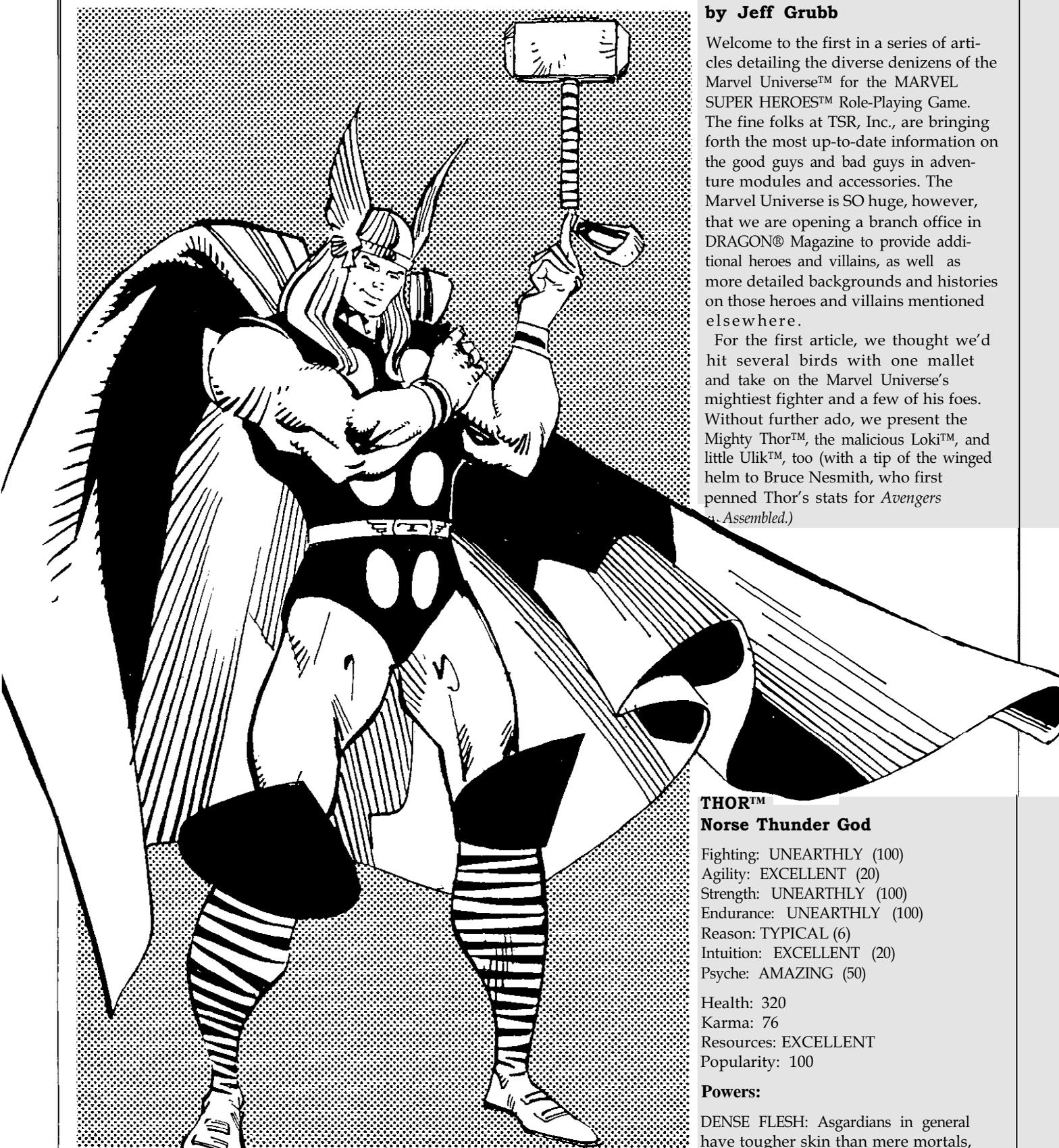


The Marvel[®]-Phile

by Jeff Grubb

Welcome to the first in a series of articles detailing the diverse denizens of the Marvel Universe[™] for the MARVEL SUPER HEROES[™] Role-Playing Game. The fine folks at TSR, Inc., are bringing forth the most up-to-date information on the good guys and bad guys in adventure modules and accessories. The Marvel Universe is SO huge, however, that we are opening a branch office in DRAGON[®] Magazine to provide additional heroes and villains, as well as more detailed backgrounds and histories on those heroes and villains mentioned elsewhere.

