

**MARVEL
COMICS**



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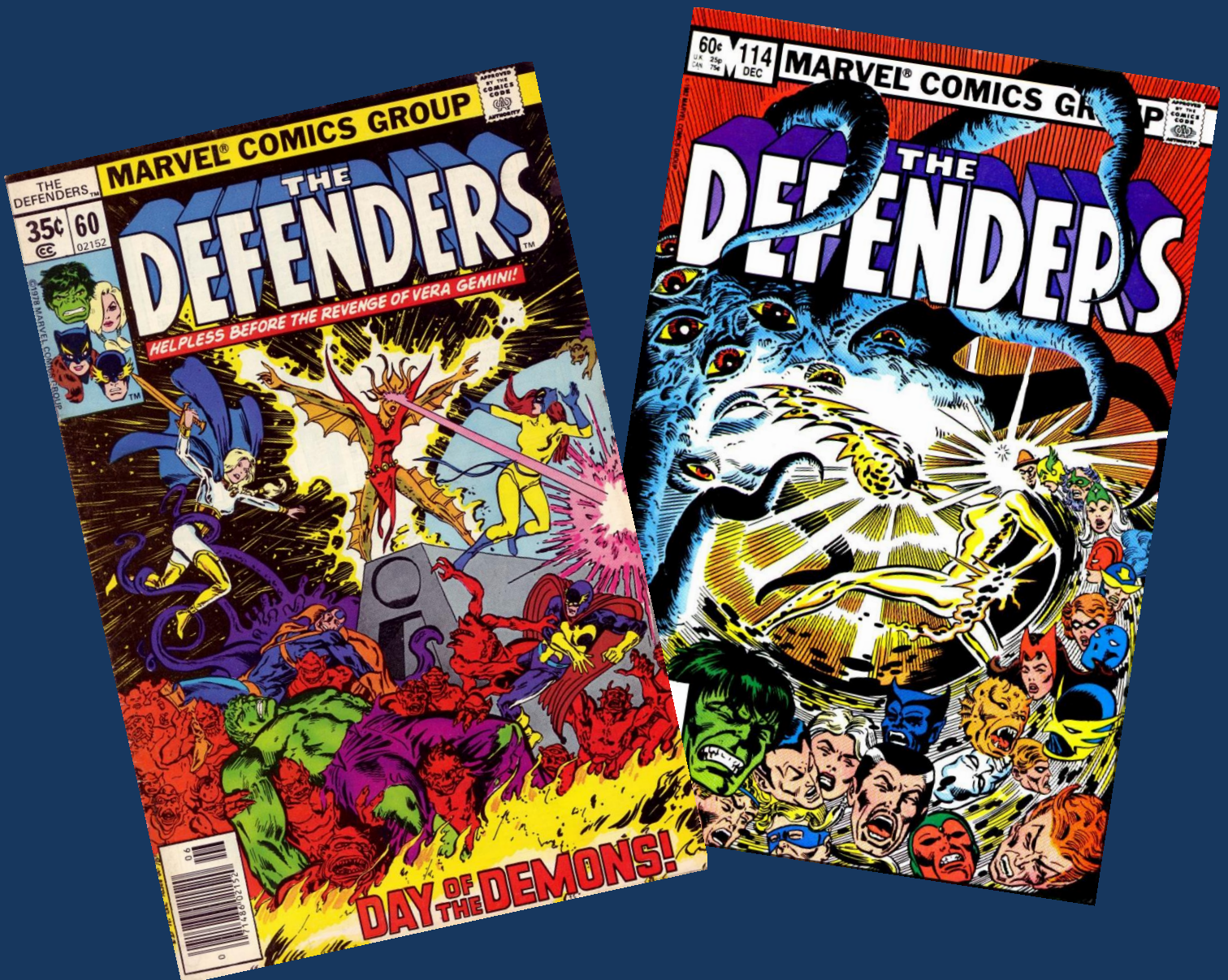
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HE *New!* MARVEL®-PHILE

FROM THE PAGES OF...

