



13

MAY
2018

APPROVED
BY THE
COMICS
CODE



AUTHORITY

RETRO 1977

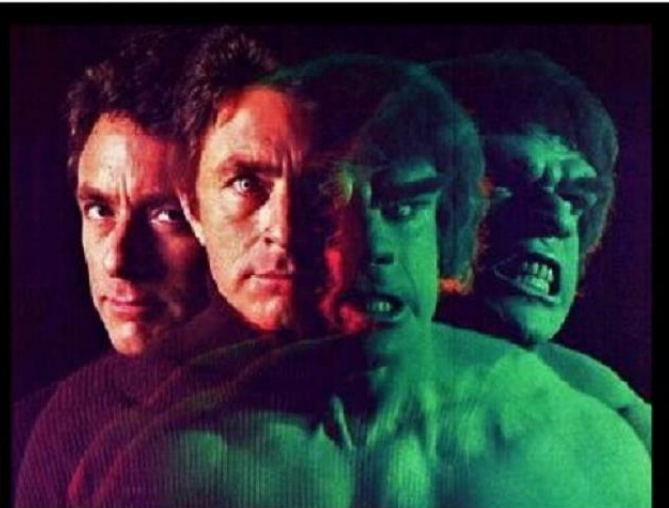
MARVEL TV

HEROES AND

VILLAINS!



THE NEW! MARVEL®-PHILE



Writing and Stats: Keith A. Kilburn
Final Layout and Editor: Steve Jolly
Histories and Photos: From the net.

Preface:

The 1970s were an interesting time for Marvel Comics fans. We got the first live action Incredible Hulk (and the winner of the bunch with a 5 year run...) Spider-Man, Captain America and Dr. Strange!

Marvel has since decided that all of these shows occupied different worlds and different places, but when I was a kid between the ages of six and ten, I just knew that around some corner Spider-Man was waiting for the Incredible Hulk to show up or that Captain America might be sent in to hunt down that green monster that 'killed' Dr. David Banner. As a generation that was raised on Marvel Team-Up, was it really such a surprise that most of us just naturally assumed that all of these characters existed on the same world, despite being on different networks.

Were any of these adaptations faithful to the original comics? Not particularly. The Hulk is possibly the closest, Dr. Strange gets points for being atmospheric with decent music and set designs. Captain America was the furthest from the core material with Cap being the son of the original...it's just a weird mix of television and bits of the comic books.

So why state these characters out?

I like seeing different versions of existing characters. Whether they're the movie, cartoon or even the television versions. These versions, like the Amazing Spider-Friends, are an essential version from our childhoods. For someone, these were the first versions of the characters they were exposed to. They were the gateway to the Marvel Universe for a group of kids somewhere in the same way that Christopher Reeve was someone's first Superman.

So, grab another bowl of your favorite cereal and hunker down on the couch for this Marvel Phile!





**The Incredible Hulk (Earth-400005)
Dr. David Bruce Banner**

F In (40) Health: 140
A Gd (10)
S In (40) Karma: 14
E Am (50)
R Fb (2) Resources: n/a
I Ty (6)
P Ty (6) Popularity: +10

Known Powers:

Alter-Ego: In times of stress, Fear, anger or pain he changes into the Hulk.

Adrenaline Surge: Fighting and Strength +1 C/S while angered.

Body Armor: Good (10)

Regeneration: Incredible (40)

Hyper-leaping: Monstrous (75)

Growth: Feeble +1 to be hit



Dr. David Bruce Banner

F Pr (4) Health: 24
A Ty (6)
S Ty (6) Karma: 50
E Gd (10)
R Rm (30) Resources: Pr
I Gd (10)
P Gd (10) Popularity: 0

Known Powers:

Alter-Ego: In times of stress, Fear, anger or pain he changes into the Hulk.

Talents: Medicine, Repair/Tinker, First Aid, Computers, Electronics, Biology, Genetics, Chemistry, Engineering.

Contacts: Dr. Donald Blake, Thor, Daredevil, Dr. Maggie Shaw.

History:

David Banner was searching for a way to tap into the hidden strength that all humans have. Unfortunately, he found it. After bombarding his body with Gamma radiation, he found himself transforming into a near mindless green skinned monster every time he was under stress; worse still, this 'Hulk' was wanted for the murder of David Banner himself, who promptly went on the run. Throughout his travels, he was forced to use a seemingly endless series of not very imaginative assumed names that all seemed suspiciously close to his own. His refusal to reveal himself is due to lack of understanding by the authorities and news organization, and because the Hulk is also accused of the death of Banner's colleague and friend Dr. Elena Harding Marks (her injuries sustained in an explosion were assumed to be from attack by the Hulk). He was pursued for years by an investigative reporter named Jack McGee (whose expense account should really have given his employers cause for concern). He ultimately died of a heart attack while in his Hulk form (he was caught in a plane that was exploding and fell from a considerable height) whilst still searching for a cure of his condition.



Jack McGee (Earth-400005)

F Ty (6) Health: 28
A Ty (6)
S Ty (6) Karma: 22
E Gd (10)
R Ty (6) Resources: Ty
I Gd (10)
P Ty (6) Popularity: 2

Known Powers:

None.

Talents: Journalism, Military, Pilot.

Contacts: Dr. Donald Blake, Thor, Daredevil, Dr. Maggie Shaw.

History:

Jack McGee was born in St. Louis, Missouri to an honest and hardworking father who used to always tell Jack that "home is where there's love." Unfortunately Jack's father was a very unsuccessful businessman, a failure at every career he had ever attempted. Still, his father was a good man, never holding back from giving someone in need a loan of money.

During the Korean War, Jack joined the United States Air Force, although he would later admit that he always hated flying.

In 1978, Jack McGee, now employed by the National Register, was a doggedly persistent but apparently not terribly observant reporter who spent much of his professional life (several years) wandering around America in pursuit of the killer of David Banner and his connection to the mysterious 'Hulk'. Unfortunately, since McGee seemingly never realized that his prime suspect was, in fact, David Banner himself, his self-appointed quest was pretty much doomed from the start.

It is not entirely clear who was paying McGee to indulge in this apparently pointless obsessive behavior, or why. Presumably, he had a very sympathetic editor.



Dell Fry and his monster. (Earth-400005)

F In (40) Health: 140
A Gd (10)
S In (40) Karma: 14
E Am (50)
R Fb (2) Resources: n/a
I Gd (10)

P Fb (2) Popularity: -10

Known Powers:

Alter-Ego: In times of stress, Fear, anger or pain he changes into the monster.

Adrenaline Surge: Fighting and Strength +1 C/S while angered.

Body Armor: Good (10)

Regeneration: Incredible (40)

Hyper-leaping: Monstrous (75)

Growth: Feeble +1 to be hit



Dell Frye

F Pr (4) Health: 20
A Ty (6)
S Pr (4) Karma: 12
E Ty (6)
R Pr (4) Resources: Pr
I Pr (4)
P Pr (4) Popularity: 0

Known Powers:

Alter-Ego: In times of stress, Fear, anger or pain he changes into the Monster.

Talents: Dell had a criminal background and was the research assistant to Dr. Jeffrey Clive.

Contacts: None.

History:

In 1951, Dell Frye learned that he suffered from a blood disease. His employer, Dr. Jeffrey Clive, offered to help him using a radiation therapy, he was experimenting with. However, the therapy seemed ineffective. The next day, Dell attempted to lift something that was too heavy for him and he lost his temper. Causing him to transform into a Hulk-like creature.

A few days later, he was in a bar and some guys picked a fight with him, which resulted in yet another transformation and Dell murdering a man. Eventually, Dr. Clive managed to develop a serum, that cured Dell.

However, Dell wasn't happy to have lost the strength, as he had always been weak and been pushed around by others.

After Dr. Clive passed away, Dell kept his machines in mint condition, hoping to find a way to restore his lost strength, one day. In 1981, David Banner passed through Dell's home town. After Dell learned about David's condition, he offered to help him find a cure. However, Dell eventually revealed his true intentions and knocked out David. He placed himself on the table and subjected himself to gamma rays, which caused him to transform back into the creature.

In town, Dell began picking fights with people, hoping they'd anger him enough, to trigger the transformation. Dell eventually turned into his Hulk and killed one of his tormentors and tearing apart a general store in the process.

David had enlisted Elizabeth's (a close friend of Dell's) help to recreate the serum that would cure both Dell and himself. After having to knock Dell out, he was strapped to the machine that would be used to effect the cure. Dell awoke mid-procedure and transformed into the creature. The creature realized that there was one final dose of the cure and after tossing David around, destroyed the final ever dose of the cure. David's frustration and tears triggered his own transformation.

The Creature manhandled a very confused Hulk until Hulk fought back, both destroying the equipment in the process.

As this was happening, the sheriff and Jack McGee arrived. Frye's Creature made a threatening move towards both and was shot three times as a result. Elizabeth protected the Hulk by standing between the Hulk and sheriff. Hulk escaped. Frye, however, died at the scene, reverting back in the process.

During the after incident interview, Elizabeth offered to fund Dell's funeral and cleared up some recent cases by telling the sheriff that Dell had recently murdered some teenagers.



Thor (Earth-400005)

**"The Return of the Incredible Hulk."
Thor aka Thor Odinson aka David Bannion**

F Rm (30) Health: 120
A Gd (10)
S Rm (30) Karma: 46
E Am (50)
R Ty (6) Resources: Pr
I Ex (20)
P Ex (20) Popularity: +10

Known Powers:

Enhanced Senses: Good (10)

Tracking: Good (10)

Equipment:

Mjolnir: Monstrous (75) Material Strength, damage is Strength +1 c/s from a lighting discharge, May be thrown up to 5 areas.

* Summons Thor from Valhalla (Blake must say "Odin")

* *Weather Control:* Incredible (40)

* *Call Lightning:* Remarkable (30), 3 area range

Plate mail and Helm: Good (10) vs. Physical

Talents: Weapon Specialist: Hammer, Swords, Horsemanship, Norse Culture, Lore and History. Multi-Lingual: Ancient Norse and English.

Contacts: Dr. Donald Blake, Dr. David Banner and "his troll".

Running Thor:

Though having a short temper, Thor usually regrets losing it if it turns out not to have been justified. Most of the time, he is friendly and just wants to have fun.

