings the eye forth for the full duration of the spell. It can only see as far as sight normally would, but can penetrate darkness (real or magical), show the caster mystical existences

(such as astral projections, invisible magical objects, mystical shields, and so on), and see through illusions. The caster is mentally linked with the eye and sees everything it sees.

The enchanted eye is a separate magical creation capable of flight. Its movement rate is the same as that of the caster. The maximum distance it can be separate from the caster is based on the spell rank (for example, 12 areas for Amazing rank.) The eye can be attacked physically or magically; the eye has Health points equal to the caster's Psyche and any FEAT roll the eye is required to make use the caster's appropriate ability rank. The caster is not affected by any damage suffered by the enchanted eye.

Energy Control. The caster can use his personal, universal, or dimensional energy to control another type of non-magical energy (not personal, universal, or dimensional). This energy manipulation requires a successful spell rank FEAT roll. Only one type of energy can be chosen by a beginning caster, but with advancement he may learn to control other forms of energy.

The caster can affect all of the individual

type of energy within his area of effect with ease: turning it on or off, making it overload, siphoning it where he chooses, etc. He can channel controlled energy around himself so as not to be harmed by it.

The caster must make a successful red spell rank FEAT roll to use this spell offensively. The attack must be made by touch, no matter what the spell rank. The damage caused equals the spell rank number.

The caster must make a successful yellow or red spell rank FEAT roll to use this spell defensively.

The following energies the ones most often affected by this spell. (The Judge can add others as desired.)

Darkforce. The Darkforce is a semi-sentient force from another dimension. It can be used to black out an area so completely that even invisibility does not work. It cannot be used as a weapon outside of the area the character is occupying, but within that area anyone enveloped by the Darkforce (except the caster) loses Health points equal to the caster's spell rank number each round. Controlling the Darkforce requires that the caster use dimensional energy; this form of control is not available to casters who cannot use dimensional energy.

Electrical. The caster can absorb and redirect electrical energy. One of the best uses of this spell is as an electrical override. The caster can direct electrical spells to override the controls of electrical equipment, including computers, alarm systems, and unshielded robots. He can either take control or damage this equipment. The ability of control is equal to the spell rank.

Gravity. The caster can reverse or intensify gravity at will. The spell can be used to move objects (use the spell rank as the caster's Strength). A character with this spell can do two gravity related actions at once. When used as an attack, the caster uses the gravitational forces to seize the target in a grappling-like attack. The grappling force starts with Typical Strength, but the caster can automatically increase the strength by one rank each round, up to the spell rank. This requires concentration on the part of the caster (no attacks or other spells cast while the gravity attack is in effect). The target must make a successful Strength FEAT roll to escape the effect.

Reverse gravity can only be lowered to Shift 0, whereby the target can float a few feet above the ground.

Magnetism. A caster with magnetic con-



trol can manipulate any items that contain iron or steel within the area of the spell. He can also manipulate the Earth's magnetic field and use it to control iron or steel-bearing items, anchoring them to the ground or twirling them like a top, or create a magnetic force shield with an armor rank equal to the magnetic control spell rank.

Solar. A hero with this spell can redirect, magnify, or diminish the natural light in the area of the spell. A blinding flash can cause damage in that area equal to the spell rank number and temporarily blind a victim. A light barrier does not defend against damage, but no one can see through it and it scares off unintelligent animals and creatures.

Sonics. This spell can amplify sound in an area to the point where everyone except the caster is temporarily deafened. This is particularly distracting for magic wielders using dimensional spells and incantations (successful yellow Psyche FEAT roll required to cast a dimensional spell; see Distractions in the MAGIC USE AND COMBAT Section). The caster can also reverse the effect to completely "dampen" an area so that no sound can be heard whatsoever, including sonic weapons.

Environmental Independence.** The caster can surround himself with an aura of magic that maintains a livable environment for him. He does not need to sleep, eat, drink, or breathe, but can if he wants to. He feels no non-magical cold or heat and can survive in outer space, under water, within the earth, in hostile atmospheres, etc. This spell does not provide protection from or immunity to attack, but it does allow the caster to survive in conditions where survival would normally be impossible. The area of spell is usually just around the caster himself, though the aura can contain an additional character for every rank of the caster's Psyche above Remarkable.

This is a particularly long-lived spell, often used by magic wielders stranded in hostile circumstances or alien dimensions. The duration of this spell is left to the Judge, as different conditions and circumstances (time passage in other dimensions for example) can affect the duration. It is suggested that the caster receive a +3 CS on the duration of the spell. (For example, the spell would have a Unearthly duration for a caster with an Incredible spell rank.) An Unearthly duration means

that the spell lasts indefinitely, usually until the caster escapes from the hostile conditions that caused him to cast the spell.

Fear. This spell affects all targets in the area of effect. The spell releases an unreasoning fear from the target's mind. All targets are allowed a Psyche FEAT roll to resist the effect (see the Magic Effects Table). If the target misses the roll, the frightened character wants nothing more than to run away and hide (all his actions while afraid are at -2 CS). The victim will try to avoid, or if necessary attack, anyone attempting to stop or restrain him. The character can only perform actions (including spellcasting) that will help him to escape. The victim always flees away from the attacker, even if he cannot see the caster. After the first three rounds of being afraid, and every other round after that, if need be, the frightened character is allowed a Psyche FEAT roll to regain his composure. Once made, it will still take him a full round to get complete control of himself.

Though the caster must maintain a high degree of concentration on this spell to keep the target afraid (no attacks or other spellcasting allowed), he does not know when the character breaks the spell. Only when the target attacks the caster or otherwise acts contrary to a state of fear does the caster realize he no longer influences the target.

Flaw. The caster weaves a mystical tendril around an object and sees the stress points, fracture planes, or weaknesses inherent in the item. The object must be natural, not magical. If this spell is used successfully, the caster can use a magical energy attack (bolt, blast, etc.), and shatter the object if he gets a Bull's-Eye result using a Targeting attack (see the Magic Effects Table), even if the object's material rank is up to three ranks higher than the spell rank. *Note:* This spell cannot be used to shatter Class 1000 materials unless the caster's spell rank is also Class 1000.)

Flight. With this spell, the caster can magically fly. The spell rank and Psyche of the caster determines how fast he can fly. Consult Table 6.5: Magical Flight Speed, below to determine the movement rate. The normal rate is the speed the character usually flies. If he wishes to achieve top rate flight he must make a Psyche FEAT roll every 5 rounds. A failed roll simply drops the caster's speed back to normal.

Table 6.5: Magical Flight Speed

Power Rank	Normal Speed	Top Speed
Shift 0	Can't Fly	Can't Fly
Feeble	1 area	1 area
Poor	1 area	2 areas
Typical	2 areas	3 areas
Good	3 areas	4 areas
Excellent	4 areas	6 areas
Remarkable	5 areas	9 areas
Incredible	6 areas	15 areas
Amazing	7 areas	20 areas
Monstrous	9 areas	30 areas
Unearthly	12 areas	Unlimited
Shift X	14 areas	Unlimited
Class 1000	Unlimited	Unlimited

The caster must make a successful spell rank FEAT roll to perform intricate flight maneuvers, fight while aloft, or perform other magic while aloft. The form of flight that the individual player character has (wings that magically appear, magic control of wind, or simply mystical flight) is up to the player.

Foretelling. The caster can mystically predict the actions of anyone he has studied (defined as observed for at least 10 rounds). This foretelling is short-term only. If he makes a successful spell rank FEAT roll the caster does not have to decide what to do in that round until after the opponent(s) have declared their actions, no matter who has the initiative.

Forgetfulness. The caster can magically effect other characters' minds and cause them to forget events. This is usually used by heroic magic wielders to protect innocent bystanders from the awesome psychic shock caused by some of the sights to be seen during magical combat, etc. It is also used by most magic wielding characters to protect their secret identities. Evil magicians may also use this spell to cover up their trail or their crimes. The duration of the spell is permanent (unless another sorcerer uses a Revival spell of at least equal spell rank to break the spell of Forgetfulness). The number of people that can be ensorcelled by the spell depends on the spell rank: Good = 1 person; Excellent = up to 5 people; Remarkable = everyone in 1 area; Incredible = everyone in a square mile; Amazing = everyone in 100 square miles; Monstrous = everyone on the planet; Unearthly = everyone in one dimension; Class 1000 = everyone in all dimensions.

Any character with a Psyche equal to or



greater than the caster's may make a Psyche FEAT roll to reduce the effects of the spell. Magic wielding characters have a +2 CS for this FEAT roll. A green result means that vague recollections of the event sometimes surface in the character's memory. A yellow result means that the character knows most of the highlights of the event, but cannot remember who cast the spell or forgetfulness. A red result means that the character can remember everything.

Glamor. The caster can conjure up flashing lights and swirling colors, which distract and confuse opponents. The caster can cause them to appear anywhere within sight in the area of effect. Any characters in that area must make a Psyche FEAT roll; if the FEAT is successful, the target is unaffected. If the roll fails, the target suffers an unfavorable 1 CS on all his actions (plus or minus 1 CS depending on whatever is unfavorable to the target).

If the caster desires, he can try and target the glamor on a specific character; this requires a successful targeting Agility bull's-eye FEAT roll. If successful, the target suffers an unfavorable 2 CS, but the spell effects that target only.

Once established the glamor cannot be moved out of the area or exact location it was cast upon. Glamor has no effect on the caster.

Gramarye. The caster has the ability to magically learn information from an item. The caster must make a successful spell rank FEAT roll to learn anything from the item (if the item is of an unfamiliar alien design, the Judge can apply a -1 CS to the spell rank).

The first information that can be gleaned by a successful spell rank FEAT roll is what the item's purpose is and how to use it. If the caster has no talent in an area that the item might be used for, then he only has a rank of Typical when using it.

Once an artifact's purpose is identified another spell rank FEAT roll is allowed. If successful, it allows the caster to "read" the psychic impressions left on it by the last person who used it. Information that can be gained includes what the user looked like, what he thought of while using it, what he was doing for the last few hours before the item was lost, stolen, or otherwise left his possession, etc. The longer the item has been untouched, the dimmer the impression.

This spell is increased or diminished if the item is magical. If the magic is of the

same school as the caster, he receives a +2 CS. If the magic is not of the same school as the caster, he receives a -1 CS. If the magic is of a school hostile to the caster, he suffers an additional -1 CS.

Growing. The caster grows taller through this enchantment. The limit on his size is listed on the Maximum Growth column in Table 6.6: Magical Size Changes, and depends on the spell rank (the Shrinking spell also uses this Table). If the caster's Strength rank is less than this spell rank, he uses the spell rank as his Strength when in giant form. If the spell rank is less than the caster's Strength, the Strength is increased one rank when in giant form. Enemies who attack him also get a +1 Column Shift to the right, because the caster's great size makes him easier to attack.

Table 6.6: Magical Size Changes

Rank	Growth Limit	Shrinking Limit
Feeble	8 feet	4 feet
Poor	10 feet	2 feet
Typical	12 feet	1 foot
Good	14 feet	6 inches
Excellent	16 feet	3 inches
Remarkable	18 feet	1 inch
Incredible	20 feet	.5 inch
Amazing	22 feet	.25 inch
Monstrous	25 feet	.1 inch
Unearthly	30 feet	.01 inch

Growing—Others. The caster has a magical spell that is almost identical to the Growing spell, but instead of being able to increase his size, he can increase the size of other characters and objects.

If the character to be grown is willing, then the caster must make a successful spell rank FEAT roll to increase his size. The character will regain his normal height after the duration of spell or when the caster wishes, whichever comes first.

If the character to be grown is not willing, then not only does the caster have to make a successful spell rank FEAT roll, but the target is allowed a Psyche FEAT roll to resist the effect. If the target's Psyche FEAT is successful, he is unaffected. If the target is affected, he will return to his normal height after the duration of spell or when the caster wishes, whichever comes first.

The caster can use this spell to enlarge objects with a material rank equal to or less than this spell rank. To increase an object's size, the caster must make a spell

rank FEAT roll. The object will return to its normal size only after the duration of effect has lapsed.

Healing. This spell gives the caster such complete control over his bodily functions that he can heal himself by use of personal or dimensional energy. Use the spell rank number instead of his Endurance rank number to determine the maximum amount of damage healed. The caster can only perform this once per day, in addition to his normal healing rate.

Healing Others. The caster can magically heal other characters by using universal or dimensional energy. The caster must touch the character for two consecutive rounds after casting the spell. A successful spell rank FEAT roll is required. The maximum amount of damage that can be healed per person is the spell rank number. Any individual character can only be healed once per day by a specific caster. The number of different characters the caster can heal per day is equal to the spell rank number divided by 10 (round fractions up). If the player so desires, this spell could be used to heal a creature instead of a character.

The healing is complete, including the mending of broken bones and torn cartilage. The spell is also effective against disease.

Illusion. This spell creates an illusion in the mind of creatures within the area of effect. The player whose character is using this spell must describe it to the Judge. The illusion looks, sounds, and smells the way it would if it were real, but cannot cause damage. Since the illusion exists only in the mind of the targets, no one outside the area of effect can see it. All characters in the area of effect see the same illusion. The caster must concentrate on the illusion for the entire duration of its existence to be believable.

Each character seeing the illusion may make a Psyche FEAT roll to disbelieve it at the beginning of the illusion and every other round after that. If the FEAT roll is successful, the illusion fades from his mind. Other characters with illusion creating powers, whether magical, mutant, or whatever, receive a +2 Column Shift to their attempts to disbelieve. An unaffected character cannot persuade an affected character of the illusion's true nature.

Characters who are affected will act as they normally would if the illusion were real. If characters attack an illusion,



attacks will not affect it (although the caster could make it seem otherwise); the Judge will have to keep track of the attacks because of the possibility of injury to bystanders or property. Items passing through an illusion may look like they are absorbed by it, like he side-stepped it, or whatever else the caster desires.

If the illusion is of something silly, confusing, or extremely contradictory, then the Judge should secretly roll an Intuition check for those affected to disbelieve it.

Image Projection. The caster can direct his magical energy to form an identical image of himself. For every round he makes a successful spell rank FEAT roll, the image will perform as he desires, thoroughly convincing most characters that the image is the caster. This belief is somewhat like the Illusion spell and should be treated as an illusion for the purposes of combat or touching the image.

The caster can either use this spell while he is visible to create a "double" and confuse his opponents, or he can hide or turn invisible (if he has that spell) and have the image replace him.

The creation of more than one image is possible, but it requires a successful Psyche FEAT roll by the caster for every image made and each image requires a successful spell rank FEAT roll by the caster for each round he is commanding them. The maximum number of images a caster can create during the use of this spell is the spell rank divided by 10 (round fractions up).

Immovability. The caster mystically anchors himself to a surface, after which he is nearly an immovable object. The "planting" takes concentration, a successful spell rank FEAT roll, and one round.

The caster gains body armor equal to the spell rank, and he cannot be Slammed or Stunned in combat in any event. He can also perform magic while "planted" on a wall, ceiling, or whatever.

An attacker can destroy the surface the caster is anchored to only if the attacker's attack rank or Strength is at least two ranks above this spell rank and if the attacker makes a successful red FEAT roll.

At the end of the duration of effect, the mystical "anchor" disappears, but the caster can cancel the spell earlier if he chooses.

Invisibility. This spell makes the caster invisible to others. Any item on the cast-

er's person and anyone holding hands with him (and willing to be affected) also becomes invisible as long as they remain in contact with him. This spell cannot turn an unwilling creature invisible.

Being invisible causes no special problems for the caster, but anyone else affected who is not used to being invisible will have a real problem moving about (movement halved), performing the simplest of actions (-2 CS), and fighting in any fashion (-3 CS for any combat). It requires at least 10 rounds of being invisible before becoming used to it.

Note: an invisible person can be located by persons with superhuman hearing or sense of smell, or by detection powers and devices that do not depend on sight.

Invisibility—Others. With this spell the caster can make objects not on his person invisible by touching them. The size of the object must be equal to or less than that of a medium-sized car. The caster can attempt to make other people invisible only if his spell rank is Amazing or better. If the individual is a willing subject, then the caster must make a spell rank FEAT roll. If the individual is unwilling, then the caster must make a spell rank FEAT roll with a -2 CS penalty.

Anyone not used to being invisible will have a real problem moving about (movement halved), performing the simplest of actions (-2 CS), and fighting in any fashion (-3 CS for any combat). It requires at least 10 rounds of being invisible before becoming used to it.

Learning. This spell is used to give the caster an advantage in combat. It enables him to quickly learn from his mistakes. After this spell is cast the caster must fight his opponent for three consecutive rounds (normal combat, magical combat, astral combat, etc.). When the three rounds have passed the caster suddenly has insight into his opponent's methods of combat and receives a +1 CS when fighting that opponent during this encounter only. The duration and area of effect listed on the Magical Limits Table do not apply for this spell.

If combat is interrupted but later resumed and the Judge is not sure whether to consider it one continual encounter or two separate encounters, the spell still applies if the caster makes a successful spell rank FEAT roll.

Levitation. This spell enables the caster to mystically rise into the air. A successful

spell rank FEAT roll is required. No further FEAT rolls are needed unless the caster descends to the ground, and then want to levitate again during the duration of the spell. The maximum altitude a levitating character can reach is 1 area at Good rank, with an additional 2 areas for every spell rank above Good (thus, a caster with a Remarkable Levitation spell can reach an altitude of 5 areas). The movement speed (rising or descending) per round is 1 area for a character with Good Psyche with an additional area for each Psyche rank above Good. The character cannot use this spell to lift any weight greater than his normal clothing and equipment. This spell affects the caster only.

The character can perform other actions while airborne, including combat, but is limited to one spell per round regardless of the type of energy (personal, universal, or dimensional). If knocked unconscious while levitated, a character will immediately fall to the ground.

This spell should not be mistaken for the ability to fly (see the Flight spell). Levitation only allows vertical movement. Side-ways movement is only achievable by the levitating character pulling himself along an object. A levitating character cannot create forward momentum to affect the direction of his ascent. It is always straight up. While wind has no effect on a floating caster's ascent direction, it can slow him down if the Judge feels it is strong enough.

Link.** The caster can link his mind with other, willing magic wielders, thus giving him additional power. Up to four magic wielders can be linked in this manner. For every magic wielder linked to his mind, the caster gains a +1 CS to the spell rank of any spell he casts, up to a maximum of Shift X rank. (Exception: this spell cannot increase the rank or effects of Link spells.) If the spell involves a range factor, the range is increased to that of the shifted spell rank. If the spell inflicts damage, the area of effect and the spell rank is shifted, for purposes of FEAT rolls, but damage is increased by 10 points (not 1 rank) for each additional mind linked. (For example, if three magic wielders are linked to a caster with an Incredible rank in Eldritch Crystals, he would receive a +3 CS for the area of effect and chance of a successful spell rank FEAT roll, but any damage caused would be 70 points, not 100.)

Only the caster who initiates the Link spell can perform any actions. All other magic wielders who are linked must



remain in place and concentrate. If the caster they are linked to sustains damage, they absorb one-tenth of that damage too, rounded down. The link also increases the caster's Psyche for resistance to mental attack. For every additional mind linked, apply a +1 CS to the caster's Psyche when defending against mental attack.

The link is automatically broken if the caster is rendered unconscious or if he loses control of his own mind (due to Confusion spells, Fear spells, Mental Control spells, etc.)

Luck. The caster can disrupt probability fields so that very unlikely events can occur, somewhat like creating his own luck. For example, he could cause a table to collapse or a machine to tip over. He can not cause something to happen if that event is impossible; tables can not be created from nothing, and machines just can't cease to exist. When the caster uses his spell, the player describes exactly what effect is wanted, and the Judge decides whether or not that effect is within the spell's power and assigns an appropriate FEAT color. To use the spell the caster must make a successful spell rank FEAT roll. If the caster is trying to alter probabilities around magic materials or energies, such as magical artifacts or temples, apply a -2 CS to the spell rank when making the FEAT roll.

Manipulation. This spell creates invisible magic tendrils that can manipulate materials. "Soft" materials, like organic tissue and fabric are easily manipulated while "hard" inorganic materials require a successful spell rank FEAT roll. No material can be manipulated if its Material Strength rank is greater than the spell rank. The caster can easily manipulate the hair or clothing of another character, causing them to constrict or bind the target (Strength for grappling would equal the spell rank). If the caster is attempting to affect organic tissues or muscles in another creature, the caster must make a successful Psyche FEAT roll. If successful, the victim must make an Endurance FEAT roll or suffer damage equal to this spell rank. The spell can only be used on one target at a time.

Matter Rearrangement. The caster can magically reshape inanimate objects in the same area that he occupies (ignore normal area of effect). He cannot change the material rank of the object or increase

or decrease the mass. (Examples of how to use this spell include: changing a hood's pistol into a wrench; turning a wooden door into a table; altering a bullet-proof glass windshield into a large bullet-proof glass salad bowl; etc. The caster can only change objects whose Material Strength are equal to or less than his spell rank. Once magically altered the item remains that way unless this spell is used again.

The Judge should start the caster with a size or mass limitation ("about the size of a bread box") and let him slowly build it up as he becomes more experienced.

This spell does not penetrate force fields of any type.

Mental Barrier. This spell creates a magical invisible headgear which does not hinder the caster's normal senses. It allows the caster to know when someone is trying to intrude on his thoughts, magically attack his mind through mesmerism, illusion, etc. It does not indicate who is doing the attacking or intruding, nor does it reveal what spell is being used.

In the round following the one in which the hostile spell is detected, the caster can, secure the barrier, preventing illusions, telepathy, empathy, etc., from affecting the caster. It also protects him from magical attacks on the mind (Emotion Control, Confusion, Fear, Mental Control, etc.) by giving him a +3 CS for any Psyche FEAT roll to resist the attack. While the barrier is up the caster can perform no spells that require a great deal of concentration.

Treat the spell rank as body armor for the sake of defense against attempted mental penetration by non-magical powers.

The Judge should make sure this spell is not abused. A character who constantly has the barrier up will become easily exhausted and can even suffer Psyche loss due to the mind damaging effects of trying to always be mentally protected. The maximum safe duration rank is Excellent.

Mental Control. The caster can magically attack another character's mind and attempt to control it. The target must be visible and the attacker's spell rank must be equal to or higher than the victim's Psyche rank to attempt the control. The caster must make a successful spell rank FEAT roll to control the target. The victim is controlled until the attacker releases him or until the duration of effect is up,

whichever comes first. If the victim is ordered to do something he would normally be strongly opposed to, such as hurting himself or a friend, turn himself in to the police (if he's a villain), etc. he is allowed a Psyche FEAT roll, and, if successful, breaks the mind control.

Mental Probe. The caster creates a tiny, magical tendril that can probe another person's mind. If the caster succeeds in his spell rank FEAT roll, the probe will reveal the target's true identity and details concerning it. This spell should not be confused with Empathy, Mental Control, or other, stronger spells. This spell does not allow the caster to manipulate the target's mind.

Mesmerism. This is a basic magical form of hypnotism that permits the caster to communicate with and command specific creatures of less than human intelligence. To communicate with a creature requires a successful Psyche FEAT roll. Commanding a creature is possible only if the caster's spell rank is greater than the creature's Endurance rank, and also requires a successful spell rank FEAT roll.

The target must be able to see the caster to be affected by this spell. If the caster is affected by an attack in the round he casts this spell, the mesmerism is automatically broken.

When this spell is obtained, the caster will be able to mesmerize only one specific type of animal: mammals, birds, reptiles, amphibians, fish, insects, etc. As he becomes experienced he can learn how to mesmerize other types (Judge's discretion).

Mesmermechanism. This spell operates in the same fashion as Mesmerism, but communication and command is between the character and intelligent artificial life forms, such as robots and androids. The caster's spell rank must be higher than the mechanism's Reason. A mechanism that has an organic brain, such as a cyborg, receives a Psyche FEAT roll to resist this spell: if it is successful, the target is unaffected.

Nature Control. The caster can manipulate one of the four elemental materials (fire, water, earth, air) or the weather. In all cases, the spell rank functions as Strength. A caster with Incredible Strength can lift 10 tons; a caster with Incredible earth control can use his spell to manipulate up to 10 tons of mineral matter. The spell only affects existing ele-



ments within the area of effect; the caster cannot create elements.

Any Nature Control spell can be used as an attack by forming columns of the elements which strike the target; the damage caused equals the spell rank number. A caster can manipulate the appropriate elements within the area of effect, but they must be within sight. Affecting anything further away than five areas requires a successful yellow FEAT roll; Aa successful red FEAT roll is needed to affect anything more than ten areas away.

Only non-living, inanimate material can be manipulated. The player may pick the type of control his character will possess.

Air Control. By using this spell, the caster may create winds or a partial vacuum. Defensively, thrown objects and missile weapons are deflected (as if the caster was dodging) and all character's in the same area as the caster are protected. Offensively, this spell creates a whirlwind that functions as a grappling attack. This spell can push objects around, using the spell rank as Strength.

Earth Control. This spell enables the caster to manipulate naturally occurring minerals or items consisting mostly of minerals, such as concrete, pavement, refined metal, and glass. It does not include artificially manufactured devices, such as guns or plastic items.

Fire Control. The caster has the spell to increase or decrease the intensity of an existing fire, or the temperature of an object, causing damage up to his spell rank number. The caster cannot, however, generate fire from his body.

Water Control. The caster can control the movement of water, creating whirlpools, water spouts, etc. Any boat or ship with a Speed rank below the caster's spell rank can be stopped in the water.

Weather Control. This spell is a unique combination of all four elemental control spells. It allows the caster to manipulate the weather within his area of spell. Storms, rain, wind, and snow can be summoned. The temperature can be raised or lowered. Lightning bolts can be called down. Each weather effect requires a spell rank FEAT roll to succeed, and causes damage equal to the spell rank if used to attack someone. If the caster is knocked unconscious after controlling the weather, it will return to normal the following round, unless the caster is knocked unconscious during wildly violent weather (storm, tornado, blizzard, etc.), in which case the caster must make a spell rank FEAT roll; if

successful, the violent weather abates, if unsuccessful, the weather goes wild.

Net. The caster can weave an enchanted net from his magical energy. This net radiates from the caster in all directions, and imprisons anyone within a one area range, whether it is friend or foe (ignore the usual area of effect). The web is a physical manifestation that has a material rank equal to the spell rank. It can be ripped or shredded, and will disappear if the caster is knocked unconscious. The caster can move when radiating this net only if he makes a successful red Psyche FEAT roll; the net disappears if he fails the roll. If he teleports out of the net, or in some other mystical way leaves the net without physically moving it, the net will remain in place and intact for the duration of effect.

Paralyze. This spell creates a magical tendril that attacks the target's mind, making him unable to move. If the caster's spell rank FEAT roll is unsuccessful, the target will not even suspect he has been attacked. If the caster's spell rank FEAT roll is successful, the target is allowed a Psyche FEAT roll to resist. If the target's resistance roll is successful, he is unaffected but knows that he has been attacked. If the target's resistance roll is unsuccessful, he becomes completely paralyzed for a number of rounds equal to the roll of one die, plus 2 additional rounds. A paralyzed character cannot move or speak, but he can see, hear, smell, and use mental spells (if he has any). Only a creature with a brain (including cyborgs) can be paralyzed. Medical treatment cannot cure magical paralysis.

Plant Control. The caster can communicate with and control all forms of vegetation within the area of effect. Plants can be used to attack (damage and Strength or Agility equals the plant's Material Strength + 1 CS, usually Typical or Good), as spies (the caster can verbally communicate with the controlled plants) and a wide range of miscellaneous uses (as ladders, cushions, bindings, etc.).

A magic wielder of a Nature magic school using this spell shifts the plants' attack abilities up another +1 CS, and can communicate through a chain of plants (for example, a tree talking to a field of wheat, which asks a moss covered embankment what the caster wishes to know) as well as directly with one plant.

Note: Whenever communications with plants occur two things must be kept in



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mind: plants are not too bright and cannot identify things by sight but by feeling their size and weight as they pass by; fields and other large groupings of small plants are considered as one entity.

Post-cognition. The caster, by remaining immobile and concentrating fully, can look back in time, seeing a vision of past events. The maximum area he can observe is his area of effect. He cannot be seen by those shades of the past and he can hear no sound. This spell requires full concentration. A successful spell rank FEAT roll is required.

The range of time that may be traveled back is 3 months multiplied by the caster's Psyche rank number. For example, a character with an Amazing Psyche (50 points) can go back 150 months, or 12 years, 6 months. The vision starts at the far end of the time span and runs towards the present. If the caster makes another successful FEAT roll he can "freeze" the vision, or replay an event already shown. He cannot interfere in any way with time, only observe what has happened in the space he is concentrating on.

Note: The Judge can rule that magic artifacts or ancient rites will allow a character to look back over millennia.

Power Block.* The caster fills the area he is occupying with an enchantment that prevents the use of all natural non-magical super powers (regardless of origin) with a power rank less than the spell rank of the Power Block. This does not work against any spell or power that has a rank exceeding the caster's Power Block spell rank. Technological powers, natural talents, and magic are not affected. Dampened powers are returned to normal once the character is out of the caster's area, but those powers cannot enter the area and operate (for example, power beams that are fired into the caster's area will dissipate). Natural phenomena created outside of the area, such as a storm delivering lightning bolts, will not affect the caster's area.

Power Duplication.** The caster can, duplicate one of the powers of a being possessing natural, non-magical super powers. The caster must touch the character to use the spell. If the other character is willing, the normal spell rank FEAT roll is not necessary. Only one power can be duplicated at any one time. The duplication of power does not remove the power from the target. The duration, area, and

damage of the duplicated power is that of the caster's spell rank, not the power rank of the original power.

The caster can choose the power duplicated, if the caster knows the other character. If the character who is touched is relatively unknown to the caster, and the powers he possesses are not completely known, then the Judge should randomize what power the caster duplicates.

The caster cannot duplicate magical spells, talents, artificial abilities (like Iron Man's Strength), or extra limbs or other extreme physical differences (like Nightcrawler's tail.)

Protected Senses. The caster creates an invisible, magical headgear that completely surrounds the head without hindering his senses. Four of the caster's senses (sight, hearing, smell, and taste) are magically protected against damage from attacks based on sensory overload (such as loud noise, blinding light, or nauseating smells.) If the caster would normally make a FEAT roll to resist one of these sensory attacks, use the spell rank of this spell if it is higher than the appropriate ability rank. If the ability rank is higher, shift the ability rank one column to the right for the resistance FEAT roll. If the attack normally succeeds automatically, the spell rank acts like body armor that protects the senses.

Reflective Aura. The caster surrounds himself with an invisible aura that reflects non-magical energy attacks back to the sender or device. Energy attacks with a power rank equal to or less than the spell rank literally reflect off him and are directed, in full force, back at the attacker. Energy attacks of a greater spell rank are reduced by one rank for the purposes of damage caused to the target. This has no effect on mental or magical attacks.

The spell requires full concentration by the caster. It cannot be used while the caster is engaged in physical combat.

Resistance Aura. The caster surrounds himself with an invisible magical aura that protects him against a specific type of hostile environment or condition. The spell rank is treated as body armor against the hostile effect.

The following are the most common kind of resistances.

Atmospheric. Resistance to the effects of all types of gases, spores, and airborne microbes.

Cold. Resistance to the effects of cold.

Corrosives. Resistance to acids and

corrosives of all types.

Electricity. Resistance to damaging electrical currents and lightning.

Heat and Flame. Resistance to fire, flames, and natural or artificial heat sources.

Poison. Resistance to all types of natural and synthetic poisons.

Radiation. Resistance to a specific type of radiation, such as gamma rays or cosmic rays. The player and Judge should agree on a useful resistance.

Solar. Resistance to sun stroke, sunburn, light attacks, and solar radiation.

Sonics. Resistance to all types of damaging sonic waves and sounds.

Revival. The spell counters the effects of other spells that preventing a character from acting or thinking with complete control. Spells that can be countered by a Revival spell include Mesmerism, Emotion Control, Confusion, Fear, Illusion, Charm, Mental Control, Paralyze, Forgetfulness, and the like.

If the spell rank of the Revival spell is stronger than the spell rank of the controlling spell, then the controlling spell is automatically broken. If the spell ranks are equal, a successful spell rank FEAT roll is needed to break the spell. If the holding spell is a higher spell rank than the Revival spell, then the caster must make a successful spell rank FEAT roll to break the spell *subtracting* as many ranks from his spell's normal spell rank as the holding spell exceeds it.

A Revival spell can only be used against a specific spell enthralling a specific character once a day.

Sensing—Clairaudience. The caster can listen through any objects or structures that normally would baffle sound within a specific range. The range equals the area of effect (see the Magical Limits Table). The character can quickly scan the area of spell for conversation, unusual sounds, etc., but the actual area listened to, within his range, cannot be larger than a 20 foot radius. When zeroed in on, sounds from the area can be heard as if the caster was there himself. Any sound attack in the area has full effect on the character using this spell.

This spell requires a great deal of concentration. It can be used simultaneously only with similar Sensing spells.

Sensing—Clairvoyance. The caster can see within a specific range through obstacles and structures. The range is equal to



the area of spell (see the Magical Limits Table). The character can quickly scan the area of spell for any unusual activities, but the actual area focused in on and viewed, within this range, may be no larger than a 20 foot sphere. It is affected as sight normally would be by darkness, light attacks, and so on.

This spell equires a great deal of concentration. It can be used simultaneously only with similar Sensing spells.

Sensing—Danger. The caster can scan the area of spell using mystic waves that will warn him of danger. If this spell rank is higher than the caster's Intuition rank, use this spell rank when the caster makes Intuition FEAT rolls. If the spell rank is lower than the caster's Intuition, increase his Intuition by one level when making Intuition FEAT checks.

Sensing—Evil. The caster can mystically sense the presence of great evil in his area of spell. This includes the presence of evil creatures (demons, evil magic wielders, super villains bent on destruction, etc.), artifacts of evil design or exceptionally evil deeds. This spell is automatic (FEAT rolls are not needed). As the caster gets closer to the source of the evil emanations, his sensing gets stronger. Thus, he can usually root out the evil if he goes looking for it.

If the spell duration is permanent, the spell functions constantly, even when the caster is asleep.

Sensing—Fields. The caster can magically detect the presence of force fields, magical or otherwise in the area of effect. The caster must make a successful yellow FEAT to detect fields smaller than man-sized at ranges greater than five areas. At ranges of a mile or more, the caster must make a successful red FEAT to detect fields smaller than building-sized.

Unlike some of the other sensing spells, this spell does not require a great deal of concentration.

Sensing—Identity. The caster can mystically scan the mind of anybody he can see within his area of spell and determine that person's true identity. If the target is another magic wielder or a character with mental powers of any kind, he is allowed a Psyche FEAT roll to resist the probe. If the resistance FEAT roll is successful, he is unaffected.

Sensing—Mystical Detection. The caster is sensitive to the use of magic. He

can detect magic use and its specific source within the area of effect. Among the specific things he can detect are: magicians casting spells, magical items that are being used or that have a protective spell cast on them, magical portals, and magical creatures.

Unlike some sensing spells, this spell does not require a great deal of concentration.

Servant. The caster can summon forth his own, personal servant to do his bidding. This servant will require quite a bit of Judge's discretion as to its nature, abilities, spell, etc.

The servant's abilities are generated as for any other character. The Judge then gives it two spells, and gives it an origin appropriate to the character it serves. Various types of magical servants exist, including jinn, demons, familiars, ghosts, and the like. The servant is obedient, helpful, and useful. The caster can automatically talk to or otherwise communicate with the servant.

This spell cannot use human beings as servants.

Shape-Shifting, Limited. The caster can mystically change into the shape of one animal, plant, or object of his choice. The exact creature or object must be specified when the spell is first learned and whenever the character changes, it is into that shape. Changes to the shape are automatic, but to become a perfect duplicate, complete with its abilities, requires a successful spell rank FEAT roll. The caster cannot change into another super powered character.

A shape-shifted magic wielder can only use spells that rely on his own personal energy. Universal energy spells and dimensional energy spells are not usable unless he is in his natural state.

Shape-Shifting, Unlimited*. The caster can mystically change into the shape of any animal, plant, or object he wishes. He retains his normal size and mass, unless he also has the Growth or Shrinking spell. Changes to a the shape are automatic, but to become a perfect duplicate, complete with its abilities, requires a successful spell rank FEAT roll. The caster cannot change into another super powered character. The caster can also shape-shift other, willing characters, but must make a successful spell rank FEAT roll with a -1 CS penalty to the spell rank.

The caster retains his normal con-

sciousness and can magically see and hear, even if in an "inanimate" form.