For the first article, we thought we'd hit several birds with one mallet and take on the Marvel Universe's mightiest fighter and a few of his foes. Without further ado, we present the Mighty Thor[™], the malicious Loki[™], and little Ulik[™], too (with a tip of the winged helm to Bruce Nesmith, who first penned Thor's stats for *Avengers Assembled*.)



THOR[™] **Norse Thunder God**

Fighting: UNEARTHLY (100)
Agility: EXCELLENT (20)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: AMAZING (50)

Health: 320
Karma: 76
Resources: EXCELLENT
Popularity: 100

Powers:

DENSE FLESH: Asgardians in general have tougher skin than mere mortals,

giving them Good Body Armor. Thor is superior to most Asgardians, such that his skin provides Excellent Body Armor.

SPECIAL WEAPON: Mjolnir, Thor's mystic hammer, is a unique weapon constructed of the magical material called uru metal, a Class 1000 Material. When using his hammer, Thor's fighting ability is raised to the Shift X level of the chart. The hammer has been enchanted by Odin's magics, allowing Thor the following powers:

- 1) Returning: The hammer will always return to the spot from which it was thrown. Thor can throw the hammer ten areas.
- 2) Weather Control: By tapping the hammer on the ground once, Thor can summon and control weather at an Unearthly level. He may create lightning bolts of Monstrous damage originating from the clouds or his hammer.
- 3) Dimensional Travel: By spinning the hammer along a predetermined path, Thor can break through dimensional walls to cross into other dimensions, including his native Asgard.
- 4) Worthiness: The hammer was enchanted by Odin with this magic to prevent it from being used by unjust or malicious beings. Only the pure of heart and noble of spirit may wield the hammer. Other than Thor, the original owner, a being must have at least Remarkable Strength and expend 1000 Karma (earned in doing good deeds totally) to wield the hammer. There may be only one worthy wielder at a time. Any artificial device may pick up the hammer if it has Remarkable Strength.
- 5) Flight: Thor "flies" by throwing his hammer and grasping the thong, letting himself be pulled along by the hammer. He may fly with Amazing Speed, can carry as much as he could normally lift in this fashion.
- 6) Shield: By spinning his hammer swiftly, Thor can deflect all missiles and energy beams (including magical energy) of Remarkable strength or less. This shield will also protect those behind him.

Talents: Though Thor prefers his hammer, he is trained with the sword and receives a column shift to the right when using one.

Thor's Story: Thor is the son of Odin, All-Father of the gods of the dimension of Asgard, and Jord, one of the guises of the elder Earth goddess Gaea. As a union of Asgard and Midgard (Earth), Thor has powers far surpassing those of normal Asgardians.

Thor has visited Earth several times in his long life. In the 9th century A.D., his exploits caused him to be worshipped by the Vikings, a practice he encouraged until saddened by the atrocities committed in his name by fanatics. During the Middle Ages, Odin dispatched Thor to Earth in mortal guise, where he became the basis for the tales of Siegmund and Siegfried.

In the mid-20th century, Odin again sent Thor to Earth as a mortal, this time to teach the headstrong youth some humility. Stripped of his memory and powers, Thor became a lame medical student, Donald Blake. For several years Blake studied and practiced medicine in the New York area; while on vacation in Norway, Blake discovered the cave where he, as Thor, was born. Within the cave was his uru hammer, disguised as a walking stick. Striking the stick against the ground, Blake became Thor.

Having learned the lesson of humility, Thor has since given up his mortal form and now uses the secret identity of Sigurd Jarlson — construction worker. He retains his godly abilities in this secret identity.