THE DEFENDERS



THE DEFENDERS

Welcome to the February Issue of The New Marvel-Phile! This month, we reach WAY back into the archives of Marvel Comics, and pluck a few neglected characters out of obscurity. We present two heroes – Chorus and Devil-Slayer - from the Defenders comics, and two demonic villains: Null, the Living Darkness, and Vera Gemini, the demonic cult leader. They would fit nicely either into a retro campaign featuring the Defenders, or the villains may turn up in your campaign to wreak havoc on the heroes!

In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind, that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions (especially submissions!) to themarvelphile@gmail.com!

Please enjoy and feel free to give us feedback!

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All illustrations by the Marvel bullpen.

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F GD (10)
A EX (20)
S GD (10)
E AM (50)
R AM (50)
I AM (50)
P SH X (150)

Health: 90
Karma: 250
Resources: TY (6)
Popularity: 5

BACKGROUND

Real Name: Chorus

Occupation: Telepathic Gestalt

Legal Status: Inapplicable

Identity: Mindy Williams (dominant)

Other Known Aliases: None

Place of Birth: Burton Canyon, Colorado

Marital Status: Unrevealed

Known Relatives: Al Gentle, Theodore Kroeber, Phillip le Guin, Georgia Orr, Ursula Richards, Mindy Williams (merged beings); Over-Mind (former host body)

Base of Operations: Formerly Millwood, New Hampshire; Dr. Strange's Sanctum Sanctorum

Past Group Affiliations: Defenders

Present Group Affiliation:

KNOWN POWERS:

Composite Being: Chorus' body is composed of pure psionic energies. If she is reduced to 0 Health, she will disperse for a number of rounds equal to the damage she sustained in the attack that dispersed her. Afterwards, she will reform with full health.

Telepathy: Chorus is easily one of the single most powerful telepathic individuals to ever exist. Chorus has a CI 1000 ability to communicate on a direct mind to mind basis. She has an effective range of up to 4 million miles and may even breach dimensional barriers. She has developed the following Power Stunts:

- *Mental Probe:* Chorus can Telepathically Probe another's mind, seeking specific information and gaining a detailed analysis of the individual in question.
- *Psionic Detection:* Chorus can identify Psionic beings and powers at a range up to 5,000 miles.
- *Implant Memories:* As a power stunt, Chorus may implant the memories of one individual to another, she does this with Shift X (150) ability.
- *Gateway/Summoning:* Chorus may



travel to other dimensions or summon individuals from other realities to her current position with Shift X (150) capabilities.

- *Psychic Link/Gestalt:* Chorus has an ability to join together her allies into a single being of unbelievable powers. This form is a gigantic, more powerful version of Chorus's normal form, but the Ability and Power ranks of the individuals involved in the link are added to Chorus's abilities. She does this with Shift X (150) ability and may maintain the link for only a short duration of 10 rounds.

Mental Force Bolts: Chorus may hurl bolts of mental energy up to 80 areas

away, dealing up to Shift X (150) Force Damage.

Telekinetic Force Field Generation: Chorus can generate a Force Field surrounding her immediate area which provides Shift X (150) protection. For each additional area she encompasses with the field the strength of the field drops -2CS.

Flight: By using her telekinetic abilities Chorus may simulate the ability to fly at MN (75) ability.

TALENTS: Student

CONTACTS: Defenders, Over-Mind, Squadron Supreme

ADDITIONAL NOTES

ROLEPLAYING NOTES:

Chorus is a unique being possessed of unfathomable Telepathic potential. Mindy Williams is the most dominant personality in the composite, evidenced by her love for Squadron Supreme member Nighthawk and Chorus's face being that of Mindy Williams.

HISTORY:

Professor Powers desired to start a psychic war with Russia. He decided to use his Secret Empire organization to recruit telepaths with which he could use as weapons to accomplish this goal. Power implemented August Masters to do this job, August Masters in turn, charged Morgan McNeil Hardy to implement the plan.

