

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 practioners 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.

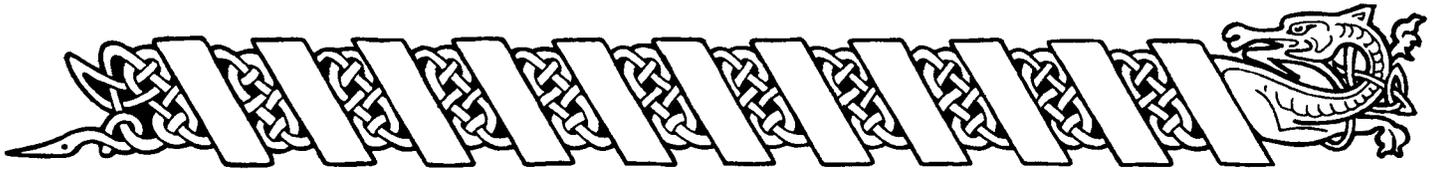
Novice. This character knows fewer than five spells or has less than an Amazing spell rank in at least two spells. He is spending most of his time with his master (when not practicing what he has learned on villains). He can study tomes and scrolls and even perform magic found therein, but he cannot 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 Sorceress 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 Chroni-
cler 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.

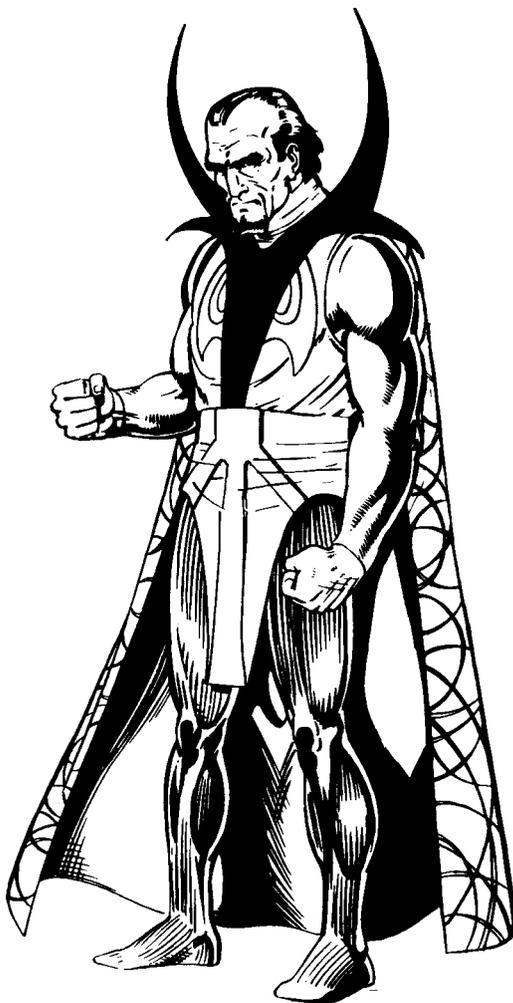
Confidence in Magical Powers

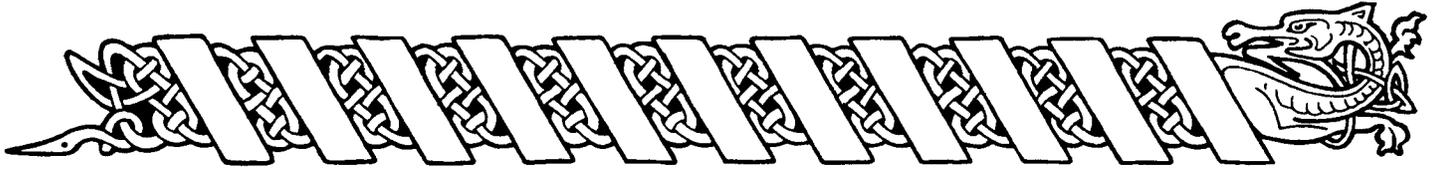
"I have had centuries in which to study the art of combat! No one that lives can be my equal!"—The Dread Dormammu

"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 Mesmerism 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