For many years Thor has fought against evil on Earth and in Asgard. He was a founding member, with the original Ant-man™, Iron Man™, and Wasp™, of the New York-based Avengers, and has always proved a tough match against foes in both worlds.

In the time since Thor reappeared on Earth, his hammer has lost two of its original enchantments. The first, an ability to travel through time, was removed by Immortus, Lord of Limbo, to salvage the planet of the Space Phantoms. The second, which transformed Thor into Dr. Blake and back, was removed by Odin to be bestowed on an alien champion, Beta Ray Bill, who bested Thor in honest combat.

LOKI™
Norse God of Mischief

Fighting: REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: AMAZING (50)
Endurance: AMAZING (50)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psyche: MONSTROUS (75)

Health: 150
Karma: 115
Resources: EXCELLENT
Popularity: 25

Powers:

DENSE FLESH: Loki, due to his giantish

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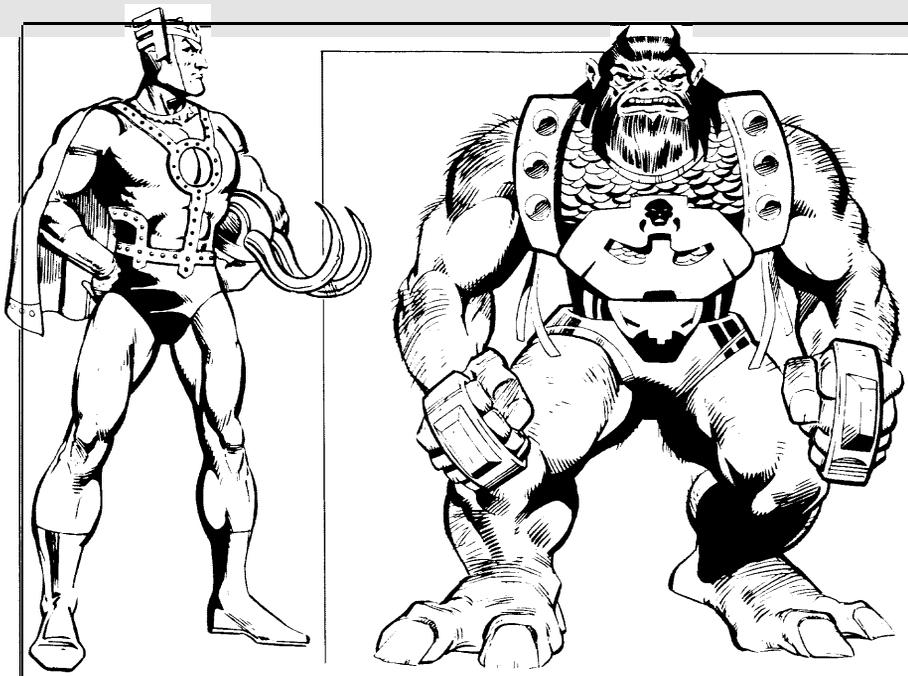
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ULIK™

Leader of the Lost Trolls

Fighting: MONSTROUS (75)
 Agility: GOOD (10)
 Strength: UNEARTHLY (100)
 Endurance: UNEARTHLY (100)
 Reason: GOOD (10)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)

Health: 285
 Karma: 50
 Resources: INCREDIBLE
 Popularity: 20

Powers:

DENSE FLESH: Ulik's orange hide is tough even for a rock troll, and provides him with Monstrous Body Armor.

POUNDERS: These unique weapons resemble Asgardian brass knuckles. They do not raise his fighting ability, but Ulik does 150 points damage when he hits. In addition, Ulik can use the pounders on Earth, setting off earthquakes of Monstrous damage to everything within three areas, and Remarkable damage to everything within five areas.

MINIONS: Ulik is commander of his own small band of warrior trolls. These, being normal trolls, have the following stats:

F	A	S	E	R	I	P
Re	Gd	Re	In	Fe	Po	Po

These trolls have a Health of 110 and Good Body Armor.