A shape-shifted magic wielder can only use spells that rely on his own personal energy. Universal energy spells and dimensional energy spells are not usable unless he is in his natural state.

Shield—Aura. The caster surrounds himself or another character with a shining aura that acts as body armor against all forms of attack. It does not hinder the caster in any way. An aura shield has an armor rank equal to the spell rank - 1 CS. If it is hit by an attack with a higher power rank it is shattered and disappears, though no damage reaches the caster during that round. Only one aura shield can surround a character at any given time.

Shield—Great. This shield protects an area. Unlike the other shields, the great shield is immobile and the caster assigns it to a fixed position when he casts it. The size of the great shield can be anywhere from the size of an individual shield up to a plane that is 1 area wide and 3 stories tall. It can be located anywhere within the area of effect, but the caster must see the location to place it. The great shield has an armor rank equal to the spell rank + 2 CS. It is usually transparent, but strange runes can be seen scrawled around the edge. If it is struck by an attack with a higher power rank it is shattered and disappears, though no damage penetrates it to harm the caster during that round.

A caster can have only one great shield in effect at any time.

Shield—Individual. The caster create a sorcerous shield to protect himself. The shield has an armor rank equal to the spell rank. This shield is usually invisible to all but magic wielders and can be projected out away from the caster's outstretched hand a few feet. The caster moves the shield to block attacks. If the caster is attacked from a number of sources at once the shield will only protect him from one attack. If the caster is surprised, or if the attacking character succeeds in targeting a magical beam or bolt as a bull's-eye, it means the caster could not move his shield fast enough to deflect the attack. If the shield is hit by an attack with a higher spell rank it shatters, though no damage penetrates it to harm the caster during that round.

The caster can also use this spell to encircle himself with four weaker shields (armor rank equalling the spell rank -1 CS).



If any of the shields are broken, the remainder are unaffected. The caster cannot leave the circle of shields until they dissipate or are destroyed.

Shield—Multiple.** This spell uses extradimensional energies to create a Multiple Shield. It is identical to an Individual Shield, except that there are actually multiple shields behind the one that appears. For every spell rank above Good, the caster has another Shield that immediately appears when the previous shield has been shattered. For example, a caster with a Remarkable spell rank has three Individual Shields, one right behind the other to protect him.

If the outermost shield is struck by an attack that is at least two ranks higher than the shield rank, one or more inner shields are also broken; if the attack is 2 ranks higher, a second shield is broken, at 3 ranks higher, a third shield, and so on. No damage will reach the caster in the round the last shield is broken.

Shrinking. The caster can mystically shrink himself. The limit depends on his spell rank, and is listed on the Magical Size Changes table, under the Growth spell. The caster's Strength rank is unaffected by size reduction, but he gets a +1 CS when attacking, and opponents have a -2 CS when they attack him. Damage caused is as normal. Area effect attacks do not use these modifiers.

Shrinking Others. The caster has a magical spell that is almost identical to the Shrinking spell, but instead of being able to shrink himself, he can shrink other characters and objects.

If the character to be shrunk is willing, then the caster must make a successful spell rank FEAT roll to shrink him. The character will regain his normal height after the duration of spell or when the caster wishes, whichever comes first.

If the character to be shrunk is not willing, then not only does the caster have to make a spell rank FEAT roll, but the target is allowed a Psyche FEAT roll to resist the effect (see the Magic Effects Table). The target will return to his normal height after the duration of spell or when the caster wishes, whichever comes first.

If an object is to be shrunk, its material rank must be equal to or less than this spell rank. To shrink an object, the caster must make a successful spell rank FEAT roll. The object will return to its normal size only after the duration of effect has lapsed.

Static Field. The caster can set up an invisible static field with his magical energy. This field, which blankets his area of effect, disrupts television, radio, CB, walkie-talkie, and other broadcasting devices. It also disrupts all closed-circuited monitoring security systems and scanners, most computer systems, robotic "brains", and any other highly sophisticated electronic devices. The field moves with the caster and once an item is outside the field, it works as before.

Any attack that uses broadcast power, such as a maser (microwave), must punch through the field first. Treat the spell rank as body armor for purposes of defense.

Telekinesis. The caster can use his Universal or Dimensional energy to move objects within the area of effect. He must see the object to initially move it, but once moving he can keep it moving if he loses sight of it. However, if he drops an object he cannot see, he cannot lift it again. The spell rank determines how much weight can be moved, as if it were Strength.

This spell can be used to attack in two different ways. The caster can ensnare someone telekinetically; the victim is considered grappled by a Strength equal to the spell rank. The caster may also form a telekinetic fist and attack from a distance (but within the area of spell), making a Psyche FEAT roll to hit his target. This will cause damage equal to the attacker's Psyche rank.

Telepathy. The caster can direct his Universal or Dimensional energy broadcast his thoughts to others and to read their thoughts. The person receiving the caster's thoughts is not forced to respond. If attempting to communicate with a being of a higher Psyche rank, the caster must make a successful spell rank FEAT roll. While this spell is mainly communicative it is also a support spell which adds a +1 CS for any of the following spells used by the caster at the same time as he is using Telepathy: Mental Probe, Mental Control, and Mesmerism.

Teleportation*. The caster can channel his Universal or Dimensional energy into a special type of movement that allows him to travel instantaneously from one spot to another without physically crossing any of the space between. The caster can teleport as far as his area of effect allows. If the caster is familiar with the location he is teleporting to, or is able to see it, then he need make no FEAT roll. If he is attempt-

ing to teleport into an unknown location he must make a spell rank FEAT roll. A failed roll means he could not complete the movement and was "bumped" back to his original point of departure.

If a caster tries teleporting into a solid object (because he is unaware of its presence) he must make an Endurance FEAT roll; if this roll fails, he materializes outside the object but suffers damage equal to the material rank of the object. The character is automatically slammed (1 area) and may be stunned (make a FEAT roll for exact result).

The visual effects that accompany teleporting (vapors rising, flash of light, slow fade out, etc.) are up to the player.

Tongues. The caster mystically alters his senses so he can read, write, speak, and hear unknown language spoken or written in his presence. The area of effect has no significance with this spell. If the language is native to his world, no FEAT roll is needed. If the language is an alien one, he must make a successful spell rank FEAT roll to be able to comprehend it.

Trance. The caster has two options with this spell, he can mystically slow down or speed up his metabolism.

The slowed metabolism reduces the potency of any poison in his body (-3 CS). The character can almost hibernate, thus lasting longer on fewer supplies in harsh climates. The character can feign death and has a chance to fool even the best doctors into believing he has died; feigning death requires a successful spell rank FEAT roll. While the caster's body metabolism is slowed down, healing is also slower (one-half his Endurance rank number per day).

The accelerated metabolism speeds up medicinal drugs injected into the caster's system, thus doubling the effects of healing. He can feign a fever, heart attack, and other maladies.

Once the character has started his mystical trance he cannot move or do any action except concentrate. He can come out of the trance whenever he desires, but it takes 2 rounds for his body to return to full consciousness.

Transformation. The caster can, upon a successful spell rank FEAT roll, magically turn his body into another substance, retaining his own shape. There is a 15% chance that this spell is the type that can transform the caster into any substance he wishes. Otherwise the caster must pick



one of the transformations listed below. In his altered form, the caster may assume the properties of that material: water flows, energy travels at the speed of light, fire ignites flammable materials, and so on. If the form is solid or sonic, the caster can use its material rank as body armor.

Darkforce. A caster who transforms himself into the Darkforce can drain Health points equal to the spell rank by touching or enveloping the victim. This requires the use of dimensional energy.

Energy. There are many options available: solar, electrical, various types of radiation, etc. The Judge should assign any special abilities that are unique to the particular energy's nature.

Fire and/or Heat. The caster has limited body armor equal to the spell rank against weapons that melt or burn. The grasp of a character transformed into fire causes damage equal to the spell rank number and can ignite flammable items.

Gas. The caster decides on whether he wishes to be air, smoke, toxic gas, etc. Nothing affects the gaseous caster that would not normally effect gas (but his mind can be attacked by mental spell).

Ice. The caster can freeze anything freezable. His grasp causes damage

equal to the spell rank number, when he is transformed.

Metal or Mineral. Among the options are sand, steel, diamond, etc.

Sound. The caster's body can be composed of "living sound", very similar to the villain Klaw. He has mass, so he can be touched or hit, but the only environment he needs is some type of matter around him, a medium through which sound can travel. Sonic attacks will have no effect on him.

Water. The caster can retain his body shape, or collapse and flow through small openings and cracks. Body armor also equals spell rank because attacks pass right through him (except for heat attacks, which cause full damage or electricity which causes half of its normal damage.)

Trap. The caster uses this spell if he expects to be mentally attacked (magical or otherwise). Once set, the trap will last for 5 rounds (ignore the normal duration of spell) or until the character is successfully struck by a magical mental attack or other form of mental probe. When this happens, the caster must make a spell rank FEAT roll. If he succeeds, the caster's stored magical Universal or Dimensional energy

lashes out, causing damage to the attacker's mind that is equal to the trap's spell rank. If he fails, the attack against the caster will be successful, but apply a -2 CS to the spell rank of the hostile spell.

Vapors—Enhancement. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). These vapors are thin and wispy and constantly swirl around the caster's body. During the duration of these vapors one of the caster's abilities is enhanced; the player picks the ability when the character obtains the spell—it can be Agility, Strength, Endurance, or Psyche). The caster can then perform as normal without having to concentrate on his enhancement. If the rank of this spell is higher than the caster's normal ability, use the spell rank. If the ability is higher than the spell rank, add one rank to the ability when using this spell.

Vapors—Obscurity. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). The vapors resemble dense smoke of a color specified by the caster. They fill the area he is occupying in one round. The caster can continue to fill areas at a rate of one per round until some or all of his area of effect is full. These vapors prevent anyone from seeing the caster, and even radar, sonar, and infrared devices cannot penetrate them. The caster, on the other hand, can see through the vapors perfectly.

The effect that the vapors have on combat is to provide the caster with a +1 CS when striking an opponent who is in the vapors and to penalize the opponent with a -2 CS Shift for striking at the caster, while the opponent is in the vapors.

Vapors—Sleep. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). These vapors resemble soft, billowy, white clouds and will only cover the caster's immediate area (if the spell rank is Good or less) or the caster's area and one adjacent area of his choice (if the spell rank is Excellent or better). The vapors are not of sufficient density to affect anyone's vision.

Everyone but the caster who is in the vaporous area(s) must make an Endurance FEAT roll or fall asleep for 1-10



rounds plus an additional 2 rounds. Loud noises, being nudged, and other "awakening" conditions will arouse the characters affected. These vapors only last for one round, then dissipate.

Vapors—Resist Death. The caster can conjure forth magical vapors, which pour out from around his feet, hands, or just suddenly begin to swirl in the air (caster's discretion). These vapors will only cover one individual the caster chooses within the area of spell. This character must be dying or dead for no more than 2 rounds when the spell is cast. These extremely powerful vapors will bring the character up to 0 Health points and keep him there (if he has died) or will freeze him at the level of his current Health and Endurance. This "freezing" of the character will last for the duration of effect and allows for time to treat his wounds or the condition which is killing him (taking him to a hospital, applying spells that heal, etc.)

Once applied, these vapors wrap the target in a black, swirling shroud. The target remains unconscious while in the vapors.

The caster can dissipate the vapors at will. Once gone, by the caster's will or at the end of the duration of spell, the character starts dying and must follow the procedure on page 11 of the MARVEL SUPER HEROES Game Battle Book.

If the character the caster is trying to save has been dead for over 2 rounds, but less than 3 hours, the caster can try to create a special, potent vapor which will have the same effect as described above. To create this special vapor requires the caster to make a spell rank FEAT roll and deduct one rank from his Psyche (for a week) *whether he succeeds in the spell or not*. The caster can keep attempting this spell, but must deduct the Psyche rank each time he tries. If his Psyche rank drops to Feeble or below, due to the exercising of this spell, he *permanently* loses a Psyche rank.

Wave. The caster unleashes a sorcerous "wave" of mystical force causing damage equal to the spell rank. The wave can be linear and directional or cover the complete area of spell, effecting everyone and everything in its range. Whenever a wave of Remarkable intensity or higher ripples forth, all in the area(s) must make an Agility FEAT roll to remain standing, otherwise they fall to the ground. The duration of the wave is one round.

Enhancement Spell

This spell is presented out of alphabetical order because it is one that a player character would not normally obtain for his own use. This powerful enchantment is used by the Judge to create magically enhanced characters—Altered Humans of magical origin. The Judge can use this spell to create player characters as well as NPCs.

To create a character, roll percentile dice on the Magical Enhancements Table for the type of enchantment, then again on the Special Conditions Table for special conditions of the enchantment. Read and note any descriptions below the Tables. If the character is granted a power, go to Step 5 to determine the power's "school", then to Step 6 and treat the power as personal energy. If no powers have been granted, determine the enhanced abilities, then go to Step 7.

Magical Enhancements Table

Dice Roll	Enhancement
01-10	Raises 1 select ability by 1 rank*
11-25	Raises 2 select abilities by 1 rank each.*
26-40	Raises 2 random abilities by 2 ranks each*
41-60	Raises 2 random abilities by 2 ranks each* and grants one magical power
61-75	Raises 2 select abilities by 2 ranks each*
76-90	Raises three random abilities by 2 ranks each*
91-95	Raises 3 select abilities by 2 ranks each*
96-98	Raises 3 random abilities by 2 ranks* each and grants one magical power
99-00	Raises 3 select abilities by 2 ranks each* and grants one magical power

*Abilities have an upper limit of Amazing; any enhancement above Amazing is ignored.

Raising a select ability indicates that the player can choose the ability he wants raised. The ability is then increased.

Raising a random ability indicates that the referee should roll a die randomly for the ability that will be increased: 1 or 2 = FIGHTING, 3 or 4 = AGILITY, 5 or 6 = STRENGTH, 7 or 8 = ENDURANCE, 9 =

REASON or INTUITION (player's choice), and 10 = PSYCHE. It is then increased.

Granting a magical power indicates that the character has been imbued with one magical power that uses personal energies (roll on the list of personal spells).

Special Enhancement Conditions

Dice Roll	Special Conditions
01-60	No special conditions, abilities and/or powers are permanently imbued.
61-70	Abilities and powers are only effective during certain time periods.
71-80	Abilities and powers require self-sacrifices to maintain.
81-90	Abilities and powers require a keyword or gesture to activate.
91-00	Abilities and powers require a condition laid down by the Judge to maintain.

No special conditions indicate that the character's enhancement is constant and permanent.

Effective during certain time periods indicates that the powers only work during night, do not work for more than 8 hours at a stretch, or whatever period the Judge decides.

Requires self-sacrifices to maintain indicates that something must be given up by the character to keep his magical enhancements. Possibilities include sacrificing wealth (character must not exceed a Resource rank of Poor), his personal life (no secret identity allowed), friends (character is thought of as a rogue or questionable hero, at best), and so on. The Judge makes the final decision).

Keyword or gestures indicates the character can only increase his abilities and/or gain his power when he performs a certain gesture or says a keyword, such as "By the Mists of Merlin, let the Silver Sorceress appear" or some symbol must be displayed (Judge's discretion). The character would then be magically enhanced for a set time period, say 1 day.

Conditions laid down by the Judge indicates some other requirement than those listed beforehand must exist for the character to become enhanced (Judge's discretion).



HOW SPELLS ARE CAST

When a spell or magical power is used, there are four factors to consider: the rank of the spell or power; whether or not Psyche FEAT rolls are involved; column shifts due to special circumstances affecting the caster or target; the type of energy used.

Spell Rank

As is explained in the Character Generation section, each spell or power has a spell rank assigned to it, rolled randomly when the spells are selected; random spell ranks range from Good to Amazing. Spell ranks are used in the same way as power ranks for non-magical powers. The spell rank of a spell, enchantment, etc., at the time it is used, dictates, if applicable, the duration of effect, area of effect, and damage potential of the spell. This information is given in the Magical Limits Table.

Note that as the spell ranks of the character's individual spells increase, he becomes increasingly potent. A magic wielder with an Unearthly spell rank in certain spells can affect whole planets. A magic wielder with only a Good spell rank in the same spell may have difficulty casting it. In some cases a caster must be touching an object to cast a spell on it; if the object is very large, the area of effect is limited to the caster's arm span.

The original spell rank of any spell may be modified due to circumstances; see Target Column Shifts, below.

A magic wielder can attempt to cast his spells at less than their maximum effect (see Voluntary Reductions in Spell Effects, in the MAGIC USE AND COMBAT section).

Table 0.1: Magical Limits

Spell Rank	Duration of Effect	Area of Effect	Damage
Shift 0*	Can't Cast	None	None
Feeble*	1 round	Touching	2
Poor*	1 round	Touching	4
Typical*	1 round	Touching	6
Good	1 round	User's Area	10
Excellent	10 rounds	1 area	20
Remarkable	1 hour	2 areas	30
Incredible	1 day	5 areas	40
Amazing	1 month	12 areas	50
Monstrous	1 year	10 sq. miles	75
Unearthly	Permanent	1 planet	100
Shift X	Permanent	1 planet	150
Class 1000**	Permanent	1 dimension	1000

* Ranks of Typical or less are possible

only due to negative column shifts.

** Spells and abilities below Class 1000 rank can be increased by column shifts to a maximum of Shift X. Spells and abilities less than Class 1000 rank cannot be increased to Class 1000 by column shifts regardless of the number of column shifts the caster or target receives. A negative column shift reduces Class 1000 spells and abilities to Unearthly, not Shift X.

Psyche FEAT Rolls.

Some spells used to attack or control another being allow the target a Psyche FEAT roll; in these cases, the target is unaffected if the FEAT roll is successful. This is only true for spells which use personal and universal energies. Dimensional energy enchantments do not allow the target to avoid the effect with a Psyche FEAT Roll.

Target Column Shifts

The third factor affecting a spell's effectiveness is the target itself. Table 0.2: Casting Shifts lists the column shifts that apply to spellcasting because of certain properties of the target. All column shifts start at the current spell rank of the spell being used and shift either to the right (plus) or left (minus).

Shift the spell rank column for every column shift modifier that applies.

Table 0.2: Casting Shifts

Column Shift	Condition That Applies
-2 CS	If the target is an item or being more than 30' tall (3 stories) or at least 2 areas wide.
-1 CS	If the target is a creature or being from another dimension.
-1 CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the attacker has a stronger Psyche.
-1 CS	To the spell rank of a caster's allowed personal or universal spell if the caster fails in an attempt to cast two spells this round (see Number of Spells Allowed Per Round in the MAGIC USE AND COMBAT section).
-1 CS	If the caster is engaged in astral combat (see Astral Combat in the MAGIC USE AND COMBAT section).

Variable If a caster is attempting to break or alter an existing spell cast by another magic wielder, apply column shifts based upon which sorcerer has the higher spell rank involved. If the magic wielder who created the spell has the higher rank, apply a -1 CS for each rank the creator has above the breaker's spell rank. If the breaker's spell rank is higher, apply a +1 CS for each rank the breaker has above the creator's spell rank.

- +1 CS To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the defender has a stronger Psyche.
- +1 CS To any spell used against a target that is considered "vulnerable" to the caster's particular school of magic (order vs. chaotic magic, etc.).*
- +1 CS To any spell used in an area that is considered beneficial to the caster's school of magic.*
- +2 CS If the spell is cast during a ceremony.**
- +2 CS If the spell being used was learned, during the game campaign, from an ancient book.
- +3 CS If the target is willing to be affected by the spell. This shift applies only if the target is *truly willing*. This shift does not apply if an otherwise unwilling target is under some form of mental control.





* = For more on schools of magic and the bonuses and vulnerabilities that accompany them, see the Character Generation Section.

** = A ceremony or rite is a pre-planned spell, complete with candles, spices, and all the other necessary magical implements. If a ceremony or rite is required for use of a spell, it will be noted as such in that spell's definition.

Differences in Magical Energies

Personal Spells. If a FEAT roll is required of the spell, any green, yellow, or red result indicates success. Personal energy spells, because they primarily affect the user, are usually "quiet" spells and enchantments, that is, no chanting or special gestures are required.

Universal Spells. These spells, because they can affect others, sometimes allow for a Psyche FEAT roll by the target to reduce or ignore the affect of the spell. Universal energy spells draw on the ambient energy found in this universe, and a brief chant or gestures are sometimes used by the caster.

Dimensional Spells. These spells are unique. They all draw the energy needed for the spell from another dimension and they require a special spell rank FEAT roll to tap the dimensional energy.

Group Spells. These spells allow the caster to select from a collection of similar personal and universal energy spells; the spells available in each group spell are called "sub-spells." Each day, a magic wielder must choose one sub-spell listed in his *group* spell; the one he chooses is the only sub-spell he can use from that group that day. A magic wielder is allowed to choose the same or a different sub-spell each day (note that the length of a "day" can be very different in other dimensions!).

The spells within a group use the same definitions as the personal or universal spell of the same name, with three important differences: group spells use dimensional energy; a FEAT roll is only successful on a yellow or red result; the target of a group sub-spell is not allowed a defensive Psyche FEAT roll to avoid the effect, no matter what the normal personal or universal definition of the spell says.

Entreaty Spells. These spells request an extra-dimensional being, artifact, or entity to allow its energy to be used by the

caster for completion of his spell. These require the caster to call out the name of the being entreated, usually in some prosaic chant (the player does not have to do this aloud!). The Miscellany of Mysticism features a section on these entities, their intentions and inclination towards order or chaos, and some of the more famous entreaty spells associated with them. The player tells the Judge the desired effect of the entreaty spell and the Judge assigns a colored FEAT roll result that he feels is appropriate for success. The player must then make a FEAT roll that equals the assigned result in order to succeed. The Judge can use his discretion in assigning FEAT colors, but the following guidelines are suggested:

FEAT Required*	Effect Desired
Green	Entreaty duplicates effect of a Personal or Universal spell.**
Green	Entreaty spell is one normally associated with the being (see Book 2 for associated spells).
Yellow	Effect desired is not one normally associated with the being, but not contrary to its nature or purpose.
Red	Effect desired is contrary to the being's nature or purpose.

* Assumes that the being entreated is friendly to the caster or his school. If the being is neutral, increase the FEAT result needed by one color (from Green to Yellow, for example). If the being is hostile to the caster, increase the FEAT result by two colors (from Green to Red, for example). An increase beyond Red is not possible.

** Assumes that the effect does not duplicate any group sub-spell that the caster has chosen for that day's use (see Group Spells). If the effect duplicated would normally allow a Psyche FEAT roll to avoid its effect, the target is allowed the FEAT roll.

If an entreaty FEAT roll is successful, the magic wielder has successfully tapped the dimensional energy. Usually, sorcerers will get best results by using dimensional energy from friendly sources; but as explained in the Miscellany of Mysticism, some entities are neutral (not tending toward order or chaos), meaning that they can be called on at any time by any magic wielding character, despite his tendency

towards order or chaos.

A player might not always have to make a FEAT roll to use an entreaty spell. For every entreaty being a player rolls, the Judge should assign at least one spell connected with that being that the character can automatically use. However, this "automatic use" is allowed only for beings and spells that correspond to the character's school of magic. If the first entreaty being rolled is hostile or neutral to the character's school, the Judge should substitute a friendly being instead.

Gaining Special Attention From Extra-Dimensional Beings

Sorcerers often call upon extra-dimensional beings, dimensions, and sources of power to tap the energy needed to cast dimensional spells. Such entreaties are so common that extra-dimensional beings seldom investigate the identities and motives of the magic wielders who call upon them. However, the possibility of such investigation always exists if a magic wielder is calling upon a being not associated with his school of magic or if he is abusing the power of an otherwise friendly being. When an extra-dimensional being does take special notice of a sorcerer, it will almost always do so in order to put a presumptuous sorcerer in his place.

Making Attention Checks. Gaining the special attention of extra-dimensional beings is a problem usually faced only by Adept, Master, or Sorcerer Supreme level characters; Novices and Disciples are generally not powerful enough to provoke a hostile reaction from extra-dimensional beings. (See Book 2 for an explanation of these levels of mystic mastery.)

When an Adept, Master, or Sorcerer Supreme successfully makes an entreaty to a being that is neutral or hostile to the sorcerer's school of magic, the Judge must secretly make a FEAT roll on the Typical column; the character is not allowed to spend Karma to influence the Judge's roll. If the being is neutral to the magic wielder's school, the being will take notice on a Red FEAT roll. If the being is hostile to the caster's school, the being will take notice on a Yellow or Red FEAT roll. The being will then either attack him, send him on a mission, restrict the further use of that spell, or just keep the character in mind for future reckoning (Judge's discretion based on what the intent of the spell is,



who is being called, how often the spell is used, if the character has been noticed before, etc.)

Each time a magic wielder increases his spell rank in a neutral or hostile entreaty spell, the Judge should increase the rank for being noticed by the neutral or hostile being by one rank. (As can be seen, the more powerful a magic wielder becomes, the more dangerous it is for him to call upon neutral or hostile extra-dimensional beings.)

Abusing Dimensional Entreaties. If a magic wielder flagrantly abuses dimensional entreaties (by calling upon the same neutral or hostile being more than once per day, or more than five times in one week) the Judge can rule that the being's reaction is automatically hostile (no FEAT roll needed). The same procedure can be used if a character abuses entreaties to a being usually friendly (such

as a "good" sorcerer using entreaties to a good being to achieve evil goals.

Codex of Characters and Creatures. When the Adepts, Masters, and Sorcerers Supreme listed in Book 3 make dimensional entreaties to neutral or hostile extra-dimensional beings, the Judge should make Typical FEAT rolls to see if the beings have hostile reactions. If a character increases an entreaty spell rank above that listed in Book 3, the Judge should increase the FEAT roll as usual.

Countering or Altering Spells

Unless otherwise stated under the spell's description, spells can usually be broken or altered by a magic wielding character who meets the following restrictions: the character attempting to break the spell must have knowledge of or access to the spell that he is attempting to break or alter (he cannot attempt to break a spell he has never or seldom experienced); the character attempting to break the spell must make a successful yellow Psyche FEAT roll. Also see the previous modifier section for modifying column shifts when attempting to counter or alter a spell.

A character cannot counter a spell that uses energy unavailable to him (for example, a character who cannot use dimensional energies cannot attempt to counter a dimensional spell).



MAGIC USE AND COMBAT

The rules in this section are particularly important in combat situations.

Number of Spells Allowed Per Round

Personal and Universal Spells. A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an Agility FEAT roll. If he obtains a Red result, he can successfully cast both spells. If the FEAT roll fails, he is limited to one spell that round, and a -1 CS is applied to the spell rank (in his haste, he has garbled the spell slightly).

If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type.

A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell.

Dimensional and Entreaty Spells. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Group Spells. Group spells use dimensional energies, and only one group subspell can be cast per round.

Distracting Situations

If conditions surrounding a spellcaster are extremely distracting, he must make a Psyche FEAT roll to get his spell off in one round. If he fails the FEAT roll, the spell will take two rounds to cast. Distracting conditions may include:

*Caster has been affected by an opponent's spell or attack this round.

*Caster's friend or loved one is in danger of *immediate* death.

*An innocent bystander is in danger of *immediate* death (evil spellcasters are generally not distracted by this).

*Caster's mind has been affected by travel in a sanity-bending or sanity-threatening dimension (see Book 2).

The Judge can define other events as distractions. Note that evil spellcasters often endanger bystanders or the loved ones of an opponent in order to gain time to

escape or to put their opponent at a disadvantage. The Judge should not delay the spellcasting of heroes who are trying to rescue endangered heroes or innocents, but should delay the spellcasting of a hero who ignores the danger to others and continues the battle.

Casting Shifts and Modifications.

Previously discussed column shifts and modifications (a target's Psyche difference and the distraction of the spellcaster being the two most important) are applicable in combat.

Timing of Spell Effects

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative.

Astral Combat

A favorite tactic among sorcerers of "white" or "order" magic is astral combat. Astral combat occurs when the combatants are capable of Astral Projection and choose to enter the astral plane and use it as their battlefield. Magic works for a sorcerer while in astral form and astral combat can be devastating for the combatants while not affecting anything in the physical plane (the "real world"); however, a character who is in astral form can still control his magical items (if any) on the physical plane.

Astral combat cannot be seen, heard, or felt by those not in the astral plane, so no one in the real world even knows combat is happening (which is why the "white" sorcerers prefer it, to save lives and reduce damage).

Note: The rule on astral combat not affecting the physical plane is true for the Earth dimension, but does not always apply to other dimensions. Some dimensions are so structured as to allow spells from the astral plane to enter and affect the physical plane.

Magic wielders are usually less powerful when in the astral plane than when in the physical plane. Apply a -1 CS to the spell rank of any spell cast by a magic wielder in the astral plane.

A character cannot use his Astral Projection spell to force an unwilling opponent to enter the astral plane for astral combat.

Voluntary Reductions in Spell Effects

A character usually casts spells at full power—the maximum rank available for the spell. However, a magic wielder can attempt to "pull his punch", that is, reduce the effect of a spell he casts. If a magic wielder wants to reduce the effect of an attack or other spell, the player must first make the usual FEAT roll for success (if a FEAT roll is required), then make a separate spell rank FEAT roll to reduce the effect. If the reduction FEAT roll succeeds, any or all of the effects associated with the spell (duration of effect, area of effect, damage) can be reduced. A caster can reduce some of the associated effects, while leaving others at maximum. The caster can also reduce the color of the result on the Universal table by one color (from red to yellow or from yellow to green). A failed reduction FEAT roll means that the effort to control the spell failed and the spell was cast at maximum rank.





USING THE MAGIC EFFECTS TABLE

Magical combat is somewhat different from other forms of combat. In magical combat, strength of mind and willpower are the key to victory, and physical combat between magic wielders is rare. The Magic Effects Table included here reflects those differences. It includes new results that are special to magical combat and also replaces some of the effects shown on the Battle Effects Table.

The Magic Effects Table is used in the same way as the Battle Effects Table (see page 13 of the Battle Book. New categories of FEATs are explained below.

Bite-Claw. This replaces the Hack & Slash column of the Battle Effects Table. This column is used for attacks by extra-dimensional creatures and monsters, by animals, and by any character attacking with a sharp weapon, such as a sword or knife. Note that "Kill" results are not possible on this column.

Targeting. This replaces the Shooting & Throwing column of the Battle Effects Table. It is used when a magic wielder

wants to try for a Bull's-Eye effect, like shooting a magical wand out of an opponent's hand or avoiding an opponent's Individual Shield spell. This column is also used for all thrown weapons and all missile weapons *except* those that fire some kind of energy blast.

Blasting. This column is used for most common forms of attack spells, such as Eldritch Beams/Bolts, and for magical energy weapons as well. This column also applies to attacks by non-magical energy weapons, such as the blasters in Doctor Doom's armor (the Doctor can be found in Book 3). The title "POWER RANK" used here refer to the "ability" being used, that is, the spell rank of an attack spell, or the power rank of a magical or non-magical energy weapon.

Mental Control. This column is used for any spell that attempts to seize control of the target's mind.

Hold?. (See the explanation of results section.)

FEAT Roll. This column is used for any spell that allows the target to avoid the effect by making a successful Psyche FEAT roll (except "mental control"-type spells, which use the "Hold?" column).

Dodging attempts, charge attacks and FEATs based upon Strength ability use the appropriate column from the Battle Effects Table.

Following is the explanations for each result:

Miss. The attacker did not succeed. He can usually try again in the next round.

Hit. The target is struck. The target loses Health points if the attack was damaging.

Slam. In addition to receiving the damage of the attack (as a Hit), the target may be slammed if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Slam?" column on the Magic Effects Table.

Stun. In addition to receiving the damage of the attack (as a Hit), the target may be stunned if the attacker's Strength or the spell rank of his attack, whichever applies, is equal to or higher than the target's Endurance rank; the target must make an Endurance FEAT roll and consult the "Stun?" column on the Magic Effects Table.

Bull's-Eye. The attacker hits the target wherever he wants. There are some limits on this: first, the attacker cannot kill or maim a living target by hitting him in a vital area, like the heart or head. (There are no killing shots in the Magic Effects Table.) The attacker *can* temporarily disable the target by hitting him in the arm or leg. He can also knock an object out of somebody's hand, or even hit a lever or button on a machine. In any case, the attacker must say he is trying for a bull's-eye (and say what he is trying to hit) before rolling the dice. Otherwise, this is just a normal hit.

Hold. The attacker's magical control is taking hold. The target must make a Psyche FEAT roll and consult the "Hold?" column of the Magic Effects Table.

Escape. The target has managed to escape the attacker's magical control. The target remembers that he has been attacked.

Reverse. The target has not only escaped the attacker's magical control but, if the target's Psyche rank is greater than the attacker's, the target has seized control of the attacker's mind. If the target has a Psyche equal to or less than the attacker, treat this result as an Escape.

Affected. The target is unsuccessful in his attempt to avoid the effect of the attacker's spell.

Not Affected. The target has avoided the effects of the attacker's spell.

1 Area. In addition to the magical attack doing its normal damage, the target gets knocked right out of his area into an adjacent one. The attacker picks the area. The two areas must be next to each other. If there is an obstacle between the two areas, the spell rank of the attack must be checked. If it is stronger than the material strength of the obstacle, the magic attack and target go through it. Otherwise, the target bounces off. In either case, the slammed target loses additional Health points, equal to the amount he received from the hit.

Same Area: In addition to the magical attack doing its normal damage, the target gets knocked down in the same area. Getting up will require a full round, during which he can do nothing else.

1-10 Rounds: The target loses all of his Health points and passes out. The Judge rolls one die to see how many rounds the target will be unconscious. When he awakens he recovers as many Health points as his Endurance rank number. He does not make an Endurance FEAT roll to see if he starts losing Endurance ranks.



THE UNIVERSAL TABLE

DICE ROLL	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
36-40													
41-45													
46-50													
51-55													
56-60													
61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE MAGIC EFFECTS TABLE

Fighting-Creature		Agility	Power Rank	Psyche			Endurance	
Slugfest	Bite-Claw	Targeting	Blasting	Mental Control	Hold?	FEAT Roll	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Affected	1 area	1-10 rounds
Hit	Hit	Hit	Hit	Hold	Miss	Affected	Same Area	No Stun
Slam	Hit	Bull's-Eye	Slam	Hold	Escape	No Effect	No Slam	No Stun
Stun	Stun	Bull's-Eye	Stun	Hold	Reverse	No Effect	No Slam	No Stun



KARMA AND ADVANCEMENT

Karma. No player character should be evil or chaotic—that is definitely not heroic and runs against the grain of the MARVEL SUPER HEROES game and the Marvel Universe; however, the character generation system allows the creation of non-player character villains.

The sorcerous community is a proud one and the reputation of a character almost always precedes him. As will later be explained, complete confidence in yourself as a magic wielder is extremely important. Although magic wielders earn Karma at the normal rate, they lose it at double the normal amount if they do extremely foolish or cowardly acts. Their Popularity will also take a nosedive due to this type of activity.

A mage who is excessively boastful and conceited (in the opinion of the Judge) will often begin to draw foes who are great and mighty mages themselves. They will be eager to test the newcomer or put him in his proper place.

Advancement Advancement for magically enhanced characters and heroes whose power is primarily found in their magic items is as normal (described on page 45 of the MARVEL SUPER HEROES Game Campaign Book). Magic wielders differ in the following areas:

Improvement Fund. If the character has a master, the Improvement Fund already exists for the character (the master set it up) and he may start investing in it already, without the 200 Karma point expenditure. If he has no master, the character must create the improvement fund as usual.

Learning Spells. New personal, universal, and entreaty spells cost 2500 Karma points with no additions for spell rank.

The cost of learning a new Group spell is equal to 1500 Karma for each spell in the group. The caster cannot use any spell in the group until all have been learned. The character can interrupt his study of a group spell to learn a different spell, but of course this delays the learning of the group spell. If a caster has a personal or universal spell that duplicates the effect of a spell in the group, he can use the other spell while still learning the group spell (remember that group spells use dimensional energy). As with other spells, there is no additional Karma cost for spell ranks.

The Karma costs for all new spells assume two things: that the character is being taught by a master (or is Master rank himself); or that the character has reached a rank (Disciple or Adept) at which he can learn spells from books and items on his own, with little supervision from a master. If a character has no master and is not capable of self-teaching, the Judge can either declare that he cannot learn new spells, or that he must spend extra time and pay a substantial increase in Karma (usually double). Character ranks are explained in the Miscellany of Mysticism.

Spell Ranks. The spell rank of a newly-learned spell is fixed, not randomly determined (this is why there is no additional Karma cost for the spell rank of the new spell). If the spell is learned from a master, the initial spell rank is Excellent. If the spell is learned from an item or text, the initial spell rank is Good.