History:

According to Donald Blake, Thor had been a great Viking warrior and king. However, his arrogance, lead to Odin condemned him to never enter Valhalla, until he'd performed a series of tasks, to make up for his past. In the 1980's, Thor's tomb was discovered by Dr. Donald Blake, who served as team doctor for a group of archeologists. Blake picked up Thor's war hammer, which caused lightning to appear in the cave and Thor to appear.



Dr. Donald Blake (Earth-400005)

F Ty (6) Health: 24
A Ty (6)
S Ty (6) Karma: 50
E Ty (6)
R Ex (20) Resources: Gd
I Gd (10)
P Ex (20) Popularity: +2

Equipment:

Mjolnir: Monstrous (75) Material Strength, damage is Strength +1 c/s from a lightning discharge,
 -Summons Thor from Valhalla (Blake must say "Odin")

Talents: Medicine, First aid, Computers, Electronics and Repair/Tinker. Blake has knowledge of Norse lore, trivia and history.

Contacts: Dr. David Banner, Harvard Medical College, Thor.

Running Donald Blake:

Donald Blake, like his friend David Banner, is a man trying to get free from the burden placed on him. He doesn't hate Thor, he just wants to be rid of the burden he creates and the inevitable damage he does to the environment around him.

History:

Growing up, Donald always had an obsession with Viking culture, that he could never explain. He'd eventually go to Harvard Medical School, where he briefly met Dr. David Banner. Donald practiced medicine, until an event that would change his life. He signed on as the team doctor for a group of archaeologists that were heading north. One night Donald woke up and found himself drawn to a cave, where he found a Viking war hammer "Mjolnir", that summoned Thor. From that moment, Donald did everything he could to get away from the hammer, but it always came back to him. Eventually, he discovered that David Banner, who was thought to be dead, was still alive and went to him, hoping that he'd be able to help him.



Daredevil (Earth-400005) Matthew (Matt) Murdock

F Rm (30) Health: 100
A Rm (30)
S Gd (10) Karma: 60
E Rm (30)
R Gd (10) Resources: Ex
I In (40)
P Gd (10) Popularity: +20

Known Powers:

Enhanced Senses (All but sight): Incredible (40)
 * Read ink printed on paper
 * *Lie Detection*: Remarkable (30)
 * *Track by scent*: Remarkable (30)
Radar Sense: Good (10)

Limitations:

Blind: Matt Murdock is blind with no functional sight since childhood. As a result attacks using sight (blindness, hypnosis and such) is useless against him.

Equipment:

Billy Club: Remarkable (30) Material Strength, 2 area Swing-line, Good (10) damage. 2 area thrown range.



Talents: Martial Arts B and E, Acrobatics, Tumbling, Law, Weapon Specialist: Billy Club.

Contacts: David Banner, Turk, Chicago Police Department and Klein and Murdock Law Firm.

History:

Matt Murdock grew up the son of Battlin' Jack Murdock, a heavy weight champion, struck blind at the age of 13 by a canister of radioactive waste while saving a blind man Matt's over senses were dramatically increased and he gained a radar-like power as well.

Unsure how to deal with those abilities Matt became a lawyer and then a costumed hero after being inspired by a police captain's impassioned plea for more concerned citizens. Daredevil still guards the people of Chicago.



Christa Klein

F Ty (6) Health: 28
A Ty (6)
S Ty (6) Karma: 30
E Gd (10)
R Gd (10) Resources: Ex
I Gd (10)
P Gd (10) Popularity: +2

Equipment:

Briefcase and office supplies.

Talents: Law.

Contacts: Klein and Murdock Law Firm.

History:

Nothing much is known about Christa Klein. She went to college with Matt Murdock at Columbia University, when they graduated, the two of them moved to Chicago and opened Klein and Murdock Law Firm.



Kingpin (Earth-400005)
Wilson Fisk

F Gd (10) Health: 50
A Gd (10)
S Gd (10) Karma: 40
E Ex (20)
R Ex (20) Resources: In
I Gd (10)
P Gd (10) Popularity: -5

Equipment:

Surveillance Equipment: 10 mile private scrambled broadcast signal. He has cameras and operations all over the city and his headquarters at Fisk Towers.

Talents: Martial Arts E, Crime, Surveillance Electronics, Leadership and Pilot.

Contacts: Vast criminal enterprises and operations throughout Chicago.

History:

Not much is known about Wilson Fisk. He is a long time criminal in the Chicago and has clawed his way to the top taking over operations and being called 'the Kingpin' by his operators, if they spoke of him at all.

Daredevil was a constant source of annoyance and anger until Fisk was able to deal him a harsh blow by using his own nature and desire to help victims against him. In the end, despite the help of the Incredible Hulk, Kingpin was able to escape, but a blow was dealt to his organization when the Hulk trashed it.



Captain America (Earth-600043)
Steve Rogers

F Ex (20) Health: 100
A Ex (20)
S Rm (30) Karma: 40
E Rm (30)
R Gd (10) Resources: Gd
I Ex (20)
P Gd (10) Popularity: +20

Known Powers:

Enhanced Sight and Hearing: Excellent (20)
Hyper Leaping: Remarkable (30)
Regeneration/Recovery: Good (10)
Running Speed: Good (10) speed.

Equipment:

Shield: Incredible (40) Material Strength and protection vs Physical.

Motorcycle: Cap's motorcycle is a Davidson Custom Special, built and further modified by C.D.I. The vehicle has the following stats:

Control: Gd Speed: Rm
 Body: Ty Protection: None

- Rocket Booster: +1 C/S to speed.
- Hang-Glider: This rig allows him to glide at Remarkable (30) speed.
- Captain America wears headgear while on the road (crashes are -1CS).

Van: Cap's van is a custom-built van modified by the CDI. The van has the following stats:

Control: Gd Speed: Ex
 Body: Rm Protection: Ex

The Body: These are notable features:

- The entire body is armored and offers Remarkable (30) protection.
- Variable headlights reduce intensity of smoke, haze, or fog by -4 C/S.
- Solid tires have Good vs. physical, and are of Good strength material.
- Bumper negates impacts of Good strength or less.
- Two-way rear doors can open normally for the motorcycle.
- Gas cap with an Excellent lock.
- The Interior notable features:
- Smoke dispenser for motorcycle.
- Kitchen includes microwave oven, pantry, and sink with water tank.
- Two first aid kits
- Automotive tool kit, with spare parts for both the van and motorcycle
- Fold-down bunk with air mattress.

Talents: Weapon Specialist: Shield, Military, Motorcyclist, Artist, Martial Arts A and E, Detective/Espionage.

Contacts: C.D.I.

History:

Steve Rogers is a contemporary man whose father was a 1940s government agent. The very patriotic attitude of Steve's father earned him the nickname "Captain America." His father was later murdered. Rogers, a former Marine now making a living as an artist and traveling the countryside in a conversion van, is inspired by his father's story to sketch a super-hero. After receiving potentially fatal injuries in an attempt on his life intended to seem like an accident, he is administered an experimental chemical called the FLAG formula; FLAG is an acronym for "Full Latent Ability Gain," a kind of "super-steroid." (Rogers's father had developed the FLAG serum from his own glands.) The formula not only saves his life but enhances his strength and reflexes. These new abilities inspire Dr. Simon Mills, the research biochemist and intelligence official behind FLAG who was once a friend of Steve's father, to recruit Steve and give him a costume based on his drawing.

As Captain America, Steve's conversion van is re-configured so that it can launch a high-tech motorcycle. The bike features rocket thrust, a jet booster for rapid acceleration, a stealth setting that reduces engine and road noise, and a detachable wing resembling a hang glider that allows limited gravity-powered flight. In the last scene of the film, Rogers decides to become the same Captain America

as his father had been in every way— this means wearing an identical uniform to that which his father had worn, the "classic" Captain America uniform, which Brown, as the Captain, is shown wearing in the final scene.

Steve Rogers is first shown sketching a portrait of a Mrs. Shaw, who complains to him about a gang of muggers who have been stealing the proceeds from cashed Social Security checks; she denies having cashed hers. He bids her do this in order to set a trap for the muggers, and springs the trap as Captain America. In the meantime, a free-lance revolutionary terrorist calling himself General Miguel, planning to fight an unspecified war, kidnaps a Professor Ian Ilson and forces him to resume his research in manipulative gerontology. Ilson has managed to formulate both a chemical that accelerates aging and the antidote to the same chemical, and Miguel, posing as the warden of a prison in Oregon near Portland, plans to use the chemicals in question to hold Portland hostage for a multimillion-dollar ransom. Ultimately Rogers and Miguel directly clash face-to-face, and when Miguel throws a glass bottle of the aging accelerant into the air, hoping it will shatter against Captain America's body, the Captain throws his shield into the air, where it shatters the bottle in such a manner that the aging accelerant splashes the both. However, as the Captain only received a minor amount and only ages a month. Miguel, on the other hand, aged him to death in less than a minute.



Dr. Simon Mills (Earth-600043)

F Ty (6) Health: 24
A Ty (6)
S Ty (6) Karma: 60
E Ty (6)
R Rm (30) Resources: Rm
I Gd (10)
P Gd (10) Popularity: +20

Talents: Military, Piloting, Chemistry, Biochemistry, Genetics and Detective/Espionage.

Contacts: C.D.I., Dr. Wendy Day and Captain America

History:

Dr. Simon Mills was a scientist working with Dr. Wendy Day in the city of Greenwood. They were allies of Captain America, knowing his secret identity as Steven Rogers. Mills discovered that fellow scientist Professor Ian Ilson was missing, and he correctly assumed that Ilson had been kidnapped by international terrorist General Miguel. Mills knew that Ilson had been researching the effects of age, trying to fight them, and Miguel intended to create a weapon that advanced aging. Mills recruited the help of Day and Captain America to research. When the weapon was first released in Portland, Mills and Day advised Presidential Envoy Everett Bliss on the biological effects of the weapon. Mills explained Bliss that the weapon was very dangerous and implicitly suggested a negotiation with Miguel. Although mindful of Mills' advice, Bliss took the political decision to not deal with terrorists, because Miguel could be bluffing when he said he had an antidote. Miguel provided a sample of the antidote to convince Bliss, but Mills and Day were unable to replicate the sample; Day, however, proved that the sample was really an antidote. Soon after this, Captain America defeated Miguel and provided enough antidote to cure the people in Portland.