Ulik's Story: Ulik is the largest and strongest of the Rock Trolls of Gundershelm Caverns in Asgard. His early history is a mystery, for he first comes to the attention of Asgardian chroniclers in his battles with Thor. Although evenly matched, the rock troll has lost against Thor repeatedly. By using a tunnel between the dimensions, Ulik has invaded Earth twice, only to be repelled by Thor each time. Due to his power-hungry actions, Ulik has been cast out of the Domain of Trolls by King Geirrodur. However, he has assembled his own group of followers from Gundershelm and other lost troll tribes.

Ulik would be the perfect pawn for one such as Loki — big, powerful, not-too-bright, and with a mighty hatred for the Mighty Thor. If Loki could open the tunnel (closed by Thor) from Asgard to Earth, Ulik could once again invade Midgard, while Loki would have the pleasure of bothering his hated half-brother again.

heritage, has Excellent Body armor.

MAGIC: Loki is a sorcerer of Monstrous ability. His spells, however, last only as long he concentrates on them — he must make magical talismans to holds spells of a permanent nature. He can create mystic shields and fire bolts of mystic energy for Monstrous effect, though this weakens his other spells.

Loki uses his Personal energies to cast his thoughts into other minds (but cannot read minds), plant hypnotic suggestions, cast his image in other areas, and see into other places. He may reach into other dimensions with these powers.

Loki taps Universal Energies to transform himself and others into different shapes and guises, enhance another's power or ability by three ranks, or open a physical portal between the dimensions (usually Asgard and Earth).

Loki rarely uses dimensional energies, since the powers he could evoke are often more dangerous than he is. In general, Loki uses his magic to get others to fight for him, rather than taking a direct hand in magical combat.

LOKI'S TALISMANS: Loki can enchant items and increase the abilities of others permanently by means of talismans. Loki can make these talismans using the Building Things section of the Campaign Book, by utilizing his Psyche score instead of Reason. A 50% chance exists that the talisman requires something unique (such as a lock of Thor's hair) that would require the God of Mischief to engage in some thievery. Up to five separate abilities can be enchanted in one talisman, but no ability or power can be above Amazing. Loki has hidden a Talisman in his castle that will restore

him to life in the (unlikely) event of his demise.

Loki's Story: Loki is the son of Laufey, King of the Giants of Jotunheim in the dimension that houses Asgard. Laufey was defeated by the forces of Odin, and the god-sized child was adopted by the All-Father and raised in Asgard. As the young Loki matured, his talent for practical jokes earned him the title "God of Mischief." One of his favorite targets (later a major foe) was his half-brother Thor, the Thunder-God. As Odin's blood-son, Thor was closer in Odin's heart, which gave Loki jealous fits and made his pranks even more malicious.

With Thor's return to Asgard after learning humility, Loki has continued to plague the Thunder God. Loki was inadvertently responsible for the formation of the Avengers, as it was his illusions that caused the Hulk™ to destroy a railroad bridge and force the four heroes together. Loki has tried to blacken Thor's reputation, has created or enchanced villains such as the Absorbing Man™ to battle Thor, has tried to steal Mjolnir, and has led the forces of the giants against Asgard in several attempts to cause Ragnarok and the twilight of the gods.

Loki has always been defeated in these attempts; at various times he has been turned into a tree, banished from Asgard, stripped of power and sent to Earth, turned to stone, and chained to a mountain beneath an acid-dripping serpent. Despite the elaborate nature of Odin's punishments, Loki has always managed to bounce back with yet another plan to harass Thor and endanger Asgard.

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The MARVEL®-Phile

by Jeff Grubb

Welcome back to the MARVEL-Phile, DRAGON® Magazine's continuing compendium of caped cut-ups and costumed crusaders! As the phile grows, we'll try to cover many of the heroes that are not yet detailed in upcoming modules and rosters. If we have a module starring the current team of X-Men™, for example, you shall not see them here. (You might, however, see the original team, or members that have left or passed on).