Improving Abilities and Known Spells. Magic wielders use the procedure on page 45 of the MARVEL SUPER HEROES Campaign Book to increase an ability rank or the spell rank of a spell that the caster already knows.

Certain spells (Eldritch Blast, Matter Rearrangement, Mermerism) can be improved in effect at their current rank, without increasing the spell rank. An improvement at the current spell rank costs 500 Karma for each improvement.

Popularity. In reading Book 3, you will see that some villains have negative popularity. This represents how feared that villain is. Those with an evil reputation can get others to cooperate, but it is because of fear, rather than respect. Most NPCs will cooperate with a person with negative popularity, but seek to get away as soon as possible.

CHARACTER GENERATION EXAMPLE

To better illustrate the step-by-step process by which a magical character is created, I have included a brand new character and show you how he was randomly created. Follow the steps in order, using the **Character Generation** section of this booklet.

Preliminary Step. Normal Determination of Abilities

The following abilities are rolled for the character using the character generation system in the MARVEL SUPER HEROES Game.

Ability	Dice Roll	Rank	No.
Fighting	65	Remarkable	30
Agility	76	Remarkable	30
Strength	07	Poor	4
Endurance	44	Excellent	20
Reason	78	Remarkable	30
Intuition	31	Good	10
Psyche	53	Excellent	20
Health	84		
Karma	60		
Popularity	10	(Secret identity and new in the area)	

STEP 1. Character Type

On Table 1.0: General Character Type, I roll a 42, which indicates that the character is a Magic Wielder. The table refers me to Step 4.

STEP 4. Magic Wielding Characters

I roll a 94 on Table 4.0. This means that my character can use all the energies, not just personal or universal. Needless to say I am extremely happy about this. I roll on Table 4.1 and find out how many spells my character has. The percentile roll is 45, giving him 3 spells. Since my character can use all three types of energy, but must have at least 1 from each of the personal and universal energy lists, I know that he will end up with 1 Personal Energy Power, 1 Universal Energy Power, and 1 Dimensional Energy Power.

The text tells me to proceed to Step 5.

STEP 5. Magic School

This is where I begin to shape my character's personality a little. If I wished to, I could pick his school of magic, but since I have randomized this character this far, I decide to complete it by rolling the dice. My roll of 82 places him in the Ancient One/Doctor Strange school of magic. This does not necessarily mean that Doctor Strange is going to tutor the character. It means that someone of the same order as the Ancient One and Doctor Strange will be the master. It also means that the character is dedicated to not taking a life and that he believes highly in the forces of good and order. Possibly in the future, depending on the Judge, the character may have limited access to some of the spells in Doctor Strange's Book of the Vishanti.

STEP 6. Magical Spell Ranks and Definitions

I determine the spell rank for each of my character's three spells by rolling on Table 6.0: Power Ranks. The results are below:

Type of Spell	Dice Roll	Rank
Personal Energy	95	Amazing
Universal Energy	44	Excellent
Dimensional Energy	16	Excellent

The spells themselves are rolled on their respective energy lists. The roll on Table 6.1: Personal Energy Powers is 48, Immovability. The roll on Table 6.2: Universal Energy Powers is 60, Mental Probe. And the roll on Table 6.3: Dimensional Energy Powers is 51, Passing.

The character's Amazing Immovability provides him with a great defense. His Excellent Mental Probe provides him with a good possibility at subtly gaining information. The Excellent Passing spells give him many options for gaining entrance into a villain's den. Not bad.

STEP 7. Determining the Character's Talents

Since this new character is a magic wielder, I must roll on Table 7.0: Talents Available for Magic Wielders to see how many talents he has. My roll is 49, giving him 2 talents.

Rolling on Table 7.1: Magic Wielder Talents will indicate which talents he has. My rolls are 85, Stamina, and 37, Demonologist. After reading their descriptions I see

that my character is developing more of a persona. His Stamina allows him to go up to 6 days without resting or eating. His Demonology talent gives him a +1 CS in all situations involving demons. Combined with some of my spells, this makes him quite a formidable character when fighting against demons.

Note: If I had rolled the same spells or talents twice it would be up to the Judge as to whether I should roll again for a different selection, or whether the spell or talent would be more potent than normal.

STEP 8. Balancing the Powers

Now is the time to look at the character and decide if the powers are balanced. While the character is okay, as a Judge I think he would be better if he had some type of attack ability. The Mental Probe is not an important part of this character, and I would ask the player if he would like to switch it for an Eldritch Beam of the same rank, Excellent. This would give the character a nice balance of movement, defense, and attack, with a few special talents.

STEP 9. Finishing the Character.

I decide that his real name is Bernard Byrne but he is known to the world as ...what? The character can pass through obstacles, but become an obstacle himself, and he's a fierce opponent for any demon. I'll call him Cerberus, after the three-headed dog who guards the gates to the underworld in Greek Mythology. This character will watch to make sure no evil escapes the nether regions.

The roll of 77 for Resources on Table 9.3: Resource Ranks shows that Cerberus has a Remarkable rank, which means he earns a weekly rate of at least 30 rp. This is just to begin with, of course. And since this is a few ranks above a Professional Occupation, I decide that the character must be a highly paid free-lance something or other. An author would be a good choice, though I would have to clear it with the Judge first.

The roll of 25 on Table 9.4: Magic Wielders Starting Cache shows Cerberus didn't save a lot of his earnings. I wait until the character is finished before spending the resource points.

Because most of the adventures in the campaigns I would run in take place on the city maps in New York, I'll place him close

by. Can't afford the city itself, so I think he'll live in New Jersey. I rolled 04 on his 20% chance to live with his master. Apparently the master's Sanctum Sanctorum in New Jersey. This way Cerberus can save resources until he is out on his own.

Cerberus, because he has three spells, has three important friends. I decide that all three of them are his brothers. They own a publishing firm in NYC, and have a bad habit of dropping in unexpectedly. Of course they have no idea he is a practitioner of the ancient arts.

Cerberus's master is Omar the Crabby, who is old, bent, a sourpuss, and a dedicated demon-hunter who likes to have his students "learn in the field", that is to say, learn about demons by fighting them. He is a cantankerous oldster and can really provide the Judge with a fun time in a game campaign.

Final Balance

After a quick glance, I like this character and think he will do just fine. If he was too tough for a campaign, you could lower the spell rank of the body armor or not switch the Mental Probe spell to the Eldritch Beam. If he is not tough enough, you could roll him up a magical item, or Omar could lend him a Staff of Whatever to increase his attacks, movement, defenses, mental spells, or whatever best fits the campaign.

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MARVEL SUPER HEROES™

CHARACTER
INFORMATION SHEET

Heroes Name

Character Name ☐ Secret ☐ Public

Player Name

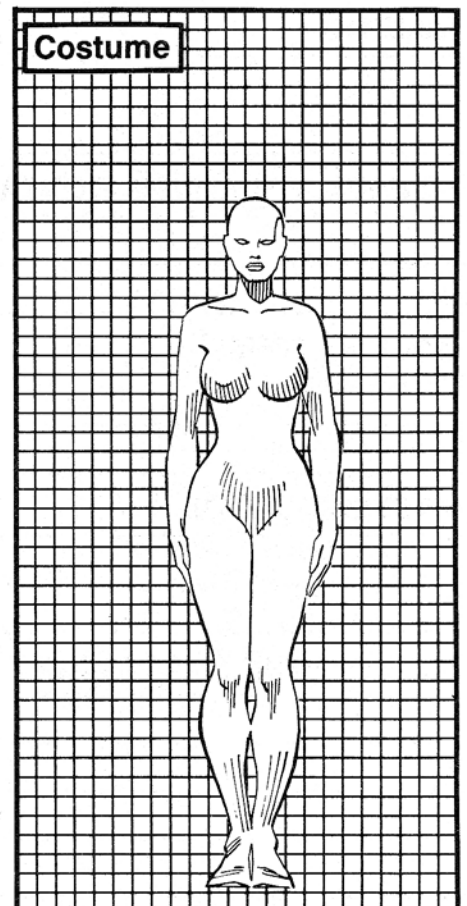
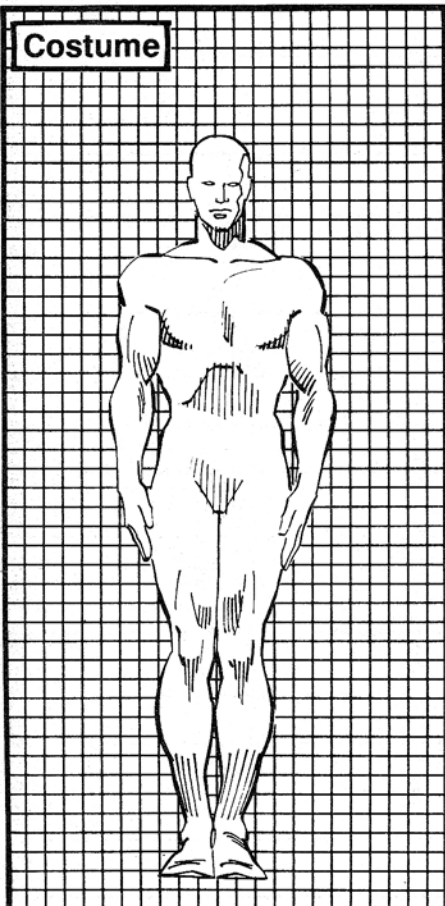
Age Occupation

Base of operations Group Affiliation

Sex Magic type

ABILITIES			HEALTH	KARMA	RESOURCES	POPULARITY
	RANK	NO.				
FIGHTING						
AGILITY						
STRENGTH						
ENDURANCE						
REASON						
INTUITION						
PSYCHE						
TALENTS						
FRIENDS, RELATIVES, CONTACTS						
MAGICAL ITEMS						
MASTER/SCHOOL						
RUNNING THE CHARACTER						

SPELLS (Energy Type) (Spell Rank)



Book 2: MANUAL OF MYSTICISM



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INTRODUCTION

Welcome to the Miscellany of Mysticism, a book that deals with the more advanced aspects of magic in the Marvel Universe. If you haven't read the Manual of Magic yet, read the first book before you read this one. That book is the foundation for magic in the MARVEL SUPER HEROES™ Role Playing Game system. You must understand it before you can use the material found within this book.

The Miscellany of Mysticism will further define the use of magic, describe the different dimensions found in the Marvel Universe and explain dimensional travel, cover the various magical entities and super-human beings found in the Marvel Universe, list additional specialized spells, and describe many of the magical items that may be available. This book builds upon the foundation of the first book, allowing the creation of a more complex magical scenario or character.

All of the material within is based on information provided in past Marvel comics titles, particularly Strange Tales or Doctor Strange. Even the theories are solidly based on Marvel characters, plots and dialogue.

The best way for the Judge to use this material is to read through the entire book, then go back and select the elements he wants to include in his campaign.

For players, the most obvious use of this book would be to further define a Dimensional energy spell that entreats an entity (Hoggoth, Ikonn, etc.) But beyond that, the information within this book provides a history of past exploits, characters, places, and items useful for developing heroes.



MAGIC IN GENERAL

To understand magic in the Marvel Universe we must first look at its exact definition. Magic—The practice of using certain energies and powers whose nature is beyond the scope of technologically-oriented science.

The Origin of Magical Power

"Where does all power truly originate? In the long run, from the sun, of course. Here, too, is the indirect birthplace of all mystical might. Control of the source means total control. To be a star means the very laws of nature are yours to amend as you wish. You see, stars are not inert celestial bodies. They are highly intelligent, aware, and powerful."—Apalla, a humanoid form of a star.

"I can't make something out of nothing. Magic is basically a study of forces. Once one knows how to channel these forces, though, the results can be quite striking."—Doctor Strange

Magical power is the life blood of a magic wielder (and of a magical item or creature, for that matter). In the Manual of Magic we have seen how magical power is divided into three different types: personal, universal, and dimensional. But all magic power is built on common ground, that of reshaping existing power, found in yourself, your universe, or in another dimension, to a form that you desire. What is important to magicians, is the reference to the ultimate power coming from the sun, which is our own star. This may explain why the forces of light, usually referred to as the forces of order, good, or "white", hold sway over the forces of darkness, usually referred to as forces of chaos, evil, or "black". It is this that give the Doctor Stranges and Shamans of this world their advantage.

Magic Wielder Ranks

"There is more to the study of mysticism and the occult than most people might even dream! In the mystic order to which I belong, it is indeed written that practitioners of the mystical arts must choose a disciple or disciples, to insure the continuity of the struggles against malefic forces, but only at such a time that it is fitting and proper!"—Doctor Strange

The following steps show the various degrees of magic wielder rank or status.

Novice. This character knows fewer than five spells or has less than an Amazing spell rank in at least two spells. He is spending most of his time with his master (when not practicing what he has learned on villains). He can study tomes and scrolls and even perform magic found therein, but he cannot yet learn spells on his own (spells that he has read in a tome or on a scroll must be studied each time he uses them—he cannot commit them to memory.)

Novices are usually ignored by the more powerful dimensional entities. A novice using a Dimensional Entreaty spell uses his magic as normal, but no FEAT roll is necessary to determine if the entity entreated will be affronted by the entreaty and take action. The dimensional entity feels that it is an investment in the future, but the character is currently beneath his total consideration. A novice can, however, provoke a hostile reaction from extra-dimensional entities by abusing their power—using it in ways the entity would not normally approve of (see "Abusing Dimensional Entreaties" in the "HOW SPELLS ARE CAST" section in the Manual of Magic).

Disciple. The character possesses at least 5 spells or has at least an Amazing rank in all of his spells. He assists the master in some of his rituals, but is spending more time adventuring than a novice. He may learn new spells from his master's written works.

Disciples, like novices, are usually ignored by the more powerful dimensional entities. A disciple using a Dimensional Entreaty spell uses his magic as normal, but no FEAT roll is necessary to determine if the entity entreated will be affronted by the entreaty and take action. The dimensional entity feels that it is an investment in the future, but the character is currently beneath his total consideration. A disciple can, however, provoke a hostile reaction from extra-dimensional entities by abusing their power—using it in ways the entity would not normally approve of (see "Abusing Dimensional Entreaties" in the "HOW SPELLS ARE CAST" section in the Manual of Magic).

Adept. The character possesses at least 8 spells. He has a spell rank of at least Excellent in all of them and Incredible or better in at least two of them. He spends



more time adventuring than he spends with his master, though he is still at his master's beck and call. His studying of the writings of the ancient arts gleans him more information than if he were a novice or disciple.

This is the lowest rank at which a sorcerer could normally gain special attention from dimensional beings (see the Entreaty FEAT Roll Table and the Casting Shifts Table in Book 1.

Master. The character possesses at least 12 spells. He has a spell rank of at least Excellent in all of them and Incredible or better in at least four of them. He spends very little time with his master, but much of it in contemplation, study, and adventur-



ing. If he qualifies, he may find a student of his own to teach. His studying of the writings of the ancient arts gleans him more information than any other source.

Sorcerer Supreme. The strongest master in the world or dimension of his natural existence is called the Sorcerer Supreme or the Sorcerer Supreme. The Sorcerer Supreme for the Earth dimension is Doctor Strange.

A sorcerer supreme possesses at least 14 spells or magical items at any one time. He has a spell rank of at least Remarkable in all of them and Amazing or higher in at least five. A sorcerer supreme has the greatest amount of mystical knowledge in his dimension.

A sorcerer supreme spends all of his time guarding his dimension, teaching any students he may have, and studying mystical lore.

A sorcerer supreme is more recognizable for his worthiness than for the power he wields. He earns his rank through vigilance against foes and by overcoming the constant burden of responsibility this rank involves.

Masters and Their Role

"Many times I have sat thus and read my master's writings. and each time I am filled with greater awe of the Ancient One's sensitivity and knowledge. There is much even a master of the ancient arts can acquire from the Learned One's teachings." - Doctor Strange

This observation by the good Doctor adds further definition to how a spell is controlled. If a spell were to be directly manipulated by the character, such as the Human Torch, it is because the character has had an accident which physically altered him to control that spell, or the character is a mutant and was born with the ability to control that spell. Magic is different. It is the knowledge of how to tap into that spell and manipulate it. And how does one gain that knowledge? Through learning the ancient arts with a master!

The importance of a master for a magic wielding character cannot be overstated. It is the best and often only way the hero can progress in his knowledge of magic use. This includes learning new spells.

The "KARMA AND ADVANCEMENT" section of Book 1 lists the Karma costs involved in improving spell ranks and learning new spells. As can be seen, characters who do not have masters pay a heavy penalty. Some characters (especially those of the Eclectic school) learn a trick or two through the studying of tomes, but to gain skill in magic a character must be taught by a master.

Systematic studying with a master has additional benefits as well:

Disciples. The disciple can learn one spell from a written tome or scroll every nine months of game time, provided the disciple is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the disciple goes more than a week without study, the spell cannot be learned. The normal amount of Karma points needed to gain this spell is waived by the Judge, as an extensive

amount of time is being committed to the studies that could otherwise be spent in gaining Karma.

A player can request that his character be allowed to study a particular spell, but the Judge makes a final decision on spell availability.

The beginning spell rank for a spell learned in this way is Good.

Adepts. The adept can learn one spell from a written tome or scroll every six months of game time, provided the adept is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the adept goes more than a week without study, the spell cannot be learned. The normal amount of Karma points needed to gain this spell is waived by the Judge, as an extensive amount of time is being committed to the studies that could otherwise be spent in gaining Karma.

A player can request that his character be allowed to study a particular spell, but the Judge makes a final decision on spell availability.

The beginning spell rank for a spell learned in this way is Good.

Masters and Sorcerers Supreme. A master of the mystic arts can learn one written spell in a tome or scroll every five months of game time, provided the character is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the master goes more than two weeks without study, the spell cannot be learned. It must be remembered, though, that the time spent adventuring is much greater and the time for study will exclude other duties or appearances. This completely halts any Karma or Popularity increase by any means other than that directly related to an adventure.

The normal amount of Karma points needed to gain this spell is waived by the Judge, as an extensive amount of time is being committed to the studies that could otherwise be spent in gaining Karma.

A player can request that his character be allowed to study a particular spell, but the Judge makes a final decision on spell availability.

The type of spells available that can be learned and their energy types are at the Judge's discretion. The beginning spell rank for a spell learned in this way is Excellent.

Masters and Students. A master can find



and teach one student, if he desires. The time it takes to train a student is great, so a master may not learn new spells from tomes or scrolls while teaching his student.

The student starts out at novice level with only one spell. (Roll the student and his spell up randomly). For every two hundred hours the master spends with the novice, the student can learn one personal spell at a Good spell rank. For every three hundred hours the master spends with the novice, the student can learn one universal spell at a Good spell rank. (The student is limited to learning one spell at a time, so learning a personal and a universal spell would take 500 hours of instruction.)

The player may play the student as he does his normal character, even taking him on adventures, but two considerations must be kept in mind: the novice is not considered to be studying for his spells when he is adventuring, whether he is accompanying the master or not; a master who loses a novice, whether to death or to an enemy, suffers a penalty of Karma loss (half of his current Karma vanishes) and he cannot take on a new student for at least a year of game time.

Important Masters. Masters of Doctor Strange's order that have been mentioned in the past include Rama Kaliph of Arabia; Turham Barim of the Near East; Count Carezzi of Italy; and the Aged Genghis (who lives in the Himalyas and is quite senile).

To represent these Masters of Order, use Baron Mordo's abilities and spell ranks given in Book 3, the Codex of Characters and Creatures, but substitute entities of order for any chaotic entities Mordo uses. The Judge may alter the rest of their spells as he desires).

Masters who serve Baron Mordo include Sir Anthony Baskerville of England, who served him in the 1940s; Demonicus, who claims to be a demon and has nearly bested Doctor Strange on his own; Adria, a schemer who often plans attacks on Doctor Strange, even in his Sanctum Sanctorum; and Kaecilius, who has served as Baron Mordo's host body many times in the past.

To represent these Masters of Chaos, use Baron Mordo's abilities and spell ranks, with a -1 CS to all Mordo's spell ranks; however, ignore any CS that would result in these characters being reduced below master rank. The Judge may alter their other spells at will).

Demonicus, Adria, and Kaecilius have

attacked Doctor Strange together many times. A student of the same school as the good Doctor should be ever wary of them.

Another master on Earth is Ebor, the Dark Servant of the demon Sligguth. She is the only human tolerated in the society of the Serpent People. She serves as their head priestess (use Clea's Earth statistics found in Book 3 for Ebor, but substitute chaotic spells and entities for any spells or entities of order Clea may use).

Shaman is a master of nature magic,

and his daughter, Talisman is a disciple of that same school of magic (their full descriptions are in Book 3).

A character who has the talent Chronocler of Magic (described in Book 1) will know by name all these important masters and the schools they serve; no Reason FEAT roll is required for this. However, this background knowledge provides no insight on the current whereabouts and activities of these characters; time, research, and successful FEAT rolls are needed to learn more about the masters.

Concentrating on Magical Power

The importance of a magic wielding character's concentration and study for the use of magic cannot be overstated. This is why some forces, such as sonics, are so devastating to magic wielders, because they disrupt the ability to concentrate and find the flow of the natural forces.

Disruption. The Judge should designate one or two forces that disrupt the use of magic. Possibilities include sonics, the Darkforce, Monstrous (and greater) physical damage, and the like. A magic wielder or item in an area where this force exists suffers a -1 CS.

Disruption is different from distraction in that distraction only delays spellcasting due to special circumstances that the caster has some ability to influence (such as rescuing someone in danger) while disruption is more serious and has longer-lasting effects. Judges should not use both disruption and distraction in the same situation.

Confidence in Magical Powers

"I have had centuries in which to study the art of combat! No one that lives can be my equal!"—The Dread Dormammu

Speak to me not of equals, Dormammu...! I have pledged my very life to prove that I am your superior!"—Doctor Strange

So long as you endured, my mystic power could never be supreme! But now, once I have destroyed you, all of mankind shall call Mordo master!"—Baron Mordo

Base braggart! You possess not the skill for supremacy in the mystic arts!"—Doctor Strange





Karma Adjustments. All super heroes and villains have a tendency to be verbally melodramatic from time to time, but magic wielders can sound like the most overbearing of the lot. The reason, quite simply, is a matter of confidence. When dealing with magical energies and extra-dimensional beings, the mind can become easily boggled, sometimes leading to a dangerous lapse in concentration. When the concentration goes, so does the effect of the spell. The constant reassurances, threats, and boasts that a character yells at his opponent not only helps him stick to his task, but can possibly weaken the other character's resolve as well.

The usual form this lack of resolve takes is in the character running away and accepting the Karma loss (whether NPC or PC). But, with magic wielders, loss of confidence or despair can affect their performance. As explained in Book 1, heroic magic wielders who behave in a particularly cowardly fashion lose suffer double the Karma loss that their actions would normally require.

If, however, a magic wielder heroically attempts to rescue innocents, thereby leaving himself open to attack (again explained in Book 1) and still manages to win, the Judge should grant the hero an additional 20 Karma after the victory, regardless of whether or not the villain was actually captured and brought to justice.

Restraints on Spellcasting

The more powerful a magical spell is, the more gesturing and chanting must be done to achieve the results. If the magic wielder is prevented from completing his gestures or chants, it may stop the spell from being completed. If a magic wielder is somehow blinded, certain spells may not be used as the target cannot be seen.

Bound, Gag, and Blind Effects. If a magic wielding character is bound (hands tied securely behind his back), he may not use any universal spells. If a magic wielding character is bound and gagged (prevented from speaking clearly), he cannot use any dimensional spells. A successful Hold when Grappling effectively binds a character.

Unless a magical item is used to bind and gag a character and is specifically described as negating all of the victim's magical spells, a character can always use any personal spells he may have though bound and gagged.

If a magic wielding character is blinded

(deprived of sight by a blindfold, intense light or darkness, sand thrown in the eyes, etc.), he cannot use any spell which requires sight such as targeted attacks, Bands, Sensing—Clairvoyance, Post-Cognition, and so on.

Gloating

While confidence and bravado are necessary, gloating is highly undesirable. Villains, by necessity, gloat. That is usually why they are undone, because they are so busy gloating and talking their opponents to death, the hero has time to recover. Gloating and humiliating a character is how a villain achieves his Karma. Magical villains, especially the Dread Dormammu and Baron Mordo, can gloat for 10 to 20 rounds at a time, if it appears that their victim is helpless.

If a hero tries to gain time by allowing a magical villain to gloat: that is, acts weak and defenseless, inquires about how the villain trapped him, and so forth, the villain is allowed a Reason FEAT roll. If the roll is successful, the villain will continue his normal actions (attacking or whatever). If the roll is unsuccessful, the villain will stop attacking and start gloating over the hero. This gloating will occupy the villain for no less than 5 rounds, plus 1 round for each level the villain has achieved. After this allotted time, the villain must make a successful Reason FEAT roll or continue gloating.

An evil sorcerer who gloats over his opponent receives 20 Karma as a reward. The reward is the same no matter how long the villain gloats.

In addition to eating up time, a gloating villain will not notice if the hero is using certain spells listed below (see the Gloating Table).

Gloating Table

Villain's Rank	Rounds of Gloating
Novice	6
Disciple	7
Adept	8
Master	9
Sorcerer Supreme	10

The villain will continue gloating unless he makes a successful Intuition FEAT roll. This gloat check is made every round thereafter until it is successful or until the villain is attacked.

If a hero casts any of the following

spells, a gloating villain will not notice the spellcasting until the spell takes effect. If the spell fails, the villain will not be aware that it was cast.

Apply a -1 CS to the villain's FEAT roll to resist any of these spells.

Apparition
Astral Projection
Chameleonic Coloring
Damage Absorption
Density Control—Others
Density Control—Self
Dual Persona
Emotion Control
Enchanted Eye
Foretelling
Healing—Self
Healing—Others
Immovability
Invisibility—Self
Invisibility—Others
Luck
Mental Barrier
Mental Probe
Post-Cognition
Protected Senses
Static Field
Telekinesis
Telepathy (if not with the villain)
Trance

Magic vs. Science

"There is a distant relationship between the energies of science and those of sorcery, but my power over the former is limited."—Doctor Strange

It is difficult to defeat intelligent, independent machines with sorcery. Unless specifically stated, as in the Mesmer-mechanism spell, robots, androids, computers, etc., cannot be affected by magical spells that normally affect the mind or body of living beings. A Healing spell will not reattach a robot's arm, an illusion of a wall will not affect a machine with sensors, unless those sensors are hooked to a human brain, as in the case of a cyborg. Charming a tank would not work, nor would Tongues allow a magic wielder to converse with a computer, though he could read the print outs of a computer if it is in a non-machine language. For the most part, magic is most effective on organic beings.



DIMENSIONS

Dimensional travel and adventures occur more in magical scenarios than anywhere else in the Marvel Universe. The definition of a Marvel dimension is: a universe or realm containing space, matter, and energy which is separated from our own universe by some physical difference in the space, matter, and energy itself.

Dimensions are called by many names: planes, universes, realms, and worlds. Entities and beings entreated for Dimensional energy powers inhabit other dimensions. Magical heroes deal with other dimensions more than any other type of character, probably due to the fact that so much energy for magic is drawn from other dimensions. Sometimes whole adventures are centered on stopping an invasion from another dimension or pursuing someone or something in another dimension.

Other dimensions offer endless opportunities for adventure. Conditions and physical laws differ from dimension to dimension, from the Earthlike environment of Asgard to the bizarre surroundings of the Dark Dimension. If a Judge wants to set up a campaign where heroes fight copies of themselves, meet legendary heroes, or face a strange new menace, a different dimension is the perfect place to go.

Dimension Travel

Dimension Travel is the process of leaving the space of our universe and entering that of another one, accomplished by physical, psychic, psionic, or magical means. The magical means of dimension travel are unknown to all but a few.

While magic is not the only way to enter another dimension, it is the most commonly used method. There are three types of magical dimension travel: direct dimensional apertures, traveling across dimensions, and astral travel.

Dimensional Apertures. These open from one dimension directly into another, such as from the Earth dimension into the Sixth Dimension (this aperture is supplied by the Screaming Idol, see Magical Items section). The Dimensional Aperture spell is capable of establishing such a direct link between dimensions.

FEAT Rolls. A magic wielder with a Dimensional Aperture spell can easily open an aperture between the caster's

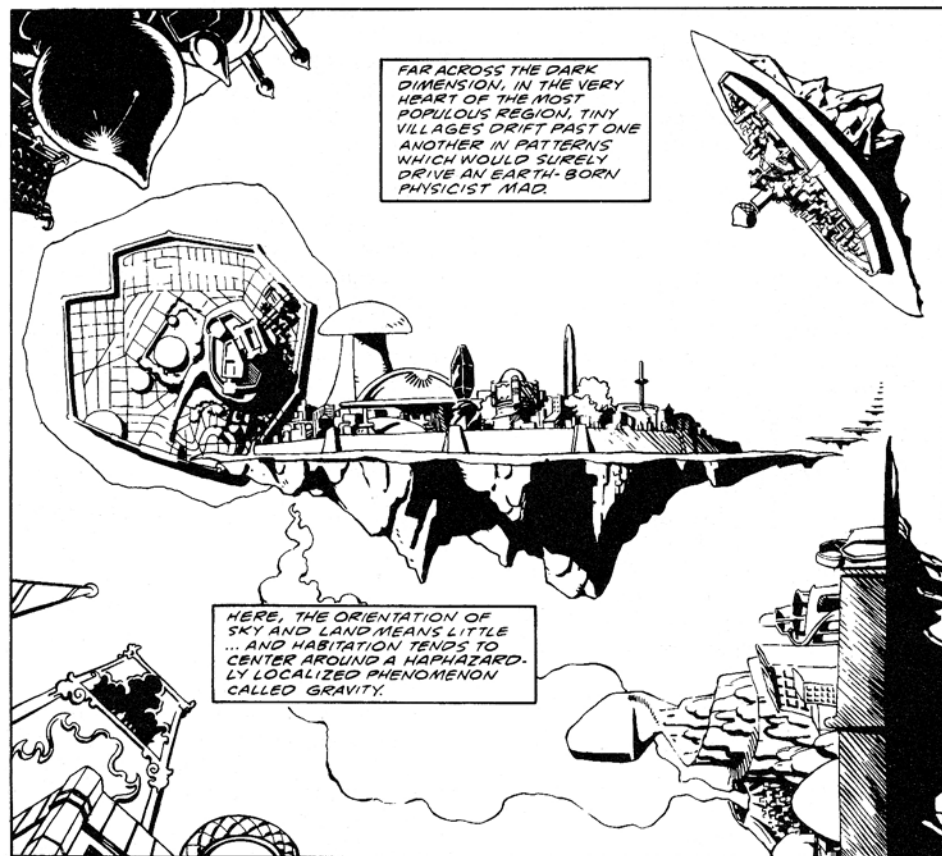
home dimension and an alien dimension that is familiar to the caster. A dimension can be considered familiar if the caster has made at least four round trips to and from that dimension or he has spent at least two days in the dimension. If the desired destination is not familiar to the caster he must make a successful spell rank FEAT roll to open the mystic gateway. If the FEAT roll fails, the caster cannot open a direct aperture: he must either wait a day and try again or attempt to reach his destination through dimensional crossing.

Magical Items and Dimensional Apertures. If a character is using one of the many magical items that opens directly into a specific dimension, then his arrival is instantaneous (no FEAT roll needed). If the item creates a dimensional aperture that is not linked to a specific dimension, treat it as if the user had cast the dimensional aperture spell.

Dimension Crossing. This is the term applied to seeking a specific dimension by going from one dimension to another until the traveler finds the one he seeks. This applies to characters who are traveling to

unfamiliar dimensions, to characters who failed a FEAT roll when attempting to open a direct aperture, to characters involved in a trans-dimensional pursuit, etc. To leave the Earth dimension a character must use a dimensional aperture to escape the Earth dimension to another one, then travel from there through other dimensions to the desired destination.

Dimensional Beacons. If the character attempting dimensional travel is of lesser rank than Master, some form of "beacon" must be maintained within the user's dimension so he can find his way back again. Doctor Strange and the Ancient One once formed a bridge of Elemental Thought that allowed the good Doctor to bypass many dimensions and go straight to the one he desired. On many occasions Doctor Strange has used a lit candle or his own amulet to provide a path of light back to his own dimension. A beacon allows the traveler to return to his own dimension with ease (no FEAT roll needed) even if he passes through unfamiliar dimensions on the way. If the beacon is extinguished, the traveler becomes lost and must travel through dimensions at random until he





finds a familiar one.

Travel Distance and Movement Speed. For game purposes the distance between any two dimensions is measured in the dimensions themselves. The placement of the dimensions is a random task filled by the Judge rolling two dice and adding them together to determine the number of dimensions the player character has to travel before arriving at the right one. This means that the character must pass through from 2 to 20 dimensions. The rate of Earth time spent in passing through these dimensions depends on the character's normal movement speed. Consider a dimension as equal to three areas for movement rate. Therefore, if a character has a normal movement rate of 3 areas per round, he can move through 1 dimension per round. This represents a greatly accelerated speed used only for dimensional travel. A character must fully concentrate on his movement to pass through dimensions at this rate. He is allowed no use of universal or dimensional powers while he is moving through dimensions.

If a character encounters another character or creature within another dimension the movement rate for both parties reverts to normal within the dimension.

Astral/Dimensional Travel. The astral plane, which is a separate dimension, seems to run through most dimensions.

A character who does not have the Dimensional Aperture spell (but who does have the Astral Projection spell) can enter the dimensions listed in this book by projecting his astral form and simply following the astral plane into those dimensions, if he goes through a nexus point. While the limit on the amount of time a character's astral form can be "out-of-the-body" before damage occurs remains the same, it must be remembered that time passes at different rates in different dimensions (Judge's Discretion).

The Judge may assign certain nexus points to the city, state, or country that a hero occupies. Nexus points are always difficult to reach and are sometimes downright dangerous. Usually myths and legends grow around the nexus points, such as the Bermuda Triangle, haunted sites, hallowed burial grounds, and the like. These nexus points will offer immediate access to other dimensions through the use of Astral Projection.

Hazards of Dimensional Travel

Hazards of Dimensional Crossing. A character who travels quickly through dimensions must be careful. In passing through dimensions faster than 2 dimensions per round the character can create a "dreaded, interdimensional Road of Repetition", a mobius road or time loop where it is impossible to stop or turn back. Once caught on this Road, the victim can even see himself, repeated on the opposite side of the loop, traveling along. If the victim collides with himself, all is lost.

A character who leaves the Road may drift in Limbo forever as no spells or powers work once the victim loses contact with the Road.

The Road can be shattered by a mighty magical attack, as Doctor Strange did with his amulet, but this can catapult the character into the "realm of non-existence", a sort of negative dimension that rips the character into two individuals, a "positive" and a "negative" self. A character will drift in this "realm" until the two selves find each other and reunite to become whole.

The Effect of Dimension Travel on the Human Mind. The human mind is a frail thing when confronted by a reality that contradicts the senses and what we believe to be constant physical laws. Some dimensions are so bizarre in their existence that they can seriously challenge a character's sanity. This challenge presents itself in one of two forms: sanity-bending and sanity-threatening. The character can resist the danger by making successful Reason FEAT rolls.

When a character is performing a dimension crossing the Judge will have to randomly roll each non-specific dimension the character crosses. A 0-10 indicates that the dimension is Sanity-Threatening, while a 11-30 indicates the dimension is Sanity-Bending, 31-00 indicates that the sanity of the character is not challenged. Both Sanity-Bending and Sanity-Threatening checks are not necessary after the character has either spent an extended period of time in the dimension (two days at least) or has visited the dimension at least four times previously.

Once a character fails his Reason FEAT and his sanity is affected, no further Reason FEAT checks are necessary for the affected character in that dimension. The

character automatically recovers when the duration of effect expires.

Sanity-Bending. The character becomes extremely disoriented. The character must make a Reason FEAT roll each time he enters an unfamiliar dimension and once a day while he is in the dimension. A failed roll means that the character's sanity is suffering. The character behaves as if successfully attacked by one of the spells listed below. The Judge controls the effect of the spell on the character as it reflects the dimension he has entered and the theme of the Judge's scenario. If a spell rank is required for the effect, the Judge chooses the spell rank—Incredible is suggested as the upper limit.

Dice Roll	Effect Similar to the Character Suffering from this Power
01-10	Charm
11-20	Confusion
21-30	Emotion Control (over hero)
31-40	Fear
41-50	Forgetfulness
51-60	Illusion
61-70	Mesmerism
71-80	Paralyze
81-90	Power Block (hero is blocked)
91-00	Trance

Sanity-Threatening. This is identical to Sanity-Bending, except the Reason FEAT check is made with a penalty of -2 CS and, at least in the first excursion through a new dimension, the checks are twice as frequent.