Dr. Wendy Day (Earth-600043)

F Ty (6) Health: 22
A Ty (6)
S Pr (4) Karma: 60
E Ty (6)
R Ex (20) Resources: Rm
I Gd (10)
P Gd (10) Popularity: +20

Talents: Chemistry, Biology, Genetics.

Contacts: C.D.I., Simon Mills and Captain America

History:

Dr. Wendy Day was a scientist working with Dr. Simon Mills in the city of Greenwood. They were allies of Captain America, knowing his secret identity as Steven Rogers. Originally, when Mills was trying to recruit a reluctant Rogers to become Captain America, Day was sent to help convincing Rogers during a beach day. While Day was interested in a romantic relationship with Rogers, she felt that Rogers may be right in his hesitance. Rogers eventually agreed to become Captain America, although he did not pursue an affair with Day. When international terrorist General Miguel kidnapped scientist Professor Ian Ilson, Mills assumed Miguel's involvement and recruited Day and Captain America to find Ilson. Mills knew that Ilson had been researching the effects of age, trying to fight them, and Miguel intended to create a weapon that advanced aging.

When the weapon was first released in Portland, Mills and Day advised Presidential Envoy Everett Bliss on the biological effects of the weapon. Bliss took the political decision to not deal with terrorists, because Miguel could be bluffing when he said he had an antidote. Miguel provided a sample of the antidote to convince Bliss, but Mills and Day were unable to replicate the sample. Considering that there was no time to make tests in animals, Day risked her own life going to Portland to test the sample on herself and on living people there (specifically one twin baby, so she could see the difference between one baby and the other). Day proved that the sample was really an antidote. Soon after this, Captain America defeated Miguel and provided enough antidote to cure the people in Portland.



General Miguel (Earth-600043)

F	Gd (10)	Health: 50
A	Gd (10)	
S	Gd (10)	Karma: 50
E	Ex (20)	
R	Rm (30)	Resources: Rm
I	Gd (10)	
P	Gd (10)	Popularity: -20

Talents: Military, Chemistry, Biology, Guns, Leadership, Demolitions, Martial Arts E.

Contacts: A vast terrorist organization and criminal empire.

History:

Miguel was an international terrorist and revolutionary, responsible for several attacks through the world including at least one in Copenhagen. His background was a mystery: Although he called himself "General Miguel", nobody knew whether he was a real General or not. He was known to have used several aliases and he was believed to have been French.

Miguel discovered that scientist Professor Ian Ilson had been researching on the effects of old age and how to revert them. Ilson first tried to speed aging, hoping to find a way to slow aging later; however, the professor finally forfeited the project. Miguel thought that an age-speeding chemical was a powerful weapon and he decided to kidnap the reclusive Professor Ilson. He did so violently, although Ilson manage to scabble the letters "Migu" in a glass with his finger.

Miguel then impersonated the warden of Waterford Prison, a federal jail, so he could have a secret HQ in the United States. He forced Ilson to build a weapon, and threatened to kill 250 people if he didn't reach his deadlines. Ilson agreed under duress. Once the chemical was ready, Miguel tested it on a nearby town Belleville. He then offered the locals an antidote, in exchange for their silence. By getting some of the locals in his payroll, Miguel ensured that the others lived in fear. Ilson's disappearance

was discovered by Dr. Simon Mills who, seeing Miguel's implication due to the finger-written text, recruited his friends Dr. Wendy Day and Captain America to investigate. They reasoned that Miguel needed drugs smuggled from Ecuador and tracked the correct boat in the Portland Harbor Terminal. Captain America then followed the trail to Belleville, but the locals were reticent to help him.

Meanwhile, Miguel sent the President a sample of his weapon and threatened to use it in American cities unless he was payed one billion dollars to finance his revolution. Presidential Envoy Everett Bliss contacted Dr. Day and Dr. Mills for scientific advice, and they confirmed that such a weapon was possible. In his identity as Steve Rogers, Captain America attracted too much attention and Miguel ordered his minions to take care of him; Miguel would rather have Rogers dead, but the locals instead imprisoned him on trumped charges. This was not enough, because Rogers escaped from jail. Miguel's well-trained agents were unable to stop him.

While talking with Miguel via phone, Mr. Bliss refused to deal with a terrorist, secretly hoping that Miguel was bluffing. Miguel reacted by sending an airplane to spray the chemical on the city of Portland (Oregon). He then made a public announcement saying that he had an antidote but wanted one billion dollars in exchange for it. Although Dr. Mills found the situation to be critical, Mr. Bliss believed that maybe Miguel did not have an antidote and was lying. Miguel, predicting this movement, provided Bliss with a sample of the antidote, not enough to heal all the population. The sample could not be reproduced in lab conditions. Dr. Day travelled to Portland to test it, and she confirmed that the antidote worked. Meanwhile, Captain America befriended Helen Moore from Belleville and together they discovered that Miguel was hiding in Waterford Prison. Captain America travelled there and single-handedly raided the prison. Miguel ordered to destroy most of the chemical and the antidote, except for some vials that he kept in a suitcase; he also ordered to spray the test animals and send the dogs against Captain America. Captain America evaded the beasts and rescued Dr. Ilson, but Miguel took a shotgun and escaped in his car while the guards kept Captain America busy.

Captain America trailed Miguel using his hang glider-equipped motorbike. Seeing that he could not

get rid of Captain America on the road, Miguel forfeited his car and hid in the forest, taking the gun and the suitcase; he also called a helicopter to escape, because he had a escape plan. Captain America found Miguel and ordered him to surrender, but Miguel refused and vainly shot Captain America. Captain America then threw his shield using the boomerang effect, hoping to hit Miguel either on the way out or on the way in; but Miguel wisely followed the shield and dodged. The shield returned to Captain America, but fell to his feet, and at that moment Miguel had his gun aimed at Captain America. He ordered Captain America to not take his shield, gloated that they could have been allies while aiming, and prepared to shoot. However, with a swift motion of his feet, Captain America recovered the shield and covered in time. Surprised, Miguel dropped his shotgun and threw one vial of age-speeding chemical. Captain America threw the shield and broke the vial. The liquid chemical fell on Miguel's face. Even then, Miguel jumped on Captain America and struggled with him, trying to strangle the hero, but the General was growing old in a matter of seconds. Being weaker, Miguel fell to the floor and died of old age. Captain America took the suitcase and obtained enough antidote to heal the population of Portland and of Belleville.



**Spider-Man (Earth-730911)
Peter Parker**

F	Rm	(30)	Health: 120
A	Rm	(30)	
S	Rm	(30)	Karma: 60
E	Rm	(30)	
R	Ex	(20)	Resources: Ty
I	Rm	(30)	
P	Gd	(10)	Popularity: +20

Known Powers:

Wall Crawling: Remarkable (30)
Precognition: Remarkable (30). Unlike the Earth-616 version of the spider-sense, this version is more like premonitory visions that warn him of impending events.

Equipment:

Web Shooters: Good Material, 30 shots per web shooter, 2 area range. Remarkable (30) material webbing, while supporting weight, but it can be cut and burnt.
Webcasting: Remarkable (30).
 * *Net:* 1 area, Excellent (20).
 * *Swing line:* Remarkable (30).

Spider-Tracer: These Poor (4) material rubber spider's allow Spider-Man to track prey up to 2 miles before

he is out of range, their Tracking ability functions at Good (10) ability.

Talents: Photography, Chemistry, Electronics, Kit-bashing, Repair/Tinker, Detective, Motorcyclist.

Contacts: Daily Bugle, NYPD, Empire State University.

History:

Peter Parker was a College student, moonlighting as a photographer for the Daily Bugle. While conducting an experiment involving radiation, together with a classmate, Peter was bitten by a spider that had been subjected to a high dosage of radioactivity. Later Peter was chased by a hypnotized driver into a alley and almost crushed, when he suddenly jumped onto a wall and climbed up to the roof. He then told J. Jonah Jameson and Joe Robertson that he could get a picture of this mysterious "Spider-Man" that had been spotted. He went home, made a costume, and took a picture of himself on a wall. Jameson and Robertson believed it, and Peter used his powers and costume to fight crime, though he didn't want to.

Apparently Spider-Man joined the Spider-Army to oppose the Inheritors on Earth-001.



For stats for **J. Jonah Jameson, Robbie Robertson and Aunt May:** Use the established game stats. For **Rita Conway:** Use stats for Glory Grant.



Julie Masters (Earth-730911)

F	Pr	(4)	Health: 24
A	Ty	(6)	
S	Pr	(4)	Karma: 22
E	Gd	(10)	
R	Ty	(6)	Resources: Ty
I	Gd	(10)	
P	Ty	(6)	Popularity: +2

Talents: Photography, Journalism and Detective.

Contacts: The Daily Bugle

History:

Julie is a young photographer for the Daily Bugle and often competes with Peter Parker for jobs, stories and a place in each other's hearts.



Gale Hoffman (Earth-730911)

F	Ty	(6)	Health: 26
A	Ty	(6)	
S	Pr	(4)	Karma: 22
E	Gd	(10)	
R	Ty	(6)	Resources: Ty
I	Gd	(10)	
P	Ty	(6)	Popularity: +2

Talents: Photography, Motorcyclist, Journalism and Detective.

Contacts: The Weekly Examiner

History:

Gale is a young, attractive reporter from the Miami Weekly Examiner, she graduated at the top of her class from the University of Miami but the only job could get with no real experience was to take an entry position at the Weekly Examiner as a reporter.

She was hoping to find out how Peter was able to get so many photos of Spider-Man, but had no better luck than J. Jonah Jameson and went back to Miami have gotten a story, but failed to get the one she was after.



Emily Chan (Earth-730911)

F Gd (10) Health: 26
A Ty (6)
S Pr (4) Karma: 26
E Ty (6)
R Gd (10) Resources: Ty
I Gd (10)
P Ty (6) Popularity: +2

Talents: Student, First Aid and Martial Arts E.

Contacts: Spider-Man, The Hong Kong Minister of Industry (her father)

History:

The daughter of The Hong Kong Minister of Industry, Emily came to the United States to attend ESU only to be embroiled in political intrigue from back home. Along the way she met and fell in love with Peter Parker, learning that he was Spider-Man and knowing he had responsibilities, she put aside her feelings for the betterment of the world and he returned to the United States.