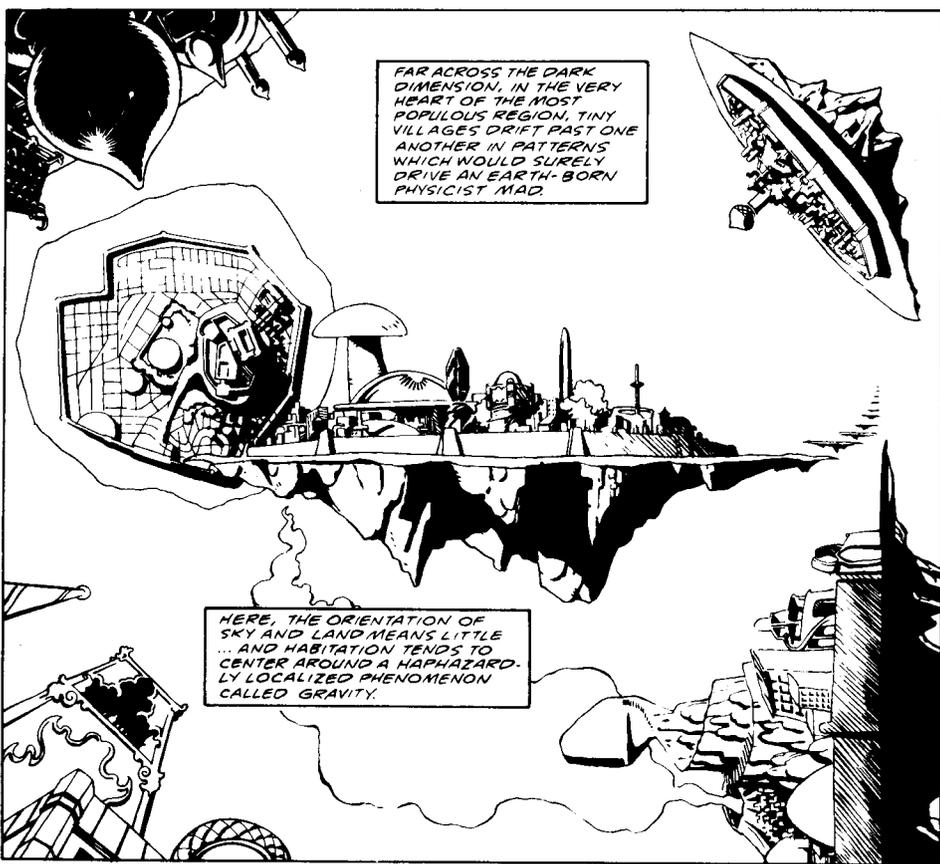
home dimension and an alien dimension that is familiar to the caster. A dimension can be considered familiar if the caster has made at least four round trips to and from that dimension or he has spent at least two days in the dimension. If the desired destination is not familiar to the caster he must 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.

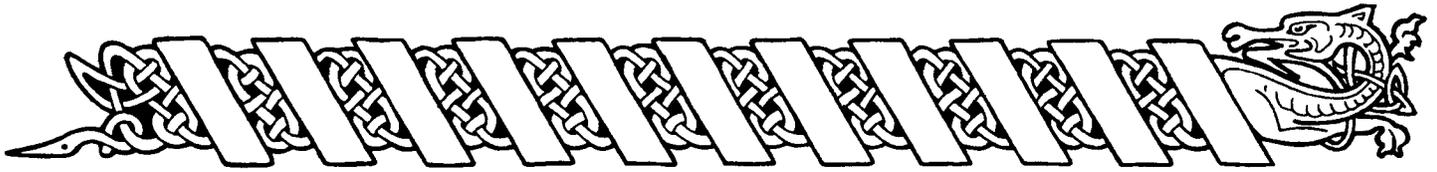
Magical Items and Dimensional Apertures. If a character is using one of the many magical items that opens directly into a specific dimension, then his arrival is instantaneous (no FEAT roll needed). If the item creates a dimensional aperture that is not linked to a specific dimension, treat it as if 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 1-10 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 | Cham |
| 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.

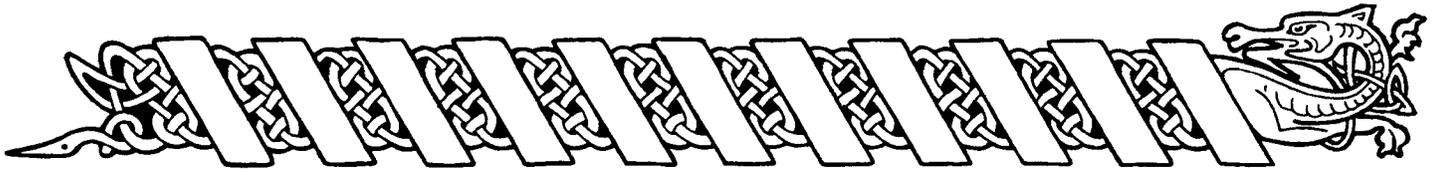
Multiverse. A group of universes which are in some way related.