We are open for suggestions on what YOU want to see within these pages. Heroes from the Second World War? Creatures of the street, such as Cloak™ and Dagger™? The New Mutants™? X-Men™ of the past? Heroes mentioned elsewhere, but with more detail? Send in your votes now!

In keeping with the spirit of producing those heroes not detailed elsewhere, we have this month's offering. MH-3, *Murderworld*, stars the Fantastic Four™, yet missing from the proceedings is one of the FF's early foes, who later became a staunch ally. Direct from the briny deep, we present the former lord of Atlantis, Namor the First, the SUB-MARINER™! So he won't be lonely, we're including an old nemesis of Subby known as TIGER SHARK™!

SUB-MARINER™

Namor, Former Monarch of Atlantis

Fighting: INCREDIBLE (40)
Agility: REMARKABLE (30)
Strength: MONSTROUS (75)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: REMARKABLE (30)
Psyche: INCREDIBLE (40)

Health: 185
Karma: 76
Resources: GOOD (MONSTROUS)
Popularity: 5 on the surface world
(85 with other Atlanteans)

Powers:

AMPHIBIOUS NATURE — Namor can breathe both air and water, due to his mixed heritage. His body can withstand great pressure changes, and his eyes are very sensitive to the green portion of the spectrum, allowing him to see in the murky ocean depths. In addition,

Namor's physiology gives him EXCELLENT resistance to cold.

MOVEMENT — Namor can move 3 areas per turn on land, but in the water can swim at TYPICAL speed (6 areas per round). In addition, Namor can fly (using the wings attached to his ankles) at POOR speed (4 areas per round).

WEAKNESS ON SURFACE — The above statistics concern Namor when he is underwater, or at least partially wet. Long existence out of water is harmful to the Sub-Mariner. For every hour spent out of water, Namor loses one Rank of his Fighting, Strength, and Endurance, until they drop to TYPICAL levels. His health is unaffected. Should he be totally deprived of water, Namor will take 30 points damage per day and be unable to recover lost Health. Immer-

sion in water automatically restores Health lost through dehydration and brings the Sub-Mariner's stats to normal.

RULERSHIP — Until recently, Namor was ruler of Atlantis, an undersea kingdom in the North Atlantic. The parenthetical numbers with Resources and Popularity refer to his abilities as monarch of Atlantis.

The Sub-Mariner's Story: Long ago there existed in the North Atlantic Ocean the continent of Atlantis, which sank beneath the sea in a fiery cataclysm. The Olympian god Poseidon, also called Neptune, used his arcane powers to convert a group of his Atlantean followers into water-breathers, granting them super-human stamina, gills, eyes that could see in the ocean depths, and blue skin. This was the creation of Homo mermanus, a subspecies of the main *Homo sapiens* line. A wandering people, the Atlanteans claimed large areas of the Atlantic floor in both northern and southern hemispheres.

Namor is the son of Princess Fen of the Atlanteans and Leonard MacKenzie, the American captain of the icebreaker *Oracle*. When explosive charges from the *Oracle* damaged an Atlantean city, Fen was sent to investigate. She boarded the ship, revealed for the first time the existence of the Atlantean civilization, and soon became enamored of Captain MacKenzie. The two were wed, but were soon separated when an Atlantean rescue party boarded the ship and recaptured the princess. Namor, whose name means "Avenging Son," was born soon after.

Though of mixed parentage and possessing atypical white skin among the blue-skinned Atlanteans, Namor was accepted as a Prince of Atlantis and grew up with a hostile attitude towards surface-dwelling air-breathers. He used his super-powers to harass and antagonize the surface dwellers. During the Second World War, the Sub-Mariner put aside his hostility towards all surface-men to side with the Allies. During this period he became a member of the Invaders™, fighting alongside Captain America™, Bucky, and the original Human Torch.



Following the war, Namor returned to Atlantis to serve as champion of his undersea city. At this time Atlantis was destroyed and its people disbanded by the actions of an evil surface-dweller named Destiny. Destiny used an ancient power object known as the Serpent Crown to destroy Atlantis and strike Namor down with amnesia. Destiny then left Namor to wander the surface world as a mindless outcast.