Captain Barbera (Earth-730911)

F Ty (6) Health: 32
A Gd (10)
S Ty (6) Karma: 40
E Gd (10)
R Gd (10) Resources: Ty
I Ex (20)
P Gd (10) Popularity: +2

Talents: Leadership, Shadowing, Law-Enforcement, Detective/Espionage, Surveillance.

Contacts: The NYPD, The Mayor's office.

History:

Nothing much is known about Captain Barbera of the NYPD. Obviously he is a veteran of the police department and has seen some weird things in his time, none of them were as strange as Spider-Man and the cases that came about once he surfaced along the skyline of New York, fighting crime and saving the little guy from criminals, fat-cats and crooked businessmen.



Dr. Edward Byron (Earth-730911)

F Ty (6) Health: 28
A Ty (6)
S Ty (6) Karma: 40
E Gd (10)
R Ex (20) Resources: Rm
I Gd (10)
P Gd (10) Popularity: +5

Known Powers:

Mind Control: Using Microwave technology, Byron was able to activate sleeper agents to follow his commands at Excellent (20) ability. Those controlled operate -1 C/S to all feats and move as though in a stupor, but will follow commands to kill others or themselves. Effective range of the Mind Controls transmissions was 10 miles.

Talents: Leadership, Electronics, Biology, Computers. Hypnosis, and Psychiatry

Contacts: As the leader of a self-help group Dr. Byron was well-known and respected in the community of psychiatry. He used his mind control to keep a squad of Martial Artists under his control.

Rarī, Chidjireta and Mo-Eh (Earth-730911)

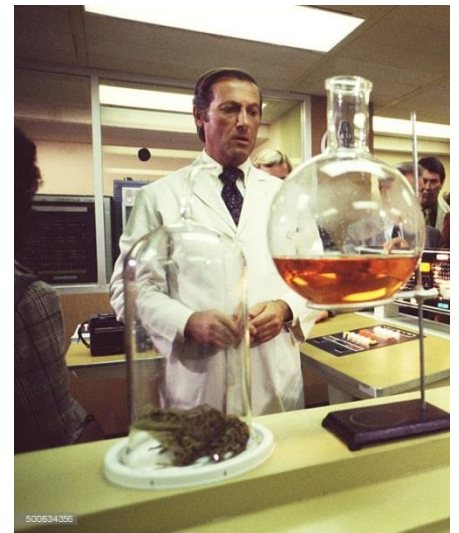
F Ex (20) Health: 50
A Gd (10)
S Gd (10) Karma: 18
E Gd (10)
R Ty (6) Resources: Pr
I Ty (6)
P Ty (6) Popularity: 0

Talents: Martial Arts A and E, Oriental Weapons.

Contacts: Dr. Byron (They were under his control...)

History:

Doctor Edward Byron was a world renown psychiatrist and self-help guru, who for reasons unknown turned to crime and terrorism to further his own experiments and make money. Once he discovered that he could influence and control people through microwave impulses. It was only through the intervention of Spider-Man that lives were saved and Dr. Byron was stopped when his machine feedback on him leaving him in a hypnotic state, open to suggestion. Spider-Man suggested that confession was good for the soul...And so he walked in and told Captain Barbera all about his operation.



Doctor Moon (Earth-730911)

F Ty (6) Health: 28
A Ty (6)

S Ty (6) Karma: 40
E Gd (10)
R Rm (30) Resources: Rm
I Gd (10)
P Gd (10) Popularity: +5

Known Powers:

Cloning (Life Form Duplication): With a genetic sample as small as just a few drops of blood, Doctor Moon could replicate any host subject within a matter of hours and with full memories up the point of donation. Oddly, or perhaps because of their higher brain function, human clones tended to be bent towards more selfish or evil purposes, becoming antagonistic and hostile to their original counterpart to the point of wanting to kill and replace them. This power, using cutting edge technology, functions at Amazing (50) rank

Talents: Leadership, Scholar of Genetics (+2 C/S), Biology, Computers, and Medicine.

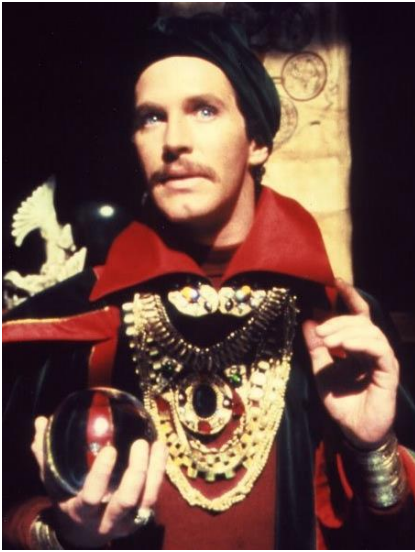
Contacts: Empire State University (Where he used to teach...) and whatever privately owned think tank funded his research into cloning.

History:

A former genetics professor from ESU, Doctor Moon went into the private sector to continue his unorthodox research into cloning. His first test subject was him (of course) which resulted in an evil clone of him attempting to clone others to create a clone army. He succeeded in cloning Spider-Man and had the clone (who of course had the same powers as Spider-Man, only evil!) fight the original before both he and it were both killed

(For stats for the Evil Doctor Moon and Spider-Man clones, just use the originals.)





Doctor Strange (Earth-96173)
Stephen Strange

F	Gd (10)	Health: 56
A	Gd (10)	
S	Ty (6)	Karma: 50
E	Rm (30)	
R	Gd (10)	Resources: Gd
I	Gd (10)	
P	Rm (30)	Popularity: +5

Known Powers:

Magic: Stephen Strange is a sorcerer and is on his way to becoming the Sorcerer Supreme: He can cast Personal, Universal and Dimensional spells at Remarkable (30) ability and has the following abilities:

Astral Projection: Excellent (20) ability.
Telepathy: Excellent (20) ability.
Dream Travel: Excellent (20) ability.
Mind Probe: Excellent (20) ability.

Raggador: Dr. Strange can call upon this Dimensional entity to perform exorcisms at Psyche +2 C/S ability.

Psychic Bond: Due to his link with Clea Lake, any use of the psychic related spells are +1 C/S to range and effect.

Equipment:

Sorcerer's robes: Made from Good (10) material, these robes offer no protection but does have the appearance of a superhero costume.

Ring of the Vishanti: This Remarkable (30) ring protects him against several spells, and he can use the ring as a shield against mystical bolts, which he can then redirect at Psyche +2 C/S ability. The ring protects Strange against most of the hostile beings in the higher astral planes at Psyche +2 C/S ability.

Talents: Psychiatry, Medicine, Mystic Origin, Occult Lore.

Contacts: Eastside Hospital staff, Wong, and Clea.

History:

Stephen Strange was born in 1945. Strange's father shared certain interests with Thomas Lindmer, Sorcerer Supreme of that Earth, including magic—although the older Strange was not a user of magic. Lindmer and the senior Strange soon saw that Strange was a clear-minded, extraordinary young man of high morals. Lindmer kept contact with the Stranges until 1958.

In 1963, the Stranges were involved in a car crash, which Lindmer later theorized was not accidental but a murder attempt. Stephen's father and mother died, in Lindmer's opinion because they tried to protect Stephen—and succeeded. Stephen received a ring with the mystical symbol of light within his father's estate.

Stephen Strange became a doctor, making good use of his mind, but at the same time he had such a rational mind that he was unable to contact his own talents for mysticism. Strange became a resident psychiatrist for the East Side Hospital, where his behavior was less than perfect: Strange's nurse Sarah jokingly reprimanded him for being a pennywise womanizer, but Chief of Psychiatry Dr. Frank Taylor constantly complained at Strange getting late to meetings and at Strange completely disregarding Taylor's opinion. However, Strange also despised Taylor: Strange visited six times a week, and Taylor only twice, so Strange believed that he had a more detailed view of his patients — for instance, when he admitted chronic alcoholic Mrs. Sullivan against Taylor's counsel.

The evil sorcerer Morgan le Fay, exiled from Earth, had a chance to go back there for three days in a quest to defeat the Sorcerer Supreme and to corrupt the highly talented Strange. Lindmer discovered this and called his old friend and pupil Wong, also a wizard, to help him in that ordeal. Lindmer went to challenge le Fay while, following Lindmer's orders, Wong looked for Strange. Wong quickly found the hospital where Strange worked at.

Meanwhile, Morgana possessed the body of a young, innocent woman, and used her to attack Lindmer, pushing him off a bridge. This woman happened to be Clea Lake, student of psychology at a University, and to whom Strange had a psychic bond. As the event was shockingly traumatic for Lake, Strange had a vivid vision of it— which he believed was simply a dream. However, soon afterward, an amnesic Clea Lake was accepted in the ER of the Hospital, and the doctor called Strange for specialized help. Strange quickly recognized her from his vision but, being a rational fellow, he refused to believe it and settled that it was some confusion. Lake explained the accident in which an old man had been pushed off a bridge, unsettling Strange once again. Lake also talked about an evil woman stalker that was waiting for her at home, and her own somniphobia. Strange agreed to help her and to not force her to sleep—but he also asked to check her for drugs.

Both le Fay and Wong were trailing Lake, understanding that she was an important piece of their game. Le Fay tried to charm Strange, but he was protected because of his ring. Wong simply reported to Lindmer where he had found Lake, and Lindmer decided to go to the hospital, explain that he had met their "Jane Doe" woman, and talk with Strange. Meanwhile, Taylor reprimanded Strange for his heterodox behavior.

Strange agreed to meet with Lindmer at his office because he recognized Lindmer from the vision. Lindmer explained that Strange and Lake had a psychic bond and that Lake was unstable at understanding that she had been possessed, but Strange's sceptical perspective prevented him from believing any of this. Lindmer insisted that Strange could help Lake via unusual means, and that Strange should visit Lindmer for his own free will. Strange agreed to continue the conversation.

As soon as he left this meeting, Strange discovered that Dr. Taylor had given a tranquilizer to Lake, making her sleep. Strange discussed with Taylor about this: Taylor believed that Lake was a patient of the hospital, not of Strange's, and that Strange liked her, thus he was unable to be objective. However, facts gave reason to Strange when he visited her: Lake had fallen into a comma. The nurse wanted to call Taylor but, due to the urgency of the situation, Strange had to stabilize Lake first. After this act, Strange took Lindmer's visiting card and noticed that it had the same

symbol as Strange's ring, so he decided to go visit him then, to see if they could help Lake together.