Sorcerers Supreme

"All the dimensions—each nebulous Netherworld which exists either in time or in space—either as matter, or as a fathomless void—such were given over into the eternal deathless keeping of the Living Tribunal. Yet in each self-contained cosmos—by celestial design—there was one being who was the supreme master of sorcery—and only one!"

Many powerful beings control the affairs and balance of the Marvel Universe, but of these only the Living Tribunal regularly decides if an entire dimension should be destroyed so as to not unbalance the others. A big part of this decision making process depends on the Sorcerer Supreme of that dimension. When the Earth dimension started to radically tip in favor of evil, as the result of a powerful out-



side influence, Doctor Strange had to prove he could bring it back into balance. Whereas the probability of a hero ever handling this task alone is infinitesimally small, he may be called on to assist the Sorcerer Supreme. A Judge could build quite a series of adventures, with this one underlying theme connecting them all.

As mentioned before, and confirmed by the above statement, there is only one Sorcerer Supreme in every dimension. One of the major responsibilities of the Sorcerer Supreme is to defend his dimension from mystical invasion or hostile exploitation. In dimensions other than Earth's, the task of the Sorcerer Supreme is made easier by the fact that the Sorcerer Supreme is often also the ruler of the realm and thus does not rely only on his own power, as Doctor Strange does.

While Sorcerer Supremes usually battle each other, they may wish to "probe" or "weaken" their future opponent through raids by minions of lesser power. Sometimes it is up to the student(s) of the Sorcerer Supreme to handle these lesser opponents.

Sorcerers Supreme and Rulership. In many dimensions of the Marvel Universe, the ruler or monarch of the dimension is also the Sorcerer Supreme. These rulers often draw considerable power from their subjects in addition to possessing vast power of their own. Dormammu, Umar, and Clea are the best-known examples of such rulers, but others are listed in this book and in Book 3. Many of these are evil rulers who seek to conquer Earth. For reasons that are not always clear, evil rulers such as Dormammu prefer to work through lackeys like Baron Mordo or evil cults rather than act directly. In game terms, when dimensional rulers leave their own realms to intervene in other dimensions, the Judge should apply a -1 CS to all their spell ranks. What this represents is not necessarily a reduction in the ruler's actual power, but rather it is the *combined* effect of all reasons that cause these beings to normally work through lackeys.

Glossary of Dimensional Terms

Alternate Earth. A planet similar to Earth in physical characteristics, natural phenomena, living species, and most other respects. The main differences are in history. Alternate Earths exist in another

dimension. An alternate Earth may either be a divergent Earth or a parallel Earth. The historical differences are more marked on a divergent Earth.

Alternate Future. One of the possible future time-lines, a result of the present reality through a specific sequence of events. One cannot tell which alternate future will become one's present reality until the point of divergence has been passed. At that point, one's reality diverges into more than one, and versions of one's self will exist in each resulting alternate future. Hence, one's divergent self will experience one of the alternate futures as his present reality, while another of his divergent selves will experience a different alternate future as his.

Alien World. A planet in another dimension that usually contains life, but has important differences from Earth, although they may resemble Earth. Intelligent life-forms, though they may be humanoid, are not human. Such a world may occupy a position equivalent to Earth's in another dimension. An alien world in which magic operates strongly is often called a Mystic Realm.

Astral Dimension. A dimension that does not contain physical matter, but does contain ectoplasm. Access to an astral dimension usually requires the use of magic or psionic powers.

Divergent Earth. A world resembling Earth in every way up until a single moment in time where events occurred a different way than on Earth. There is an infinite number of possible divergent Earths, but no one knows how many actual divergent Earths really exist. Divergent Earths exist in the equivalent space to our Earth's in other dimensions. A divergent Earth is an alternate Earth but not a parallel Earth.

Ectoplasm. An quasi-material substance from which astral bodies and other astral phenomena are formed. All of the matter of the astral plane is composed of ectoplasm. Ectoplasm is usually invisible to people without certain magical or psionic powers. Normal matter can usually pass through ectoplasm as if the ectoplasm did not exist. Ectoplasmic objects may seem solid in relation to each other.

Extradimensional. (1.) A being from a

dimension other than Earth's. (2.) Of or having to do with a dimension other than that of the Earth.

Interdimensional. Of or concerning the space between two universes, each of which exists in its own dimension.

Limbo. A generic term used to describe any of a number of dimensions characterized by a static or unchanging quality. Properly this term is used to describe True Limbo and its associated pocket dimensions.

Microverse. A parallel universe that can be reached from the Earth dimension by compressing one's own mass to a certain point, thereby forcing it through an artificially created nexus into the other universe. Microverses were once erroneously believed to exist within atoms.

Micro-world. A world existing within a parallel universe known as the microverse. Micro-worlds were once erroneously believed to exist on subatomic particles.

Multiverse. A group of universes which are in some way related.

Nexus. A point in a dimension through which access to other dimensions or time periods is more easily achieved than at other points.

Parallel Earth. A counterpart to Earth (usually in another dimension) that matches Earth and its history very closely. Any world that seems to be a parallel Earth may actually be an alternate Earth with differences that are very subtle and hard to spot.

Parallel World. A world which exists in a dimension in a space equivalent to that occupied by a world in another dimension, and whose reality never diverged from that of this other dimension.

Pocket-dimension. Also called a pocket-universe. A universe whose size is far more limited than that of the Earth dimension.



SPECIFIC DIMENSIONS

Asgard

Ruled By: Balder the Brave, King of Asgard

This is the home of the Norse Gods of the Marvel Universe. Asgard is a small extra-dimensional planetary body whose nature and physics are different from those of planetary bodies found in the Earthly dimension. The prevalence of magic entitles it to be described as a mystic realm. Asgard is a relatively flat asteroid-like landmass floating in space. It has been described as floating on a "Sea of Space." This sea apparently has a surface, one that is navigable by Asgardian ships resembling Viking longships.

Asgardian cosmology recognizes "Nine Worlds." These are probably the only worlds known to the Asgardians at the time they were worshipped by the Vikings of the Marvel Universe.

Four "worlds" exist on Asgard itself: Asgard, home of the gods (which includes Valhalla, a special region of Asgard containing the spirits of the honored dead); Vanaheim, home of the Asgardians' sister race, the Vanir; Nidavellir, the home of the Dwarfs; and Alfheim, home of the Light Elves.

In addition, Asgard is connected to different dimensions that contain the remainder of the Nine World's. Its main connection was to Earth (which the Asgardians call Midgard). This was reached by Bifrost, the Rainbow Bridge, which is now shattered in the middle. Passage to Earth is now difficult.

Jotunheim, the world of the Giants, is a flat ring-shaped realm with high mountains along its inner edge. It exists in its own pocket-dimension.

Svartalfheim, home of the Dark Elves, is another asteroid-like land mass that may or may not exist in its own pocket-dimension. There are numerous nexuses between the mountains of Jotunheim, Svartalfheim, and Asgard allowing easy passage between realms.

Hel is the realm of the those who died non-heroic deaths and Niffleheim, its sister region, is the land of ice and home of the dishonored dead. Hel and Niffleheim both seem to have their own dimensional status, but are considered to be in the same "world" by the Asgardians.

The last of the Norse mythology "Nine Worlds" is Muspelheim, land of the fiery demons. All of these latter dimensions have interdimensional portals to Asgard, but are arranged in such a fashion that it seems as though they are "underground", or below Asgard.

There is a special passageway from Asgard to Olympus, home of the Greek Gods. Since Olympus is not part of the Asgardian cosmology, this nexus-port is most likely artificial rather than natural.

Beings of the Earth dimension have, in certain instances, been able to travel from Earth to Asgardian space. Asgardians themselves, particularly Thor and Loki, have taken an active part in Earth's affairs. Many magically enchanted characters or items are a direct result of Asgardian magic. While they do not reply as readily as many other entities, it is conceivable that Asgardian gods could be entreated for Dimensional energy with which to work spells.



TM

Astral Plane

Ruled By: No one

In the Marvel Universe, the astral plane is an alternate universe in a space equivalent to our own where all matter is composed of ectoplasm. On the astral plane, the life energies and consciousnesses of other beings are visible only to those who can reach the astral plane by psychic, psionic, or magical means. The astral plane is also sometimes called the astral dimension, astral realm, or the spirit world. Many times what people believe to be a ghost is actually the astral body of a being who has died.

For more on astral projection and combat on the astral plane see the Manual of Magic under the Astral Projection power and in the MAGIC USE AND COMBAT section on Astral Combat. Also see

Dimension Travel above for astral projection through dimensions.

Avalon

Ruled By: Presumed Uninhabited

The Isle Mystic exists in extra-dimensional space between Earth and the Dark Realm of the Fomor. When humans, led by Amergin, came to Avalon in the 12th Century, they unwittingly opened a passageway from the realm of the Fomor to Earth. The Fomor attacked Avalon and devastated it. Amergin contacted his descendant, Doctor Druid, and Druid dispatched the Avengers to aid Amergin. Joining forces with the Black Knight, whose 20th Century spirit occupied the body of a 12th Century ancestor, the Avengers defeated the Fomor invasion. The Black Knight's ancestor was destroyed, but Amergin's Druid magic restored the Black Knight's spirit with its proper body.

Dark Dimension

(Also called the Nether Dimension, the Dimension of Doom, and the Dread Dimension.)

Ruled By: Clea, Regent and Sorceress Supreme. Her head is surrounded by the flames of regency, a non-damaging emblem of rulership.

There are many dimensions referred to as dark dimensions, implying that they are mysterious, but this is *the* Dark Dimension. The Dark Dimension has quite a unique political structure. The original dimension itself is a pocket universe; it is also the head of an empire which extends over other dimensions now part of the Dark Dimension. It is sometimes referred to as "dimensions without number". This is because the Dark Dimension is one of the most powerful magical planes in existence and conquering other dimensions from here through magic is usually easy.

The Dark Dimension itself has an extremely large population that lives on scattered "islands" of terrain. This tends to support the theory that large numbers of the population have some magical capabilities, or even that magic is a natural, physical law there. This prevalence of magic and strange gravitational effects (each patch of substance seems to generate Earth-like gravity despite its small mass) make for a sanity-bending experience for humans.

The extent of this magical power can be



seen in the numerous Dimensional Entreaty spells that call on entities within the realm (for example, the Dread Dormammu, and even the Dark Dimension itself).

The exact location of the Dark Dimension is a bit of a puzzle. There has been passage between the Dark Dimension and the Earth Dimension many times, and yet it has often been implied that the dimension is one of the farthest from Earth. This has not been explained, but in game terms it may be the incredible, inherent magical power of this pocket-dimension that makes dimensional apertures so easy to create, and nexus so easy to locate. We do know that physical force is much less deadly in the Dark Dimension than in Earth's dimension (-1 CS for all aspects of physical combat and damage). More is known of the Dark Dimension than any other dimension outside of Earth's.

The first known ruler of the Dark Dimension was Olmar, King of Wizards, who added the many worlds to his own realm. He died when he stretched his dimension-conquering expansionism too far and allowed the Mindless Ones to invade (see Book 3). section). Two members of the Faltinian race who had been exiled, Dormammu and Umar, defeated the Mindless Ones and seized the throne.

Dormammu soon exiled his sister, secured his regency, added more to his realm, and tried to add the Earth's dimension to his holdings, but was always thwarted by either the Ancient One or by Doctor Strange. When Dormammu was defeated by Eternity, whom he foolishly attacked, Umar returned and took over the throne. Dormammu returned and regained the throne. Umar seized power again after his most recent defeat by Doctor Strange. She was eventually opposed by a revolutionary group, headed by her daughter Clea, who overcame her mother and now sits on the throne.

The regency of the Dark Dimension is an interesting one because the ruler has his or her power increased by those they rule and by those in other dimensions that entreat the regent's power (see the later description of Dormammu in Book 3 for more information).

Statistics on inhabitants of the Dark Dimension are provided.

Dark Dimension Civilian

F	A	S	E	R	I	P
Ty	Gd	Ty	Ty	Ty	Gd	Gd

Health = 28 Karma = 26

Umar's Royal Guard

F	A	S	E	R	I	P
Gd	Gd	Ty	Gd	Ty	Ty	Gd

Health = 36 Karma = 22

Weapon

Power Wand: Eldritch Beam/Bolt (Remarkable)

Clea's Rebels (Magic Wielders— Novice)

F	A	S	E	R	I	P
Gd	Ex	Ty	Gd	Ty	Gd	Ex

Health = 46 Karma = 36

Personal Spells:

Flight (Remarkable)
Shield—Individual (Excellent)

Universal Spell:

Eldritch Beam/Bolt (Excellent)

Dimension of Demons

Ruled By: Unrevealed

All that is known of this dimension is that the Dread Dormammu sent Baron Mordo there as a punishment for interfering with a mystical duel between Dormammu and Doctor Strange. The Baron later escaped, apparently unharmed, so despite its name, the dimension cannot really be that dangerous to a master of mysticism.

Dimension of Dreams

Ruled by: Nightmare (equivalent of a Sorcerer Supreme)

This dimension derives its substance from the dreams of other-dimensional sleepers. If beings everywhere would stop dreaming, the Dimension of Dreams would cease to exist. Dwelling in the Nightmare World, an area within the Dimension of Dreams, Nightmare can see all within his dimension and in the dreams of all other beings, though he must select where he is looking. In his own surreal domain, its landscape littered with remnants of the human imagination, Nightmare is nearly invincible. The very substance of the Dream Dimension is subject to his mental control, altering its form at will. Needless to say, this is a sanity-threatening dimension. Few mortals beside Doctor Strange have dared to confront Nightmare in his own realm.

Yet, despite all this, some chronicled adventures show that intrusions into the

Dimension of Dreams are not always noted by Nightmare or, if he did note them, he did not interfere. There could be many reasons for this. He has been forced to act on behalf of other dimensional entities before, possibly certain adventures or activities have been blocked from his sight by a more powerful entity. He sometimes becomes so busy that he cannot afford to turn his attention to matters of lesser importance, such as minor intrusions in his territory.

The dimension itself is a bizarre collection of images and substances, Doctor Strange describes it as "Ever new, ever changing, ever menacing! A kaleidoscope cosmos filled with shifting shapes and colors". Bright light, especially the light of truth or order, as in the wondrous Eye of Agamotto, can disrupt and destroy obstacles, structures, spells, and so on within the dimension. It is a lightly populated dimension, with its main inhabitants being demons called forth by Nightmare to do his bidding.

Some locations in the dimension are fixed in their form, though still sanity-threatening in their own manner. Doctor Strange once visited a location, distinctly calling it the Dimension of Dreams, where nothing had substance, nothing was material. It was a dimension where the slightest fantasy or dread could instantly become real and console or attack the intruder. No scientific laws existed. Certain magics were extremely powerful, especially those usually hampered by physical laws such as Levitation, Flight, Illusions, etc. This dimension was quite different from the Dream Dimension usually seen in Doctor Strange's adventures with Nightmare. It may be that to control so vast a realm, Nightmare must fix some areas in a set pattern and leave them so that his energy is not constantly being drained.

Another dimension visited by Doctor Strange in his earlier years was called the Realm of Madness, which was completely different from either of these descriptions of the Dimension of Dreams. Yet, in that dimension, one's worst fears took form. Again, this may have been a fixed sector within the Dimension of Dreams.

While the Dimension of Dreams seems vast, it has been called a pocket-dimension and the sense of vastness could simply be yet another of Nightmare's extremely powerful illusions. Voluntary entrance into the Dimension of Dreams can be gained through many



means, including sleep caused by the Mists of Morpheus. Involuntary entrance into the Dimension of Dreams happens every time a character falls asleep. While asleep, Nightmare can keep a character's dream form (astral projection) locked up or alter it as he wishes, while the body enters a coma-like state.

Dimension of the Shadowqueen

Ruled By: Currently Unrevealed. It was ruled by Shialmar, the Shadowqueen, a Sorceress Supreme. Now it is believed to be ruled by one of the rebels who overthrew her, Silver Fox, the last of the Wizard Kings whom she ousted.

This pocket-dimension is very Earth-like and may even be an alternate Earth. It is a bit more stark and elemental than most of Earth and its population appears to be predominantly Oriental. It can be reached by passing through a mystical Black Mirror. The oldest city is Majaedong, the throne city of Shialmar which, during her reign, was a city of darkness where nothing was sacred and no profane act forbidden. Dominating the city is the Palace of the Shadowqueen with its black crystalline towers rising hundreds of feet into the air. It is said that the walls are cemented together with the blood and astral forms of the people who were forced to labor a century in its construction. The Shadowqueen's royal guard were called the Shadow Guard (use the Mercenary abilities from the MARVEL SUPER HEROES Campaign Book).

This extradimensional world has seen many revolutions and usurpations, the last one occurring not too long ago when the Shadowqueen was overthrown with the help of Doctor Strange and Wong. The Shadowqueen had been pledged to the furthering of the interests of the N'Garai, a race of demons who are utterly and irredeemably evil. When Doctor Strange drove the evil out of her (she had been corrupted by force) she died leaving, it is supposed, one of the leading rebels, Silver Fox, to take her place. But the N'Garai had an interest in the realm before the Shadowqueen came into being and may be corrupting the dimension even now.

Umar's statistics in Book 3 can be used for the Shadowqueen (but no Wraiths to serve the Shadowqueen), while Clea's Sorceress Supreme statistics can be used for Silver Fox (substitute the dimensional

Ikkonn power for Faltine and Valtorr for Vishanti).

Dimension of Time

Ruled By: No one

This strange dimension is unpopulated, but is full of huge clock faces, hour glasses, and swinging pendulums all marking the passage of time. It should not be confused with True Limbo, as they are separate realities and one cannot go back into the past in the Dimension of Time. Many dangers await those who would enter the dimension. It has an automatic defense mechanism called the Tendrils of Time, thick, red coils that spring forth from the dimension itself and try to trap intruders for eternity. If more than one character intrudes, it will always go for the weakest, free character first. A character can try to dodge the tendrils and can possibly break them with a power rank FEAT roll, if using a power that inflicts at least Incredible damage.

The dimension is very susceptible to the workings of magic and time can be altered by a character within the dimension. Time can be temporarily made to go faster or slower (but not stop) in all other dimensions, while not effecting the time flow within the Dimension of Time itself.

Nekron once discovered the dimension and tricked Doctor Strange into following him there, in hopes of defeating the good Doctor. He needed to trade another sorcerer's astral form for his own, which was shortly due to be given to Satannish in payment for past services. But Doctor Strange tricked him by speeding up the passage of time outside of the dimension, and Satannish arrived earlier than expected (though right on time in Earth's dimension) and collected Nekron before he could defeat Doctor Strange.

Dweller's Dimension

(Also called the Dimension of Fear)

Ruled By: The Dweller in the Dark

Little is known of this interdimensional space. It is ruled by the Dweller in the Dark operating out of his Hall of Fear, an ancient citadel. He travels through his domain by flying or using great gray monoliths as fixed Dimensional Apertures. Shade-Thralls attend his desires. From this dimension the Dweller can influence events in the Earth dimension and he desires to invade it someday.

There is some connection between Dweller's Dimension and the Nightmare Dimension, possibly just the fact that Nightmare cannot exist without nightmare's caused by fear, but they do not occupy the same space and Nightmare himself does not like the Great Fear (as the Dweller is sometimes called).

The dimension itself is very dark and foreboding, with some pieces of floating matter. It is considered sanity-threatening. The Dweller, and, presumably, his dimension, are insidious in their effect on mortals. Instead of one, all-out attack, or even lightning raids on a character or his senses, they slowly destroy the character's confidence by gnawing away with doubts and fears. For a magic wielder this can be dangerous, as a loss of confidence can cause a loss of power.

Earth Dimension

(Also called the Mortal Plane and, for our purposes, the Marvel Universe.)

Ruled by: No one. Doctor Strange is the Sorcerer Supreme.

This is the prime dimension of the Marvel Universe, the location of the vast majority of adventures in the Marvel Universe and in the MARVEL SUPER HEROES Role Playing Game. There appear to be more nexus points in Earth's dimension than in any other, and more dimensions and pocket-dimensions seem to intersect with the Earth dimension than any other.

Another peculiar facet of the dimension is the desire by so many different entities and factions to conquer and control it. It is quite possible that it is the nexus for all other dimensions, a type of hub in the wheel of the universes. Another possibility is that it is the largest of all dimensions, and yet contains fewer magical characters in proportion to its size.

The magic inherent in the Earth dimension seems to be of a different type than most other magical dimensions (the schools of "nature" magic and "white" magic being very strong). Furthermore, evil extra-dimensional beings, like Nightmare, Dormammu, Umar, and Tiboro have failed many times to conquer this dimension.

Astral projection within this dimension also seems easier than it does in others. Many forms of non-magical astral projection exist, particularly psionic and psychic abilities, but the projection is almost always confined within the Earth dimension.



sion. This may be because the astral plane runs through the entire dimension, instead of only intersecting it in places.

The Earth dimension of the Marvel Universe was created by the Big Bang, that is, the explosion of primal mass at the center of the universe flung particles throughout the dimension which eventually formed the planets, stars, and everything else.

It is known that before the age of man, Shuma-Gorath, "Him Who Sleeps But Who Will Awaken", ruled all. Outwitted by an opponent, Shuma-Gorath left to sleep the sleep of eons. Occasionally, every millennium, he can try to return to reclaim his dimension, but has been recently prevented from doing this by Doctor Strange.

Forbidden Dimensions

Ruled By: The ruler of the Dark Dimensions

Once, when Doctor Strange was taking Clea to the Earth Dimension from the Dark Dimension, he was forced to cross the "Forbidden Dimensions". These are sanity-bending dimensions where the possibility of ending on the Road of Repetition is greatest (see the Dimension Travel section), therefore prudent travelers journey more slowly through it. The Forbidden Dimensions are part of the Realm of the Dark Dimension, but it is not known why they are called forbidden. The ruler of the Dark Dimension can still control the matter in the Forbidden Dimensions. The Forbidden Dimensions are most likely small or pocket-dimensions that are uninhabitable and serve as buffer zones of protection around the Realm of the Dark Dimension.

Heliopolis

Ruled By: Osiris, the Sky-Father

Heliopolis, which means "City of the Sun", is a realm analogous to Asgard and Olympus, located in another dimension adjacent to Earth. This is the home of a race of powerful human-like entities who possess god-like powers and were worshipped by the ancient Egyptians of the Marvel Universe from five to three thousand years ago. Their precise origin, like that of all races of gods of the Marvel Universe, are lost in legend. At the time of the close of the Twenty-First Dynasty of Egypt (about 945 B.C.), the Heliopolitans were imprisoned by their treacherous kinsmen Seth, god of evil, a fate that they escaped in very recent times.

Other known Heliopolitans include: Horus, the falcon-god, Isis, goddess of fertility, Geb-god of the earth, and Nut, goddess of the heavens. The Heliopolitans today have little traffic with humanity, but any Dimensional Entreaty spell to the ancient gods of Egypt, if answered, will be answered by the Heliopolitans.

Hyperspace

Ruled By: No one. Currently believed to be uninhabited.

A dimension accessible from Earth whose physical laws differ from Earth's in the following ways. First, it is possible to surpass the speed of light within hyperspace. Second, hyperspace is "warped" in comparison to Earth's dimension so that the distance between two points in hyperspace might be immensely shorter than the distance between the equivalent points in Earth's dimension. Interstellar travel is impractical for any sentient race that has not discovered the means of travelling through hyperspace in order to reach a destination in their own dimension. Hyperspace is also known as subspace (which is sometimes confused with the Negative Zone) and warp-space. It is accessible through naturally occurring or artificially created nexuses in space called space warps.

Because it is so easily reached through artificial means, it is one of the most passed through dimensions while being one of the least visited by magical characters.

Limbo

Ruled By: Immortus

This dimension is unique in that it exists outside the time-stream and thus possesses no time. Reality in Limbo is comprised of a single, ever-changing moment in which everything that ever was, is, and could be co-exist. Human beings within Limbo might imagine that time passes there, since they are conditioned to think in such a way, but they cannot age or die there. In order to time travel without aging, it is necessary to pass through Limbo.

Time travel can be accomplished by either technological (as with Reed Richards, Doctor Doom, Immortus, and Kang the Conqueror) or magical means (used by Clea, Doctor Strange, and Dormammu). Since magic uses energies not available to science, it is possible that

magical time travel differs in some significant respect; however, the full mysteries of time travel have yet to be revealed.

Lonely Dimension of Tazza

Ruled by: Tazza, the Sorcerer Supreme

This pocket dimension has only one current inhabitant, its evil ruler, Tazza. Little is known of this dimension, save for a few facts: Tazza uses the Shape Shifting—Unlimited spell at a Monstrous rank; Tazza just wants to be left alone; he and Dormammu have been on friendly terms in the past, in fact, this pocket-dimension could be within the Dark Dimension's empire; the dimension is located "on the outer edge of infinity", implying that it is farther away than possibly any other dimension, except Raggadorr; and Tazza at one time kept a Hall of Heroes, where he displayed all of the paralyzed interlopers he had captured and inanimated. Doctor Strange defeated him in his own dimension, made him release the paralyzed heroes and give his word to never resume that practice.

Negative Zone

Ruled By: Currently believed to be Blastaar, Monarch of Baluur. No known Sorcerer Supreme.

An anti-matter universe discovered by Reed Richards which is "as vast and immeasurable as our own—with planets, suns, life-forms and civilizations to beggar the imagination" (Mr. Fantastic's own words.) The only major known opening from the Earth dimension into the Negative Zone was through a dimensional portal shaft originating on the thirty-fourth floor of the Baxter Building, home of the Fantastic Four. The portal was ripped open in space when the Baxter Building was destroyed in space. The portal is currently believed to be permanently sealed as a result of personal combat between Reed Richards and Annihilus.

Olympus

Ruled By: Zeus, King of the Gods

Olympus is another dimension that is adjacent to Earth. It is where the Olympian gods of the Marvel Universe dwell. A portal exists between Olympus and the Earth dimension, where it is located somewhere



on Mount Olympus in Greece. Another portal links Olympus to Asgard.

The Gods of Olympus are a race of powerful human-like entities who possess god-like powers. They were worshipped by the ancient Greeks and Romans of the Marvel Universe from about 2000 B.C. to A.D. 500 (the gods are known by both their Greek and Roman names). Their precise origin, like that of all races of gods of the Marvel Universe, is lost in legend.

There are numerous Olympian gods, but twelve of them comprise the Olympian Pantheon, the ruling court of the Gods. The best known of this Pantheon are Pluto, lord of the dead, Neptune, lord of the seas, Ares, god of war, Apollo, god of light, Venus, goddess of love, and Hermes, god of swiftness. The most famous Olympian, and member of the Avengers, is Hercules, Prince of Power.

While the Olympians today have little to do with the inhabitants of Earth, it is possible that Dimensional Entreaty spells based on them would be answered.

Orb Dimension

Ruled By: No One

The Orb Dimension is found within Doctor Strange's Orb of Agamotto. It is a dimension of unreality where Doctor Strange's memories of the past make a kind of Wonderland realm, (as in "Alice In Wonderland") but it is populated by characters and creatures whom he knows or has feared (super-powered heroes, villains, friends, physical manifestations of famine, disease, etc.)

Magic operates as normal and some spells, such as Illusions and Confusion, are especially potent. Entrance into the world is through the Orb itself, or through the Eye of Agamotto within Doctor Strange's amulet. One must venture through the unreal lands to the center of the Orb before finding the exit out of the Orb Dimension. It is not easy to escape, Doctor Strange trapped Silver Dagger inside the Orb of Agamotto for a long time. Silver Dagger escaped, but was captured and re-imprisoned by Strange.

It is possible that every mystical orb has its own dimension inside.

Phaseworld

(This dimension is now believed to be destroyed, but can be reached by slipping into Earth's past and entering from there.)

Ruled By: Currently Uninhabited; formerly Lectra, Empress of Phaseworld and Sorceress Supreme.

This dimension is rarely found in the recordings of interdimensional adventures. Lectra ruled from her home of Allandra, a huge, glittering, golden city-island that sinks beneath the sea of Phaseworld when she is not in attendance.

Phaseworld was an extremely magical extradimensional world, where the Sorceress Supreme could command the very elements of the planet itself. Its beauty was breathtaking and awe-inspiring, its people, delicate and almost angelic. Anyone travelling to Phaseworld will find they have a +1 CS in all magical actions and combat (even magical items and magically enhanced characters are better there).

Lectra's green-haired sister, Phaydra, was the rightful ruler but Lectra ensorcelled her and seized the throne. Lectra, in her quest for power, tried to convince Doctor Strange to marry her and co-rule her dimension, but she accidentally destroyed Phaseworld when she shattered the Soul-Mirror which bound the sisters to the land. If one travels to this dimension now, he will only find lifeless rubble floating in space.

Quadriverse

Ruled By: Currently Unrevealed

The Quadriverse is a four-sectioned dimension, possibly a multiverse, where life and science have no relationship to any other part of the known universe. To enter the Quadriverse, one must encounter its female guardian and enter her mind, which is not as difficult as it sounds, merely desire to do so and it happens. The Quadriverse seems to violently affect character's drives, making them savage and careless. They seem to revel in their own power, using the most extreme of their powers to kill rather than to defend (a Reason FEAT roll with a penalty of a -3 CS is allowed the hero each encounter to control his aggressive tendencies. Karma loss for killing is *not* applicable here.)

This is a sanity-threatening dimension, far worse than Phaseworld or the Dark Dimension. A character can die a number of times here, then return to life again about 10 rounds later (pain is felt, though, and Karma loss from being defeated is as normal). There is a final death after about

seven "false" deaths.

The dimension itself is evenly divided into four smaller sectors, two opposing black and two opposing white dimensions (checkered). The first sector is Menace, where the threat to the character's sanity first begins. The second sector is Calmness and Tranquility, a lonely stretch of land with a lovely castle. The third sector is a smoky Inferno (flaming Typical damage per every other round to any character not protected against magic, heat, or flame). The fourth sector is Home, where the inhabitants of the dimension dwell in pastoral peace. One must go through the first three sectors to reach the fourth.

Quadriverse was ruled by the Creators, a league of sorcerers from various time periods, who sent the sorcerer Xandu to neutralize Doctor Strange, so that they might expand the Quadriverse into the Earth dimension. Led by Stygyro and backed by the power of the In-Betweener, they were powerful enough to plant suggestions and illusions in the mind of the Ancient One, though he was one with the universe. The Ancient One temporarily stripped Doctor Strange of his title of Sorcerer Supreme and the Creators temporarily took over the Earth dimension by transforming themselves into stars, forcing the real stars into human form. Eventually, all was set right again by Doctor Strange and Apalla, one of the star/humans. Now that Doctor Strange has set things in the Earth dimension aright, they may possibly have returned to rule Quadriverse again.

Raggadorr

(Also known as the Nameless Dimension)

Ruled By: Unrevealed, possibly no one.

Very little is known about the dimension of Raggadorr, and that which is known is partially assumed from snatches of incantations.

It has seven roving rings, which must contain powerful magic for they are often called upon in Dimensional Entreaty spells and act to bind or are used as a barrier. These rings may actually be rings around a planet, such as Saturn's rings, or may be the only matter in the dimension.

A magic wielder can exist there because Kaluu fled from Earth and was trapped there for 500 years. Only a dimension-spanning catastrophe, caused by the struggle between Dormammu and Eternity, released enough energy to break his



entrapment there. Upon his return we first hear of and see the Demons of Denak, so it is quite possible that they originated in that dimension. He seemed extremely hateful of the dimension, implying it was not a location to which one would wish to be banished.

It has been referred to more than once as a "dimension beyond the edge of the universe", and other phrases that lead us to believe it is probably the dimension farthest away from Earth's dimension, but, as in the case of the Dark Dimension, its powerful magical essence allows it to be detected and entered.

It is also called the Nameless Dimension, which does not sound too pleasant, and may also be the location called "the Place which is Not a Place".

Another incantation, the Rains of Ragadorr, is an extremely powerful cleansing rain, washing off even the most vile of magical fungi. These rains may be powerful enough in their own dimension to support life without any other need of sustenance. They might also grant good health and increased longevity to its inhabitants. Kaluu had barely aged those 500 years, though he implied that the passage of time was the same in the Nameless Dimension as it was on the Earth Dimension.

Realm of the Beasts

Ruled By: Currently Unrevealed (was Somon, most ancient and powerful of the beasts)

This is an extradimensional world, not unlike Earth, but in a universe "outside of man's experience". A million years ago Great Beasts rose up. They pillaged and corrupted the world, then set forth in search of new lands to pollute. Three times they attacked the Earth, in the dimension closest to them, and three times they were driven back by the Northern Gods of the Marvel Universe. The last time the Beasts were sealed behind a barrier designed to keep them forever in their own realm, but because of the magic required to seal them up, the gods were also imprisoned.

The Realm of the Beasts is entered from Earth with the use of the Great Key, a powerful magic item, in a crater in the North called the Eye of the World. The barrier sealing the Beasts is weakened for a moment and a master with the Dimensional Aperture power may pass through.

Many lifeless dimensions must be traversed first, before the colorless Realm of the Beasts is entered.

This realm may have been permanently destroyed recently by Alpha Flight, who traveled to the Realm of the Beasts to regain the lost personality of Walter Langkowski, once Sasquatch.

Sixth Dimension

Ruled by: Tiboro, Undisputed ruler and Sorcerer Supreme.

Little is known about this lightly populated dimension. It has substance which resembles some of the more desolate, rocky sections of the Earth. Involuntary entrance can happen if a character is standing in close approximation to the Screaming Idol when it activates itself (see the Magical Items section). Tiboro, who used to spread Screaming Idols throughout the dimensions to "recruit" slaves, is the absolute ruler of his dimension.

MISCELLANEOUS WORLDS AND DIMENSIONS

Dimension of Deception and Misconception

This sanity-bending dimension is ruled by the In-Betweener and, by all accounts, is otherwise uninhabited. There the original Wheel of Change keeps spinning, keeping the balance of all the dimensions intact.

Dimension of Satannish

Satannish rules this dimension, calling it his "vaporious, venom-dripping void". This realm is referred to at least once as existing within us all as an unconscious dimension. It is possible that this dimension is a micro-verse, but it is far more likely that the reference deals with the permanent nature of evil and how difficult it is to eradicate it.

K'Ai

A micro-world formally ruled by Jarella, a green-skinned female who became the lover of Bruce Banner/the Hulk.

Katharta

An extradimensional barbarian land which spawned Korrek, companion of the sorcerers Dakihm the Enchanter and Jennifer Kale.

Kobar

A very Earth-like extradimensional world, though far more primitive scientifically. It is ruled by a mighty barbaric warlord, Chaynn. His top magician is named Tymon. At one time they were tempted to invade the Earth dimension and began stealing military items from the Earth so they could duplicate them. But Doctor Strange showed them a vision of what a single nuclear explosion could do, and they were so appalled that they not only dropped all plans to invade Earth, but wanted nothing else to do with this world.

K'un-Lun

This is a stronghold of a colony of alien humanoids, origin unknown, whose spaceship crash-landed upon a small, extradimensional world, approximately a million years ago. The ship's warp-drive engines somehow created a permanent, oscillating rift between the pocket-dimension world and Earth's dimension. This caused the settlement to shift into Earthly space periodically on a site in the remote Himalayan Mountain range in Tibet.

The K'un-Lunians cannibalized their ship and built a city. No citizens alive today know that the Central Hall of Ancestors was once the spaceship that bore them to their world. Now that the mystical emerald crystal that regulated the dimensional matrices has been broken by K'un-Lun's adopted champion Iron Fist, the duration of this period of interface with the Earth is unknown.

Apocryphal stories about K'un-Lun told by travelers gave rise to the Chinese legend of the same name. Master Khan is a sinister god of K'un Lun who demands bloody acts of devotion from his followers. If this cult ever spread out of K'un-Lun, it could cause real problems for the mystical forces of Order.

Magik's Limbo

Ruled By: Magik

The dimension that the New Mutant Magik rules is actually a pocket dimension of the True Limbo dimension. Time does pass in Magik's dimension, though at a variable pace compared to Earth time. The matter of Magik's Limbo can be shaped and transformed by her thoughts and emotions. She is the Sorceress Supreme of her dimension, a position she took from Belasco, a sorcerer whose powers were



enhanced by his demonic patrons. The position may have something to do with her Soul-Sword, but no details are known. The dimension is populated by minor demons who serve their master. The principal demon is known as S'ym (use the statistics of a Dykorr in Book 3 for S'ym but delete the Flight power).