Morgan located four unknown psychics who he paid large sums of money to take part in the project. However, Morgan became corrupted and planned to use the psychics to reform America instead. Captain America discovered this plot and fought against Power's Secret Empire eventually crippling the organization. August Master's then assumed control

and moved the operation to Carriwhite Acres mental hospital.

August Masters gathered more psychics to the operation, the most powerful of which was Mindy Williams. When Nighthawk showed up to investigate what was going on, August Masters ordered Mindy to attack him, but Mindy refused to and turned her attack upon August Masters. Her mental attack destroyed Carriwhite Acres.

August Masters was forced to start a new operation at Mt. Charteris, Burton Canyon, Colorado. August Masters had more psychics moved to Burton Canyon and this time they were kept in restraints in preparation of a new psychic assault on Russia. He also managed to recapture several of his former psychics including the mentally unstable Mindy Williams.

Captain America led a team composed of Gargoyle, Hellcat and Valkyrie in an attempt to cripple the new organization but were captured and rendered unconscious instead. Psychics Ursula, Phillip and Mindy were able to send a mental distress call to Dr. Strange, Daredevil, Beast and the Son of Satan who responded to the situation. Ursula, Phillip, Mindy and three other unnamed psychics combined their mind into one being in the body of Kyle Richmond who set the self-destruct mechanism at the base. Captain America and the other heroes managed to escape and everyone else, including the psychics were assumed to have perished in the explosion that followed.

Fully expecting to have perished in the explosion, the six psychics were shocked to realize they now existed in the fused amalgam now known as Chorus. Due to Mindy's love for Nighthawk, Chorus tried to save Kyle Richmond's life by shunting him across the dimensions to save him from the explosion. In their haste they also accidentally saved August Masters by accidentally sending him off to Earth-712 (home of the Squadron Supreme).

There they discovered Null the Living Darkness in possession of the Over-Mind who was seeking to rule over the world and an alternate version

of Kyle Richmond who was President of the United States. Chorus summoned Doctor Strange, Hulk, Submariner and the Son of Satan to help her battle to save Earth-712 from Null the Living Darkness and the possessed Squadron Supreme. Doctor Strange in turn realized how powerful Null the Living Darkness was and in turn summoned more Earth heroes including Beast, Gargoyle, Scarlet Witch, Silver Surfer, Vision and Valkyrie to help them.

Null the Living Darkness proved to be far more powerful than the assembled might of Earth's heroes and the Squadron Supreme. Going so far as to taunt and play with them during the battle to prove his vast superiority to them. Null proved capable of knocking the Silver Surfer unconscious with a single blow. When physical attacks against Null failed, Chorus joined herself and the heroes together in one single form in a last desperate bid to defeat Null before he evolved to a form powerful enough to destroy the entire universe. Chorus and Null attacked one another with in a last desperate assault in which both beings exploded. Null quickly reformed and moved to drain the energies of the Over-Mind, Chorus quickly entered into the Over-Mind's form and was absorbed by The Living Darkness.

Inside of Null, Chorus discovered that Null was born from the genocidal hate of the once shining race known as the S'rapph. Within Null, Chorus began awakening memories of the goodness of the race from which he was born. Null an evil being of hate and darkness was now faced with his own inner goodness which caused him to simply fade from existence and no longer exist.

Chorus would continue her existence in control of the Over-Mind's form for a time, but eventually the billions of minds of the Eternians inside the Over-Mind would regain control and absorb Chorus into their being, once again becoming the Over-Mind.

F EX (20)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I EX (20)
P IN (40)

Health: 70
Karma: 70
Resources: EX(20)
Popularity: 10

BACKGROUND

Real Name: Eric Simon Payne
Occupation: Adventurer, former devil-slayer, mystic/psychic, mercenary/hitman, soldier
Legal Status: US Citizen, with no criminal record
Identity: Known
Other Known Aliases: Agent of Death, the Reaper of Souls
Place of Birth: Queenstown, IL
Marital Status: Widowed
Known Relatives: Cory Payne (wife, deceased)
Base of Operations: Mobile; formerly Rosewell Sanitarium in Charles, Massachusetts; unspecified prison; Dr. Strange's Mansion; Hawaii
Past Group Affiliations: Defenders, Revengers, Cult of the Harvester of Eyes, Point Men, the Initiative
Present Group Affiliation:

KNOWN POWERS:

Devil-Slayer has demonstrated the following mental abilities:

Mental Probe: He can mentally probe another individual at IN rank ability.