On his way to the Mansion, Strange saw a biking kid riding to the path of a bus (secretly being led by le Fay) and he saved him. Le Fay was surprised that Strange could do that. Le Fay had been attempting to kill Strange but she found herself attracted to him, which self-sabotaged her acts.

Strange met with Lindmer and asked him about the rings's symbol. Lindmer admitted having been a friend of the Strange family, and revealed that Strange's father worked with him, preparing this eventual encounter. Lindmer also explained that Lake was suffering the aftereffects of having been used as a weapon, and he said that his own powers had been too weakened to save her. Strange agreed to try Lindmer's methods, and lent him the ring. Lindmer used his alchemical arts on the jewel and returned it. He then explained Strange about the quest: Dreaming people visit the harmless lower astral planes, but Lake had been trapped in the dangerous higher astral planes. Strange would be sent there to look for Lake; he could find her by following their psychic bond. The ring would stop most of the inhabitants from attacking Strange or Lake but, should any of them try, Lindmer told him a word-based spell, a plea to Raggadorr, scourge of demons, which would repel them. Strange could return by concentrating.

Following Lindmer's words, Strange found Lake in the astral plane and tried to help her out. In their way out, they were stopped by the riding demon Balzaroth, sent by le Fay to bring her Strange alive. Balzaroth forced Strange to leave Lake, but Strange used his spell and Balzaroth was forced to escape. Strange then took Lake again and both of them escaped from the astral plane: At that moment, Lake woke up in the hospital.

Le Fay had been serving a higher demon, the Nameless One, and it demanded an explanation from here. Le Fay explained her feelings for Strange, and the Nameless One threatened to break the spell that allowed le Fay to retain a youthful appearance: If le Fay looked like an old woman, suggested the monster, then Strange would never have feelings toward her. The Nameless One insisted that Strange had to die at her hand.

Strange visited his patient Lake, who was awake, active and grateful. She told Strange about a dream she had had in which Strange saved her

life, and offered to go home with him. She suggested that she could stop being his patient so they could date, and he could help her with her psychology classes, and they agreed to dine together at seven.

Before that, however, Strange visited Lindmer again and told them that he was too rational to go on with their mumbo-jumbo. Wong tried to defend his mentor, but did not convince Strange. While leaving, Strange saw a cat outside the door, so he let it in. However, the cat was really the metamorph le Fay, tricking Strange so she could bypass the mansion's mystical barrier. Le Fay defeated Wong and Lindmer, kidnapping the old man. She then went to Lake's house, causing Lake another psychiatric crisis and an unwanted nap. Le Fay appeared in front of Strange and offered to leave Lake alone if he accompanied le Fay to her magically-based dimension.

Teleporting them both to her demonic lair, le Fay offered to teach Strange strange powers and gave him riches (To prove this, she created golden collars from nothingness and put them on Strange's neck). She also taught Strange how to create magical bolts, and talked about the secret knowledge of universe at hand. When she kissed him, however, Strange found her lips to be cold. Even then, Strange agreed to romance le Fay for the tiem.

To do so, le Fay asked Strange to take out his ring, but Strange was unable to do so without Lindmer's help. Le Fay mocked at Lindmer's supposed power and, to prove it, showed that Lindmer was a prisoner there, tortured. This terrified Strange, and made him reject le Fay. The offended witch moved vegetable branches to tie Strange, and Strange's only spell failed to protect him—but the ring repelled the ropes. Le Fay tried to bolt Strange, but he stopped the attack with the ring, and reacted with a similar attack himself, defeating her for the moment.

Strange recognized Lindmer as his mentor, and both of them were magically transported to the Mansion, while the Nameless One exacted his revenge on le Fay for her failure. Strange and Lindmer were soon joined by Wong in the studio. Lindmer revealed that he had let le Fay defeat him to make Strange see her real colors. Lindmer staged a quick ceremony so that Strange could officially admit his destiny and serve humanity. By accepting those powers, however, Strange had to renounce to

ignorance, children or an easy death —albeit not to love. Strange accepted, and they all heard the bodyless voice of the Ancient One asking Strange whether he accepted to custody the light. Strange did, and his clothes changed. A part of Lindmer's essence and power was transferred to Strange, overwhelming him and weakening the latter. Wong helped them recover, and explained Strange that he had the power, but not the skill or wisdom to use it yet.

Strange returned to his practice, still making Taylor angry, and dated Lake again—although Lake did not remember their first date. Both of them saw a dumb TV advertisement in which Morgan le Fay, young again, offered his pseudo-mystic method to "free one's inner power".

Strange left the mansion, saw a illusionist staged on the street, and changed his trick: Instead of making some flowers appear, the unaware magician made a dove appear - to his own surprise. Strange left the scene with a smile.



Clea (Earth-96173) Clea Lake

F	Ty (6)	Health: 28
A	Ty (6)	
S	Ty (6)	Karma: 30
E	Gd (10)	
R	Gd (10)	Resources: Pr
I	Gd (10)	
P	Gd (10)	Popularity: 0

Known Powers:

Psychic Bond: Due to her link with Stephen Strange, any use of the psychic related spells on her are +1 C/S to range and effect.

Equipment:

School books

Talents: Student, Mystic Origin.

Contacts: ESU staff and students, Wong, and Dr. Stephen Strange.

History:

Clea Lake was a young woman living in a one-room apartment in New York City. She had a mystical psychic bond with Stephen Strange, a psychiatrist with a talent for mystic arts, although they had never met. Lake lived alone while attending University to get a degree in psychology. As she had not much money, she bought second-hand books and looked for special offers. Unbeknownst to Lake, the evil witch Morgan le Fay had reached Earth from her exile and intended to murder the Sorcerer Supreme, Thomas Lindmer. Le Fay saw Lake and, seeing that Lake had an innocent soul, she decided to use her in her plan: Le Fay possessed Lake, controlling her actions.

Lindmer tried to stop Le Fay on an urban bridge over the road, but le Fay disappeared. Lake then walked across the bridge as if she were a mere pedestrian and, when she had Lindmer at hand, she pushed him over the bridge's edge. Lindmer was caught completely unaware and fell to his apparent death. The situation was so shocking that Lake broke the possession and screamed aghast. Le Fay approached Lake and asked whether the old man was dead or not, and Lake escaped. Lake was not even conscious that her own hands had pushed Lindmer, and she understood that the other woman was somehow responsible for that. This event was so traumatic that Stephen Strange perceived it as a dream, due to his bond with Lake.

Lindmer survived using magic, but he was too weakened to attempt anything like that again. He however understood that Lake, the girl that le Fay had used, was important for them because le Fay would go back to her—thus, Lake was in danger. Lindmer sent his pupil, Wong, to find Lake. Although he did not know her name, he had drawn a portrait of her. Lake was plagued by nightmares featuring le Fay. She woke up stressed, and she still saw le Fay's face everywhere. Scared, she ran from her own home, leaving the door open, and almost caused a traffic accident. A cab driver, seeing her distress, offered to help, and then they both noticed that Lake was amnesic. The cabbie took her to the East Side Hospital ER, where she was assigned to psychiatry—under Dr. Stephen Strange. Strange recognized her from his vision but, being a rational man, he discarded the possibility. Lake insisted in telling about the bridge event, which Strange remembered vividly. Lake asked to not be given sleep-inducing drugs, and strange

agreed to that (although he also ordered to test Lake for illegal drugs)—in fact Lake was violent when a nurse tried to give her one routine medicament. Strange sided with Lake at this. Le Fay tried to stop Strange, but Strange had a ring with the symbol of light that protected him.

Wong also found Lake in the hospital, and reported to Lindmer. Lindmer went to see Lake; as he could claim that he had met her previously, he had a valid reason, and he used his magic powers to "convince" the nurses. Lindmer finally talked to Strange and explained that Lake was in danger due to magical forces, but Strange could help her if he accepted this heterodox vision of reality. Strange was sceptical, but friendly.

Chief of Psychiatry Dr. Frank Taylor, disagreeing with Strange's medical approach, gave Lake a tranquilizer. Strange angrily yelled at Taylor, who replied that Lake was not Strange's personal patient but an aggressive patient in a public hospital. A second doctor sided with Taylor, suggesting that Strange liked Lake and thus he could not be objective.

However, the drug was enough to make Lake sleep, and le Fay took this chance to capture her: A sleeping person visited the lower astral planes, but le Fay took Lake's astral form to the higher astral planes, which she could not leave by herself and where she would be hounded by hostile dwellers; should they kill her astral form, her body would follow. Meanwhile, Lake's body fell into a comma and her state was critical. Strange quickly acted as a doctor and stabilized Lake, but he could not wake her up. Strange visited Lindmer at Lindmer's mansion to see if he could help Lake. Lindmer explained that Lake had been trapped in the astral plane, and a magician could rescue her by travelling there - but Lindmer himself had been recently weakened and was unable to do so. However, Lindmer could train Strange so that Strange could go, making use of his latent abilities. Strange accepted because Lake was in danger. Lindmer explained that Strange could track Lake using their psychic bond and, once he grabbed her, he could wake himself and her by concentrating. Strange's ring, Lindmer continued, would protect him against most of the inhabitants of the plane but, should any of them attack, Lindmer taught Strange a spell, a plea to Raggadorr that would repel them.

Lake was found by Strange, but by then le Fay had already noticed and

sent the monster Balzaroth to retain them both. Balzaroth succeeded in separating Lake from Strange, but then Strange defeated Balzaroth with his spell. Strange then took Lake and both of them left the astral plane. Lake woke up in the hospital, remembering a vivid dream in which Strange valiantly saved her life. In the hospital, Lake recovered completely and admitted to herself that she felt attracted to Dr. Strange. She decided to play billiards to while away the time until Strange came to see her, and see if he could walk her home simply for the pleasure of his company. Strange, feeling attracted to Lake too, agreed. Lake told him about her dream, but he suggested that he had only saved her using traditional, medical reasons. Lake told him that she studied psychology and that he could babysit her to help with her homework. They agreed to have a date for dinner that same night. Le Fay then managed to defeat Lindmer and Wong, apprehending the latter, and she magically appeared on Lake's house just when she was receiving Strange for her date. At seeing le Fay again, Lake suffered another breakdown and she collapsed on her bed. Le Fay then approached Strange and blackmailed him: She threatened to hurt Lake unless he accompanied le Fay to another dimension. Strange agreed, worried about Lake, but then Strange defeated le Fay in her own domain and released Lindmer. Strange then agreed to train as a wizard under Lindmer, happy to know that he had no need to renounce to love. Soon afterward, Lake dated Strange again—but she did not remember her previous date, her encounters with le Fay or even the conversation she had had with Strange when leaving the hospital. During a walk, they saw le Fay in a TV interview: The sorceress pretended to be a self-help expert using a secret method to "release the inner power" of her young followers. Lake did not recognize le Fay and claimed that le Fay's method looked like some dumb fashion.