N'Garai Dimension

The N'Garai is a race of demons that once lived on Earth, left for another dimension roughly a million years ago, and are now intent on returning to Earth. The gateway they use to reach Earth from their dimension is called a Sa'arpool, a pool of liquid fire. Undoubtedly their dimension is sanity-threatening and it is advised that no character enters it, for he risks his very life in doing so.

Pohldahk

All that is known of the dimension of Pohldahk is that it is full of demons. The plane is sometimes tapped into for Dimensional Entreaty powers.

Polemachus

This extradimensional world is the home of Arkon. He is the greatest of champions in this militaristic world. The rings which surround Polemachus and provide it with heat and light, have fluctuated many times in the recent past. Many schemes to recharge them have been hatched (including using the energy from an Earth dimension nuclear disaster), but a recharger built by Iron Man and charged by Thor, and later Storm, did the trick.

Arkon's natural tendency is to conquer other worlds. He has attempted pitting three extradimensional worlds against each other and has fought with the X-Men and Fantastic Four against extradimensionals, the Badoon, who attacked his dimension. Despite this constant help from the Earth dimension, Polemachus just cannot be trusted to constantly restrain its militaristic tendencies.

Pseudo-Hades

(Also called the Dimension of the Winding Road) All we really know of this dimension is that it is ruled by Margali, its Sorceress Supreme, illusionary powers work very well there, and her daughter, Jimaine Szardos, once tried to be a disciple of Doctor Strange, but was turned down.

Purple Dimension

This pocket-dimension is ruled by Aggamon, the Sorcerer Supreme of a race of green-skinned humanoids who abduct humans for slave labor. The abduction is through a mystical purple gem, specifically placed in Earth's dimension for that purpose (similar to Tiboro's Screaming Idol). It is called the Purple Dimension because "one must pass through the purple veil to get to it". This was the second dimension Doctor Strange ever visited and he forced Aggamon to free the slaves and stop his abductions, but things may have changed since then.

Realm Unrevealed

This pocket-dimension is where Clea was sent by the Spell of Vanishment. Only through an extremely powerful spell by a master, or through the Doorway of the Dimensions, can one leave the Realm Unrevealed after entering it.

Shadow Dimension

"A land of despair, where law holds little sway and chaos rules over all." The ruler of the realm is called either the Night Crawler, the Worm of Darkness, or the Slitherer in the Shadow. He is a bipedal alien with tentacle-like fingers and a truncated body. Through his many battles with the Undying Ones he has learned many mystic arts (treat him as Master level). One of the spells includes how to create a mystic wand that neutralizes magic by using the energy that is inherent in the outer edges of this dimension. The dimension may very well be a pocket-dimension and acts as a buffer between many dimensions.

Therea

Extradimensional realm where benevolent gods dwell, who appear in the form of dogs to human eyes.

Void

Also known as "The Madness Within", this is the dimension that is nexused through Shaman's pouch. It is a vast dimension that crosses through different realities. At least once in the past Shaman has reached through and grabbed the hand of another mage who was reaching into his mystical bag and nexusing the same dimension. The dimension is a direct source of energy for magic and all

Shaman needs to do is reach into the bag for a natural item (or stored magic item) and it will instantly come to him.

The dimension is very dangerous to enter or let loose. If a mystical pouch that acts as a nexus to the Void is turned inside out the Void begins to expand into the Earth's dimension. Anyone entering it needs to make a Reason FEAT roll every third round against a sanity-threatening experience. To close the dimension back up, two magic wielders of at least adept level are needed: one outside and one inside. If a powerful mystical force, such as a natural mage like Talisman, is introduced into the expanding Void, it will collapse back in on itself. While the adept outside the Void can slow down the rate of collapse a little, he must act quickly to snatch out the adept inside or lose him in the void forever.

Watoomb

All we know of Watoomb is that he is a very powerful being that may not be mortal. He is entreated many times in different spells, he has retired from actively participating in mystic affairs, and his Winds are often called upon, possibly indicating that his dimension is a very windy place or that movement within the dimension is by riding wind currents instead of walking.



ENTITIES AND ENTREATING

Extradimensional entities are often spoken of as gods in the Marvel Universe. A Marvel Universe god is a humanoid being with a longer life-span and greater physical powers than human beings, whose kinsmen or self has once been worshipped by humanity. Some races of gods, such as the Olympians, are for all practical purposes, immortal. All races of gods now dwell on some extradimensional world, although they may have lived on Earth in ancient times. There seems to be a special connection between the gods who were once worshipped on Earth and Earth itself. See the Dimension section for Asgard, Heliopolis, and Olympus.

When a character wishes to perform some spell that is not defined in Book 1 or the Judge wishes to intervene in the interest of game balance, a god (which we will call as entity from here on) is usually entreated or introduced. For a character to perform such a task requires a successful use of an entreaty dimensional spell. Many entities are given which can be entreated under the dimensional spells list in Book 1, but certainly additional spell effects are possible.

If a player with dimensional spells wishes to create a new spell, he should discuss its exact definition with the Judge, the spell can be whatever the Judge decides (use already established spells as guidelines.) Once the spell is established the Judge can then assign it to an entity, but before he can do this (or use entities as manipulators in a campaign), he must understand what they are and what it has been indicated that some of them are capable of doing or granting. This section is included for this purpose.

Entities

"I grow weary of claims of godhood from every extradimensional entity who manages to gather a few Earthly followers."— Doctor Strange

Entities, as used in the text of these books, are extradimensional beings, places, or things that wield, contain, or otherwise possess great mystical energies. They are considered here because their energies can sometimes be tapped by Earthly mages to provide energy for their magical spells. Because these entities have so



much more power than the average being they are sometimes referred to as gods (or demons if they have degenerated), and many are even worshipped by cults as the source of their spells and knowledge.

Entity Intervention

"Some gods die; others but slumber, and in their dreaming wait for a dawning hour and movers prime, and the opening of a gate."

The Thanatosian Tomes.

From a 1623 translation by the Marquis De Rais

Make no mistake of it, all powerful mystical entities are interested in the balance of the cosmos. This is how they are assured of the maintenance of their spells.

Entities that are considered good, "white", or striving for Order are interested in maintaining the balance. The other entities, dedicated to evil, "black", or Chaotic philosophies and given to dreams of conquest and increased power are constantly trying to usurp new domains and unbalance the universes.

Because Earth seems to be a nexus for so many dimensional apertures, and because so much magic interacts there, the status of this location is of great interest to most entities. Many is the time a demon has attempted to conquer the Earth dimension, and many are the entities that are successfully entreated to provide energy for spells to fight these would-be conquerors. A few entities are completely neutral, such as the In-Betweener, but those are rare.

Because mankind can sometimes be as greedy, petty, or megalomaniacal as these demons, it is often easy for a demon to

recruit new Earthly followers and believers to his cause.

Cults spring up constantly, dedicated to this entity or that, and sworn to the takeover of the Earth dimension by that being. It is up to the mages and sorcerers of Earth to help keep the balance of the cosmos by opposing these chaotic cults, magicians, and entities in whatever way they can, whenever they can.

Equally dedicated are the entities who are benevolent and wish to assist these Terran wizards in their fight against Chaos by answering their entreaties.

Entreating an Entity

All entities can be considered malevolent, benevolent or neutral. Of course, their attitude depends on whether a character is good or evil himself (Dormammu might seem quite benevolent to his worshippers, while everyone else would see him as a malevolent demon). But no matter whether the entity is chaotic or not, he can usually be entreated by a magician of any belief and will answer. This subject has been covered in the use of Dimensional Energy in the Manual of Magic but it should be reiterated that entities do not take the time to peruse every single entreaty. They sow their favors like seeds, and hope that they take root in soil of their liking. If an entreaty is stated for a specific purpose that is obviously opposed to the entity's desires, he will usually just ignore it, though he may choose, at other times, to punish the entreating party for offending him.

Many times in the past Doctor Strange has called on an entity whom he does not fully understand to help him in an enchantment, only to later find that entity is



opposed to everything he believes in (he once even called on the energies residing in the Darkhold). Usually he never contacts them again, at least not as a regular source of spell. Once recognized as an enemy, it is very unwise to contact an entity again.

Some entreaties are actually methods for focusing the desire or purpose of a mage. By calling upon his dead master or his personal belief in a god to help him, a sorcerer reminds himself of what he stands for and what he must do to stop an opponent. Usually, though, entities are extradimensional existences.

Demonic Creatures and Extra-Dimensional Evil

In the Marvel Universe, the word "demon" is used to refer to evil beings of mystical origin. Demons have greater mystical powers than normal human beings, and usually dwell upon extradimensional worlds. While most demons are born as demons, it is possible for a god to physically degenerate into a life-preying demon.

Demons usually sustain themselves by preying upon lesser creatures (generally astral forms or life essences). Demons often attempt to prey upon the life essences of humans, and also use humans as pawns in schemes to increase their own power.

There appear to be three major types of demons. The first type appeared on Earth before the dawn of humanity. These demons, sometimes called the Elder Gods, were at one time closely associated with the Earth itself. The Elder Gods, most of whom were not humanoid in form, later degenerated into preying upon their own kind (since humankind had not yet been born). The Elder Goddess Gaea was the only one who did not degenerate, and she gave birth to Atum, a god who destroyed most of the elder demons. Chthon and Set were among those who escaped the demon-purge by fleeing Earth's dimension. Gaea infused her essence into all living things and became the goddess known as Mother Earth. (The Druid and Faerie schools of magic often invoke her name in their spells.)

Long after the departure of the elder demons, a second type of demons arose. These demons possess vast mystical power and dwell in (and sometimes rule) extradimensional realms. To this day,

these demons use human beings as pawns or subjects. This class of demons includes Mephisto and Satannish. In dealing with humanity, these demons sometimes falsely claim to be the incarnation of absolute evil, in order to exploit humanity's belief in such a being. All such claims are only elaborate deceptions. There exists a sub-class of messenger and servant demons who serve the rulers of the demonic realms. These beings derive from the same origin as their masters, but are of lesser power. Demons in this category include Dagoth, Ikthalon, Sligguth and veritable hordes of lesser known creatures.

The third type of demons are also of extradimensional origin, but are non-humanoid in form and alien in motivation. Some of these demons have appeared on Earth at some point in their existences; others remain in their own realms and seldom deal with humanity. Demons in this category include Shuma-Gorath, an enormous multi-tentacled slug-like creature that preyed upon humanity in pre-history, the N'Garai, a race of demons who are the extradimensional spawn of one of the elder demons who escaped Atum's demon-purge, and the Undying Ones, another race of demons who originated extradimensionally.

There are also a number of extradimensional mystical beings of an evil nature whose origins are so shrouded that they cannot be classified as true demons of any of the previous three types. Some are rulers of their own dimensions, like Nightmare, and may be evil gods. Some live in interdimensional space like the Dweller in Darkness, a powerful being who induces fear as a weapon. Others are simply extradimensional monsters, such as Zom, or mortals like Tiboro, Xander, Shialmar, Dormammu, or Umar.

All of the major demons and sorcerers discussed above can grant dimensional energy for spells and all of them are linked with evil and chaotic magic (except for Gaea who is neutral). Invoking one of the evil entities is extremely dangerous, since they are merciless and regard humans as pawns at best and prey at worst. The major demons, when in their own realms, are more than a match for all but the most powerful of sorcerers.

Heroes do not suffer a Karma penalty for destroying demons. Regardless of their power, all true demons are irrevocably evil and destructive and should be regarded as monsters.

Entities Versus Schools of Magic

In the Manual of Magic casting shifts and specific entreaty FEAT rolls were introduced based on schools of magic that stood for order or chaos. The following is a list of entities that are known to work for either order or chaos.

Magic Entities for Order

Agamotto
All-Freeing
Ancient One
Eternity (though it is borderline)
Hoggoth
Munnopor
Nirvalon
Oshtur
Vishanti

Magic Entities for Chaos

Chthon
Darkhold
Demons and Chaos in General
Dormammu
Faralloh
Ikonn
Ikthalon
Mephisto
Mabdhara
Satannish
Set
Shuma-Gorath
Sligguth
Zom

All others are unknown or neutral.



SPECIFIC ENTITIES

"Those names sound like rejects from the bottom line of an eye chart..." Spider-Man upon hearing some of Doctor Strange's entreaties.

Before a mage can call on an entity he should know something about him or it. The following section deals with the most common entities in the Marvel Universe that have been entreated in the past.

This information includes what we know or may surmise of the entity and the spells most often associated with the entity, if any, along with their effects. This section should be used by the Judge and players as a specific guideline for dimensional entreaty powers in relation to what their nature should be and who should they be entreating.

When a character invokes a spell associated with an entreaty being, he uses the spell rank specified with the effect (if there is one) rather than the character's rank for entreating the entity. (For example, if a character with an Excellent spell rank in entreating Balthakk invoked the "Awesome Bolts of Balthakk" he would cause Incredible damage, not Excellent.

Agamotto

The entity: A character/entity that is primarily known for his sight and light. Often is used as a symbol of truth or life. He is the first of three entities that comprise the more powerful entity of the Vishanti. Most probably the spells that refer to the light of the Vishanti actually are directed to this facet of the entity.

The spells:

Agamotto's name is often called upon by Doctor Strange as a reinforcement of the powers of his amulet (see Item Section, Eye of Agamotto). Whenever an Agamotto entreaty is used, a bright shining light will be emitted from either the caster's hands or an undisclosed source. This light will either:

a) act as an Eldritch Beam of Amazing intensity for the sake of attacking chaotic creatures and characters.

b) blind chaotic creatures or characters if the user makes his Agility FEAT roll for Targeting (Yellow result or better is required).

c) act as an Eldritch Beam of Monstrous intensity for the sake of breaking barriers, bands, cages, etc., real or magical.

d) force the truth to be spoken by anyone subjected to the beam (they receive a Psyche FEAT roll at a -2 CS to ignore the effect of the beam).

e) completely dispell an illusion, charm, or other mental influence over a character.

f) act as the following powers at an Amazing power rank: Mental Control, Mental Probe, and Telepathy.

All-Freeing

The entity: Unrevealed

The spells:

"In the Name of the All-Freeing." Opens doors, locks, etc. with no FEAT check of any kind required.

Amtor the Unspeakable

The entity: Unrevealed, most likely a person

The spells: Unrevealed

Miscellaneous use: "Amtor—whose true name is known only in the place which is not place." Used as a part of an incantation which places a target in suspended animation.

Ancient One

The entity: Former Sorcerer Supreme of the Earth dimension and master to Doctor Strange. He is now "one with the universe", a form of benevolent spiritual entity.

The spells:

"By the power of the Ancient One." Used as a supportive incantation. When used with a "white" school magic spell for the furthering of order it adds a bonus of +2 CS for all FEAT rolls related to the spell. This can only be used once a day by a player character. Clea can use it up to 4 times daily and Doctor Strange can use it whenever he wishes.

Though the Ancient One, like Gaea/Mother Nature, exists in the Earth dimension his power and influence is so great (and his response to entreaties are so like an entity) that he is considered a dimensional entreaty power for the purpose of the game.

Avanahm

The entity: Unrevealed

The spells: Unrevealed

Miscellaneous use:

"By Avanahm's Nine Circles!" is used in an exclamation. Possibly it is a planet or structure.

Balthakk

The entity: Unrevealed

The spells:

"By Balthakk's Bolts" or "Feel the Awesome Bolts of Balthakk." As the Eldritch Bolts power but resembling lightning bolts that cause Incredible damage.

Bromagdon

The entity: Unrevealed

The spells:

"Bromagdon's Ruby Rain." Calls forth a red rain that melts the flesh of the target (Remarkable damage) and burns the deepest recesses of the inner mind (drives the target insane in 10 rounds). This is a rare spell, only once used in all the chronicles.

Miscellaneous use:

"Wheel of Bromagdon." The first line of a powerful Trance incantation once attempted by Doctor Strange against the followers of Dracula. It had no effect on them.

Chthon

The entity: Chthon is one of the Elder Gods who first materialized in Earth's biosphere shortly before mankind appeared on Earth. He and his sister Gaea were among those who inhabited the land masses. When Chthon suspected that they would be supplanted by the newer gods, he inscribed a parchment with the mystical knowledge of the world he has amassed. This parchment would later be known as the Darkhold (see Magical Items). Through the Darkhold Chthon has an indestructible medium through which to manipulate Earthly pawns.

Chthon possesses a mastery of mystical forces on a scale that defies description. In the dimension where he now resides he has absolute control over every aspect of that dimension's reality. His major limitation is that he cannot freely teleport between dimensions because it



takes such an enormous rift to accommodate the massive magical force that dwells within him. He cannot travel to Earth without the most elaborate of preparations due to the exhaustive magical screens around Earth first erected by his sister, now known as Mother Nature, and reinforced by Earth's multitude of sorcerers over the millennia.

Entreating Chthon is almost the same as entreating the Darkhold, except his powers are far greater. The difficulty is that he is most definitely evil, and there is a 20% chance that he will use the entreating individual as a host body. When this is done the Psyche of that character becomes Unearthly and he is able to cast any non- "white" magical spell.

The spells: Unrevealed; it is presumed that Chthon has access to any spell not specifically linked to order.

Cinnibus

The entity: A location, probably arid, where it is daytime constantly.

The spells:

"Let the Scorching Light of the Seven Suns of Cinnibus smite you" or "Seven suns has Cinnibus, that shine both east and west..." More of a supporting entreaty. When used in conjunction with an Eldritch Beam/Bolt or Blast, it raises the power rank by a +1 CS. Also used as a rhyming line when a caster wishes to rhyme his spells (absolutely no beneficial or punitive effect).

Cyndriarr

The entity: Unrevealed

The spells:

"Crystals of Cyndriarr." Use as an Eldritch Crystals spell which creates hundreds of flying flat squares that are razor sharp and cause Amazing damage.

Cyttorak

The entity: Unrevealed, but it most likely is crimson.

The spells:

"Crimson Bands of Cyttorak", "Crimson Circle of Cyttorak", "Cyttorak's Crimson Band", and the "Crimson Rings of Cyttorak." All act as variants on the Bands

power. The power rank is always the user's Psyche rank +1 CS. The bands can be shaped as rings, a thick circle, a box, a large gem, and so forth, whatever the caster desires.

In addition, the Crimson Bands can also be manipulated like a whip for snatching things or like a rope for pulling characters out of danger.

All of the bands can be severed easily by the Shades of the Seraphim spell.

"Scarlet Sphere of Cyttorak." Acts as above, but requires great concentration as it renders its victim completely helpless.

"Crimson Crystals of Cyttorak." Acts as the Eldritch Crystals power of an Incredible power rank. They also can form mystical gemstones that, when given to the Icons of the Infinite, bestow upon them the ability to unleash the fearful Zom from the Legendary Amphora (see the Magical Items section).

"Seven Bands of Cyttorak." Acts as the Net power of a Remarkable power rank.

"Conjured Crystal of Cyttorak." Acts as a Shield—Aura of an Amazing power rank, but does not allow movement.

Daronthon

The entity: Unrevealed

The spells: Unrevealed

Miscellaneous use:

"By Daranthon's Lost Lore..." and "Hear me, Great Powers of Daranthon." Indicates it could be an ancient wizard or lost land, but is usually used as a secondary entreaty supporting a primary incantation. If used by a character with any dimensional entreaty power this incantation will add a +1 CS to any successful effects of that power.

Darkhold

The entity: See Magical Item Section, Darkhold

The spells:

"By the Darkhold's Foul Tree..." Though used by Doctor Strange this entreaty obviously taps in to the power of the Elder God/demon Chthon through the artifact that he created. It is a very dangerous power or item to call upon.

Daveroth

The entity: Unrevealed

The spells:

"Daggers of Daveroth." Creates a spell that works like an Eldritch Crystals power, but sends flat red triangles flying from the user's hands instead of three dimensional crystals. They cause Incredible damage.

Death

The entity: Usually, this implies a superhuman being who generally dwells on an extra-dimensional world and who has at least temporary control of certain ghosts. These beings are sometimes physical and sometimes ectoplasmic. The most famous gods of Death include Hela, Mephisto, and Pluto. There is actually a quasi-physical ectoplasmic being known as Death that embodies the same, but he shall ignore most entreaties.

The spells:

Any spells that one of the death gods might grant would have to work for them, that is, accomplish something they desire. Since this usually is the death of a character that is hard to destroy (they seem to yearn more for those they cannot easily have), the decision to entreat a death god is one with dire consequences, including total Karma loss (Judge's discretion).

Demons and Chaos in General

Many entreating spells are calling on demons in general, chaos in general, or the concept of evil—turning it around to work against it. Following are some examples of these entreaties, which, when chanted in conjunction with a normal power or another entreaty for the purpose of doing evil, adds a +1 CS to any successful effects of those powers. For game purposes, this should only be used by villains.

"Shades of the Shadowy Demons." Tiboro uses this often.

"By the evil I abhor..." Doctor Strange and Clea have both used this, though rarely and always against evil (Master level magic wielders seem to know how to use the forces of evil against each other).



"Dormammu's Demons!" Direct entreaty to Dormammu, the powerful demon who used to be the Sorcerer Supreme of the Dark Dimension.

"Demons of Darkness." Possible alternative entreaty to Dormammu.

"By the Touchstone of Fear"

"By the Demons that swoop o'er the shadowy shores"

Denak (also called Danak)

The entity: Unrevealed, but definitely full of or controlling a multitude of demons.

The spells:

"Disks of Denak." Flat, purple disks that fly from the hand as Eldritch Crystals of Incredible power rank.

"Demons of Denak." This curse is used extensively through the chronicles, but it also is a spell that summons forth demons to do the character's bidding. The amount of demons a character can summon in a week's time is the rank number of the character's Psyche, but only two demons can ever be summoned in any one round. The demons only stay until they are "destroyed" or the duration of spell is lapsed. These demons cannot be killed, but when their Health reaches 0 they disappear. Normal weapons and non-magical energy attacks only do half damage to the demons (round down). Magical weapons and attacks do normal damage. Silver weapons will "destroy" them upon striking.

The demons can be instructed as the character pleases and they must obey without any clever attempts at tricking him. While under his control they will not behave as evil creatures, but more as familiars. Their shapes and forms are myriad, they sometimes appear as gobbledygook, malleable form creatures, other times as little imp-like demons (see their description in Book 3).

Heroes usually despise using demons, as they are evil creatures. Overuse of demons (more than once per week) often will result in them pleading their plight to a stronger demon, who may one day answer the summons himself. While there is a possibility that he can be controlled by the summoner (Psyche FEAT roll), there is

also a possibility that someday a demon will come forth that is so strong it will be uncontrollable and will attack the summoner.

Draggus

The entity: Unrevealed, believed to be a place

The spells: Unrevealed

Miscellaneous use:

"By the scarlet night of Draggus." Used in an incantation to resurrect Baron Mordo, it is the only time in the chronicles that it is referred to. As Sir Anthony Baskerville, an evil mage, used it, it may be a location of great mystical energy where Chaos rules.

Dyzakk

The entity: Unrevealed, but suspected to be a character who specializes in entrapment spells.

The spells:

"In Dyzakk's Cage, unbending, shall the villain drift fore'er" or "Sphere of Dyzakk." Creates a cage or sphere around the target that acts like the Bands power, but of an Amazing power rank.

Miscellaneous use:

"By Dyzakk's Unseen Face." Used in an incantation, implies a character instead of a location or item.

Eternity

The entity: Eternity is the name for the sentient life-force of the universe who appears in a nebulous humanoid configuration to sorcerers and entities of a sufficient level of cosmic perception. Eternity is an ethereal being, as much abstract concept as actual reality, who exists as the sum total of all living things in the universe. Eternity has no real body; on the rare occasions it manifests itself, it generally appears as a finite boundry of space, interspersed with planets, stars, and galaxies. As the collective consciousness of all the lifeforms of the multiverse, Eternity is dependent upon the trillions and trillions of beings that give it life. Eternity, and its fellow metaphysical being, Death, are said to encompass the multiverse in its entirety, but are not deities in the religious sense.

The spells: None specifically stated

Miscellaneous Use:

Eternity might intervene and grant an entreaty if it dealt with a situation that was threatening the balance of the cosmos. Otherwise, he would just ignore a plea. His energy would allow a character to perform whatever power he needed, but only for a short period of time, so as not to unbalance anything.

Falroth

The entity: Unrevealed

The spells:

"Flames of Falroth." Used as a Conjure spell of Monstrous rank.

No other spells have been revealed.

Faltine

The entity:

A race of highly magical humanoids that live in the Dark Dimension. Dormammu and Umar are members of the Faltine race. Clea is half-Faltine.

The spells:

"Flames of the Faltine." This is an extremely common entreaty and has many effects, though they are similar. Unless otherwise stated, the spell rank is Incredible.

a) Breaks Bands and other entrapment spells if a successful spell rank FEAT roll is made, even if the rank of the entrapment spell is stronger.

b) Prevents some entrapment spells, such as the Roving Rings of Raggadorr, from even touching the user.

c) The flames, when formed as a wall between the user and an attacker, can absorb Eldritch Beam/Bolts attacks.

d) The flames, when cast on a character, can "burn off" any Pishogue spell inflicting the character (see Pishogue under Group Spells).

e) The flames can "burn" the Animation spell out of an item.

f) The flames can act as Eldritch attack spells. The most common use of this is as an Eldritch Flames sheet of green fire or an emerald fireball that looks like an Eldritch Flame but attacks like an Eldritch Blast.

"Unquenchable Flames of the Faltine." Used to guide time or dimensional trav-



elers back to their own dimension. It cannot be snuffed by even the most powerful of magics.

"From their bitter, blazing land/May the Faltine raise their hand/May their flames now leap and hiss/Open wide a great

abyss." Cracks open in the land where the user points (must start in an adjoining area or the user's area itself). The crack can be as deep as the user wishes, to a maximum depth of 40 areas. Anyone in the area must make an Agility check or fall in the crack.



Faralloh

The entity:

Unrevealed, suspected reptilian.

The spells:

"Fearsome Fangs of Faralloh." Creates a huge, gaping, serpentine jaw of fangs with a long green tongue floating in the air. The forked tongue strikes with Remarkable Strength to snatch up to two targets (must be within the same area) into the snapping jaws, which causes Remarkable damage. The jaws are constantly snapping and moving at a rate of 2 areas per round. The duration of the spell seems to be until the original caster's concentration is disrupted or until a victim is destroyed by the fangs.

Hoggoth

The entity:

An ancient and powerful being who is constantly being called "hoary". He apparently commands an impressive host of followers for they, too, are constantly entreated. Hoggoth's hand is often referred to, so possibly most of his spells emitted from there. Other references include his hounds and his hook, a scythe-like weapon.

Hoggoth is the second member of the Vishanti, and it is possible that the hosts and beard that are referred to in some of the Vishanti spells are actually directed at the Hoggoth faction of that entity. His benevolence and goodness is obvious when Doctor Strange states that "Hoggoth, in his infintie wisdom, aids not the wicked."

The spells:

"Hook of Hoggoth." Creates a large mystical scythe that is of an Excellent spell rank. The user mystically wields it like a weapon.

"Hand of Hoggoth." The user's hand will burst into non-damaging flames, then turn into a steel-taloned, manipulative hand that is able to hold an item or be used as a claw attack. The hand adds a +1 CS to the character's Fighting ability for the purposes of combat. When the Hand of Hoggoth is present the user can utilize no magical spells except those that use personal energy.



"Hosts of Hoggoth." Incantation used to cast an Incredible ranked counter-spell that can be used against any previously cast spell.

"Mystical Hosts of Hoggoth." Incantation used to seal a dimensional aperture or nexus. Power rank of the seal is Amazing.

"Hoary Hosts of Hoggoth." Incantation used to introduce a spell of banishment. A successful Psyche FEAT roll is required, but, if successful, will send a target to another dimension or point in Earth's dimension. The point or other dimension is at the character's discretion.

"Mists of Hoggoth." Incantation used to either open a dimensional aperture, or provide a safe path in the Nightmare dimension. This path, which floats on nothingness, protects those on it from any evil enchantment. If the path is as yet untrodden, it can be destroyed, but connecting an improvised walkway to it, such as a rope or mystical vapor, will enchant this new path to become part of the pathway.

Ikonn

The entity:

A powerful demon who "is the very personification of illusion." He used to be worshipped in a remote mountain temple in Tibet. (See Item Section, Bell of Ikonn.) His appearance is most bizarre. Physical laws bend at his slightest thought and whim becomes deed. Ikonn is the destroyer of illusions as well as the creator.

The spells:

"Illusions of Ikonn." Acts as either the Illusion spell (targets have a -1 CS to their FEAT rolls to disbelieve the illusion) or as a Dispel Illusion spell (spell rank of Remarkable, if spell rank FEAT roll is successful the illusion disappears).

"Images of Ikonn." Incantation that acts as the Trance spell with a spell rank of Incredible.

It also is used as the Image Projection spell, except only one Psyche FEAT roll is used at the beginning of the spell to create multiple images, not a separate FEAT roll for every image.

Miscellaneous use: Mr. Rasputin, a

descendant of the original Rasputin, was the first known to entreat Ikonn. Over the years the entreating of Ikonn has progressed from a "forbidden ritual" to a not uncommon practice.

Ikthalon

The entity:

A sub-class of the second type of demons, a servant demon who serves a major demonic ruler. Possibly this "Hell" that he resides in is arctic and barren.

The spells:

"Icy Tendrils of Ikthalon." As the Bands spell but of Remarkable spell rank. They were once used to hold Clea captive.

Miscellaneous Use: "By the Wastes of Ikthalon." Used as an exclamation, implying a barren land.

In-Between

The entity:

The In-Between is a cosmic entity who exists as the synthesis of the major concepts of the universe: life and death, reality and illusion, good and evil, logic and emotion, existence and nothingness, god and man. Fifteen feet in stature, half white, half black, the In-Between is an agent of Lord Chaos and Master Order, two of the universe's principal abstract beings, whose appointed task is to maintain the universal balance. The In-Between is simultaneously existing and not existing, present everywhere and present nowhere.

While possessing sufficient power to alter reality on a cosmic scale, the In-Between is not all-knowing or infallible. Indeed, within the parameters of the In-Between's existence is both power and weakness, knowledge and ignorance.

The spells:

Unrevealed, but will only grant an entreaty that is essential to maintain the dichotomy of a concept.

Krakkan

The entity: Unrevealed

The spells:

"Chains of Krakkan", as in "Let my foe be ensnared by the Chains of Krakkan." Cre-

ates great chains which appear and enwrap the target like the Bands spell, but with a spell rank of Incredible.

Living Tribunal

The entity:

The Living Tribunal is a vastly powerful humanoid entity who has existed as long as the universe itself, and whose function is to safeguard the multiverse from an imbalance of mystical forces. Possessing untold power, the Tribunal will act to prevent one of the universes from amassing more concentrated mystical powers than any other, or upsetting the cosmic balance and threatening the other universes. The tribunal will also act to prevent a grave imbalance between the mystical forces allied with good and those allied with evil within one universe. Usually the Tribunal leaves matters involving a mystical imbalance affecting only Earth's universe to be monitored by the universe's "abstract" entities Lord Chaos and Master Order, and to be dealt with by their creation, the In-Between.

The Tribunal is willing to utter the Incantation of Oblivion, obliterating an entire planet, to safeguard an entire universe or the multiverse itself.

The Living Tribunal manifests itself as a being with three faces which represent the three sides of the Tribunal's personality. Its front face, through which it usually speaks, stands for equity. The completely hooded face on the right side of the head represents necessity, and the half-hooded face on the left side stands for just revenge. All three sides of the Tribunal's mind must be in agreement when judging a case requiring possible action before the Tribunal can intervene.

The spells:

Unrevealed, but most likely will only consider granting an entreaty that deals with the very balance of the cosmos themselves.

Mabdhara

The entity:

Surmised to be a collection of demon lords who rule a far off dimension. They were called upon by Baron Mordo when he attempted the ritual of the Seven Gates of Chaos (see Miscellaneous Spells). Quite possibly they are the demons guarding the gates themselves. They seem to have



some connection with those who are lost.

The spells:

"Hear me, thou who rule the outer dark, thou demons of the lost, thou Dread Lords of the Mabdhara" or "Hear me, thou Lords of the Mabdhara, thou Watchers of the Lost Way." Used as a simple spell for summoning a demon to do your command. The structure of the two incantations are identical, as if the energy was being called upon over a great distance.

Munnopor (Also called Munnoper and Munnipor)

The entity:

An extradimensional world, orbited by twelve moons and covered by mists. The chronicled phrase "By the moonlit vale of Munnopor, vast haven of the meek" offers a pastoral view of the location, almost a protective landscape. The moons of Munnopor are used extensively in entreaties to this entity, they may possibly be the source of its great magic.

The spells:

"Mystic Moons of Munnopor." A successful Psyche FEAT roll shatters any field, magical or otherwise (this includes magical, psionic, psychic, mutant, etc. force fields, static fields, invisibility fields, magnetic fields, all Shield—spells except Shield—Great, etc.).

"Munnopor's Moonlit Maze." Creates a mental maze for the target that acts as the Confusion spell of an Incredible spell rank, but the target's FEAT roll to ignore the effects is at a -1 CS.

"By the many moons of Munnopor." Acts as the Glamor spell, but the targets' Psyche FEAT roll for ignoring the effect is at a -1 CS.

"Mists of Munnopor." Acts as the Vapors-Obscurity spell of a Remarkable spell rank but with the added facet of acting as a suffocating gas. Anyone in the area, except the caster, must make an Endurance FEAT roll or have his Strength, Agility, and Endurance abilities reduced by two ranks while in the misted area.

Mytorr

The entity: Unrevealed

The spells:

Unrevealed Miscellaneous use: "By the curse of the Mytorr—" This exclamatory curse indicates a creature or race, rather than a person or place, unless it is the title of a character (as in "By the curse of the king!"). This has only been uttered once in the chronicles and may refer to a long forgotten entity.

Nirvalon

The entity:

Unrevealed, but thought to be a location because of the reference under Miscellaneous use.

The spells:

"May Nirvalon Quash All Despair Through Pure White Light" or "May the Mighty Light of Nirvalon..." Creates a light very similar to that of Agamotto objects. This light counteracts despair, releasing victims from spells that effect their emotions.

"Nirvalonic Sphere." Creates a rigid sphere around the user of pure Nirvalonic light. This acts as a Shield-Aura spell of Incredible Material Strength, but does not allow the flexibility of a normal Shield-Aura.

Miscellaneous use: "From far Nirvalon's bright sea..." Part of an expression that indicates Nirvalon is a land or world, rather than a character.

Oshtur

The entity:

Oshtur is a personality that apparently intervenes personally in mankind's affairs. Doctor Strange refers to him as "It was He who warned me of those who feed on other spells." Oshtur is usually referred to as Omnipotent, as a Judge, and the Lord of the Skies. His "fearsome visage, 'fore which all things do shake", "the lance that Oshtur hurled", and "his mighty hands" are the only other clues that we have as to his appearance.

Oshtur is the third entity to form the combined entity of the Vishanti.

The spells:

"Oshtur's Mighty Hands." Incantation used to create a counter-spell. The spell rank of this spell is Unearthly and it can be used against any spell previously cast, but no more than once a day. It requires 10

rounds of casting time to finish the ritual.

"Spells of Omnipotent Oshtur." Have one of two effects, as they have been used in the past.

a) A mystical force which can gently, but firmly, part crowds, foliage, probably even water to a reasonable depth (Judge's discretion). The parting cannot work on obstacles with a Material Strength of Typical or better, unless there is room for them to slide out of the way. This spell is partly Telekinetic in nature.

b) Can create a large blue crystal which will form around any item, magical or otherwise, up to the size of a 3 foot cube. The Material Strength of the crystal is Unearthly. Doctor Strange once prevented Tiboro from using his sceptre by trapping it inside one of these crystals.

Pohldahk

The entity:

Unrevealed, definitely a dimension called the Plane of Pohldahk, but whether there is an entity other than the dimension being entreated is unknown.

The spells:

"Planes of Pohldahk." A dangerous spell which requires great concentration (no possible disturbances), time (3 rounds), knowledge (spell only found in a scroll or tome), and a successful Psyche FEAT roll by the caster. The spell turns the target into a two dimensional state, somewhat like a reflection of someone in a mirror. If the plane of the target is shattered, the target is destroyed.

Raggadorr

The entity:

Believed to be a location, possibly the dimension of Raggadorr itself (see Dimensions). No comment has ever been uttered to imply that Raggadorr is a character or creature.