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 entities 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 nexuspports 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.



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 Fornor. When humans, led by Amergin, came to Avalon in the 12th Century, they unwittingly opened a passageway from the realm of the Fornor to Earth. The Fornor 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 Oinar, 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

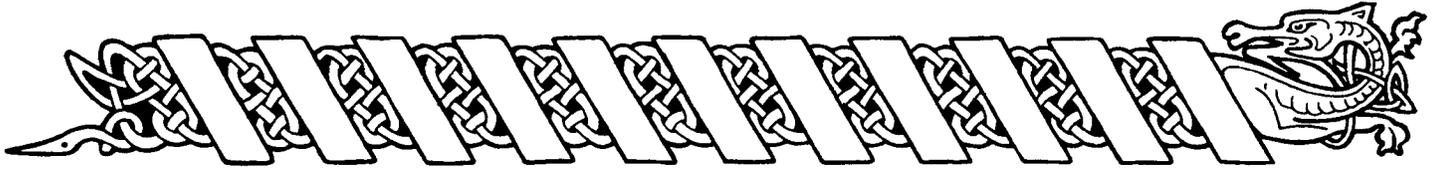
Dimension of Dreams are not always noted by Nightmare or, if he did note them, he did not interfere. There could be many reasons for this. He has been forced to act on behalf of other dimensional entities before, possibly certain adventures or activities have been blocked from his sight by a more powerful 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

Ikonn 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, it 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 dimen-



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

Helipolis, 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 Allendra, 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-Betweeners, 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 10 the Realm of the Beasts to regain the lost personality of Walter Langkowski, once Sasquatch.

Sixth Dimension

Ruled by: Tboro, 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-Betweeners 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 “vaporous, 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 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.

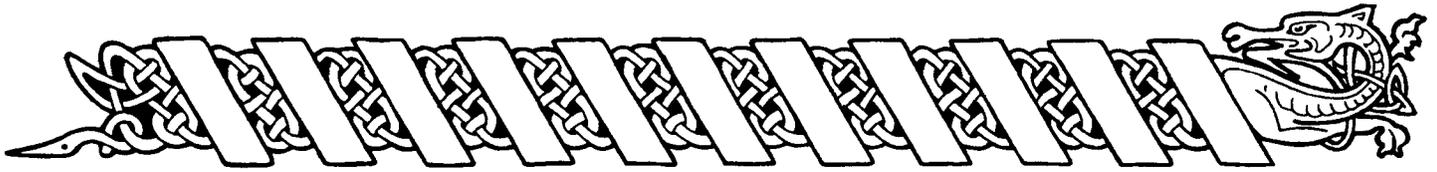
The K’un-Lunians cannibalized their ship and built a city. No citizens alive today know that the Central Hall of Ancestors was once the spaceship that bore them to their world. Now that the mystical emerald crystal that regulated the dimensional matrices has been broken by K’un-Lun’s adopted champion 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.

Pohidahk

All that is known of the dimension of Pohidahk 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, Jimame 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

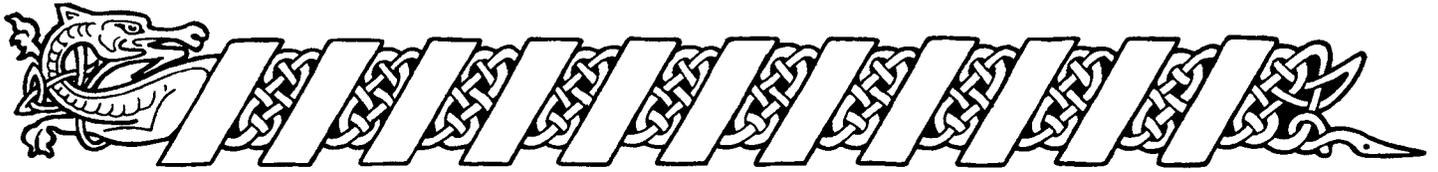
Also known as "The Madness Within", this is the dimension that is nexused through Shaman's pouch. It is a vast dimension that crosses through different realities. At least once in the past Shaman has reached through and grabbed the hand of another mage who was reaching into his mystical bag and nexusing 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-Betweeners, 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.