Telepathy: He can communicate mentally with others at EX ability rank and range, but has difficulty communicating with non-English speaking targets.

Telekinesis: Devil-Slayer can manipulate objects with his mind with GD rank ability and range.

Magic Detection: Devil-Slayer can detect the use of magic powers or enchanted items at RM rank range, including demonic influences.

Illusion-Casting: He can cast illusions, but only to make objects/people look normal; at IN rank ability and range.

EQUIPMENT:

Shadow Cloak: The Shadow Cloak was



given to Devil-Slayer during his time with the Cult of the Harvesters of Eyes. Having Unearthly material strength, it has the following abilities:

- *Teleportation:* Devil-Slayer can use the cloak to teleport by traveling in another dimension, and reappearing on Earth at the desired location, with IN ability. He cannot teleport more than 1000 lbs.
- *Dimension Travel:* Devil-Slayer has demonstrated the ability to send a person to a pocket dimension simply by covering them with his cloak (Green Grapple Feat).

- *Mental Control:* Devil-Slayer has mental control over his cloak, allowing him to use the cloak as a whip or to grapple opponents or objects. It has Good rank striking range, and causes Excellent level damage.
- *Summoning:* Devil-Slayer can summon various weapons from an armory within his cloak, which is actually located in a separate dimension. Some examples of weapons are maces, swords, axes, assault rifles, and even plasma rifles. (See the Player's Handbook, pp 42-

45 for weapon stats).

A special weapon Devil-Slayer has recently summoned is:

Runic Naginata – rune-covered staff with a curved blade (EX edged damage) with the following abilities:

- *Psychic Enhancement*: All psychic abilities are +2CS while holding the staff
- *True Flight*: TY rank ability
- *Body Armor*: IN protection vs. physical, energy, and mystical attacks
- *Eldritch Blast*: RM rank range and damage eldritch bolt

TALENTS: As a former soldier and mercenary, Eric has Guns, Military, Marksman, Wrestling, and Martial Arts B. He also has Occult Lore and Mystic Background. Through training, he has gained the Blunt Weapons and Sharp Weapons talents.

CONTACTS: As a former Defender, Eric can call upon any of his former teammates.

ADDITIONAL NOTES

ROLEPLAYING NOTES:

Eric has seen much pain in his life, and seeks atonement for many of his past actions. He is intolerant of evil, and seeks to expunge it whenever possible.

HISTORY:

Eric Simon Payne was a former U.S. Marine and later soldier of fortune and one time member of a demon cult who turned on the cult after obtaining the mystical Shadow Cloak and unlocking his own latent psychic abilities.

Payne has served in the Vietnam War, he has served the mob, and he used to serve the Cult of Harvester of Eyes. Each time his service was rewarded with betrayal. He was sick of secret motives and unquestioned obedience. He had already lost his wife, his innocence, and his idealism, before meeting with the Defenders. He hooked up with the Defenders while battling Vera Gemini and eventually joined their ranks on a full time basis during their war with the Six-Fingered Hand.

Eric was, however, plagued by mental instability and guilt over his past actions and, after turning himself in for crimes committed during his time as a mercenary, eventually ended up in an asylum. He discovered a shard of the Nexus of All Realities and briefly became involved with the Man-Thing and with the woman named Sorrow (who became his partner and lover for a time).

After the Civil War, he was listed by Tony Stark as a potential recruit for the Initiative, and was willing to join a new team of Defenders headed by Nighthawk. However, when Nighthawk suggested it to Tony Stark, Stark declined the offer. Instead, Eric became

a member of the Hawaiian Initiative team, the Point Men, serving the team as their "Monster Hunter."