Thomas Lindmer, Sorcerer Supreme (Earth-96173)

F	Ty	(6)	Health: 26
A	Ty	(6)	
S	Pr	(4)	Karma: 80
E	Gd	(10)	
R	Gd	(10)	Resources: Ex
I	Rm	(30)	
P	In	(40)	Popularity: +5

Known Powers:

Magic: Thomas Lindmer is the Sorcerer Supreme: He can cast Personal, Universal and Dimensional spells at Incredible (40) ability and has the following abilities:

Longevity: As Sorcerer Supreme, Lindmer ages 1 year for every 10, it's unknown how old he actually is, but at one point he states he is over 500 years old and well past his prime.

Astral Projection: Remarkable (30).
Telepathy: Remarkable (30).

Eldritch Bolts: Incredible (40), 3 areas.

Danger sense broadcasting: if in danger, his pupil senses it: Good (10)

Matter transmutation: Excellent (20)

Mind control: Excellent (20)

Power transfer: He can transfer his power to a successor - but not the knowledge to use this power wisely.

Great Seal: Lindmer can seal his abode from enemy sorcerers using a spell that made his hands glow.

Self-healing: Excellent (20).

Ancient One invocation: he can invoke the Ancient One as a disembodied voice, during a ritual to name his own successor as Sorcerer Supreme.

Raggador: Lindmer can call upon this Dimensional entity to preform exorcisms at Psyche +2 C/S ability.

Equipment:

Sorcerer's robes: Made from Good (10) material, these robes offer no protection but does have the appearance of a superhero costume.

Various texts and other mystic artifacts

Talents: History, Artist, Mystic Origin, Occult Lore.

Contacts: The Ancient One, Wong, and Dr. Stephen Strange.

History:

Thomas Lindmer was the Sorcerer Supreme of Earth-96173. A Human magician several centuries old, he lived in his Mansion in 22 Bleeker Street, New York City. He was familiar with several details of the history of magic, although that could be through academically study or direct observation. In 1945, Lindmer was associated with another scholar (not a user) of magic, a Strange. When this person had a son, both he and Lindmer noticed that the kid, Stephen Strange, had a great potential to become a magician, as he was righteous and perceptive. In 1958, Lindmer lost contact with the Strange's. In 1963, the Strange's suffered a car crash and only five-year-old Stephen survived; Lindmer believed that external forces were trying to murder Stephen and that his fathers had died protecting him. Stephen inherited a ring with the mystical symbol of light from his father; the older Strange knew that Lindmer would eventually appear looking for Stephen. At some other point (either before or after the events with the Stranges), Lindmer trained and befriended Wong, an Asian wizard. Eventually Wong graduated and left, in good terms with Lindmer.

In 1978, the evil witch Morgan le Fay, exiled in a different dimension after her defeat centuries before, was able to reach Earth in a quest to kill Lindmer and get Lindmer's successor. Lindmer, who knew of le Fay, noticed le Fay's arrival and understood her mission. He called Wong for help. His plan was to find his successor, whom

he decided would be Stephen Strange, and to fight le Fay. To do both at once, Lindmer sent Wong after Strange. Meanwhile, Lindmer dressed in normal clothes and left his Mansion to challenge le Fay. When they met each other, Lindmer blocked her path on an urban bridge, and then le Fay disappeared from sight. Le Fay possessed a college student, Clea Lake, who walked next to Lindmer and then, catching him unaware, pushed the old man from the bridge to the road below. The shock broke the possession and Lake screamed in panic, seeing the old man and the possessing witch. She escaped. The event was so vivid that Wong perceived the danger to his master.

However, Lindmer survived. He stood up and left, injured; he recovered from the worst damage using his magic in broad daylight. He went to the Mansion, and there he met with Wong. Lindmer quickly explained Wong that there was no immediate threat, and listed to Wong's report: Wong had found Strange, a doctor of psychiatry working in East Side Hospital. Lindmer, weakened after losing the duel, was also worried about the innocent girl that le Fay had manipulated, because le Fay would probably use her again. Lindmer asked Wong to find her and, to that end, the old man draw a portrait of the girl and told Wong that she was carrying books so she was probably a college student. Lake happened to have a psychic bond with Strange (even if they had never met) and thus, when she slept and remembered vividly the events of the possession, Strange shared the same dream and saw Lindmer. Lake had a crisis at the dream, including amnesia, and she ended in the hospital, being treated by Strange. Lake's stumbling about the accident with the old man coincided with Strange's memories of his dream. Strange agreed to admit her in the hospital. Wong, following her track, discovered Lake's name and address, and followed her to the hospital. Satisfied with his success, Wong cooked breakfast for Lindmer to eat while Wong reported. Lindmer reprimanded Wong for behaving like a servant, but agreed with the report. Lindmer decided to take a taxi and go to see Lake and Strange in the hospital; but Wong could not go with Lindmer because the Asian wizard had other occupation at that point. Lindmer used a spell to close his Mansion, preventing le Fay from entering; and, once, in the hospital, he used his

powers to "convince" a nurse so he could see Lake.

Finally meeting Strange after so many years, the doctor only recognized Lindmer because of his recent "dream". Lindmer claimed to know something about the amnesiac girl, and Strange agreed to interview him in his office. The doctor explained his dream, and Lindmer told him that Strange and Lake shared a psychic bond. Aghast at the idea, Strange demanded to know who Lindmer was, and the sorcerer gave him his card. Psychiatry chief Frank Taylor tried to interrupt them, but Lindmer's powers stopped Taylor suddenly. Lindmer tried to convince Strange that Lake was being targeted by evil forces, something that Strange's rational mind had trouble to accept. Lindmer asked Strange to visit his mansion of his own free will, warning that Strange himself would be in danger if he tried to save the girl. Strange was doubtful about this. However, soon afterward, Taylor's treatment caused Lake to fall into a coma. Strange reconsidered then and decided to visit Lindmer, especially because Lindmer's card had the same symbol as Strange's ring. Strange met with Lindmer, first asking him about the symbol. Lindmer explained that he and Strange's father had known each other. Lindmer then offered Strange the knowledge of magic to save Lake, because Lindmer himself was too weakened and would be destroyed if he tried that quest, and Strange agreed even if he disliked the idea of becoming an apprentice alchemist. Lindmer took Strange's ring and made a spell on it.

Lindmer explained the mission: He would send Strange to the dimensions known as the astral planes. Lake, as a dreamer, was supposed to visit the harmless lower planes, but she had been ensnared to the dangerous higher planes, where hostile beings dwell. Lindmer taught Strange a protective spell, calling on Raggadorr, in case he faced any of these monsters. Strange would be able to track Lake by following their psychic bond. Strange agreed, and Lindmer sent him to the astral planes. Although Lindmer could not intervene, he was able to monitor Strange's odyssey and knew of his success. Clea recovered and was released from the hospital. She started a romantic relationship with Strange and they arranged a date, but Strange decided to visit Lindmer before that, to tell him that he did not want to follow the path of wizardry. Lindmer was disappointed but accepted his decision, because the

Sorcerer Supreme was to accept his path willingly. Wong tried to appeal to Strange, but he failed. While leaving, Strange saw a cat at Lindmer's door and, believing it to be Lindmer's pet, he let it in. The cat was really le Fay in disguise, and she used Strange to trick Lindmer's Mansion's protecting. She first found and defeated Wong, and she then went to Lindmer's studio. Lindmer, in full regalia, was waiting for her and they dueled again. Lindmer's magic bolts were useless against le Fay: Laughing, she deflected the attack and floored Lindmer. Le Fay then sent fire bolts to Lindmer, and she invoked a monster, Asmodeus, to help her taking Lindmer to her own dark dimension (Lindmer later claimed that he threw the fight to motivate Strange). Once there, le Fay tied Lindmer to a plant and tortured him.

Le Fay threatened Lake to attract Strange to the dark dimension and, once there, she tried to convince him to join her side with riches. Strange was unable to take his ring off, saying that only Lindmer knew how to do so; but le Fay tried to convince him that Lindmer was powerless and, to prove it, she showed Strange that Lindmer was her prisoner. Strange, appalled, challenged le Fay, and she attacked him in rage. Strange's Raggadorr spell was ineffective, but his ring protected him against le Fay's magics, and Strange discovered how to redirect le Fay's attacks against her, stunning her. Strange released Lindmer and called him master. They both reappeared in the Mansion, leaving le Fay abandoned in her own domain, to the pitiless favor of her sponsor Nameless One. Once in the mansion, Lindmer collapsed, but fortunately Wong recovered and went to help, and Strange was a qualified doctor. Lindmer recovered his senses, and saw that dawn was coming. He decided to perform a ritual so that Strange could formally accept his position, and asked Strange to stand in a circle on the floor. Strange explained that he was dressing robes given by le Fay, but Lindmer gave it no second thought. He asked Strange to swear serving humanity, thus forsaking an easy death, ignorance or having children, but not love, because universe itself was love. Strange agreed. Lindmer then invoked The Ancient One, a disembodied voice that asked Strange to confirm, and then the transmutation took place: Great energies moved from Lindmer to Strange, so that a part of Lindmer's power went to Strange—but Strange still lacked knowledge or wisdom to

use this power. New robes appeared on Strange, and Lindmer glowed and felt weakened for this effect; Wong then explained Strange what had happened. Strange had become a wizard.



Wong (Earth-96173)

F	Gd (10)	Health: 46
A	Gd (10)	
S	Ty (6)	Karma: 60
E	Ex (20)	
R	Gd (10)	Resources: Gd
I	Rm (30)	
P	Ex (20)	Popularity: +5

Known Powers:

Magic: Wong is a Sorcerer: He can cast Personal, Universal and Dimensional spells at Excellent (20) ability and has the following abilities:

Astral Projection: Remarkable (30).
Telepathy: Remarkable (30).