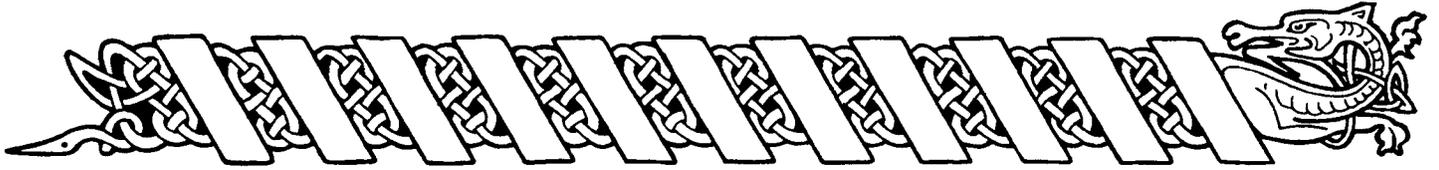
Cults spring up constantly, dedicated to this entity or that, and sworn to the takeover of the Earth dimension by that being. It is up to the mages and sorcerers of Earth to help keep the balance of the cosmos by opposing these chaotic cults, magicians, and entities in whatever way they can, whenever 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 or 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

Agamoto
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.

Agarhotto

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: "Armor—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.

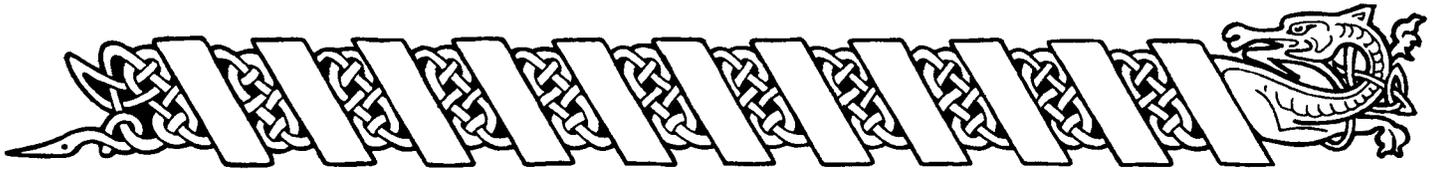
Miscellaneous use:

"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 sorcerer's 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 Denalk.” 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.

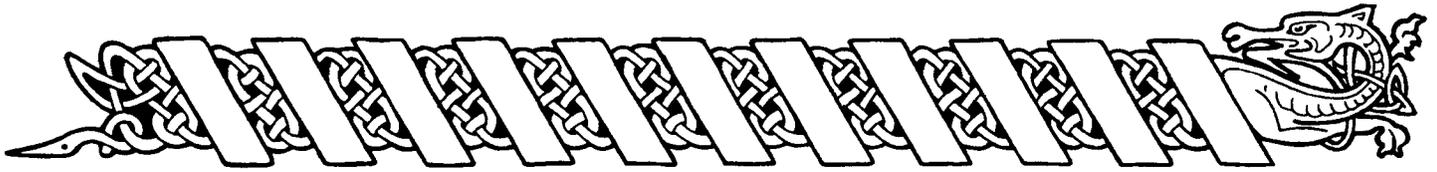
c) The flames, when formed as a wall between the user and an attacker, can absorb Eldritch Beam/Bolts attacks.

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.

0 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 Farraloh.” 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.

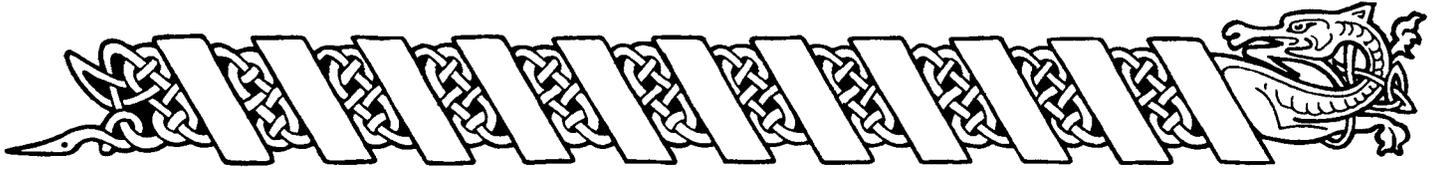
The spells:

Unrevealed, but most likely will only consider granting an entreaty that deals with the very balance of the cosmos themselves.