The spells:

"Seven Rings of Raggadorr." Have numerous applications, listed below. In all cases the Rings float over the target, drop down on him, and contract. The target is allowed an Agility FEAT check for Dodging the Rings. Successfully Dodging the Rings will not make them go away, but the user must target the Rings with an Agility



FEAT roll as a bull's-eye thereafter (see the Magic Effects Table). Unless otherwise indicated, the spell rank is Incredible for the purposes of countering the spell or determining the duration of effect. The area of effect is always one target, though that target can be as large as an elephant.

a) Acts as the Bands spell. Power rank is the user's Psyche rank + 1 CS. They do not work on a target surrounded by the "Flames of the Faltine".

b) Prevents the target from using Universal or Dimensional Energy spells for the duration of the effect.

c) Wraps an area of silence around the target. This is particularly effective against opponents who use sonic powers.

d) Acts as the Mental Control spell.

"Ribbons of Raggadorr." This is almost a solid manifestation of fireworks that act to snag opponents. Everyone in the area of effect, except the user, must make an Agility FEAT roll for Dodging these hanging snares. This check must be made for every round of movement through the effected area.

"Rains of Raggadorr." These mystical rains are extremely cleansing and can destroy even the most vile of evil fungi and plagues, almost instantly.

Rangsabb

The entity: Unrevealed

The spells: Unrevealed

Miscellaneous use: "Demons of Rangsabb." A partial entreaty by an evil mage. He could be an ancient, unremembered demon.

Satannish

(Also called He Who Waits)

The entity:

An extremely powerful demon who loves to grant power to mortals in exchange for the promise of their life essences.

The spells:

"Swirling Storms of Satannish." Creates a small lightning storm over a target. Each round a single lightning bolt strikes at the target (Remarkable Agility for shooting at the target). The spell rank is Remarkable for the purposes of damage, duration of spell, and area of effect.

"Storms of Satannish." Calls forth a torrent of mystical energies that alters the appearance of one's aura, allowing one to escape magical detection (somewhat like an Invisibility to Magic spell).

Miscellaneous: The Parable of Power—"From the Realm of the Dread Satannish/ Whence came the forms of Fear/ Let all dark veils now vanish/ Thy Herald now—appear!" Calls forth a faceless, cloaked and hooded figure who is the herald of Satannish. He will show, through mystic orb, whatever he is asked, even those who are subject to the Spell of Everlasting Vanishment. This is the only way to locate someone who has been stricken by this spell.

Seraphim

The entity:

Little is known of the Seraphim, except these are not the angels referred to in Christian religion. They are probably shadowy creatures or actual shades (spirits of the dead), sinister to gaze upon, and almost impossible to harm. This last supposition is due to the large number of protection spells and entreaties that are connected with them. They are also very, very fast.

The spells:

"Great Shield of the Seraphim." Acts as the Shield—Great spell with a spell rank of Unearthly.

"Unscathable Shield of the Sacred Seraphim." Acts as the Shield—Aura spell of an Amazing spell rank, but appears as shining golden armor.

"Many Shields of the Seraphim." Acts as the Shield—Multiple spell of an Incredible spell rank.

"Shining Circle of the Seraphim." Creates a ring of "anti-force" around any character the user desires to act as a defense. It has a Remarkable spell rank vs. anything that tries to enter it, except air and gas. Only one character can have a shining circle around him at a time.

"Seraphim's Grim Shield." Acts as the Shield—Individual spell of Remarkable spell rank. Once the Grim Shield is created, it can indicate where great evil exists near to the user (Judge's discretion). This

will also indicate to the user, by glowing, if a particular individual is evil (as in a villain).

"Secrets of the Seraphim." Acts as the magical Flight spell. The spell rank, for the determination of duration of effect and flight speed, is the user's Psyche rank + 2 CS.

"Sign of the Seraphim." Powerful spell that is risky to use. A mage attempting it must make a Psyche FEAT roll with a -3 CS modifier. If he fails, he is stunned for 1-100 hours. If he succeeds, he is not only protected from the next magical attack, he completely takes control of the attack. He decides who is attacked and to what degree, but the spell rank consideration is based on the original caster. This can be extremely effective against someone like Dormammu.

"Shades of the Seraphim." Incantation used to create one of the following spells, each with a spell rank of Remarkable.

a) Acts as the Scrying spell (see Group spells).

b) Combination Dimensional Aperture and Interdimensional Teleport.

c) An Eldritch Bolt that severs any of Cyttrak's holding or entrapment spells.

Shuma-Gorath

(Also called He Who Sleeps But Who will Awaken)

The entity:

Shuma-Gorath is one of the third type of demons, non-humanoid in form and alien in motivation. He (or rather it) is an enormous (50 foot diameter), brain-shaped, purple, tentacled, slug-like creature of vast power.

In the long forgotten eons of Earth, in those primal days of Earth's beginning, Shuma-Gorath was all. Spawned in a dimension diametrically opposed to Earth's he eventually made his way here and dominated. As the eons passed, Shuma-Gorath yearned for rest. Actually this was because a time travelling magician called Sise-neg, going back through time in an effort to drain all of the magical powers in the past and become God, drained Shuma-Gorath's powers, sent him to sleep, and sent him to another dimension. There he would dream and lie in wait until the time of his awakening.



It is said of Shuma-Gorath that "his power is his secret and his secret is his power." The secret was that his awareness rested in the mind of the Ancient One and that was how he planned on returning to power. Doctor Strange thwarted his plans by extinguishing the life of the Ancient One, thus dissipating Shuma-Gorath from this dimension. He still exists, and waits, for his chance to return.

The spells:

Relatively unknown, except that he does have a number of lesser demons and monsters who serve him and sometimes an evil character will call on Shuma-Gorath to grant him control over that creature, which he usually grants. Shuma-Gorath and his servant demons also grant those who entreat Eldritch Attack spells of Remarkable to Amazing spell ranks. His servants include Sligguth, Dagoth, N'Gabthoth™, and Kathulos™, the last two who are believed to be destroyed.

Set

The entity:

Set is a snake-like primeval elder god (demon) who created the original Serpent-Men (forerunners of the modern Serpent-Folk in Starkesboro). He was worshipped by evil sorcerers and begot such serpent-like beings as the demons Damballah and Sligguth. He attempted to control Earth humans through the Serpent Crown.

The spells: Unrevealed, but extremely powerful if connected to reptiles.

Sligguth

The entity:

Called forth by the droning chant of "Shub Fthnakor Morakth!", the demon Sligguth slithers up from its subterranean labyrinth to provide assistance to his followers, the Cult of Sligguth. This demon appears as a reptilian humanoid with green scales, webbed claws, and a serpentine head. His vital statistics are:

F	A	S	E	R	I	P
Rm	Ex	Am	Mn	Gd	Ex	Rm

Health: 175

Karma: 60 (200 if he is surrounded by his cult).

His claws cause Incredible damage and

his bite causes Remarkable damage. He can cast the dreaded spell Fungi Thopa (see Miscellaneous Spells). He is a slow creature and can actually move faster in water than on land Sligguth serves Shuma-Gorath and will definitely answer entreaties that will further their cause, especially those designed to harm Doctor Strange and his allies.

The spells: Unrevealed

Valtorr

The entity:

Probably a location, filled with vapors and, possibly, snakes. The exclamation "By Valtorr's dread clime" and the reference to the Vapors of Valtorr "Wherein the Nameless Dwell" both tend to support this theory. Vapors are the most consistent reference to Valtorr, that may be where the magic within the location is strongest.

The spells:

"Vapors of Valtorr." Creates vapors like all the Vapors spells, at the user's choosing. Power rank for these vapors is Remarkable or the characters Psyche rank, whichever is higher.

Another effect can be to create a cushion of vapors to act as a cushion from a great fall. No spell rank is considered for this use.

Still another use of the vapors is to call forth the energy that resides within them as little lightning bolts. These bolts cause Remarkable damage to whoever or whatever the user desires within the area of spell. Power rank is Incredible.

"Dark Vapors of Valtorr." Acts as the Bands spell of an Amazing spell rank. Magical lights, such as the "Light of the Eternal Vishanti" or the light from a spell or item of Agamotto will automatically destroy these vapors, without consideration of the spell rank.

"Staggering Vapors of Valtorr." Drops the movement rate of any character within the area of effect, except the user, down to 1/2 area per round. The spell rank is the user's Psyche rank.

Artificial "Vapors of Valtorr." When created by using smoke from a brazier, the vapors act as the Paralyze spell. The spell rank is Incredible.

"Vipers of Valtorr." This spell can be used in one of two different ways:

a) As a sort of Matter Rearrangement spell, turning an inanimate item into a snake of equal mass. A successful Psyche FEAT roll by the user indicates he has control over the snake. The newly formed snake can bite (causing Typical damage) and big ones can squeeze (causing Good damage), but have no other attack forms. At the end of the duration of effect the snake turns back into the item.

b) Vapors appear, as in most of Valtorr's spells, but out of the vapors huge, green, sucker-covered tendrils strike out. They cause Remarkable damage and can grapple. Their Strength for this last purpose is Incredible.

Vishanti

"And now by Agamotto, by Hoggoth and Oshtur—By you three who are the Vishanti, famed beyond all spheres or stones, heed the call of Doctor Strange—"

The entity:

The Vishanti is the most unusual entity in that it actually is a combination of three different entities, Agamotto, Hoggoth, and Oshtur. This entity is the strongest extra-dimensional force for Order known. It has many different appearances: a three-headed humanoid, bearded, yet ageless, humanoids, a blinding light, and even, at least it is written, as King, Queen, Son, and Daughter. The first appearance is the most common, that of a large humanoid with three heads: a emerald skinned humanoid woman with flowing brown hair, sparkling eyes, and a gemed headband; a bluish male humanoid with a receding hairline, pointed ears, and large, multifaceted, insect eyes; and a feline's head with orange facial hair, framed by a long grey mane, eyes of flame, and the mark of the ankh on his forehead. The symbol of the Vishanti is known as a safe sign throughout the dimensions. No sorcerer or demon consecrated to evil could stand to look at it, much less re-create it.

The spells: The powers of the Vishanti are vast, as illustrated by the Book of the Vishanti (see Magic Items). A Judge may start out a player character with a few spells from either Agamotto's, Hoggoth's, or Oshtur's spells, or a mixture of each, but the Judge and player should really work together to create some new and



unique spells for the character by which the Vishanti can continue their struggle against chaos.

Watoomb

The entity:

An extremely powerful mage who has retired from active, magical affairs. He may possibly have progressed in his knowledge as the Ancient One did, and now is one with his universe. He created the legendary Wand of Watoomb (see Magic Items, Wand of Watoomb).

The spells:

"Winds of Watoomb." Used a lot by magicians of every ilk, this spell creates a strong, mystical wind which acts as both an unlimited Teleport spell and unlimited Dimensional Aperture spell. Doctor Strange says that the Winds of Watoomb "have sped me past light-years of real distance through unreal ways."

"Curse of Watoomb." Usually used as part of an incantation connected with a curse. When used with the Curse spell, the victim is only allowed one FEAT roll per week to ignore the curse.

Zom

The entity:

Unbelievably powerful extra-dimensional monster who is a 30-feet tall, humanoid, covered with long brown hair. His hands were bound by the Links of Living Bondage by Dormammu, then Eternity imprisoned him within the Legendary Amphora, further preventing him from using his powers by the Crown of Blindness (see Magic Items). Doctor Strange freed him to drive Umar from the Earth dimension, then bound him in his vase-like prison once more.

If his forelock is severed his powers diminish and the sense of evil which had slumbered for ages in the mystics of mankind is awakened. It sets free the forces of mystic anarchy and threatens the very balance of the cosmos themselves. The last time this happened the Living Tribunal appeared and almost destroyed the Earth dimension rather than allow this imbalance to grow.

The spells:

Unrevealed, but Zom is highly chaotic and

will most likely help anyone who wishes to harm the order of the universe. He can never grant more than a Remarkable spell ranked spell, unless it is to be directed at Dormammu, Eternity, or Doctor Strange, in which the spell ranking can increase to Amazing. In the past Zom has used the following spells, and so can most likely grant spell for their use: Seven Bands of Cyt-torak, Dimensional Aperture, and Flight. His powers do not extend into the Dark Dimension.

Miscellaneous Use: "In the names of the Monstrous Zom." Part of a vague incantation, more of a supportive or back-up entreaty than a primary one.



TM



MISCELLANEOUS SPELLS

Within the chronicles of magic in the Marvel Universe, there are many spells and enchantments which are extremely specialized. They are gathered in this section as Miscellaneous spells. These spells will usually be found in a tome or scroll somewhere and are not normally available to beginning characters.

Charm of the Demons Beyond Dimension. This powerful spell breaks dimensional apertures and time-warps or distortions. It is seldom used, and even then with great care.

Circle of Renewal. This ritual requires three or more magic wielders to perform and must be cast in a ceremony. It is usually used after a villain has been vanquished, but death and destruction has been left behind or the taint of his evil is everywhere. The ceremony, which takes an hour, restores the world's natural balance and drives out most of the evil he inflicted on the world.

Clamp of Containment. This incantation, which takes 30 rounds to cast, creates a mystical rock-like structure that encompasses the target. The prisoner inside the structure can breathe but cannot move at all and cannot cast any spells, including personal energy powers. The Material Strength rank of the Clamp of Containment is Amazing.

Conjurer's Sphere. This spell absorbs the magical force in an area, draining magic out of any item or character outside of the sphere but inside the area in which the sphere is located. The magic is absorbed by the character inside the sphere. After an hour, all characters and items affected are permanently drained, the character inside the sphere is much more powerful than before (for gaming purposes, all of his powers shift up one rank permanently, not to exceed Monstrous level). Characters outside the sphere cannot enter it, and any spell cast at the sphere will be absorbed without affecting the person inside.

The sphere itself is a black rimmed ball with crackling energy inside. The user can only be seen as a vague, dark shadow within. Black lines of force arc everywhere from it.

This spell is one of the most dangerous mystic constructs available. It cannot be

successfully cast by anyone of less than Master rank. If a lesser caster is foolish enough to attempt it, he must make a Psyche FEAT roll. If the FEAT roll is a failure, the caster dies. If it succeeds, the caster's Psyche is permanently reduced by one rank.

Curses of the Fiends of Fungoi Thopa. This terrible curse is only available by entreaty to the demon Sligguth, and can be cast by Sligguth himself. It creates a foul fungus that spreads over the target and drains him of his life force at a rate of 5 Health points per round. Because it is a magical disease, very few spells counter it, the most effective being the Rains of Raggadorr. The user must make an Agility FEAT roll for Targeting as a Bull's-eye (see Magic Effects Table) to properly cast this spell.

Dark Spell of Corruption. This spell creates a living corruption in the brain of the victim which disrupts the normal brain pattern and makes the character wild and chaotic. Xander cast it on Clea and nearly defeated Doctor Strange by using her as his pawn. Any possession or control-breaking spell will eliminate it, as will the light of the Vishanti or of Agamotto (see these two entities and the Eye of Agamotto for more on their respective lights).

A player character so afflicted will become a villain and turn on his former fellow-heroes. If and when he is reinstated his Karma will be as it was before he became evil, since it was not his desire to do so. His Popularity and reputation, however, will not be so easily straightened out.

Dart of Black Lightning. This acts as an Eldritch Bolt spell, but sends a short, black lightning bolt at the target instead. The spell rank is Amazing. It is an evil magical spell.

Ethereal Magnetic Vortex. This spell takes 4 rounds to cast. It creates a vortex which emanates endless vibrations of pure energy that disrupt spells such as Mind Control, Link, Telepathy, and others that establish a mental connection. Its spell rank is Incredible for the purposes of duration and area of effect, but Unearthly for stopping connective spells.

Exorcism of Transferral. This ritual requires two subjects, a magic wielding character who is to be drained of his powers and another who is to receive them. This spell will pull the powers and knowledge of magic from a character and

transfer them to the mage speaking the spell. The drained character must then start over again as a Novice with no magical knowledge.

The amount of time it takes to complete the transferral is 4 hours.

This is an evil spell, unless it is used to return stolen powers to a character (in which case more powers will be added to him because the user's power and knowledge are also transferred). The increase in powers through this last step will never exceed raising the character's mastery level by more than one step (disciple to adept, etc.) and cannot raise a master to the level of Sorcerer Supreme.

Incantation of Oblivion. The Living Tribunal is the only known entity that can cast this spell, which will shatter a world.

Mists of Morpheus. This spell creates mists that act like the Vapors—Sleep spell when used on others, but is different when self-induced. When used on himself the mists puts the user in a deep sleep for a few hours that provides all of the sleep requirements necessary for three days of normal activity. Needless to say this can be dangerous for some mystics as the sleeping character is extremely vulnerable to attack.

Necromantic Ladder. This spell releases energy that solidifies into a glittering scaling ladder that reaches up to three stories. Anyone can climb it while it is in existence. Its Material Strength rank is Incredible. The user can dispel it whenever he wishes.

Psychic Seal of Permanence. Even the most awesomely powerful spells need the Psychic Seal of Permanence or they can be reversed or countered by some form of magic. Once this 10-round incantation is spoken in conjunction with another spell, that spell can never be removed. So powerful and important an enchantment is this, that it is only written down and never memorized, except by Sorcerers Supreme. Once the passage is read from a work and the Psychic Seal is finished, the spell disappears from that work and cannot be used again.

Seven Gates of Chaos. This is part of an ancient spell found in a book that Baron Mordo stole. This spell creates a week of chaos that will ultimately destroy the Earth. One gate is opened each day, releasing a demon of immeasurable power. The first gate sets everything in



motion. Once it is opened, and the demon within is unleashed, it can never be closed. The demon of the second gate will destroy humanity. The remaining gates will destroy the remaining life on Earth, the Earth itself, and ultimately the universe.

The spell is a ceremony that requires the death of 13 magic wielders of at least Adept rank. The demon of the first gate slays these victims. The ceremony for this spell must occur in a permanent ceremonial area of great antiquity.

It is unknown whether or not the text containing this spell still exists. Needless to say, no one but a madman would attempt this spell. But certain demons or other extra-dimensional beings who want to see the Earth dimension vanish might try it, if the spell still exists.

Spell of Cosmic Banishment. This spell is extremely powerful. It sends the victim hurtling through endless dimensions to the ultimate reaches of time and space, where all worlds of the cosmos are left behind, into a black void of everlasting nothingness. The character is alive, but essentially out of the game for a long time (until some god or other powerful being intervenes). Doctor Strange exiled Baron Mordo in this manner.

This spell should not be confused with the Spell of Vanishment.

Spell of Dispellation. This special spell is designed to return a character who has just teleported or come from another dimension. The individual will automatically be returned to his point of departure if the spell is cast within 3 rounds of his arrival.

Spell of Distortion. This spell creates a Maze of Madness—a reality altering effect that will eventually have the trapped character believe he is a nameless, mindless nihilist. Treat this in the same fashion as a Sanity-Threatening Dimension (see the Dimension section).

Spell of Exorcism. This spell can break mystical possessions (especially by demons), Mental Control, Emotion Control, and other magical means of forcing an individual to do or feel something against his will. A Psyche FEAT roll, with a +2 CS bonus, must be made for the spell to be successful.

Spell of Protection. This spell acts like the Shield—Aura spell, but protects large structures instead. Doctor Strange has a

permanent spell of protection around his Sanctum Sanctorum. The spell rank is the caster's Psyche +1 CS.

Spell of Silence. This spell guarantees a character cannot speak about a certain subject, reveal certain facts, etc. The spell is automatic when placed upon a character with a Psyche less than the caster's. A successful spell rank FEAT roll is needed if the target's Psyche is equal to or higher than the caster's. It is through the use of this spell (and the spell, Forgetfulness) that Doctor Strange has kept the general world unaware of his activities.

Spell of Vanishment. This ritual should not be confused with the Spell of Cosmic Banishment, though they are similar. This spell is always written on a scroll to be used. The caster must unroll and read the scroll. The scroll and the character or item targeted vanishes into another dimension and cannot be traced. The dimension to which the target travels is determined randomly and is unknown to anyone, not even the caster. It is usually cast on a person for their own good, so a powerful enemy cannot find them. The subject will then live there in relative safety until it is safe to return again. The only way of locating one who has had the Spell of Vanishment placed upon them is by dimensional crossing (to an unknown destination) or by personally asking the Herald of Satannish to show the subject's location (see Entities, Satannish).

Talons of Cosmic Fire. This attack spell sends white-hot, magical talons ripping at the target. The chance to hit is determined as a Bite-Claw attack with the caster's Psyche used as the Fighting rank. The spell rank for damage is Remarkable.

Ceremonies and Ceremonial Areas.

In the Marvel Universe, when there is an opportunity to make preparations, a skilled magic wielder will use a ceremony to increase the effectiveness of his magic. A ceremony is a mystic ritual intended to enhance the effect of a magic wielder's spell. In addition, there are some spells that can be cast only as part of a ceremony.

The knowledge of how to conduct ceremonies and build ceremonial areas is part of every magic wielder's training and is taught by the character's master. If a character has no master, he must learn on his

own how this is done.

Ceremonies. To conduct a ceremony, a sorcerer needs objects of mystical significance to reinforce his spell casting, collected under the proper conditions and arranged in a fashion suitable for the particular spell. The caster needs to prepare himself mentally and physically for the task.

In game terms, a character must spend a number of resource points equal to the spell rank number of the spell he is using. He pays this cost before the spell is cast and he must pay this cost regardless of whether or not the ceremony is successful.

Because of the time involved in preparations, a character can use only one ceremony per day.

Ceremonial Areas. A magic wielder can create a permanent ceremonial area. Once created, a ceremonial area greatly reduces the resource point cost of ceremonies cast within that area.

In game terms, a character must own a building or some land on which the ceremonial area will be located. The resource point cost for this building or land is separate from the cost for the ceremonial area itself.

To create the ceremonial area, the sorcerer must spend a number of resource points equal to 20 times his Psyche rank number. (For example, if the magic wielder's Psyche rank was Monstrous, he would spend 1500 resource points.)

Once the resources are spent, the ceremonial area will be complete in one month (the character is working on the area in addition to his other activities). On the day the area is complete, the character must cast the final spells needed to finish it (in game terms, this means that the character can perform no magic that day except to finish the ceremonial area).

Once the ceremonial area is complete, the resource cost of spells cast there is only one-tenth the spell rank number of the spell.

A character can create as many ceremonial areas as he can afford.



MAGICAL ITEMS

The following magical items are found in the chronicles of the Marvel Universe, particularly those of Doctor Strange. The items can either be introduced by a Judge into his campaign, used by a player character or NPC at the Judge's desire, or serve as guidelines for Judge on how mystical artifacts could be developed.

Note on scrolls and books: Most resources of ancient rites and spells are scrolls and magical books called tomes. Though appearing to be fragile, most of them have strong incantations weaved throughout them that prevent them from being destroyed. Unless a mage has been recently studying, these scrolls and tomes are usually locked away or will be placed amidst piles of other scrolls and tomes as "camouflage" for its true nature. The probability of a thief or intruder stumbling onto an important piece of magical writing is small. Some powerful works, however, have been found in old book stores and estate sales by those who are persistent and alert to the writing's true nature.

Bell of Ikonn. This small Tibetan temple bell was forged centuries past by the priests of Ikonn. This artifact creates a nexus between Earth's Dimension and Ikonn himself, wherever he may be. To open the nexus the bell must ring continuously. The longer the ringing, the stronger Ikonn becomes in this dimension. How long the ringing must continue for Ikonn to be completely whole is unknown (in game terms, a week is necessary). Once the tolling of the handbell stops, even for a few seconds, Ikonn disappears back into his own dimension immediately.

Black Mirror. This full length ebony oval of glass is surrounded by an ornate frame. While it has been called a mirror, it does not reflect. Instead, it is a legendary gateway to countless dimensions, to an infinite number of alternate Earths. A specific incantation is needed for each dimension. After speaking the incantation, the character speaking can simply pass through the mirror into the desired world. The mirror also exists on each dimension it opens into, so passage back and forth is easy, but only for those who know the right incantation.

Black Sea Scrolls, the Thanatosian Tomes, and Von Junzt's Unausprechlichen Kulte. All three of these are chronicles of the mystical dark doings in the

Marvel Universe. What all three have in common is that they all tell of a cosmic obscenity that slumbers, but yet may awaken. These are believed to be references to Shuma-Gorath and were warnings of the Ancient One to Doctor Strange before he began stumbling upon the minions of "He Who Sleeps, But Will Awaken."

Other forbidden spells or references are contained within these chronicles. This does not necessarily mean that all the magic found within these works is chaotic magic, just that it was forbidden to be practiced at the time of the work's creation.

Book of Enchantments. This ancient tome is the grimoire of Nicodemus, an enemy of Doctor Strange. It contains the Exorcism of Transferral, by which the user can completely and permanently drain the mystical knowledge, powers, and aura from another mage and transfer them into himself. This enchantment was also kept on computer tapes by Nicodemus and used in conjunction with a machine. The power can be returned to the former owner only by another use of the Exorcism of Transferral.

Book of the Vishanti. The Book of the Vishanti is the greatest known source of "white" magical knowledge in the Earth dimension. The Book contains descriptions of more spells and occult rituals than any other known work except the Darkhold (see Darkhold). Every possessor of the Book has added his or her own original spells to this volume. Consequently, the arcane lore contained within the Book of the Vishanti is written in a variety of languages. It is not known how many pages the Book contains; as if by magic, pages seem to materialize within its binding to accommodate additional spells.

The origins of the Book of the Vishanti are unknown. However, it is believed to have been written by practitioners of the occult arts who were in regular contact with the Vishanti, three benevolent extra-dimensional entities who grant mystical powers and knowledge to those whom they consider worthy.

Thousands of years ago, the Book of the Vishanti came into the possession of the priests of the Babylonian god Marduk. The priests had the book guarded by a gryphon, a winged lion. Within the last hundred years, the former sorcerer supreme of the Earth dimension, who was

known as the Ancient One, travelled back in time, defeated the gryphon, and, thus, became the destined possessor of the Book. The Ancient One eventually entrusted the keeping of the Book of the Vishanti to his disciple, Doctor Strange. Today Doctor Strange keeps the Book in the library of his townhouse in New York City's Greenwich Village. Intricate protective spells keep unwary innocents from using the Book. (Unless Doctor Strange authorizes the use of the book a character would have to be a master and make a successful Psyche FEAT roll to even open the book.)

The Book of the Vishanti is usually used by no one else but Doctor Strange or his disciple. In some cases, however, he may allow another student of the "white" arts to research a spell within those pages. To find a spell that fits a specific need a character must first make a Reason FEAT roll to find it within the Book; this requires 1-10 hours. The Book may never be taken from his mansion, except by Doctor Strange himself.

The Ancient One once mentioned that the Book of the Vishanti "contains all spells of defensive magic." Consequently, every defensive or protective power and spell known to the "order" school of magic can be found within the tome.

Kaluu once stated that the Book of the Vishanti contains "an infinite variety of spells", but that the "book itself is full of enchantment." This is best indicated by the ultimate defense of the book: not the spells within but the book itself, which can hurl back any attacking spell or power which strikes it. A few times Doctor Strange has used it as a form of magical shield against mystical beams (if an attack against him is successfully rolled, it will strike the Book and be deflected back at the original caster unless the attack was a Bull's-Eye). Any attack against it is turned back against the attacker in the same round. Damage, duration, and area of power all remain the same, as the normal power rank. Nothing can destroy the Book of the Vishanti, though it can be teleported to other dimensions and, possibly, time periods.

Another reference to the Book indicates it contains every counter-spell known to the "order" school of magic. Therefore whatever enchantment a villainous mage may cast, monster he may summon, or item he may create, there is a solution or counter-spell to it that can usually be found within the Book, if only enough



research time is exhausted in finding it. This same reference also notes that these are extremely powerful incantations that can doom the canter if he is mistaken. The Judge should explain to any character using these counter-spells that there is a chance of danger if they do not properly research the spell. If they ignore this warning and try to cast one of these in haste, he should determine what their fate should be if the FEAT roll fails (for example, transport to another dimension; Karma loss; or psychic stun for 1-10 weeks of lost time).

The Book of the Vishanti holds a spell that will release a character from the Darkhold's influence (see Darkhold), but it will be difficult to find (Reason FEAT roll with a penalty of a -2 CS and take at least 40 hours of study to locate it), and dangerous to cast (a ceremony that acts as the miscellaneous Exorcism of Transferral, but without the +2 CS bonus; if the spell is not successfully rolled the character must then make a successful Psyche FEAT roll or be controlled by the Darkhold himself.)

Cloak of Levitation. Doctor Strange's Cloak of Levitation is a wondrous item indeed. It allows him to fly (see the Flight power, treat the cloak as having an Incredible power rank) for indeterminate lengths of time. While he can fly without the Cloak, the Cloak allows him to fly or levitate without casting a spell and with the slightest concentration. But the Cloak of Levitation allows Doctor Strange many more options than these.

He can mentally command his Cloak wherever it is, even if he is in his astral form or the cloak is in another dimension (though extradimensional control requires a successful Psyche FEAT roll). The commands can not only include flying and levitation, but retrieving, attacking, and enwrapping as well. These last powers are performed by the Cloak by acting as an appendage with Incredible Strength for the purposes of Grappling or Snatching. The Cloak, which is voluminous in size, can also swirl around and wrap up a target. Depending on where it is instructed to wrap it can blind (covering the head), prevent escape (twisting around feet and legs), stop attacks or magical gesturing (wrapping around the torso and pinning the arms), or completely encase a human (if 6'0" or under) like a mummy. On occasion, it has even been able to move Doctor Strange's physical body away from harm by commands from his astral form.

The final function of the Cloak is to act

as a protection against eldritch magical attacks. For gaming purposes, treat this as a Shield—Aura with a Monstrous spell rank.

The Cloak of Levitation was given to Doctor Strange by the Ancient One for defeating Dormammu. Its origins are, as yet, unrevealed.

Crown of Blindness. This magical crown, when placed on the head of a character, causes complete blindness, including blocking the wearer from using any mental powers or mystical visual powers. When the crown is removed, all immediately returns to normal. The victim can remove the crown himself, unless an arcane and unknown spell is employed to keep it on the victim. This magical item is most effective when combined with the Mystical Cross, which binds both the physical and astral forms. The victim is completely isolated and cannot perform any magic whatsoever. Once the crown is in place, it becomes invisible to all but the victim.

Crystal of Kadavus. The Crystal is a fist-sized, diamond-like gemstone that is cut to resemble a skull. When using the proper incantation and exposing it to the light of a full moon, it focuses dimensional forces. When this focused beam is aimed at a magical item, it is completely restored to full power (even if the item had previously been drained of its magic powers or "destroyed"). This procedure must be repeated for at least two nights of the full moon before the item is restored to full power.

Crystals of Conquest. The cult Sons of Satannish created these 16-inch long emerald-hued crystals. The crystal is used as a weapon, allowing the user to focus his Psyche through it and create "psychic growths", which are psychic tendrils. These tendrils must be targetted to hit an opponent (see the Magic Effects Table, Agility and Targetting) and cause damage equal to the user's Psyche rank. The crystals can also be used for blasting a single target (see Magic Effects Table, Power Rank and Blasting) in an attempt to stun him. The power rank for the blasting is Remarkable. The Material Strength of the Crystals of Conquest is Amazing.

Darkhold. The Darkhold is a volume of parchments transcribed eons ago by the Elder God Chthon containing all of the arcane knowledge of the time. Chthon learned that new gods were supplanting the old on Earth, and in order to protect

himself he decided to flee the Earthly dimension. Before doing so he created the Darkhold to serve as his touchstone with the physical plane, as an indestructible medium through which he could manipulate others, and as a talisman that could be turned into a dimensional nexus for his eventual return.

The volume was first discovered by human sorcerers of pre-Cataclysmic Atlantis who managed to remove it from the doomed island-city before it sank. They founded a cult called the Darkholders and used the spells contained in the tome to create vampires to do their bidding. The book passed through a succession of hands through the next millennia, including Babylonian savants, Egyptian priests, and Hebrew scholars. Whoever employed the knowledge contained within did so at the cost of the corruption of his life essence. This earned the Darkhold the name "Book of Sins."

The parchments were eventually bound into book form in the Sixth Century. It lasted in this form for many centuries before an Irish monk scattered the indestructible pages throughout Europe in the hope of removing the temptation once and for all. In the Twelfth Century the pages were mystically reassembled by a Spanish monk and later, in Transylvania, a scholar named Baron Rusoff rebound the parchments in book form, adding blank pages in the back to serve as his diary of occult experiences. The possession of the Darkhold triggered his hereditary tendency toward lycanthropy and turned him into a werewolf.

Eventually the tome found its way into the hands of Dracula, Lord of the Vampires, who was looking for a means to restore his flagging powers. Finally, realizing that within the Darkhold lay the Montesi Formula, the spell to destroy all vampires, Doctor Strange sought the book out, fought with Dracula and managed to use the Darkhold to create a spell by which vampires could no longer exist on Earth. Even a vampire who was in another dimension or world and returned to Earth is destroyed. This is why there are no longer any vampires on the Marvel Universe's Earth.

Due to his vast power, Doctor Strange was the only person to ever use the Darkhold without forfeiting his life essence to Chthon. Others who have been corrupted by the Darkhold include the Sixth Century British sorceress Morgan Le Fey and a disciple level sorcerer named



Modred the Mystic. Many, many others have fallen to its evil.

Any character not a Sorcerer Supreme who even touches the tome immediately turns evil and serves the demon Chthon. That character becomes a non-player character then, keeping his ability to perform the spells that he knows, but learning many vile and evil spells from the Darkhold. The Book of the Vishanti holds a spell that will release a character from the Darkhold's influence, but it will be difficult to find.

All characters who are magically inclined have heard of or instinctively feel the evil of the Darkhold so any desire to touch the book must be made with their complete free will. A character who tries to psionically or mystically force them into touching the book is in for a surprise. The unwilling character acts as a conduit for the Darkhold's corruption and the manipulating character is, instead, the receiver of the curse. A character manipulated in such a way will remain his own person if he immediately drops the tome upon release by the stunned manipulator.

The power of this book is so great it can provide power to its followers in other dimensions. Chthon has tried to return through its use many times in the past, most recently using as a host body the Scarlet Witch. The Darkholders still exist as a cult, and are dedicated to finding the volume and using it to gain ultimate power. It is presently under spell, lock, and key at Doctor Strange's mansion.

Eye of Agamotto. The Eye of Agamotto is the name commonly given to Doctor Strange's Amulet, though the Eye actually resides within the amulet and is released from time to time. The Eye of Agamotto is one of two occult objects in Doctor Strange's possession which are empowered by the mysterious extradimensional entity known as Agamotto, the other being the Orb of Agamotto.

At Doctor Strange's command, the Eye opens and can radiate a blinding light of immeasurable mystic force. Under the brilliance of the so-called "all-revealing light," Strange is able to see through disguises, past illusions, invoke images of the past, and track both corporeal and ethereal beings by their psychic or magical emissions (as the Enchanted Eye spell with a spell rank of Unearthly). It has been said that "Dwellers in the Realms of Darkness cannot resist its gleaming, glistening beacon." In many instances, Strange has

turned that beam on not only monsters and powerful characters in other dimensions (such as Nightmare), but on practitioners of the "black" arts as well. While bathed in the beam, all such creations or followers of the dark ways have all of their abilities and spells reduced by two ranks.

The Eye enables Strange to more easily probe the minds of sentient beings (+2 CS for Mental Probe, Mental Control, and Telepathy spells). When used as such, the amulet opens and releases a representation of a golden eye, which affixes itself to its wielder's forehead, allowing him to "see" into the mind he wishes to probe. For gaming purposes, the target is allowed one Psyche check at the beginning of the process to resist the probe.

The Eye can project an ionic screen which acts as a Shield—Individual spell of Amazing spell rank. The Eye also can be used to create dimensional apertures. If Doctor Strange makes a successful Psyche FEAT roll the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open...revealing a portal to other worlds.

Another power of the Eye, one seldom used in the chronicles, is the ability to place an unconscious subject within its beam in suspended animation. Doctor Strange placed his faithful servant Wong in suspension after Dracula had bitten Wong, threatening him with becoming a vampire. This suspension "freezes" the subject in the exact condition that exists when the light strikes him. No deterioration of the mind or body exists while suspended. A character who is mortally wounded, poisoned, or cursed can be suspended until he can be taken to a hospital for treatment or research into his problem is completed and a cure is found. Absolutely no FEAT roll is necessary to suspend a willing or unconscious subject. Suspending an unwilling subject requires a Psyche FEAT roll (at a -2 CS penalty) and great concentration.