During the Skrull Invasion, when the new 3-D Man arrived in Hawaii, Devil-Slayer informed him that he had sensed portents of doom all day. When 3-D Man identified team member Magnitude as a Skrull impostor, the Skrull attacked and severely wounded the other Point Men, Star Sign and Paydirt. The Skrull was killed, and Devil-Slayer used his Shadow Cloak to teleport Delroy to Camp Hammond before taking Star Sign and Paydirt to a hospital. Devil-Slayer later appeared in Utah with the cyborg Jocasta to aid 3-D Man and the Skrull Kill Krew.

He later joined Wonder Man's Revengers and successfully attacked the Avengers Mansion. They were then defeated by the combined forces of the Avengers and the New Avengers, and while being interrogated, explained his participation by claiming that he had seen countless realities, and the wish of being among the winners in a world without Avengers.



NULL, THE LIVING DARKNESS

F AM (50)
A TY (6)
S UN (100)
E SH X (150)
R UN (100)
I AM (50)
P SH X (150)

Health: 306
Karma: 300
Resources: None
UN (100) when in control of President Richmond
Popularity: -10

BACKGROUND

Real Name: Null, the Living Darkness
Occupation: Dimensional Conqueror
Legal Status: Inapplicable
Identity: Demon
Other Known Aliases: None
Place of Birth: The Moon of Earth-616
Marital Status: None
Known Relatives: S'rapph
Base of Operations: Earth-712
Past Group Affiliations: Over-Mind
Present Group Affiliation:

KNOWN POWERS:

Amorphous Being: Null's body is composed of inky blackness and he has total control over his body's tangibility, in effect providing him with UN (100) Phasing abilities. When actively willing it, most physical attacks will simply pass through his form without affecting him.

Magic Energy Manipulation: Null the Living Darkness has an almost unlimited CI 1000 ability to manipulate the forces of magic to accomplish various effects. His power stunts include but are not limited to the following:

- *Eldritch Bolts:* The Living Darkness could project mystic energy bolts that dealt up to Shift X (150) damage at a range of 80 areas.
- *Enlarge/Shrink:* Null had a Shift X (150) ability to shrink individuals to the point that they could enter into the Microverse or enlarge them back to normal size.
- *Biological Constructs:* Null could create biological bodies and other constructs to house his

consciousness if he so desired.

- *Hallucinations:* The Living Darkness could project hallucinations in an individual's mind causing fear or otherwise manipulating them as he desired.
- *Illusions:* Null had a Shift X (150) ability to create and control illusions.
- *Interdimensional Travel:* Null had a Shift X (150) ability to travel the dimensions at will and he could bring others along with him.
- *Levitation:* The Living Darkness could levitate with CI 1000 ability.
- *Mind Control:* Null could control the minds of other individuals, even powerful individuals such as the Over-Mind. He does this with Shift X (150) ability.
- *Necromancy:* Null could raise the dead to serve as his personal army with Shift X (150) ability.
- *Raise Dead:* Null had a Shift X (150) ability to draw dead spirits back to Earth.

Spirit Vampirism: Null could drain a target's Intuition and Psyche ranks and channel the absorbed energy into his



own Abilities or Power ranks. He could siphon energies at an AM (50) rank ability.

Evolution: The Living Darkness grew more powerful the longer he existed. Gaining increased Ability and Power ranks every so often as he matures toward his final form which was never witnessed.

Multitasking: Null could use any two powers in a single round.

TALENTS: None

CONTACTS: Over-Mind

ADDITIONAL NOTES

ROLEPLAYING NOTES:

Null the Living Darkness is a demon spawned from the collective conscious of the S'rapph race after they had committed genocidal suicide. Null has nearly unlimited mystic capabilities and absolutely no morals to impede his actions. If Null were to achieve his final form it has been theorized that he would possess enough power to wipe out an entire universe with just a thought.