Eldritch Bolts: Excellent (20), 3 areas.
Eldritch Shield: Excellent (20).

Danger sense reception: if the Sorcerer Supreme is in danger, Wong senses it: Good (10)

Equipment:

Well-tailored suits: These suits are just regular, well-tailored suits.

Talents: Cooking, Detective/Espionage, Martial Arts A, Mystic Origin, Occult Lore.

Contacts: Thomas Lindmer, Clea Lake, and Dr. Stephen Strange.

History:

Wong, an Asian wizard, was instructed by Thomas Lindmer, the Sorcerer Supreme. Wong felt a great deal of respect for his teacher and called him Master. Wong was also Lindmer's friend and confident, and he knew that Lindmer was a sorcerer several

centuries old. Eventually, Wong left Lindmer's Mansion but remained in good terms with him. At some later point, Lindmer called Wong asking for his help. When Wong arrived, Lindmer explained the startling discovery he had made: The evil sorceress Morgan le Fay, trapped within a different dimension, had overcome her exile and would travel to Earth for three days in a three-day quest involving Lindmer's assassination. Lindmer asked Wong to find a man with potential for sorcery, Stephen Strange, who already had the symbol of light with himself, because Lindmer intended to initiate Strange in the arts of magic - but Wong was not to approach Strange directly at this point. Meanwhile, Lindmer would approach and challenge le Fay. Lindmer's mansion had a spell preventing le Fay from entering directly.

Wong found that Strange was a resident doctor in the psychiatric department of the East Side Hospital, and saw Strange in person. At that point, Wong's magic-based perception revealed that Lindmer was in danger, so Wong left his mission and ran back to the Mansion. Finding Lindmer there and relatively well, Wong reported his mission and worriedly asked about Lindmer's state. Lindmer admitted that fighting le Fay had been more demanding than he had expected: Le Fay had possessed an innocent young woman to attack Lindmer, while at the same time placing the latter in danger. Lindmer asked Wong to find the unnamed woman, but he could only provide a portrait he had just drawn and the suggestion that she was probably a university student. Using his skills, Wong discovered that the woman was a university student, Clea Lake. He also found her address and tried to visit, but she had just left without any warning, in the middle of the night and leaving the front door open. Wong phoned the police and hospitals, and discovered that Lake had been accepted in the psychiatry ward of the East Side Hospital, with Strange on duty at that point. When Wong finished his investigation, Lindmer was sleeping, so Wong cooked some breakfast for Lindmer and offered it along with his report—to Lindmer's surprise.

With that information, Lindmer decided to go to the hospital, say that he had met Lake and talk with Strange, trying to convince Strange to join his cause by himself. Wong did not go with Lindmer because Wong had personal matters to take care of. Lindmer failed to convince Strange but, when Lake

entered into a comma soon afterward, Strange agreed to visit Lindmer at the latter's mansion. During this visit, they continued their previous conversation, with Wong witnessing it. Lindmer explained that Lake should be sleeping in the harmless, lower astral planes but, due to le Fay's interference, she was in the higher astral planes. Strange had a talent to use the magic and he could use it to rescue Lake by travelling to the astral planes. Strange agreed to give it a try, and the attempt worked: Lake woke up from her comma. However, the next day, Strange visited Lindmer and Wong again to tell them that he was a rational man, thus he wanted to know nothing more about that. Wong insisted in speaking his support to his mentor, but Strange decided to leave. Even worse: Naïvely, Strange mistook le Fay (metamorphosed as a cat) for Lindmer's pet, and helped her enter the house while he was leaving. Le Fay recovered her appearance in front of Wong.

Wong generated magic bolts with which he attacked le Fay, but she resisted his strength and defeated him with more powerful magic bolts. Wong fell to the floor, next to a door, with the immediate surrounding burning, and fell unconscious. Then, le Fay defeated and kidnapped Lindmer, and took Strange in an attempt to make him join her side. Strange was aghast at seeing Lindmer being tortured, and he resisted and defeated le Fay. Strange and Lindmer were magically transported to the mansion. Wong woke up, retaining no visible sign of the fire. He ran to see Lindmer and found him lying, but relatively well. Lindmer quickly staged a quick ceremony, with Wong witnessing it, in which Strange accepted to follow the path of magic. The voice of The Ancient One was heard and Strange's robes, given by le Fay, transformed into a new uniform. Besides, a part of Lindmer's mystical power and essence was transferred to Strange, weakening Lindmer and overwhelming Strange. Wong ran to help them and explained Strange what had just happened, and warned him: Strange had the powers from that moment, but he still did not have the knowledge or wisdom to use them. Wong may have continued with Lindmer or he may have left the mansion again.



Morgan Le Fay (Earth-96173)

F	Gd (10)	Health: 56
A	Gd (10)	
S	Ty (6)	Karma: 80
E	Rm (30)	
R	Gd (10)	Resources: Ex
I	Rm (30)	
P	In (40)	Popularity: 0

Known Powers:

Magic: Morgan Le Fay is a powerful Sorceress: She can cast Personal, Universal and Dimensional spells at Incredible (40) ability and has the following abilities:

Astral Projection: Remarkable (30).

Telepathy: Remarkable (30).

Animal Control-Line of Sight: Good (10) ability to influence small animals.

Eldritch Flame: Amazing (50) Eldritch flame, 3 area range.

Invisibility: Excellent (20) ability.

Longevity: Survived for five centuries after her exile in other dimensions.

Matter Generation: Excellent (20) to create clothes and jewelry.

Summoning: Le Fay can summon extradimensional creatures to track her targets through the astral planes or to carry her prey to her lair.

Image Projection: Excellent (20) Victims see le Fay everywhere, in mirrors, in the street. This leads to a panic attack, if used on someone she possessed the effect is +1 C/S

Possession: Le Fay can possess others at Excellent (20). After completed a task the effect is broken and the victim takes Poor (4) damage.

Resistance to Magic: Incredible (40).

Dream travel: Le Fay can trap others at Excellent (20) take them to the higher astral plane, with these consequences: In the higher astral planes, the victim can be attacked by the hostile locals. The sleeper body goes into a comma and, if the soul is destroyed, the body dies.

Vegetable Control: Excellent (20)

Equipment:

Sorcerer's robes: Made from Good (10) material, these clothes offer no protection.

Various texts and other mystic artifacts

Talents: Demonology, Mystic Origin, Occult Lore.

Contacts: The Nameless one, Balzaroth and Asmodeus.

History:

Morgan le Fay was a female witch, known by several grandiloquent names. She had been worshipped by the Voucald and waged an evil attack against forces of good in centuries past. Finally, in 1478, le Fay failed in his attempt and was exiled to a different dimension. Trapped there for five centuries, le Fay obtained control over some of the inhabitants, such as the riding monster Balzaroth who could move through the higher astral planes; but she in turn fell in thrall to an unnamed, powerful creature. Le Fay artificially kept the appearance of a young, beautiful woman, but this was simply a spell that this "Nameless One" could retire at any moment. In 1978, the barrier between the prison dimension and Earth weakened enough for the Nameless One to attempt a quest. The Nameless One decided to send le Fay to Earth for three days so that she could kill Thomas Lindmer, Sorcerer Supreme and champion of the light, and deal with Lindmer's successor. Le Fay agreed, although she did not know how to find the successor at that point. Besides, Lindmer discovered that le Fay was being sent to Earth and he recruited his former pupil Wong to find the successor—the forces of light already knew his name, Dr. Stephen Strange. Wong was sent to find Strange while Lindmer himself went to challenge le Fay. Reaching Earth, le Fay obtained normal-looking clothes

and a chauffeured car so she could go unnoticed as a rich woman. She then noticed a young woman, Clea Lake, and recognized her as an innocent soul. Le Fay used her powers to possess Lake, thus being able to control her actions. Le Fay then went to a local, urban bridge, and found Lindmer, defiant and standing in her way. Le Fay decided to disappear or turn invisible, and then Lake, apparently a mere passerby, walked next to Lindmer. Lake then pushed Lindmer through the bridge rail, taking him completely unaware and making him crash in the road. Lake then recovered her senses and started screaming. Le Fay, appearing suddenly next to her, asked Lake whether Lindmer had survived or not. Lake ran away from her, seized with panic. The event was so stressful that it was perceived by Dr. Strange as a vivid dream.

Lindmer survived thanks to his magic, and he regrouped with Wong at his Mansion. The Sorcerer Supreme, seriously weakened after the showdown with le Fay, charged Wong with the task of finding Lake; Lindmer correctly assumed that le Fay would go to Lake again. Indeed, le Fay appeared ominously in Lake's dreams, affecting her state. Lake woke up and tried to escape from her own home - but she constantly saw le Fay's face ubiquitously. After almost causing an accident, a driver helped her and, as Lake could not remember her own name, she was sent to a hospital - where the crowd prevented le Fay from being so overt in her attacks. Strange was assigned as Lake's psychiatrist, and le Fay tried to affect him with a spell. However, Strange had inherited a ring with the symbol of light, and it protected him from le Fay's attack. Wong also found Lake, and reported to Lindmer. Partly recovered, Lindmer went to the hospital, but he used a spell to seal his mansion so that le Fay could not enter. Le Fay saw it and she tried sending a cat to the door. She saw that Lindmer's power prevented the pet from penetrating. Although Lindmer met with Strange to discuss ways to help Lake, the doctor was unconvinced about the sorcerer's non-rational approach; they remained friendly to each other nonetheless. Le Fay intended to capture Lake in the dangerous, higher astral planes. To do so, she simply had to attack while Lake was sleeping, because sleepers visited the harmless, lower astral planes, which were communicated with the higher ones - however, Lake was so scared of dreaming of le Fay again,

that she refused to sleep; and Strange had agreed to not give him medication to do so. Unfortunately, behind his back, Chief of Psychiatry Dr. Frank Taylor overrid Strange's decision and gave Lake a tranquilizer. Le Fay took her chance and captured Lake. In the tangible world, Lake seemed to have fallen into a comma, and only Strange's medical ability and mental speed stabilized her physical body. Strange decided to meet again with Lindmer. Le Fay tried to stop him by causing a traffic accident with a bus and a bike-riding boy, but Strange was able to stop it, to her surprise. Le Fay also noticed that she felt attracted to Strange.