As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link to it. Indeed, when Doctor Strange leaves his body in astral form, an astral duplicate of the amulet—capable of nearly all of the amulet's functions, albeit at slightly less powerful levels (-1 CS)—travels with him. The Eye is customarily worn by Doctor Strange at his throat. The amulet was given to the Ancient One by Eternity centuries past. He, in turn, gave it to Doctor Strange for defeating Dormammu.

Beyond that, the amulet's origins have not yet been revealed.

If, in the Judge's scenario, the amulet is used by someone else with Doctor Strange's permission they must make a Psyche FEAT roll for every use. If the amulet is being used by someone without Doctor Strange's permission they must make a Psyche FEAT roll with a -3 CS penalty for every use. If they fail a single roll the amulet will turn its blinding light on them, suspending them in place until it is claimed by someone else.

Grandfather's Skull. Shaman learned all he knows of mysticism from the spirit of his dead grandfather, who was a Sarcee medicine man before Shaman became one. The focal point for this spirit is his grandfather's decorated skull, which acts as a partial dimensional aperture for the grandfather to contact Shaman from whatever dimension of the afterlife he now resides in.

Great Key. The Great Key is an intricate, golden, five foot long staff that can open the nexus between the Earth dimension and the Realm of the Beasts. The nexus is found in the northern Canadian crater called the Eye of the World. Little else is known of the key, possibly it acts as a Dimensional Aperture spell into other dimensions. It is usually kept in the Void dimension, which can be accessed through Shaman's medicine pouch.

Grimoire. This is the proper name for the





book in which a mage records his spells or incantations. Some spells, like many of those listed under the Entreaty section of this booklet, are so long and involved, or are of such a peculiar mystic nature, that they cannot be memorized, only read aloud from a text. These spells must be found and copied from another grimoire, runes carved in a temple, and so on. Then, if the language is foreign, the character must spend the appropriate time researching the proper pronunciation of the spell. Usually by reading the spell to himself and not aloud, a magic wielder may understand most of the spell's purpose. Some spells can be read by anybody, not just a magic wielder. In all of these matters, the details concerning availability, requirements, and abilities of the spells are left to the Judge.

A character can only have two grimoires at any one time, the one he uses and his back-up copy. Since the spells in a grimoire must be carefully handwritten by the user, the Judge should also determine how long the magic wielder must spend at this task and forsake all other actions (10 + 1-10 days). Some grimoires, such as the Book of the Vishanti, are collective grimoires that contain all the spells of a race or order. This type of grimoire is passed down from sorcerer to sorcerer, who adds any new spells of his own within. Collective grimoires are highly prized.

Inter-dimensional Scanner. While this is not a mystical item, it is used to monitor dimensional nexus and scan dimensions that are near Earth. This room-sized piece of high-tech equipment was designed by Roger Bochs, who first created Box of Alpha Flight fame. He was assisted in its creation by Shaman. Imaging of these dimensions is often hazy, showing only the outlines of larger creatures, structures, and so forth. It is with this device that the Alpha Flight team unwittingly brought the Incredible Hulk back to the Earth dimension from another dimension where Doctor Strange had banished him for the good of mankind, and the Hulk's own sake.

Any use of this device to scan and observe another dimension requires a successful Reason FEAT roll.

Iris of the All-Seeing Oracle. This 8 foot diameter circular device, with what looks like a mirror in the middle, hangs in Doctor Strange's mansion. It is a secondary scrying device that Strange or his friends use when the Orb of Agamotto is inaccessible. The Iris allows two-way audio-visual com-

munications with another mage of the user's choosing anywhere on Earth. One must know the proper incantation to use it.

Iron. In the Marvel Universe some Nature schools of magic, specifically the Druidic and Faerie schools, have an extreme vulnerability to iron in any mass equal to or greater than dagger size. Pure iron weapons do double their normal damage to these magic wielders. Iron placed against them (or massive amounts of iron in their area reduces all magic related FEAT rolls they attempt by a -2 CS.

Lamp of Lucifer. This lamp resembles the lamp of Aladdin in folk tales, except it has a red figurehead of a demon on it. The lamp is a scrying device, when lit it emits smoke that can show the user whatever scene he wishes to see, even if it has happened in the past. This is how Umar discovered the fate of her brother Dormammu. For gaming purposes, the lamp can only be used once every three days.

Legendary Amphora. This giant vase holds the monstrous demon Zom, who was imprisoned there by Eternity. The Legendary Amphora (tall, two-handled vase) normally rests on an alter guarded by 9 smaller vessels (vases, incense burners, jars, etc.) that lay about on the steps leading up to the platform. Each of these 9 lesser vessels hold an elemental demon. They will attack anyone who attempts to free Zom (see Zom).

There are many magical containers around that will mystically hold a creature or character. Sometimes, all a character needs to do is open the container to let the creature out, other times it must be broken. Occasionally the creature is grateful for release, but he usually turns on his liberator instead. Sometimes the magic of the container is so strong that the character opening it automatically gets pulled inside, trapped until someone on the outside releases him. In all of these cases, one of the surest ways to empty one of these containers is to employ a powerful spell designed to free a character from possession or entrapment.

Links of Living Bondage. The Links of Living Bondage are comprised of two large cup-shaped pieces made of iron that flicker with mystical flames, connected by a section of heavy, magical metal chain. When these cups are placed over a magic wielder's hands they are mystically locked in place and cannot be removed without a

spell that releases a victim from possession or entrapment or that otherwise counters the original user's binding spell. Once so bound, the victim can use no personal energy spells. When this item is combined with the Crown of Blindness, the character is unable to perform most magics.

Medicine Pouch. This small leather pouch hangs at the side of the Alpha Flight mystic, Shaman. It is a nexus to the Void, another dimension which Shaman uses as a source of energy to create magical components and mystical spells. This is one of the very few cases where Dimensional Energy is used within the Nature school of magic in much the same manner as Universal Energy is usually used. Whether this is because the unusual Sarcee sub-school of Nature magic allows for this transition, or that the medicine pouch itself converts Dimensional Energy to Universal Energy is not known. The incantations and uses of the energy are definitely Nature-oriented and Universal in theme.

It is known that other pouches enter into the same dimension, and that two mages reaching in at the same time can actually touch.

When in need, Shaman simply reaches into the pouch for the appropriate charm or component he needs. He must make a successful Psyche FEAT roll for it to come to his hand. This check may be made every round until the item appears. It is his gateway to other realms and states of being. It somehow keeps them all contained, providing an orderly framework to a universe of tremendous chaos. For some idea of how much chaos, see the Void in the Dimension section.

A character (other than Shaman) reaching into the Medicine Pouch cannot free his arm. Looking into the pouch exposes the mind of the character to the Void, a sanity-threatening dimension.

A magic wielder reaching into a pouch opening into the Void has access to Dimensional Energy. For gaming purposes, the pouches come in a variety of styles and shapes and purposes. While Shaman's is tuned to the Nature school of magic, another could just as easily be tuned to another universal school, like the Faerie school, or a dimensional school, like Raggadorr or Hoggoth. All of this should be decided at the creation of the item or generation of the character using it.

Mystical Cross. This is a large "X"



shaped rack upon which a sorcerer can be mystically bound. Once bound upon it, there is no way a character can be freed, except by the use of an outside physical force that smashes the cross (treat as Monstrous Material Strength). While bound, the sorcerer cannot use any mental or magical communication spells unless he makes a red Psyche FEAT roll, but this must be done within the first five rounds of binding because the Mystical Cross drains the magical powers of a character while he is on it. The binding is so strong that not even the astral form can leave it.

Doctor Strange was once bound to such a cross and it took the strength of The Thing to break the cross and free him.

Nightmare's Wand. This one meter long, thin, black wand blazes with green light at its tip. It belongs to Nightmare, who presumably created it. It is a focus for attacks from Nightmare that fall in the Eldritch category. This grants a +1 CS to his Agility for the purposes of rolling Agility FEAT checks for Targeting Beams, Bolts, or Crystals. The wand will so perform for anyone else who wields it, if they first have those Eldritch Attack powers.

Nightmare's Wand also has a spell in it that is not found in too many other sources. It is called the Maze of Confinement. The user must target the wand on a single individual, then make an Agility Feat roll to hit him. If unsuccessful nothing happens. But if the roll is made thin, black, mystical bands spin around the target in a random fashion. Treat this attack as a combination Bands power and Confusion power, both with power ranks equal to the Psyche rank of the user. The Material Strength of the Bands is also equal to the user's Psyche rank.

Nightmare does not always use his wand, sometimes preferring to simply conjure Eldritch attacks instead (-1 CS without wand). If he can or has created other wands is unknown.

Orb of Agamotto. Within Doctor Strange's Greenwich Village Sanctum Sanctorum, in a room sometimes referred to as the Chamber of Shadows, sits a three-legged case which is the resting place of the mystical crystal known as the Orb of Agamotto. When Doctor Strange summons the Orb, it rises from its case and activates.

The Orb is a powerful scrying device that can automatically detect the use of powerful magic around the world, pinpoint

the user, and reveal his or her presence to its master. It also detects any great evil threat to the world and shows its location to its master (Judge's discretion).

The Orb will also automatically allow its user to peer into other dimensions and other worlds that he has previously visited or has knowledge of. Like the Eye of Agamotto, the Orb has been able to provide a dimensional aperture through which Strange has been able to pass into other dimensions. No FEAT rolls are required for any of these functions unless the character using the Orb has never used it for that specific function. To use the Orb for the first time requires a successful Psyche FEAT roll. If the roll is failed, the user must wait 24 hours to attempt that function again.

Especially powerful mystical forces have, in the past, been able to cloud the Orb and prevent Doctor Strange from uncovering their exact location (this requires a red Psyche FEAT roll by the party involved in clouding all scrying). While there is obviously some manner of connection between the Orb and the Eye, both of their origins are clouded in mystery.

The Orb of Agamotto contains its own dimension. See the Orb Dimension in the Dimension section.

Pincers of Power. These small yellow discs appear on the back of the magic wielder's hands for the purpose of combat. When ready to fight, a pair of curved 1 foot yellow pincers appear, growing out from each disc. The character then fights with these pincers. The general Bite-Claw fighting with these pincers uses the character's Psyche ability instead of his Fighting ability. If the character wishes to target his opponent, he may, but only a hit to the head makes any difference as it stuns the brain for 10 hours (see Agility and Targeting on the Magic Effects Table).

The damage of a pincers hit to anywhere but the head is Excellent.

If two characters are dueling with the Pincers of Power (this was a popular pastime of Dormammu in the Dark Dimension), each one must state where each hand is trying to target its hit. If one hand is defending an part of the body, then the opponent needs to attack with both hands to strike that same area. Two hands can control the one hand of the opponent, however, and try to grapple him, as two character's normally would, causing an arm lock, throwing him, etc. If both hands

strike an area where both of the opponents hands are then all four hands are magically pincer together. This can either be broken by a successful grapple (as normal) or by both characters making Psyche FEAT checks. Whoever wins the check, can force his opponent back a little or push his opponent's hands to where he wants them. After three successful checks like this, the character can remove one hand and still hold his opponent's two hands with only one.

The winner of a pincer duel is the one to stuns his opponent or traps both hands while leaving his own free.

Purple Gem. This cantaloupe-sized purplish, diamond-cut gem was originally believed to be just an involuntary dimensional aperture item that transported people to the Purple Dimension against their will (see Purple Dimension). Once there, they were enslaved by that dimension's Sorcerer Supreme, Aggamon. The gems were actually distributed on the Earth so a large labor force could be "stolen" from Earth's dimension. A Purple Gem was retained by Doctor Strange after it served its nexus purpose and the good Doctor forced Aggamon to free his slaves and cease his slave running. Strange later used the gem as a focus and amplifier for the power within his amulet.

The gem is especially powerful when using a Dimensional Energy incantation that calls on Aggamon. Doctor Strange commented, "Once, I believed this to be but a device for bridging the dimensions. Yet the gem's bloated appearance, as if it were a living being that had consumed its prey...makes me wonder about its true nature." The true nature of the Purple Gem has yet to be revealed.

Any character using a Purple Gem to focus a Dimensional Energy power will have the power rank of that power raised by +1 CS, not to exceed Monstrous rank. For game purposes, a Purple Gem can only be safely used twice every 24 hours. If more attempts at its use are made, there is a 20% cumulative chance that the gem will transport the user to the Purple Dimension instead.

Ruby of Domination. This large red, floating ruby (3 feet in diameter) was once used by Xandu in an attempt to make Earth's population mind-slaves. When Doctor Strange shattered it, little rubies were left on Earth from its shards. A character attempting the powers of Emotion Control, Mental Control, Mesmerism, or



Mesmermechanism has a +1 CS for success when focusing the power through one of these smaller Rubies of Domination.

Satan-Sphere. This large (8 feet in diameter) fiery white sphere was last known to be owned by the cult Sons of Satannish. It acts in a manner similar to the Orb of Agamotto, locating that which the user desires to see and hear on Earth. The Satan-Sphere also allows a user who makes a successful Psyche FEAT roll to send spells through it at observed targets (the check must be made for each spell used, a failed roll means that the spell has been wasted). Even if the attack successfully goes through the Satan-Sphere the target can return the attack spell to the user if: a) the target is of a mastery level equal to or greater than the user; and b) the target succeeds in making a yellow or red Psyche FEAT roll.

The current whereabouts of the Satan-Sphere are unknown.

Sceptre of Shadow. This large mace was owned by the Slitherer, the huge guardian of the Shadow Dimension. It had a twisted golden handle topped with 4-long spikes and a large ebony sphere. A powerful black beam could be emitted from the sphere which spread throughout the area of effect. This automatically blacked out the area, totally blinding all in it except the holder of the sceptre. The area can either be centered on the mace or moved off in a specific direction with the mace kept on the border of the area. Treat the Psyche of the user as the power rank of the sceptre for purposes of determining the area of effect and the duration of effect. Only a more powerful source of magical light, such as that provided by spells and items of Agamotto or Vishanti, can dissipate the darkness.

The sceptre will also inflict the damage of a mace (damage equals Strength + 1 CS), or a war hammer if using two hands (damage equals Strength + 2 CS).

The Sceptre of Shadow originally owned by the Slitherer was destroyed, but if he could learn to make one (using the knowledge he gained from battling the Undying Ones), another sorcerer could also learn to make one, given the proper information, time, and materials.

Screaming Idol. This is a 7-inch tall statue of a creature, arms raised, screaming. It is actually a replica of the statue that the followers of Tiboro use to worship him in the

Sixth Dimension (see the Sixth Dimension). The sole purpose of the idol is to serve as a nexus for Tiboro, drawing those into his dimension from Earth for enslavement and allowing him passage into the Earth dimension.

For a victim to be drawn into the Sixth Dimension through the Screaming Idol, he must be standing in the same area as the idol. The process is somewhat random. Since the forced dimensional shift of the victim is randomly timed (not every time someone is near) there is a 10% chance that it will occur when people are about. A magic wielder of Adept level or higher could use the idol as a nexus by using a Dimensional Aperture spell on the idol. Whenever the idol transports someone to the Sixth Dimension the area where the idol stands is plunged into darkness (magical light will work in there).

Tiboro easily passes through the idol as a dimensional aperture, but will only come to Earth if he truly believes it has entered an Age of Decay (no morals, evil prevails, etc.)

Secrets of Light and Shadows. The Secrets of Light and Shadows is the title of a book of magic by Van Nyborg. When spoken aloud in a ritual it opens a nexus into the Shadow Dimension (see Miscellaneous Dimensions) that will pull the chanter into it. James Mandarin, a woe-folly inept Novice who tried to become Doctor Strange's apprentice, performed this ritual, was pulled through the dimensional aperture and had to be rescued by the good Doctor.

Serpent Crown. An object of mystical power created by the Serpent-Men (see Cults) and the human alchemists of Deviant-dominated pre-cataclysmic Lemuria. The helmet/crown was linked with the primeval demon Set, who granted the helmet's wearer great psionic power while subjugating his will. The crown passed through various hands over the centuries. Finally, in recent years, the crown and hundreds of others from alternate Earths were merged into one gigantic crown. Just before it could succeed in giving Set a physical form on Earth, the crown was apparently reduced to metallic dust by the Cosmic Cube, a scientific artifact created by the evil organization Advanced Idea Mechanics (A.I.M.). However, some of the crowns from alternate Earths may have fractured off before the crown was destroyed.

If the Judge wishes to introduce one of

the Serpent-Crowns from an alternate Earth into his campaign, he can vary its powers, adding any mental power he wishes, such as Telepathy, Telekinesis, Mesmerism, Mental Probe, etc., but the Serpent-Crown will always have the power of Mental Control at an Incredible power rank.

Set has a chance of taking over the wearer. He does this by making a FEAT roll each time the crown is placed on a character's head. The basic rank for this FEAT roll is Good. For each additional power that Set has added to the crown (the Judge designates the powers and their power ranks in advance) Set's FEAT roll rank receives a +1 CS. Therefore, if the crown has the Mental Control, Mesmerism, and Charm powers Set must make a Remarkable rank FEAT roll to control the wearer.

Set's control of a wearer can be broken by the miscellaneous Spell of Exorcism or by removing the crown from the wearer's head. If the character wearing the crown is evil and wishes to serve Set removing the crown will not make him any less evil, but it will take the extra powers away from him.

Serum of the Seraphim. This is the most powerful medicine known to the occult and can cure anything but death once it occurs. The serum is so potent that only a few ounces are needed, it is usually kept in tiny ornate containers holding just a few ounces.

Any character drinking this serum is instantly returned to his full Health points and has all of his wounds healed. Any magical fungus, physical curses (like blindness), or diseases are held in check, then slowly cured over a few days time.

Silver. In game terms, all silver weapons cause double their normal damage to those characters and creatures classified as demons. If a silver weapon strikes a character who is possessed by a demon, only the demon will suffer damage, not the host body. Damage is caused not by the edge or type of weapon as much as simply touching silver to these creatures.

Silver Dagger. The silver dagger of the character Silver Dagger is enchanted. It automatically slays any demon of less than Incredible Endurance. Demons with Incredible or higher Endurance survive if they make a successful Endurance FEAT roll; the demon suffers Amazing damage if he survives.

In addition, Silver Dagger's weapon



also allows him to cause Remarkable damage when striking any magic wielding or magically enhanced characters.

Soulsword. The Soulsword is a large, silvery, magical sword that belongs to Illyana Rasputin, the New Mutant known as Magik. She claimed the sword when she overthrew Belasco as ruler of Limbo. The Soulsword is a physical manifestation of Magik's magical powers. It causes Monstrous damage to any magical creature it hits, attacking on the Bite-Claw column. The sword does no damage to non-magical creatures, characters, or items.

When Magik uses the Soulsword to strike a character who is possessed, ensorcelled, or otherwise magically controlled or transformed she may make a Psyche FEAT roll for countering or breaking the spell.

Magik can "store" her Soulsword in nothingness and summon it whenever she desires automatically. Armor appears on her body when she uses her Soulsword in battle. The armor appears as individual pieces and more pieces continue to appear as she uses the sword, until the armor is complete. The body armor is originally of Excellent strength, and improves by one rank (to a maximum of Monstrous) every time she uses it in the same battle thereafter. Her armor remains in effect for up to 5 rounds after it appears, without her having to use the Soulsword specifically for the purpose of maintaining her armor.

Staff of Polar Power. This is actually a class of staves. They can come in any shape or material and range in size from 4 to 8 feet long. A Staff of Polar Power polarizes the holder with the power of the master who created it. Therefore different powers and different levels of mastery are engrained into each staff and no two are alike. All Staves of Power allow the character to become pure energy for the purpose of floating through dimensions. In such form a character can move through dimensions at a rate of 5 dimensions per round and ignore all physical attacks. Another quality of most Staves of Power is their ability to absorb attack spells cast at them (see Magic Effects Table, Agility & Targeting). An Agility FEAT roll of a bull's-eye indicates the character has intercepted the spell with his staff).

This item offers the Judge a great opportunity to be creative and is a good item to improve a freshly generated character who is weak.

Starstone. This stone is a large (18 inch diameter), amber-hued ovoid jewel that is cold to the touch and contains a dark shadow that can be seen within. It was a gift from Kulthas (also known as Kathulos), the green-planet of Shuma-Gorath to the Cult of Sligguth on Earth. When the cult needs help or is ready for the return of the old gods, it is to set the "Shadow in the Starstone" free. This is done by using a large fixed lens that is "sacred to Shuma-Gorath" and focusing the starlight from the evil star Kulthas on to the Starstone. A blackness then spreads out from the stone that dims all light but that of the star Kulthas. It can cover a small town in 15 rounds. Everyone in the darkness must make a Psyche FEAT roll every other round thereafter or fall into a deep trance that makes them obedient to the will of Shuma-Gorath and his Lords (including Sligguth). After an hour in the focused starlight, a mystical, protoplasmic, evil squirms out of the stone. After this the stone is nothing more than a bauble and the shadow dissipates, though the induced trance lingers on until mystically broken. Meanwhile the squirming evil turns into a great, intelligent slime that can mentally animate objects and have them attack opponents (as the Animate power with a Monstrous power rank, but it can simultaneously control all the objects in the area(s) it covers).

The slime will grow by 1 area in size every 5 rounds until it becomes as large as four areas. It is slow and can only move 1 area every three rounds. For every area it grows it gains 100 Health points. It is immune to most mental or magic attacks. It has the equivalency of Remarkable body armor vs. energy attacks and physical attacks. Doctor Strange defeated it once by calling down a lightning bolt on it and the building it was in, thus destroying the creature and burying it with one spell. Once "dead" it apparently dissolves and the evil energy returns to the netherplane where it originated. No one knows if more than one Starstone exists.

Sword of Kamuu. This ancient sword forged of arcane elements offers great mystic powers to those who know how to employ it. The sword is somehow linked to the royal blood line of Atlantis. Prince Namor, the Sub-Mariner, is the most famous of this line. The sword was once used to change the course of Atlantean history, but was lost thereafter in an obscure sub-sea battle. It ended up in the

hands of Alaric, a minor disciple who was raised to the level of a master by the blade. The golden blade traditionally has had a large gemstone in its hilt called the Eye of Zartra. This gem of ancient, almost forgotten sorcery is extremely potent on the Earthly plane. If it is imbedded in an item that is used to spill the blood of an Atlantean, the Eye takes over the item and uses it to destroy the user, but if it spills the blood of a Sorcerer Supreme, it grants immortality to the user.

Anyone who wears or wields the sword has great physical might bestowed upon him (+1 CS to his Endurance and +2 CS to his Strength, neither to exceed the rank of Monstrous) during its use. The blade is so ensorcelled as to cut through most magic defenses as if they were gossamer, otherwise treat it as an unbreakable two-handed sword.

In recent times, the sword was used by Alaric in an attempt to kill Doctor Strange and achieve immortality for himself. But in the ensuing battle, Namor joined in and was cut by Alaric. The sword then turned upon Alaric and sliced him into mystic ribbons, then diffused these throughout the universe. Doctor Strange and Prince Namor, struck aghast by this series of events, decided to remove the Eye of Zartra from the sword. The eye now rests in Doctor Strange's keeping while the sword is in the care of Namor. For game purposes the sword still has the physical enhancement powers and can still cut through all normal defenses that are less than or equal to Monstrous Material Strength and mystical defenses that are less than or equal to Amazing Material Strength, while the gem now holds the key to immortality and the curse of striking down anyone who uses it against an Atlantean.

Transhypnotic Jewel. This 1-foot wide mystical emerald can transform matter into imagination. In the hands of a magic wielder who has the Illusion power it is quite powerful. It gives potential victims who are attempting to disbelieve the user's illusions a -2 CS on their FEAT roll, thus making it far harder for them to disbelieve. The Transhypnotic Jewel also serves as a dimensional aperture into the Dimension of Dreams (see Dimension of Dreams).

Wand of Watoomb. This is a 1 foot long, crystalline wand with the heads of demons at either end. When Watoomb retired from mystical affairs he decided that a deserv-



ing young adept should have it. Doctor Strange and Cyrus Black fought for the right to own it. Though Doctor Strange defeated Cyrus Black, he only received half of the wand. The other half was later stolen by Xandu, who then proceeded to abscond with Doctor Strange's half and reunite them. Unfortunately for Xandu, it takes quite some time to learn how to fully use the wand. Since the time that he stole the other half and reunited them, he has used, lost, and regained the wand several times, Doctor Strange even drained it once, though it was later recharged. While Doctor Strange once told Spider-Man that the wand was destroyed forever, this might have been for the sake of the web-slinger's peace of mind for we also know that the good Doctor has stated that "Hoggoth's pale hands clutch the Wand of Watoomb". Quite possibly Hoggoth recognized the danger in having this item loose amongst mortals and decided to take it unto his own keeping. On the other hand, Hoggoth may have the actual wand that was used by Watoomb while the one used by Xandu is a lesser imitation.

Xandu calls this item "the most powerful weapon in all necromantic lore". While this is an exaggeration it is not an excessive one. The following powers lie with in the wand itself and are available to any magic wielder using it.

- A) When the user is the target of a mystical attack, and can move the wand to block the attack (Agility FEAT roll for Targeting-Bull's-Eye), it absorbs all the mystical power used in the attack and allows the user to utilize the power in one of three fashions. Power utilization can be either: a) restore any damage he has sustained (at a rate of five points of power absorbed for every one point of Health returned); b) fire an Eldritch Beam with a power rank equal to that of the absorbed attack; or c) create one of the protection spells (Shield—Aura, etc) with a power rank equal to that of the absorbed attack. Any of these three things, because they utilize freshly acquired energy, can be performed in addition to a normal action during the next round, including magic use.
- B) The wand can act as the Dimensional Aperture spell and open a nexus to another dimension desired by the user.
- C) The wand will automatically allow the user to powerfully scry, that is, to see any person, place, or thing he desires

to see in any dimension with which he is familiar. He may also fire Eldritch spells through the wand at the person, place, or thing he is viewing, but with a -3 CS to his Agility for Targeting the attacks.

Wand of Satannish. This foot-long golden rod, topped with a yellow jewel, was created in numbers by and for the cult, the Sons of Satannish. When the wands (about a half a dozen were made) are used in concert (at least two of them at a time hitting the same target), they focus the mystical might of the entire cult through them to unleash Ribbons of Nihilism—thin bands of "unholy light" which widen to form a large cube, trapping the target within (treat as the Bands spell with an Amazing Material Strength that form the cube in 2 rounds).

The ribbons and cube are invisible to all except the target and any who holds a Wand of Satannish. Inside the cube is a "pitch-dark world of non-being". Magic attacks from inside the cube can break it (it has Amazing Material Strength, the same as the bands that comprise it).

Wand of Tiboro. Tiboro, Sorcerer Supreme of the Sixth Dimension, owns a strangely-shaped wand that fires an ectoplasmic ray, powered by lightning (damage is Amazing). When aimed at the ground and fired, the beam creates numerous monsters that spring forth to attack the user's opponents. These monsters are about the size of dogs and have the following statistics.

F	A	S	E	R	I	P
Gd	Gd	Gd	Gd	Fb	Gd	Fb

Health: 40 Karma: 18

They have claws and teeth which cause Excellent damage. The first blast usually creates 8 of these monsters. Thereafter whenever one is struck down, two more spring forth. Once the wand is taken away or their opening sealed, these creatures cannot be called forth again that day.

The wand will also create a Wall of Unholy Light. This acts as a large shield of Monstrous power unless a magical weapon for "good" or order, such as Black Knight's Ebony Sword, strikes it; then the wall is automatically shattered.

Wangal. The Wangal is the name of the amulet within which resides the spirit and power of Damballah, the now dead enemy of Brother Voodoo. This spirit is a partially humanoid serpent and can go from place

to place by Astral Projection. Its ventures out of the Wangal are short. The Wangal/spirit possesses the wearer, who becomes the host of Damballah. The voodoo powers of Damballah are many and varied. The most powerful is an Amazing Control of all reptiles within the area of effect. It also allows the body of the wearer to Shape Shift into a reptile. Another obvious power is to pass through mortals, making them mindless slaves. This power is of Incredible power rank. Anyone who is passed through by Damballah's spirit is allowed a Psyche FEAT roll to resist his takeover, but they must make the check every time he passes through them (4 times maximum).

The Wangal cannot be removed by the wearer once it has been put on, but anyone else can pull it off of him.

Warp-Cloak. This is a small rug-sized piece of fabric that opens a pocket dimension. It is not a cloak that is worn. Each cloak in existence, when unrolled, warps open a dimensional aperture into a specific pocket-dimension (Judge's discretion as to which dimension). Once rolled up again, the pocket dimension is sealed off.

These were used quite effectively by Umar's troops in the war against the rebels in the Dark Dimension. The guards would hide themselves until a force of rebels would attack their caravan, stronghold, etc., then spring out and snap open the cloaks. Their Warp-Cloaks opened into a dimension that was full of horrible monsters. The creatures would leap out and attack the rebels (they never attack the holder of the cloak).

It is presumed that a character who is enwrapped in such as cloak would automatically be dropped into the dimension it warped into. It is conceivable that some Warp-Cloaks randomly access dimensions, instead of the same dimension every time. This could be quite a surprise for a character expecting a monster to charge forth, only to find something completely different.



LOCATIONS OF IMPORTANCE

The following locations are found on Earth and are of great importance to magical characters in the Earth dimension.

Atlantis. Ancient Atlantis was a small continent located in the Atlantic Ocean between North America and Europe, which sank beneath the sea approximately twenty thousand years ago. The continent of Atlantis boasted one of the most highly advanced civilizations of its age. During the last 500 years before its sinking it became the center for many occupations, including alchemy. There were several different groups of sorcerers in ancient Atlantis, including the Darkholders who created the first vampires, and the followers of Zhered-Na (including Dakimh the Enchanter), a "white" school of magic. The state of magic in the old empire was great and it is quite possible that many of the more powerful spells existing today were first created or researched there.

Since the sinking of Atlantis few new inroads have been made into the mystical arts by its later inhabitants. The important magical artifacts, like the aforementioned magical Sword of Kamuu, both were created before the land sank. Alchemy eventually blended with science and technology until little was left of the arcane abilities within the civilization itself. Still, Atlantis was a wondrous land of magic before it sank and its ruins are many. Additional items, tomes, and alchemical potions may be buried beneath those ruins, waiting for someone to utilize them once again.

Citrusville, Florida. This sleepy little town sits on the edge of the "Nexus of all Realities", a dimensional crossroads that is charged with one of the highest concentrations of arcane energy on this planet. Most spells, rituals, and ceremonies conducted on this site have a +1 CS for the power ranks of their various powers and effects. This is the location where Baron Mordo attempted the ritual of the Seven Gates of Chaos (see the Miscellaneous Spells section). Though he was defeated and the Gates of Chaos closed, the "Nexus of All Realities" remains at full power.

Crypts of Kaa-U. These ancient subterranean crypts are the last resting places for

the bodies of the Earth's Sorcerer Supremes. The crypts lie within the Lost City of Shuma-Gorath, called Kaa-U the Accursed, in the sunken land of Kalumesh. When it existed in its glory, the people worshipped Dagoth, who in turn served Shuma-Gorath. Its current hooded inhabitants are called the Shadowmen and serve a huge man called the Living Buddha, who, though he was charged with guarding the crypts, sold out to Shuma-Gorath in his last bid for power. It is believed that the Shadowmen and the Living Buddha perished when Shuma-Gorath was dispelled from this dimension by Doctor Strange and the city crumbled. This may mean that the crypts are so completely buried that the only way into them now is by magical transport.

Doctor Strange's Mansion. This odd three-story townhouse located at 177A Bleeker Street (on the corner of Bleeker Street and Fenno Place) in New York City's Greenwich Village is known in some circles as the residence of the occult expert Doctor Stephen Strange. Few, however, realize that it is also the Sanctum Sanctorum of Earth's Sorcerer Supreme.

Previous buildings on the site all came to mysterious ends, usually through fire. Pagan cults maintained a sanctuary there during the Colonial days and it is thought to be the location where Indian tribes had once held arcane rituals. The structure of the townhouse and the ground beneath it is a nexus point for supernatural energies. It was this "aura" that originally attracted Doctor Strange to the dwelling at the outset of his mystical career. The house, reputed by local residents to be haunted, is indeed magically "alive".

Among the many oddities of the building is that there is more space on the inside of the building than there would seem to be from without. There are mystical labyrinthine corridors and a seemingly endless succession of rooms. Furthermore, the arrangement of rooms, hallways, and furniture seems to change from time to time, apparently by itself. There are, however, a few rooms that remain constant in location and appearance. These are:

BASEMENT	FIRST FLOOR
Furnace	Foyer
Laundry Room	Drawing Room
Storage Cellar	Library
	Living Room
	Dining Room
	Kitchen

SECOND FLOORTHIRD FLOOR

Strange's	Meditation Chamber
Bedchambers	Library
Guest Quarters	Storage Area for
Study	Occult Artifacts
Wong's	Chamber of
Bedchambers	Shadows
	(where the Orb of Agamotto is kept.)

In addition to the front door, there is an alleyway on Fenno Place that leads to a small courtyard behind the house. Presumably, a door from the mansion opens into the courtyard. There is also a circular stairway from the third floor onto the roof.

The Sanctum Sanctorum is protected from magical invasion by an intricate permanent spell of protection constructed by Doctor Strange to interweave with the house's inherent universal energies. Umar broke through these energies and destroyed the mansion, but did not take the time to cast the Psychic Seal of Permanence upon the location, so Doctor Strange simply reversed the spell at a later date.

The Eye of the World. A huge crater in Northern Canada, its history ancient and mysterious, is known as the Eye of the World. The Eskimos in that area say that it is older than mankind. A magic wielder who is at Adept level of mastery or higher can go there and immediately feel its eldritch, evil magic everywhere. It is the last access to the dimension known as the Realm of the Beasts (see Dimensions, Realm of the Beasts). So many mystical wards and seals guard the dimensional aperture that no one can penetrate them without using the Great Key (see Magic Items, Great Key). The proper incantations must accompany the use of the Great Key for it to open the aperture.

Miscellaneous Nexus. Other known nexus points where arcane energy is at its strongest include a cave on Mount Gaurus in Rome, Italy, which used to be the Temple of Apollo and Diana and home for their oracle; Stonehenge in England, one of the oldest and most powerful of nexus points, and the Caves of T'si-Nen, China.

Starkesboro. A quaint little town in New England, Starkesboro is actually a large nest of Serpent-Folk who form the Cult of Sligguth (see the Cults section). It is not known if this town has been rid of the Serpent-Folk since Doctor Strange defeated Sligguth and Shuma-Gorath or whether



they have merely had a permanent spell placed on them which alters their memories of who they really are.

Temple of Man. This massive Chinese temple is the location where all the Books of Knowledge that pertain to magic are kept. Most spells can be found here, if a character has the time to search for it. The temple is guarded by priests conversant in the mystical arts. There are always at least 20 there, all of them are Adepts belonging to a school of magic dedicated to order. These priests are usually quite loyal, though at least one in the past few years betrayed his position in an attempt for more power. The Temple of Man also holds the Ceaseless Scrolls of the Ancient One. These enchanted scrolls record everything that has come to pass which has affected Earth and her Sorcerer Supremes.

CULTS

A cult is a group or sect bound together by devotion to or veneration of the same person, ideal, or thing.

Cults have always existed in the history of the Marvel Universe. There have always been those cults that deal in the mystic arts. In modern times, the term cult has come to represent a group of fanatics, who are usually evil, that wish to increase their own power or influence by supporting and promoting their beliefs and leader.

The cults dealt with here are somehow connected with the world of magic in the Marvel Universe. While most of them have suffered defeat, it is probable that they still exist in the world, as this type of evil seldom goes away completely.

Cults are often used by many of the more powerful demons, like Dormammu, Shuma-Gorath, Satannish, and Sligguth, because the worship of mortals somehow channels energy from the individuals themselves, and possibly from the mortal's dimension, to the demons. Cultists are also useful pawns in many mystical schemes. Dormammu himself is so extensively worshipped in so many dimensions that it is now impossible to completely destroy him, as his worshippers keep him constantly growing with their blind faith.

So, too, does Mephisto keep reappearing on Earth, because there are always people who support evil, by their very greed, avarice, and actions as much as by any conscious form of worship.

The following cults are some of the most powerful and dangerous to be found in the chronicles of Doctor Strange.

Circle of Decay. This cult was created by P. B. Wallace, noted author on the occult. His followers were urged to "relinquish your inconsequential individuality, bask in the truth of decay, and the world will be yours. Salvation in a world as debased as ours is only possible if you tap into the prevailing forces of corruption."

Quite simply, this is a cult of decadence dedicated to the spread of chaos. It turned out that Tiboro, ruler of the Sixth Dimension, was behind the movement, since he will once again rule all with the coming of a new age of decay.