It was the second Human Torch™, Johnny Storm of the Fantastic Four, who discovered the Sub-Mariner, at this point little more than a derelict in a flophouse. Johnny helped Namor recover most of his memories by sudden immersion in water (he dropped him in New York Harbor). Blaming the surface-world for the destruction of his home, the re-awakened Namor made several attacks on the air-breathers. During this time he fought several super-human champions, primarily the Fantastic Four.

As the years passed, Namor's attitude toward air-breathers mellowed. He has found the disbanded people of Atlantis, who, desperate for leadership, made him their ruler. Since that time, Namor has served both as a champion and ruler of the undersea kingdom of Atlantis, and as a champion of the surface world, allying when necessary with Doctor Strange™ and the Defenders™. When serving with his air-breathing comrades, Namor shirked "official" duties as Monarch.

In his personal life, Namor has had much heartbreak. After a brief, unsuccessful romance with Sue Storm, the Invisible Girl™, Namor began a long courtship with the Lady Dorma, a full-blooded Atlantean noblewoman. Following the ceremony, however, Dorma was captured and slain by Llyra, another *homo sapiens/homo mermanus* hybrid who possessed shape-shifting abilities. Following Dorma's death, Namor formed no deep attachments for some time. Most recently he has courted Marrina™ of Alpha Flight, an amphibious alien, but that relationship has ended as well.

Namor has always been torn between his sense of duty to his people and his loyal devotion to those he loves. Important matters of state would often take a back seat to his own adventures, and on occasion the Sub-Mariner would return from a mission to find the capital in ruins from some attack by Atlantean barbarians or an aquatic villain. Finally cast out by his mother's people, Namor is a free agent, now unshackled by kingly responsibilities and duties.



TIGER SHARK™

Todd Arliss, Criminal

Fighting: AMAZING (50)
 Agility: EXCELLENT (20)
 Strength: MONSTROUS (75)
 Endurance: REMARKABLE (30)
 Reason: TYPICAL (6)
 Intuition: REMARKABLE (30)
 Psyche: EXCELLENT (20)

Health: 175
 Karma: 46
 Resources: TYPICAL
 Popularity: 2

Powers:

AMPHIBIOUS NATURE – The mutagenic changes in Arliss' body gave him many of the attributes of Namor, including the ability to withstand the rigors of the ocean. Tiger Shark's body can withstand great ocean depths, his eyes are more attuned to the green part of the spectrum, allowing him to peer through the murky ocean depths, and his blood circulation gives him EXCELLENT resistance to cold.

BODY ARMOR – The process that changed Arliss into Tiger Shark also gave him many shark-like abilities, including a tough hide. Treat this as EXCELLENT Body Armor.

TEETH – In addition to the dense hide, Arliss gained a set of razor-sharp, pointed teeth. He can bite for EXCELLENT damage against a held opponent,

and attacks in this fashion are resolved on the Hack and Slash table.

SWIMMING – Tiger Shark can swim 6 areas in a round. His prowess is augmented by the design of his suit, possessing a large sharklike fin down his back.

WEAKNESS ON THE SURFACE – Like Namor, Tiger Shark suffers from being exposed to air, losing one rank for every hour he is above the surface until his Strength, Endurance, and Fighting are all POOR. Total deprivation from water would cause Arliss to further weaken and perish. Tiger Shark's suit, however, bathes him with a thin layer of water; unless the suit is damaged, it will prevent any loss of ability regardless of the time spent on land.

Tiger Shark's Story: Todd Arliss was a rising star, an Olympic athlete who set new swimming records in the games. He had a bright future as well, amassing a half-million dollars in advances for the time when he turned professional. This bright future was shattered when Todd, in rescuing a man overboard from a pleasure boat, was severely injured. The injury did not affect Arliss' normal movements, but guaranteed he would never compete again.