HISTORY:

The S'rapph were a shining winged race of goodness who were indigenous to Earth's moon millennia ago. The S'rapph race collectively sought the meaning to life and when they failed to find it, they fell into overwhelming despair and committed genocidal suicide by flying into magma pits on the moon. Millennia later, their collective unconscious would give birth to Null the Living Darkness, who sought to destroy all creation for the overwhelming despair that he felt welling up within himself.

A few months after his birth, Null

appeared in Christiansboro, Virginia, a town in economic depression, and began frightening off the citizens with ghosts, apparitions and nightmares. He also raised many of the dead in the town and used them as pawns for force. Other members of the town he corrupted, using illusions and mind control.

When Gargoyle returned to the town accompanied by Clea, Devil-Slayer, Hellcat and Valkyrie, he was confronted by apparitions of his dead family while the townsfolk confronted the heroes. Once Null had a sense of the uniqueness of the heroes he revealed himself to them and explained his goal and purpose then bade his zombie army to attack. Gargoyle found his life draining powers to be ineffective on Null, but when he tried to induce life force into Null, Null lost all substance and his zombie army returned to the grave.

Null realized he had a lot to learn still before his power would be supreme, so he wandered the Earth studying humanity and was drawn into a conflict with the Ghost Rider. During the battle, the man Null possessed had a fleeting hope appear in his heart when he thought his wife was in danger, this combined with Ghost Rider's Hellfire managed to drive Null out.

Null realized he would not be able to effectively destroy the Earth until his own evolution into a higher form was complete, so he sought out a pawn to work his plans through. In a Micro-world, Null found the trapped Over-Mind who he decided to mind control. Null brought Over-Mind back to Earth, but discovered they had traveled to the alternate Earth-712.

Still determined to conquer this Earth, Null through the Over-Mind, took control of President Kyle Richmond of the United States. When Richmond found the will to resist Null he would be cast aside and Null would create a biological construct of him to finish carrying out his goals. Null began to instill martial law over the country and managed to use the Over-Mind to defeat the Squadron Supreme, although Hyperion escaped. Shortly after, Null declared war on the United States' opposing countries and soon he controlled the entire Earth-712.

Null guided the Over-Mind who in turn guided the Squadron Supreme in constructing star ships on the Moon from which he planned to launch

nuclear war. When several Earth heroes arrived (Doctor Strange, Beast, Gargoyle, Hyperion, Nighthawk, Scarlet Witch, Silver Surfer, Son of Satan, Submariner, Vision and Valkyrie) and defeated the Squadron Supreme, Null had Over-Mind battle the heroes. August Masters then assassinated the President Kyle Richmond construct and set Null free upon the Moon's surface. His evolution nearly complete, Null appeared in his real form in the sky over the heroes. Null began to leech energy from the Over-Mind's form and engaged the heroes in combat knowing that they had no hope of defeating him. Then the psychic being known as Chorus appeared and united the heroes into a single psychic entity which could battle Null. Chorus pulled energy from the Over-Minds form to create a shield and then when both beings met in combat the collective good and evil in them caused them to explode. Null began to immediately reform. Chorus entered into the empty shell that was the Over-Mind and was absorbed in Null's consciousness as he leached away more of the Over-Mind's energies. Inside of The Living Darkness, Chorus was able to awaken the good of the S'rapph. Unable to face the goodness within his own spirit, Null simply ceased to exist and faded away into nothingness with a soul shrieking scream.

F TY (6)
 A GD (10)
 S TY (6)
 E IN (40)
 R EX (20)
 I RM (30)
 P IN (40)

Health: 62
 Karma: 90
 Resources: EX(20)
 Popularity: -10

BACKGROUND

Real Name: Unrevealed
Occupation: Would-be conqueror
Legal Status: US Citizen, with no criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: A temple in the tropical rain forest of Mexico's Gulf region
Past Group Affiliations: Leader of the Cult of the Harvester of Eyes
Present Group Affiliation:

KNOWN POWERS:

As a human-demon hybrid, she has many abilities, along with being a sorceress. She has demonstrated the following abilities, but could have more.