Mabdharma

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 Dread Lords of the Mabdhara” or “Hearme, 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-Obcurity 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 Agamoto 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 Niirvalon’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 affected 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 Tialeport.

c) An Eldritch Bolt that severs any of cyttorak's holding or entrapment spells.

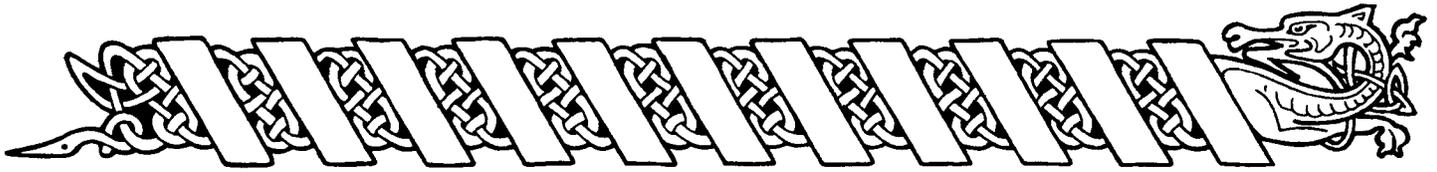
Shuma-Gorath

(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.

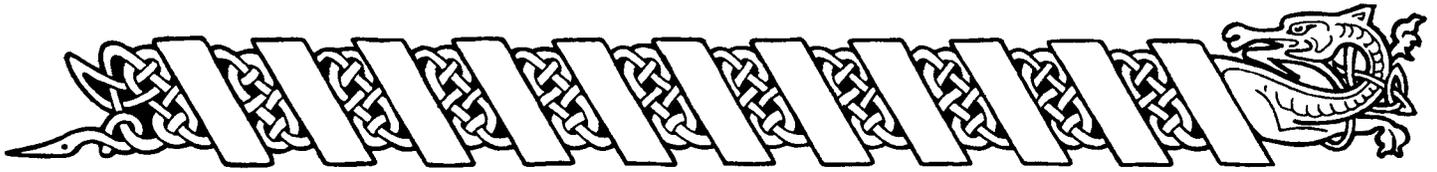
The spells:

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.





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 Fungol 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 Raggador. The user must make an Agility FEAT roll for Targetinglas 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.

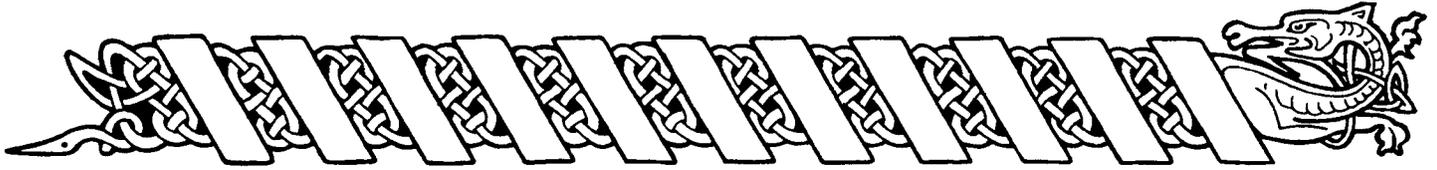
In game terms, a character must own a building or some land on which the ceremonial area will be located. The resource point cost for this building or land is separate from the cost for the ceremonial area itself.

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 Kulten. 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 targeted to hit an opponent (see the Magic Effects Table, Agility and Targeting) 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 Russoff 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 freewill. 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 soon. 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 altar 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.

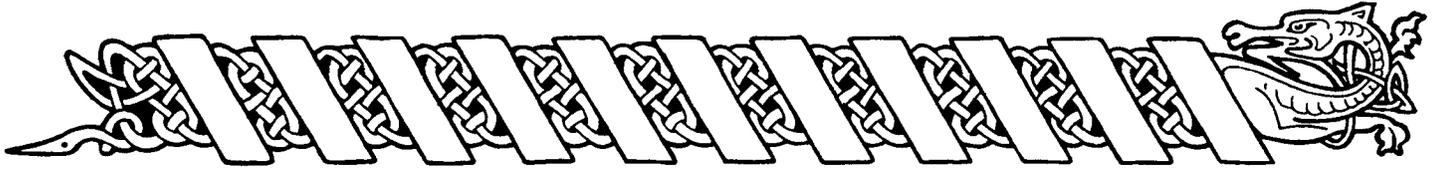
It is known that other pouches enter into the same dimension, and that two mages reaching in at the same time can actually touch.