Arliss spent most of his advance money seeking medical help. Toward the end of that time Arliss met the evil Doctor Dorcas, a criminal marine biologist, who proposed a radical solution to his problems. Working in his secret undersea lab, Dorcas used Arliss as a test subject for his "morphotron," a device that could imprint a set of genetic patterns on a radically different being. Dorcas first imprinted the genetic structure of a tiger shark on Arliss, then followed with the genetic imprint of Namor, whom Dorcas had captured. The combined imprinting gave Arliss the strengths of both the shark and Namor, but also affected his mind, turning the would-be Olympic champion to criminal activity.

In their first contest, Tiger Shark bested Namor and declared himself ruler of Atlantis, but Namor recovered quickly and returned to defeat and imprison Arliss. Since that time Tiger Shark has remained an enemy of Namor and the people of Atlantis. Most recently, Arliss joined Radioactive Man™, Beetle™, and others to form the third Masters of Evil. Tiger Shark has left most of his humanity behind, and remains a vicious and dangerous foe.

The MARVEL[®]-Phile

by Jeff Grubb

First, an apology. Because of my work at the GEN CON[®] 17 Convention, my own vacation, and putting the finishing touches on the Alpha Flight[™] module, I missed a deadline. No nasty notes to the magazine staff, please!

Someone asked me a question at the convention about claws and body armor. Body armor subtracts from claw damage; if the rank of body armor is greater than the claw damage, no damage is done and the defender cannot be stunned or slain. Wolverine[™] cannot slay

Ben Grimm[™] outright; Ben's hide is too tough for an instant kill.

An exception to this rule (which brought up the whole discussion) concerns Body Armor in the form of a battle suit or metal plate, such as that used by a Soviet Super-Trooper[™] or a Sentinel[™]. Wolverine's claws could not hurt the occupant or damage the internal circuits of a Super-Trooper suit, but he *could* shred the metal in the first round of combat. It would require a Fighting FEAT to hit the armor and a

Strength FEAT to rip it up. Wolverine could then do damage to the suit's wearer on the following rounds (if he hits the suit in the same location).

On to business. The first two MARVEL-Philes concerned princely beings: Thor[™], prince of Asgard, and Namor[™], former prince of Atlantis. Let's move to the other side of the spectrum to two denizens of the city: the mysterious Cloak[™], the beautiful Dagger[™], and some notes on alcohol and drug abuse in the MARVEL SUPER HEROES[™] game.

CLOAK[™]

Tyrone Johnson, Runaway

Fighting: TYPICAL (6)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 76
Karma: 36
Resources: POOR
Popularity: 3

POWERS:

THE DARK DIMENSION: Cloak's body serves as an opening into the Dark Dimension, a region of cold, inky blackness. This darkness serves as MONSTROUS Body Armor. It also lowers all battle effects against Cloak by one color; Green becomes White, Yellow becomes Green, and Red becomes Yellow. Cloak is therefore immune from a "kill" result from knives or a "slam" in a slugfest.

Anyone caught within the folds of Cloak's cape (which requires Cloak to make a Wrestling FEAT) loses one rank of Endurance for each round he remains within. When Endurance reaches zero, the character is unconscious. A victim's Health is also lowered one rank per round, and Cloak may use the "light" he has taken from the victim to increase his Health up to his listed maximum.

Cloak's darkness feeds off "living light," either Dagger's or the light of living creatures. "Living light" is the luminous body energy shared by all living things in the MARVEL[®] Universe. Cloak must make a Yellow Psyche FEAT in order for him to give up someone he has "swallowed," but he receives 20 Karma points for doing so.



DARKNESS GENERATION: Cloak can release an inky blackness (covering up to three areas) from his cape. No being can see within this blackness, save for light-generating beings such as Dazzler™ and Dagger. All characters caught in the blackness are DOWN THREE to hit.