- *Levitation:* Excellent rank
- *Eldritch Beams/Bolts:* Incredible rank
- *Transformation-self:* She can transform between her demon and human forms at will.
- *Dimensional Travel:* Via human sacrifice, she can open dimensional portals (Red Psyche FEAT without a human sacrifice).
- *Demon-summoning:* Via human sacrifice, she can summon demons, which have the following abilities:

F A S E R I P
 RM GD RM GD TY GD TY
 Health: 80

Body Armor: Good
Flight: Excellent
Claws: Excellent

Enchantment: Vera Gemini has the ability to give others magical powers. She normally gives power to the one known as the Agent of Fortune, who has demonstrated advanced magical stealth and the ability to break through powerful magical protective wards.



TALENTS: Occult Lore, Mystic Background

CONTACTS: None

ROLEPLAYING NOTES:

Vera Gemini is a cold-hearted being with no care for the human-race. She has been scorned by both sides of her ancestry, but desires to bring about xenogenesis, or the rebirth of a demon race that ruled Earth in the past.

HISTORY:

The daughter of a human and a demon, Vera Gemini was scorned by both sides of her ancestry for her dual nature. She eventually came to lead

the Cult of the Harvester of Eyes, dedicated to Xenogenesis, restoring to power a demon race that had ruled Earth in the distant past. Human agents were recruited, some demonstrating psychic powers and serving as Reapers of Souls (assassins) or Agents of Fortune (producing objects of value). Based out of the Mexican jungle, Vera would - via human sacrifice - return a demon to Earth, and these demons would take on human form and be integrated into society, from rulers of countries to common muggers, until there would be enough demons to rule the Earth once again. Vera and her group trained the Devil Slayer (Eric Payne) as a Reaper, but he quit upon

learning their true intent and soon opposed them directly, becoming one of their strongest foes. Vera sent demon assassins after Payne and his wife, but the demons were driven off by Deathlock the Demolisher's aid.

Vera sent an Agent of Fortune to steal the Amulet of Agamotto from the Sorcerer Supreme Doctor Strange, as Strange' mentor, the Ancient One, had used it to defeat the Cult in centuries past; Vera's spells allowed the Agents to enter Strange's Sanctum undetected and ambushed him. Following an unsuccessful attempt to re-recruit Payne, Vera fled back to the Cult's Mexican jungle base while Payne joined the Defenders in opposing the Cult. Vera then led a ritual mass sacrifice to summon to Earth the ancient demon race leader, Belathauzer. They plotted to place each of his demon-horde into a human host body of power and influence, enabling them to conquer all of North America and from there, the world. Using the Amulet of Agamotto, Vera held open the demon realm portal, allowing their continued influx into the Earth's dimension. Doctor Strange in astral form, entered the demon realm to regain his amulet and stop the Xenogenesis, but Vera ambushed him and used the amulet to merge several demons to his astral form, transforming him into a mindless, rampaging demon-creature. Meanwhile, the Cultist continued the ritual, hoping to gain favored positions when the demons took over; however, they instead served as the final sacrifice. When the portal to the demon realm was forced the rest of the way open, it released explosive force, which stunned the cultist, making them easy prey for the hungry demons rushing out of their dimension. Vera manipulated the demon overlords in their human forms into playing demonic roulette to decide which of them would rule. However, Vera proved to be the victor, and took command of the demon hordes. She condemned the demon overlords to the same fate as the rest of humanity.

Devil led the Defenders to the Mexican rain forest, where they fought the invading demon horde. Hellcat stole the Agent of Fortune's Shadow Cloak, removing his ability to summon weapons and leaving his virtually powerless. Hellcat then ambushed Vera and dropped the Shadow Cloak over her, causing her to vanish to an unrevealed dimension, where she was

apparently trapped. Valkyrie skewered the demon form of Doctor Strange with her enchanted sword Dragonfang allowing his astral form to return to its senses and its body. Strange then led Nighthawk into the demon realm, where he recovered the Amulet of Agamotto from its position in the portal, which pulled the entire demon back into their realm, and closed off the portal.