While this particular cult was broken up, the Circle of Decay will arise again and has been with mankind as long as he has been civilized (and as long as Tiboro wishes to rule the Earth dimension).

Cult of Sligguth. This cult has branches all over the world. Its symbol, called the Mark of Sligguth, is an inverted cross over a great, writhing serpentine creature. Sligguth is the dread god of the shadowy Serpent-Folk of pre-Cataclysmic Valusia. Wherever Sligguth is venerated lies an atmosphere of utmost evil, of darkest depravity. While the Serpent-Folk are human looking, they do all resemble each other with their squat, long heads, low, sloping brows, a hunched walk with neck and head jutting forward like a reptile, and pupils that are reddish in daylight. Their skin is pale and, upon close inspection, scaly. Once they join in their rites to Sligguth their appearance alters even more, as they become more reptilian (green skin, claws, needle teeth, and slithery tongue).

The Cult of Sligguth is dedicated to his return to power. To do this, they must support his one-time master, Shuma-Gorath, as he attempts to retake the Earth. Doctor Strange has stopped the nest in the New England town of Starkesboro in recent years, but undoubtedly there are other branches seeking to return Sligguth and Shuma-Gorath to power.

Darkholders. (Sometimes mistakenly called the Minions of Dracula, which is actually a sub-sect of this cult.) The Darkholders is a cult that has existed ever since its creation (see Magic Items, Darkhold). They seek to restore the Darkhold to its former power so that they may use it to set themselves above their

fellow men, especially through the use of its dark spells. It is the Darkholders who first created vampires. They thought these powerful undead would be under their constant control, but they were overconfident and the living plague was unleashed upon the Earth. It is impossible to determine how many other obscenities they have unleashed on the world in their quest for domination (some scholars believe that lycanthropy, the disease that turns a human into a werewolf, may have also originated from the Darkhold).

Because the Darkhold cannot be destroyed, it was unbound and spread throughout the world centuries past. One of the goals of the Darkholders in recent centuries has been to gather the complete Darkhold back together into its former condition. It was recombined, for the most part, in modern times but was eventually captured by Doctor Strange, who used it to completely wipe out vampirism from the Earth dimension.

Since that time the Darkhold has been kept under spell, lock, and key in Doctor Strange's Sanctum Sanctorum. The Darkholders have since gone underground once again. Though the main tome has been secured, they have fragments that were only recently found, providing them with enough power to try and free the Darkhold. Those Darkholders that have recently tried to free the tome from Doctor Strange's possession were destroyed, but others undoubtedly exist. Their level of mastery in the mystic arts is usually as an Adept, but as more fragments of the Darkhold are found their status can increase.

Dark Cabal. This is the name of a cult that was founded in the '30's and '40's. It began in England and was headed by Sir Anthony Baskerville, who was to later become a follower of Baron Mordo, and the German Viscount Heinrich Krowler, grandfather and early instructor of Baron Mordo. Not only did they attempt to pave the way for the invasion and subjugation of the Earth dimension by the dread Dormammu, but they did so by creating an atmosphere of chaos by backing Adolph Hitler's government as well. They drew most of their mystical energies from the hate and chaos generated by the bombings of London.

Most of the original Members of the Dark Cabal were destroyed by the bombing itself, but some probably escaped and later founded new cults dedicated to Dor-



mammu. It would certainly explain the presence of many that have cropped up later on.

Sons of Satannish. This cult of humans who worship the extradimensional demon Satannish, wear red robes and hoods with yellow gloves. They have very little personal or universal energy powers, but can link themselves directly with Satannish's dimensional energy. Fortunately they have little mystical might and know very few spells not linked to Satannish. Unfortunately, Satannish has granted them the ability to easily create magical artifacts, like the Satan-Sphere, the Wands of Satannish, and the Crystals of Conquest (see Magic Items) which make up for the knowledge they lack.

In exchange for their life essences, Satannish grants them a lifetime of power unleashed, each weaker than a Master but, when combined, almost powerful enough to defeat the Sorcerer Supreme, Doctor Strange. Asmodeus, who was the head of the clan in New York, wished for the Sons of Satannish to rule the Earth, then the dimension, and eventually even Satannish himself.

As a whole, the cult could create rings of "negativistic, nihilistic force" from afar which could crush a target or astral projection (treat as a combination Bands and Eldritch Beams power with a power rank of Incredible). They could send this attack through the Satan-Sphere.

The founder of the Sons of Satannish was Doctor Benton, the once respected medical colleague of Doctor Strange. He drained the powers of the other Sons and tried to crush Doctor Strange, but was defeated. Satannish himself banished the remaining Sons of the New York cult to the Sixth Dimension, there to be enslaved by Tiboro. Whether another cult exists is as yet unknown.

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PHASEWORLD, LECTRA, PHAEDRA, SOUL-MIRROR, QUADRIVERSE, CREATORS, XANDU, STYGYRO, RAGGADORR, KALUU, DENAK, REALM OF THE BEASTS, SOMON, NORTHERN GODS, GREAT KEY, EYE OF THE WORLD, ALPHA FLIGHT, WALTER LANGKOWSKI, SASQUATCH, SIXTH DIMENSION, K'AI, JARELLA, BRUCE BANNER, HULK, KATHARTA, KORREK, DAKIHM THE ENCHANTER, JENNIFER KALE, KOBAR, CHAYNN, TYMON, K'UN-LUN, IRON FIST, MAGIK, NEW MUTANTS, BELASCO, SOULSWORD, S'YM, SA'ARPOOL, POHLDAHK, POLEMACHUS, ARKON, IRON MAN, STORM, X-MEN, BADOON, PSEUDO-HADES, MARGALI, JIMAIN SZARDOS, PURPLE DIMENSION, AGGAMON, REALM UNKNOWN, NIGHT CRAWLER, SLITHERER, UNDYING ONES, THEREA, VOID, WATOOMB, ELDER GODS, CHTHON, SET, GAEA, ATUM, MEPHISTO, SATANNISH, DAGOTH, IKTHALON, SLIGGUTH, ZOM, XANDER, ALL-FREEING, MUNNOPOR, NIRVALON, OSHTUR, VISHANTI, DARKHOLD, FARALOH, MABDHARA, SPIDER-MAN, AMTOR, AVANAHM, BALTHAKK, BROMAGDON, CINABUS, CYNDRIARR, CYTORRAK, DARONTHON, DAVEROTH, HELA, DRAGGUS, DYZAKK, FALROTH, FALTINE, MR. RASPUTIN, LORD CHAOS, MASTER ORDER, KRAKKAN, MYTORR, RANGSABB, SERAPHIM, N'GABTHOTH, VALTORR, BELL OF IKONN, BLACK SEA SCROLLS, THANATOSIAN TOMES, UNAUSPRECHLICHEN KULTEN, NICODEMUS, CROWN OF BLINDNESS, CRYSTAL OF KADAVUS, CRYSTALS OF CONQUEST, SONS OF SATANNISH, BARON RUSSOFF, DRACULA, MORGAN LE FEY, MODRED THE MYSTIC, SCARLET WITCH, DARKHOLDERS, WONG, GRANDFATHER'S SKULL, ROGER BOCHS, BOX, LEGENDARY AMPHORA, LINKS OF LIVING BONDAGE, MYSTICAL CROSS, THING, PINCERS OF POWER, PURPLE GEM, RUBY OF DOMINATION, SATAN-SPHERE, SCEPTRE OF SHADOW, SCREAMING IDOL, SECRETS OF LIGHT AND SHADOW, VAN NYBORG, JAMES MANDARIN, SERPENT CROWN, SERPENTMEN, DEVIANTS, LEMURIA, COSMIC CUBE, ADVANCED IDEA MECHANICS, A.I.M., STAFF OF POLAR POWER, STARSTONE, KULTHAS, KATHULOS, KAMUU, ATLANTIS, PRINCE NAMOR, SUB-MARINER, ALARIC, EYE OF ZARTRA, TRANSHYPNOTIC JEWEL, WAND OF WATOOMB, CYRUS BLACK, WAND OF SATANNISH, EBONY SWORD, WANGAL, DAMBALLAH, BROTHER VODOO, WARP-CLOAK, CITRUSVILLE, NEXUS OF ALL REALITIES, CRYPTS OF KAA-U, LIVING BUDDHA, SERPENT-FOLK, STARKESBORO, TEMPLE OF MAN, CIRCLE OF DECAY, P. B. WALLACE, VALUSIA, DARK CABAL, VISCOUNT HEINRICH KROWLER, and DOCTOR BENTON are trademarks of the Marvel Comics Group. Copyright © 1986 Marvel Comics Group, a division of Cadence Industries Corporation. All Rights Reserved.

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MARVEL SUPER HEROES™

REALMS OF MAGIC

Book 3: CODEX OF CHARACTERS & 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.

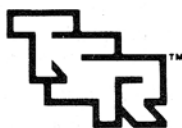
Some Marvel characters have unique spells or abilities that are not explained in Book 1 or Book 2. These spells are not available to other characters and are explained in this book.

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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The names of characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental. All Marvel characters, and the distinctive likenesses thereof are trademarks of the Marvel Comics Group.

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)



TM

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: 30 Karma: 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's 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 activi-

ties. 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.



TM

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 Olmar, 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 PELLETS: (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 PELLETS: (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 role 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:

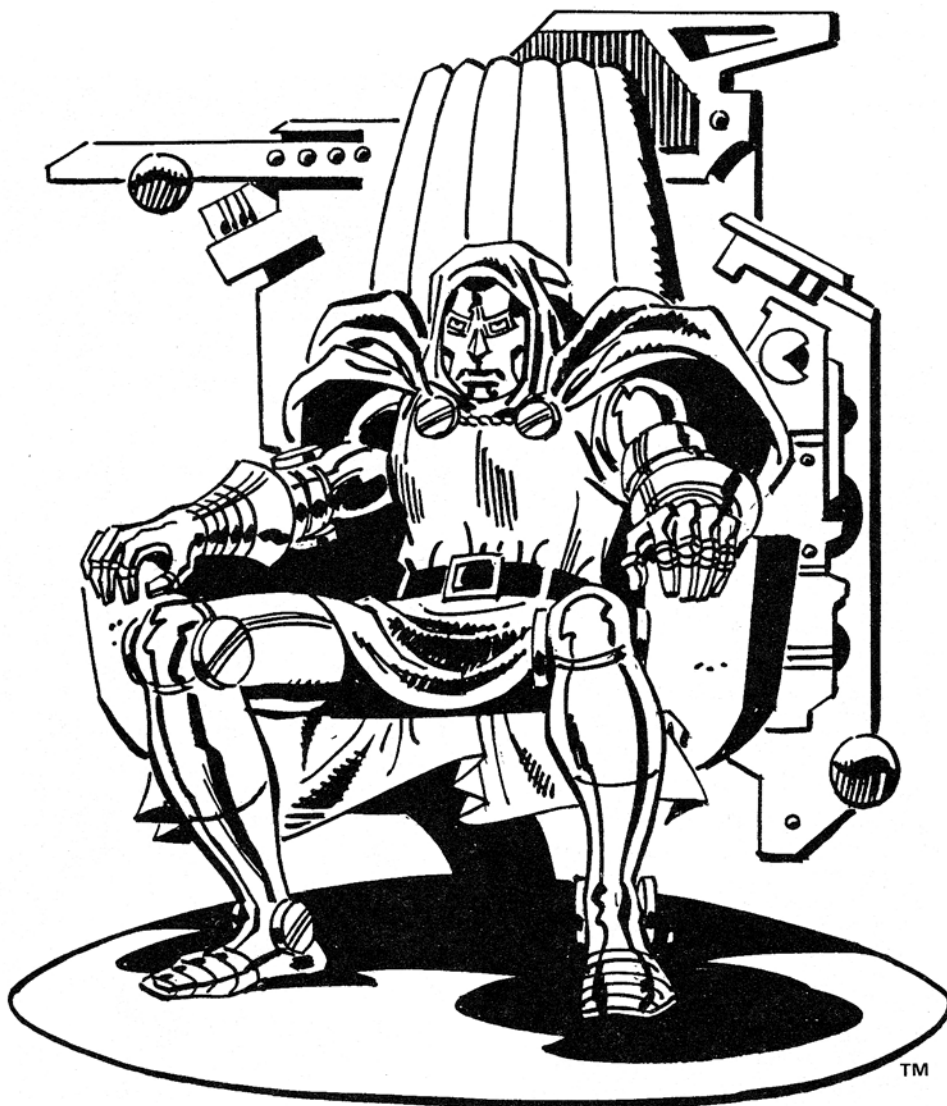
F	A	S	E	R	I	P
Ex	Ex	Ex	Rm	Ex	Ex	Ex
Health = 90			Karma = None			
Body Armor: (Remarkable)						
Force Field: (Amazing)						
Force Beams: (Incredible)						

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 energy 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™

Ilyana 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 Watooomb 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.**NIGHTMARE™**

Malevolent 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 Twoyoungman
Physician, Medicine Chief of the Sarcree 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.

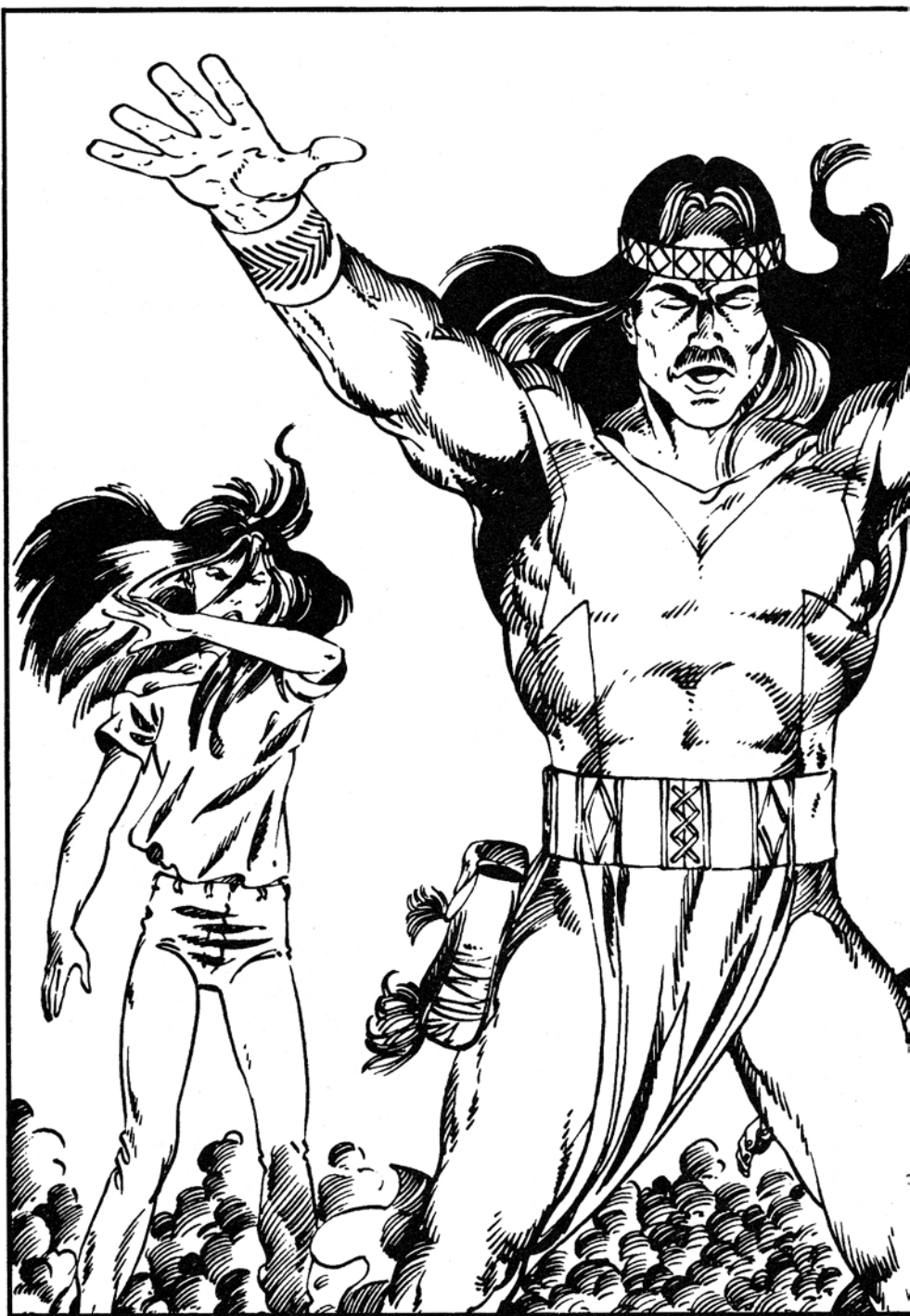
PLANT CONTROL: (Monstrous)

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.



TM

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 Twoyoungman 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. Twoyoungman 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 Twoyoungman
Art Student, Natural Mystic

Fighting: GOOD
Agility: TYPICAL
Endurance: GOOD
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 Twoyoungman 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."



TM



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 Daggers 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 humanoids. She has, for example, easily survived the intense heat and pressure at the center of the Earth.

Background: Ulman 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.

Ulman 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: 60				

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 Psyche 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 50-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 Quadiverse. 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 Targeting 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, Illyana Nikolovna Rasputin, Dimension of Limbo, Soulsword, Colossus, X-Men, Belasco, Michael Twoyoungman, Great Key, Mystic Pouch, Grandfather's Skull, Alpha Flight, Heather Hudson, Snowbird, Faralloh, Elizabeth Twoyoungman, 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™

THE UNIVERSAL TABLE

DICE ROLL	0 SHIFT 0	2 FEEBLE	4 POOR	6 TYPICAL	10 GOOD	20 EXCELLENT	30 REMARKABLE	40 INCREDIBLE	50 AMAZING	75 MONSTROUS	100 UNEARTHLY	150 SHIFT X	1000 CLASS 1000
01-05													
06-10													
11-15													
16-20													
21-25													
26-30													
31-35													
36-40													
41-45													
46-50													
51-55													
56-60													
61-65													
66-70													
71-75													
76-80													
81-85													
86-90													
91-94													
95-97													
98-99													
100													

THE MAGIC EFFECTS TABLE

Fighting-Creature		Agility	Power Rank	Psyche			Endurance	
Slugfest	Bite-Claw	Targeting	Blasting	Mental Control	Hold?	FEAT Roll	Slam?	Stun?
Miss	Miss	Miss	Miss	Miss	Miss	Affected	1 area	1-10 rounds
Hit	Hit	Hit	Hit	Hold	Miss	Affected	Same Area	No Stun
Slam	Hit	Bull's-Eye	Slam	Hold	Escape	No Effect	No Slam	No Stun
Stun	Stun	Bull's-Eye	Stun	Hold	Reverse	No Effect	No Slam	No Stun

Casting Shifts Table

Column Shift	Condition That Applies
-2 CS	If the target is an item or being more than 30' tall (3 stories) or at least 2 areas wide.
-1 CS	If the target is a creature or being from another dimension.
-1 CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the attacker has a stronger Psyche.
-1 CS	To the spell rank of a caster's allowed personal or universal spell if the caster fails in an attempt to cast two spells this round (see Number of Spells Allowed Per Round).
-1 CS	If the caster is engaged in astral combat (see Astral Combat in the MAGIC USE AND COMBAT section).
Variable	If a caster is attempting to break or alter an existing spell cast by another magic wielder, apply column shifts based upon which sorcerer has the higher spell rank involved. If the magic wielder who created the spell has the higher rank, apply a -1 CS for each rank the creator has above the breaker's spell rank. If the breaker's spell rank is higher, apply a +1 CS for each rank the breaker has above the creator's spell rank.
+1 CS	To a target's Psyche FEAT roll (to save himself from an attack, control, etc.) if the defender has a stronger Psyche.
+1 CS	To any spell used against a target that is considered "vulnerable" to the caster's particular school of magic (order vs. chaotic magic, etc.)
+1 CS	To any spell used in an area that is considered beneficial to the caster's school of magic.
+2 CS	If the spell being used was learned, during the game campaign, from an ancient book.
+3 CS	If the target is willing to be affected by the spell. This shift applies only if the target is <i>truly willing</i> . This shift does not apply if an otherwise unwilling target is under some form of mental control.

Magical Limits Table

Spell Rank	Duration of Effect	Area of Effect	Damage
Shift 0*	Can't Cast	None	None
Feeble*	1 round	Touching	2
Poor*	1 round	Touching	4
Typical*	1 round	Touching	6
Good	1 round	User's Area	10
Excellent	10 rounds	1 area	20
Remarkable	1 hour	2 areas	30
Incredible	1 day	5 areas	40
Amazing	1 month	12 areas	50
Monstrous	1 year	10 sq. miles	75
Unearthly	Permanent	1 planet	100
Shift X	Permanent	1 planet	150
Class 1000**	Permanent	1 dimension	1000

* Ranks of Typical or less are possible only due to negative column shifts.

** Spells and abilities below Class 1000 rank can be increased by column shifts to a maximum of Shift X. Spells and abilities less than Class 1000 rank cannot be increased to Class 1000 by column shifts regardless of the number of column shifts the caster or target receives. A negative column shift reduces Class 1000 spells and abilities to Unearthly, not Shift X.

Weapons Damage Chart

Weapon	Range	Damage	Notes
Sword	0	10 pts/or as thrown	blade longer than 12 in.
2-Hand Sword*	0	20 pts	blade longer than 36 in.
Dagger	0 or T	4 pts/or as thrown	blade shorter than 12 in.
Battle Axe*	0	15 pts	two-handed weapon
War Hammer*	0	Strength + 2 CS	two-handed weapon
Mace	0	Strength + 1 CS	shift right 1 column when attacking
Bow	5	6 pts	two hands needed to fire
Spear	0 or T	10 pts/or as thrown	blade with a handle over 1 ft. long
Thrown Item	T	Material or Strength rank number, whichever is lower	blunt, thrown weapons do not kill—they stun instead

* These two-handed weapons cannot be used effectively by a character unless both hands are on the weapon. However, if the character's Strength is at least Remarkable, he can wield it with one hand only.

T Thrown weapons have a range equal to the number of ranks that the thrower's Strength is above Typical, plus one.

Magical Flight Speed Table

Power Rank	Normal Speed	Top Speed
Shift 0	Can't Fly	Can't Fly
Feeble	1 area	1 area
Poor	1 area	2 areas
Typical	2 areas	3 areas
Good	3 areas	4 areas
Excellent	4 areas	6 areas
Remarkable	5 areas	9 areas
Incredible	6 areas	15 areas
Amazing	7 areas	20 areas
Monstrous	9 areas	30 areas
Unearthly	12 areas	Unlimited
Shift X	14 areas	Unlimited
Class 1000	Unlimited	Unlimited

Number of Spells Allowed Per Round

Personal and Universal Spells.

1 (2 if Red Agility FEAT roll is successful.

Dimensional and Entreaty Spells. 1*

Group Spells. 1

* A caster cannot cast a personal or universal spell in the same round that he cast a dimensional spell.

SELECTED CHARACTER GENERATION TABLES

Table 1.0: General Character Type

Dice Roll	Character	Go To Step
01-10	Magically Enhanced	#2
11-35	Possesses Magical Item(s)	#3
36-00	Magic Wielder	#4

Table 3.0: Number of Magical Items

Dice Roll	Number
01-10	1 item (Character should also have one ability of the player's choice increased by 2 ranks)*. Roll on Table 3.1 for each item.
11-50	2 items (Character should also have one ability of the player's choice increased by 1 rank)*. Roll on Table 3.1 for each item.
51-90	3 items. Roll on Table 3.1 for each item.
91-00	4 items. Roll on Table 3.1 for each item.

*Abilities cannot be increased above Amazing rank.

Table 3.1: Magical Item Categories

Dice Roll	Item Type	Go to Table
01-25	Weapon	3.2
26-35	Armor	3.3
36-45	Gemstone	3.4
46-60	Jewelry I	3.5
61-75	Jewelry II	3.6
76-95	Miscellaneous	3.7
96-00	Creatures	3.8

(See the Manual of Magic for additional tables that deal with these categories.)

Table 4.0: Magic Wielder Energy Use

Dice Roll	Types of Energies the Character Can Tap Into and Utilize
01-15	Personal Energy Only
16-50	Personal and Universal Energies Only
51-00	All Energies

Table 4.1: Number of Magic Wielder Spells

Dice Roll	Number of Spells Character Wields
01-05	2
06-50	3
51-85	4
86-97	5
98-00	6

Table 5.0: School Determination

Dice Roll	School
01-10	Magic for Chaos (NPC only)
11-20	Druidic magic
21-30	Voodoo magic
31-40	Faerie magic
41-50	Atlantean magic
51-60	Scientific magic
61-70	Specific Realm/Pantheon Magic
71-80	"Nature" magic
81-90	Magic for Order
91-00	Eclectic magic

Table 6.0: Spell Ranks

Dice Roll	Rank	Rank Number
01-15	GOOD	10
16-45	EXCELLENT	20
46-70	REMARKABLE	30
71-90	INCREDIBLE	40
91-00	AMAZING	50

Table 7.0: Talents Available for Magic Wielders

Dice Roll	No. of Talents
01-35	1
36-70	2
71-00	3

Table 7.1: Magic Wielder Talents

Dice Roll	Talent
01-35	Normal talent
36-40	Demonologist
41-45	Martial Arts A
46-50	Martial Arts B
51-55	Martial Arts C
56-60	Scholar of Antiquities
61-65	Bibliophile
66-70	Theoginist
71-75	Occultist
76-80	Runesmith
81-85	Stamina
86-90	Zoologist of Magic
91-95	Chronicler of Magic
96-00	New Talent devised by player

Table 9.3: Resource Ranks

Dice Roll	Resource Rank	Weekly Rate
01-05	Poor	4 rp
06-15	Typical	6 rp
16-45	Good	10 rp
46-75	Excellent	20 rp
76-95	Remarkable	30 rp
96-99	Incredible	40 rp
00	Amazing	50 rp

Table 9.4: Magic Wielders Starting Resource Cache

Dice Roll	Lump Sum
01-20	250 rp
21-45	500 rp
46-75	1,000 rp
76-90	2,500 rp
91-00	5,000 rp

Housing Costs Chart

RENT (per month)	
Efficiency Apartment	4 rp
1 Bedroom Apartment	8 rp
2 Bedroom Apartment	16 rp
Luxury Apartment	24 rp
One-Story House*	10 rp
Two-Story House*	20 rp
Mansion*	40 rp per floor
Office	20 rp
Office Floor	50 rp
Office Building	1,000 rp per floor

BUY

Efficiency Condominium**	600 rp
1 Bedroom Condominium**	900 rp
2 Bedroom Condominium**	1,200 rp
Luxury Condominium**	2,000 rp
One-Story House**	1,300 rp
Two-Story House**	1,800 rp
Mansion**	3,000-
	10,000 rp
Empty Land	500 rp/acre
Construction***	175 rp/room

* = Not including the cost of utilities or maintenance for this size dwelling, which equals an additional 10% of the rent per month.

** = Not including the cost of utilities, insurance, and upkeep for this type of dwelling, which equals an additional 1% of the total cost per month.

*** = Time for construction equals 1 month per room. When constructed, the cost for utilities, insurance, and upkeep equals that of a normal dwelling of equal size and type.

Table 6.1: Personal Energy Spell List

Dice Roll	Spell Title
01	Absorption*
02-03	Admittance
04-05	Alteration—Appearance
06-07	Alteration—Body Weapons
08-09	Alteration—Bone
10-11	Armor
12-13	Apparition
14-17	Astral Projection
18-19	Chameleonic Coloring
20	Damage Absorption*
21	Damage Conversion*
22-23	Density Control—Self
24-25	Dual Persona
26-27	Empathy
28-29	Enchanted Eye
30-31	Flaw
32-35	Flight
36-37	Foretelling
38-39	Gramarye
40-41	Growing
42-43	Heal
44-47	Image Projection
48-49	Immovability
50-51	Invisibility
52-53	Learning
54-57	Levitation
58-59	Luck
60-61	Manipulation
62-63	Mental Barrier
64-65	Post-Cognition
66-67	Protected Senses
68-69	Reflective Aura
70-71	Resistance Aura
72-73	Sensing—Clairaudience
74-75	Sensing—Clairvoyance
76-77	Sensing Danger
78-79	Servant
80-81	Shape-Shifting, Limited
82	Shape-Shifting, Unlimited*
83-84	Shield—Great
85-86	Shield—Individual
87-88	Shrinking
89-90	Telekinesis
91-92	Telepathy
93-94	Tongues
95-96	Trance
97-98	Transformation
99-00	Vapors—Enhancement

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Magic Entities for Order

Agamotto
All-Freeing
Ancient One
Eternity
Hoggoth
Munnopor
Nirvalon
Oshtur
Vishanti

Table 6.2: Universal Energy Spells List

Dice Roll	Spell Title
01-02	Animation
03-06	Bands
07-08	Charm
09-10	Confusion
11-12	Conjure
13-14	Curse
15-16	Density Control—Others
17-22	Eldritch Beams/Bolts
23-24	Eldritch Blast
25-26	Eldritch Breath
27-28	Eldritch Crystals
29-30	Eldritch Flames
31-32	Emotion Control
33-34	Energy Control
35-36	Fear
37-40	Forgetfulness
41-42	Glamor
43-44	Growing—Others
45-46	Healing—Others
47-50	Illusion
51-52	Invisibility—Others
53-54	Matter Rearrangement
55-57	Mental Control
58-60	Mental Probe
61-64	Mesmerism
65-66	Mesmermechanism
67-69	Nature Control
70-71	Net
72-74	Paralyze
75-76	Plant Control
77	Power Block*
78-79	Revival
80-81	Shield—Aura
82-83	Shrinking—Others
84-85	Static Field
86	Teleportation*
87-88	Trap
89-92	Vapors—Obscurity
93-96	Vapors—Sleep
97-98	Vapors—Resist Death
99-00	Wave

* This spell counts as two spell selections when taken from this list. (It can also be found on the Dimensional Energy List as one selection.)

Magic Entities for Chaos

Chthon
Darkhold
Demons and Chaos in General
Dormammu
Faralloh
Ikonn
Ikthalon
Mephisto
Mabdhara
Satannish
Set
Shuma-Gorath
Sligguth
Umar
Zom

Table 6.3: Dimensional Energy Spells List

Dice Roll	Spell Title
01-03	Absorption
04-06	Cytorak
07-10	Damage Absorption
11-14	Damage Conversion
15-17	Denak
18-21	Dimensional Aperture
22-24	<i>Disguise</i>
25-28	<i>Eldritch Attacks</i>
29-31	Environmental Independence
32-34	Faltine
35-37	Hoggoth
38-40	Ikonn
41-43	Link
44-46	Munnopor
47-49	Oshtur
50-53	<i>Passing</i>
54-56	<i>Pishogue</i>
57-59	Power Block
60-62	Power Duplication
63-65	Raggadorr
66-69	<i>Scrying</i>
70-72	<i>Sensing</i>
73-75	Seraphim
76-79	Shape Shifting—Unlimited
80-83	Shield—Multiple
84-87	Teleportation
88-90	<i>Thaumaturgy</i>
91-93	Valtorr
94-96	Vishanti
97-00	Witchery

Entreaty spells are in **boldface** type. Group spells are in *italic* type.

Group Spells

Each of the following spells is found in the Dimensional Energy List. Each contains five spells normally found under the personal or universal energy lists. For more information on the use of group spells, please see the MAGIC USE AND COMBAT section.

Disguise: Alteration—Appearance, Chameleonic Coloring, Glamor, Growing, Shrinking.

Eldritch Attacks: Eldritch Beams/Bolts, Eldritch Blast, Eldritch Breath, Eldritch Crystals, Eldritch Flames.

Passing: Admittance, Alteration—Bone, Astral Projection, Density Control—Self, Transformation.

Pishogue: Confusion, Fear, Forgetfulness, Mesmerism, Paralyze.

Scrying: Enchanted Eye, Foretelling, Post-Cognition, Sensing—Clairaudience, Sensing—Clairvoyance.

Sensing: Sensing—Danger, Sensing—Evil, Sensing—Fields, Sensing—Identity, Sensing—Mystical Detection.

Thaumaturgy: Bands, Curse, Net, Trap, Wave.

Witchery: Density Control—Others, Growing—Others, Healing—Others, Invisibility—Others, Shrinking—Others.

Dimensional Travel Effects Table

Dice Roll	Effect Similar to the Character Suffering From This Spell
01-10	Charm
11-20	Confusion
21-30	Emotion Control
31-40	Fear
41-50	Forgetfulness
51-60	Illusion
61-70	Mesmerism
71-80	Paralyze
81-90	Power Block (hero is blocked)
91-00	Trance

Confusion Results Table

Die Roll	Confusion Results
1	The target sits down and tries to think things over. If attacked, he defends himself, but otherwise ignores everyone else.
2	The target begins weeping or laughing uncontrollably. He receives a -1 CS to all actions.
3	The target walks around randomly as if lost. If attacked, he defends himself, but takes no other action.
4	The target becomes fascinated with one trivial action and will perform or watch it repeatedly. If attacked, he defends himself, but otherwise ignores everyone else.
5	The target attacks the nearest character, no matter who he is.
6	The target attacks everyone (different character each round.)
7	The target attacks the nearest large building, machine, or creature.
8	The target walks up to the nearest character, throws an arm around his shoulder, and begins discussing his philosophy of life.
9	The target is extremely disoriented; apply a -2 CS to all his actions.
10	The target rolls over and falls asleep.

Magical Flight Speed Table

Power Rank	Normal Speed	Top Speed
Shift 0	Can't Fly	Can't Fly
Feeble	1 area	1 area
Poor	1 area	2 areas
Typical	2 areas	3 areas
Good	3 areas	4 areas
Excellent	4 areas	6 areas
Remarkable	5 areas	9 areas
Incredible	6 areas	15 areas
Amazing	7 areas	20 areas
Monstrous	9 areas	30 areas
Unearthly	12 areas	Unlimited
Shift X	14 areas	Unlimited
Class 1000	Unlimited	Unlimited

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Sensing: Sensing—Danger, Sensing—Evil, Sensing—Fields, Sensing—Identity, Sensing—Mystical Detection.

Thaumaturgy: Bands, Curse, Net, Trap, Wave.

Witchery: Density Control—Others, Growing—Others, Healing—Others, Invisibility—Others, Shrinking—Others.

Magical Size Changes Table

Rank	Growth Limit	Shrinking Limit
Feeble	8 feet	4 feet
Poor	10 feet	2 feet
Typical	12 feet	1 foot
Good	14 feet	6 inches
Excellent	16 feet	3 inches
Remarkable	18 feet	1 inch
Incredible	20 feet	.5 inch
Amazing	22 feet	.25 inch
Monstrous	25 feet	.1 inch
Unearthly	30 feet	.01 inch

Entreaty FEAT Table

FEAT Required*	Effect Desired
Green	Entreaty duplicates effect of a Personal or Universal spell.**
Green	Entreaty spell is one normally associated with the being (see Book 2 for associated spells).
Yellow	Effect desired is not one normally associated with the being, but not contrary to its nature or purpose.
Red	Effect desired is contrary to the being's nature or purpose.

* Assumes that the being entreated is friendly to the caster or his school. If the being is neutral, increase the FEAT result needed by one color (from Green to Yellow, for example). If the being is hostile to the caster, increase the FEAT result by two colors (from Green to Red, for example). An increase beyond Red is not possible.

** Assumes that the effect does not duplicate any group sub-spell that the caster has chosen for that day's use (see Group Spells). If the effect duplicated would normally allow a Psyche FEAT roll to avoid its effect, the target is allowed the FEAT roll.

Weapons Damage Chart

Weapon	Range	Damage	Notes
Sword	0	10 pts/or as thrown	blade longer than 12 in.
2-Hand Sword	0	20 pts	blade longer than 36 in.
Dagger	0 or T	4 pts/or as thrown	blade shorter than 12 in.
Battle Axe	0	15 pts	two-handed weapon
War Hammer	0	Strength +2 CS	two-handed weapon
Mace	0	Strength +1 CS	shift right 1 column when attacking
Bow	5	6 pts	two hands needed to fire
Spear	0 or T	10 pts/or as thrown	blade with a handle over 1 ft. long
Thrown Item	T	Material or Strength rank number, whichever is lower	blunt, thrown weapons do not kill—they stun instead

* These two-handed weapons cannot be used effectively by a character unless both hands are on the weapon. However, if the character's Strength is at least Remarkable, he can wield it with one hand only.

T Thrown weapons have a range equal to the number of ranks that the thrower's Strength is above Typical, plus one.

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