Once in the Mansion, Strange finally agreed to Lindmer's plan: Strange would travel to the astral plane and rescue Lake, using the power of his ring, his mental focus and a spell that Lindmer taught him—Lindmer would have done it himself, but he was weakened by his duel with le Fay. Strange started his quest, but not without le Fay noticing: She sent the riding Balzaroth to prevent Strange from rescuing Lake—but with orders to only capture, and not kill, Strange. Strange defeated Balzaroth using the spell, and he escaped the astral plane with Lake. Lake woke up in the hospital, remembering her ordeal as a dream—but also remembering Strange's courageous move to save her life. Empty-handed, Balzaroth returned to le Fay. She intended to punish him, but she was interrupted by the Nameless One, who reprimanded le Fay for her repeated failures. Le Fay admitted to him that she was infatuated with Strange. The Nameless One threatened to remove the youthful spell from le Fay, giving her the appearance of an old hag—and he did so, provisionally, to demonstrate his power. Le Fay found this situation unbearable and she agreed to move against Strange. Le Fay waited her chance to enter Lindmer's Mansion, and to do so she metamorphosed into a cat and stood next to its door. Strange visited Lindmer again to tell him that he did not want any other deal with magic and, when leaving, he saw a cat under the rain trying to enter. Strange naïvely thought it was Lindmer's pet and helped it in; by doing so, Strange's aura covered le Fay's from the protection.

Once inside the Mansion, the cat transformed into le Fay next to Wong. Wong used magical bolts to attack le Fay, but she resisted those, and reacted with more powerful bolts. Wong was knocked down, apparently

dead, and le Fay's attack set fire to the floor, wall and door around Wong. Le Fay then went to Lindmer's studio. Lindmer was waiting her there, in full regalia, and attacked le Fay with similar bolts. She not only withstood those, but she laughed at him and deflected the attack. Le Fay sent fire bolts later knocking him unconscious from the power. She called on Asmodeus, a supernatural creature, to help her move Lindmer to her domain—where Lindmer was retained, tied and tortured. Le Fay discovered that Strange was visiting Lake for a date, so le Fay appeared in the mirror to Lake, and caused her to suffer a breakdown. Le Fay then appeared to Strange and offered to leave Lake alone, if he accompanied le Fay to her domain. Strange agreed, and le Fay teleported them both. Once there, le Fay offered riches and power to Strange and, to underline her point, she created golden collars on Strange's neck and taught him how to create mystical bolts. Noticing that Strange was an intellectual, she offered to share the secrets of the universe with him. She created mystical-looking robes for him, and kissed Strange, revealing her attraction. Strange found her lips to be initially cold, but they quickly overcame that problem and continued their fondling.

Le Fay asked Strange to remove his ring for her, and Strange told her that only Lindmer was able to do so. Le Fay mocked of Lindmer and revealed that he was being kept powerless right there. Strange was appalled at this, and rejected le Fay. The witch warned to not vex her and, as Strange literally sided with Lindmer, she finally attacked: Le Fay moved the branches of a tree to tie Strange. Strange tried his Raggadorr plea, but it was useless and le Fay laughed at him. However, the ring repelled the rope, releasing him. Le Fay then tried to bolt Strange, but Strange used his ring as a shield and then returned le Fay's own bolt. She was momentarily stunned at that attack, but Strange only needed a moment: By recognizing Lindmer as his master by own will, Strange released him and both Lindmer and Strange reappeared in the Mansion. The Nameless One was unhappy at le Fay's failure: Not only he removed her youthful spell, but he also promised that le Fay would eventually beseech him to let her die. He then abandoned her, leaving her alone and stranded in her exile. Le Fay shouted for his help, promising to do anything for him in exchange for her youth, but

the Nameless One did not answer. However, Morgan le Fay reappeared on Earth soon afterward, with her youthful appearance. She had just released a self-help method to "release the inner power" of each person in a different, secret way; and, as her project had attracted a crowd, especially of young people, she gave an interview in TV. This program was casually seen by Strange and his date Lake found that le Fay's method was probably a dumb thing.



The Nameless One (Earth-96173)

F	Gd (10)	Health: 220
A	Gd (10)	
S	Am (50)	Karma: 100
E	Sh-X (150)	
R	Gd (10)	Resources: n/a
I	In (40)	
P	Am (50)	Popularity: -50

Known Powers:

Growth (permanent): Unearthly (100), the Nameless One is massive, a mountain-like creature of immense power. He is +3 C/S to be hit, if such a feat were to be undertaken.

Sorcerer Supreme: The Nameless One controls the Dark Dimension he rules over. While there, he is unable to influence or act against the earth dimension, except through agents who act on his behalf. He can cast Personal, Universal and Dimensional spells at Unearthly (100) ability.

Fog: His is a dimension of smoke and flame, it emanates from everywhere at Excellent (20) ability.

Talents: Mystic Origins, Occult Lore, Demonology, Chronicler of Magic.

Contacts: Morgan le Fay, Balzaroth and Asmodeus.

History:

This extradimensional being, unhuman in appearance and surrounded by vapors, inhabited another dimension in Earth-96173. It was evil in intent and

an opponent to the Sorcerer Supreme of its universe, Thomas Lindmer. The Human witch Morgan le Fay was exiled to this dimension c. 1478, and once there she submitted to this nameless being. In exchange for her service, The Nameless One used its power to restore le Fay's youth, a feat beyond her own skills, so that she would not become an old hag. In 1978, the barrier between this dark dimension and Earth was weakened. The Nameless One saw a chance to send le Fay as her envoy to Earth with a quest: She would kill the Sorcerer Supreme and go after his successor. She would only have three days for this quest, not even knowing the identity of the successor, and Lindmer would be warned of her presence. The Nameless One scrutinized le Fay's activities, and saw her finding that Dr. Stephen Strange, a psychiatrist, was the successor. It saw le Fay trying to kill Strange with a spell, but the doctor was protected by his mystical ring. It also surveyed le Fay trying to cause a traffic accident when Strange was going to visit Lindmer, but Strange's high moral and natural talent saved him. Finally, le Fay trapped a college student, Clea Lake, in the higher astral plane, which motivated Strange to magically travel there to rescue here. Le Fay sent the demon Balzaroth to capture Strange in his quest, specifying that Strange was to be taken alive. However, Strange defeated Balzaroth, rescued Lake and left the dimension.

Le Fay intended to punish Balzaroth, but she was interrupted by the angry Nameless One. The Nameless One claimed that, while thrice she had a chance to kill Strange, le Fay had purposely stopped her hand. The witch admitted to have feelings toward Strange, but the Nameless One threatened to snatch her youth so that Strange would see her as an old, ugly woman forever. Le Fay agreed then to capture Strange and bring him to the Nameless One so that he could be killed. Le Fay returned to Earth and captured Lindmer, taking him to the dark dimension with the help of another demon, Asmodeus. Once there, Lindmer was imprisoned and tortured. Le Fay then took Strange with her and tried to tempt, corrupt and seduce him. However, when Strange discovered the confined wizard, he opposed le Fay and defeated her in a magic duel. With le Fay stunned, Strange took Lindmer back to Earth. The Nameless One then appeared and sentenced le Fay to look like a crone. It even said that she could vainly beg for

her own death. Le Fay tried to appeal and promised to serve it if it reversed the spell, but it had abandoned le Fay. However, soon afterward, le Fay was seen as a TV celebrity and self-help expert on Earth, again looking like a young woman.



Balzaroth

F Rm (30) Health: 100
A Ex (20)
S Ex (20) Karma: 24
E Rm (30)
R Pr (4) Resources: n/a
I Gd (10)
P Gd (10) Popularity: -10

Known Powers:

Demonic form and steed: Balzaroth wears black plate mail armor and rides a demonic steed.

* *Body Armor:* Good (10) protection.

* Good (10) speed.

Balzaroth is vulnerable to exorcisms and certain command words.

Talents: Edged Weapons, Mystic Origin, Equestrian.

Contacts: Morgan le Fay and the Nameless One.

History:

Balzaroth is a monster inhabiting the higher astral planes of Earth-96173, one among the several hostile beings dwelling there. A horse-riding, hostile hellion, he was the horrible hireling of the hag Morgan le Fay in 1978. By that time, le Fay had ensnared a college student, Clea Lake, trapping her in the higher astral planes. Lake's would-be lover and le Fay's enemy Stephen Strange travelled there in an attempt to rescue Lake - Strange was not a wizard, but Sorcerer Supreme Thomas Lindmer had given him some clues on how to perform this feat. Le Fay ordered Balzaroth to intercept Strange,

capture him alive and take him to her — Le Fay himself has been ordered to kill Strange by the higher demon Nameless One, but she challenged her orders because she felt attraction toward Strange. Balzaroth rode his faithful steed to the encounter. He arrived when Strange had just found Lake, and attacked him. Balzaroth's assault separated Strange from Lake, so that Strange would be unable to rescue the damsel-in-distress. Laughing, Balzaroth explained that he had already won, and that Strange should surrender to him. However, Strange knew a plea to Raggadorr, scourge of demons, that Lindmer had taught him in case any of Balzaroth's ilk attacked him. Strange used this spell, and Balzaroth was forced to retreat. Empty-handed, Balzaroth returned to le Fay. The witch prepared to punish him, but she was interrupted by the sudden appearance of the Nameless One, who demanded to question and chasten le Fay. Balzaroth discreetly left.



Asmodeus

F Rm (30) Health: 100
A Ex (20)
S Ex (20) Karma: 12
E Rm (30)
R Pr (4) Resources: n/a
I Pr (4)
P Pr (4) Popularity: -10

Known Powers:

Demonic form: Asmodeus is a horned, winged creature.

* *Body Armor:* Good (10) protection.

* *Flight:* Good (10) speed.

Asmodeus is vulnerable to exorcisms and certain command words.

Talents: Mystic Origin.

Contacts: Morgan le Fay and the Nameless One.

History:

Asmodeus was some kind of extradimensional creature of demon. In 1978, the witch Morgan le Fay broke her exile in another dimension and went to Earth in a quest to defeat Sorcerer Supreme Thomas Lindmer. Finally tricking the seal of his Mansion, le Fay subjugated Lindmer. She then invoked Asmodeus to help her bring Lindmer to her own dimension, where Lindmer were imprisoned.