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 characters 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 stun 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.

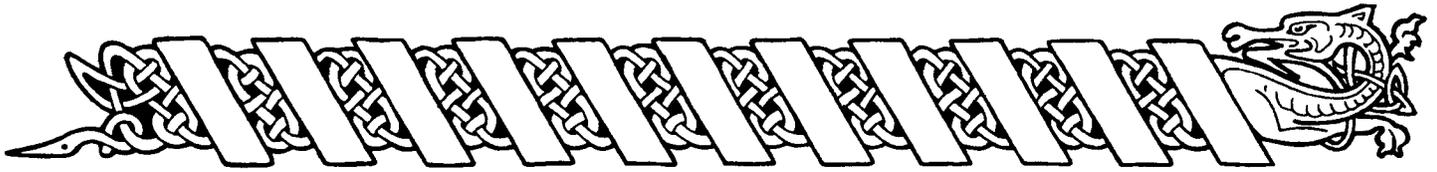
Serum of the Seraphim. This is the most powerful medicine known to the occult and can cure anything but death once it occurs. The serum is so potent that only a few ounces are needed, it is usually kept in tiny ornate containers holding just a few ounces.

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 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+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 -2CS 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 Xanclu, who then proceeded to abscond with Doctor Strange's half and reunite them. Unfortunately for Xanclu, 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

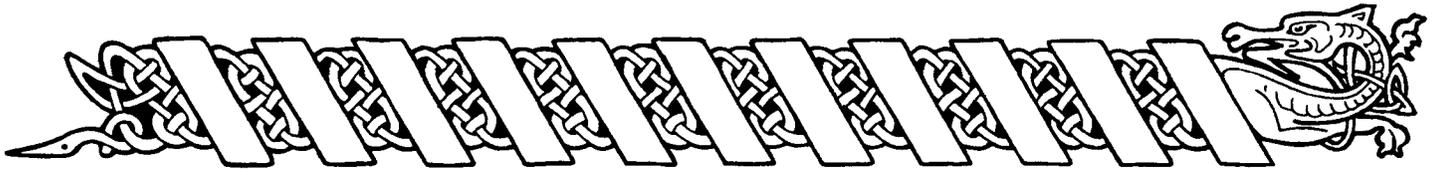
to place by Astral Projection. Its ventures out of the Wangal are short. The Wangal/spirit possesses the wearer, who becomes the host of Damballah. The voodoo powers of Damballah are many and varied. The most powerful is an Amazing Control of all reptiles within the area of effect. It also allows the 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 Bleecker Street (on the corner of Bleecker 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 FLOOR
Strange's
Bedchambers
Guest Quarters
Study
Wong's
Bedchambers

THIRD FLOOR
Meditation Chamber
Library
Storage Area for
Occult Artifacts
Chamber of
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 pre-vaailing 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, in 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

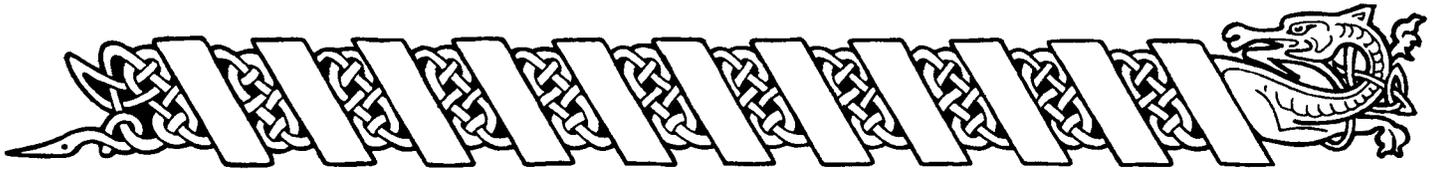
fellow men, especially through the use of its dark spells. It is the Darkholders who first created vampires. They thought these powerful undead would be under their constant control, but they were overconfident and the living plague was unleashed upon the Earth. It is impossible to determine how many 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, JIMAINÉ 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, FARALLOH, 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, SERPENT MEN, 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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