TELEPORT: Cloak can fully enter the Dark Dimension and move instantaneously to another location. His current maximum range is one-half mile. He may take others into the Dark Dimension with him, making an Endurance FEAT roll to do so. If he fails, the Teleport still works, but Cloak is Stunned for 1-10 rounds. Any characters so Teleported suffer the effects of being in the Dark Dimension (losing Endurance, see above), unless accompanied by Dagger,

whose light staves off darkness.

Cloak's Story: Tyrone Johnson was born in South Boston, and was a good student despite an incapacitating stutter. He and his friend Billy became witnesses to a robbery and murder; terrified, Billy ran, and Tyrone's speech defect prevented him from stopping a police officer from shooting Billy. Holding himself responsible for his friend's death, Tyrone fled to New York City.

In New York, he met Tandy Bowen, also a runaway. The pair was quickly set upon by a street gang that preyed on young arrivals to the city. Tyrone and Tandy were kidnapped and were taken to Ellis Island along with other young runaways. There a mob chemist named Simon Marshall was experimenting with

a synthetic substitute for heroin. The other runaways perished in the experiments, but the drug reacted with Tyrone's and Tandy's systems, turning Tyrone into a creature of living darkness. Upon their escape he became known as Cloak.

Cloak is a changed individual, not at all like Tyrone Johnson. His stutter has been replaced by a base, rumbling voice. He is driven by a hunger for light; Dagger's light can sustain him, but he often resists feeding upon it, feeling like a parasite. He has no sympathy for those who prey on the weak, and in particular he hates drug dealers, addicts, and those who harm young people. The referee should consider reducing the full Karma loss for deaths caused by Cloak involving evil criminals.

DAGGER™

Tandy Bowen, Runaway

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

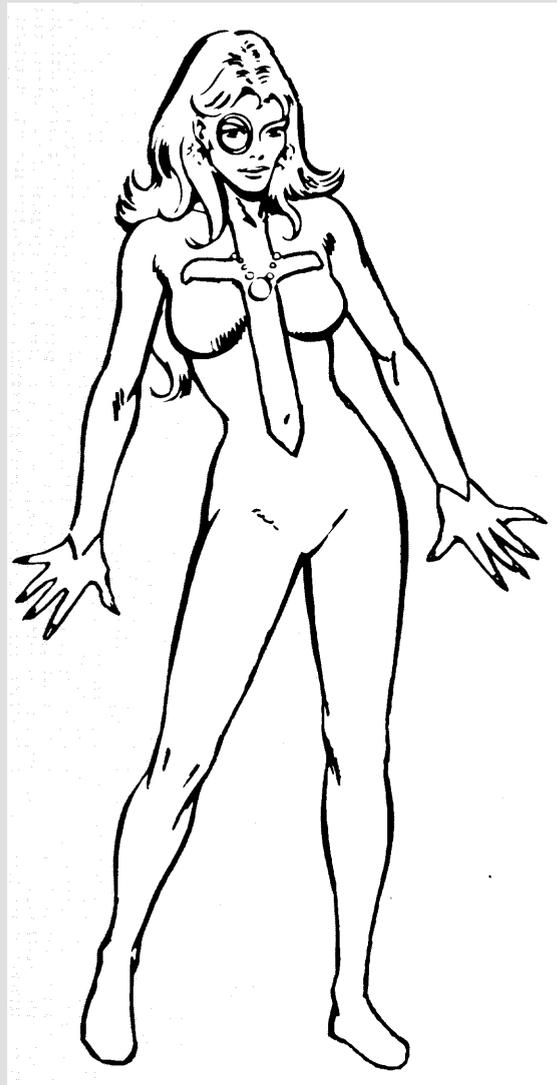
Health: 76
Karma: 30
Resources: POOR
Popularity: 7

POWERS:

LIGHT GENERATION: Dagger can illuminate up to two areas with a glow radiating from her body. She can use this to Stun her opponents for 1 round; an Endurance FEAT roll is required to avoid this effect.

DAGGERS: Dagger can hurl daggers made of light from her fingertips. These daggers do EXCELLENT damage, and can penetrate up to TYPICAL Body Armor. Anyone hit with one of these daggers has his system purged of foreign substances (including poisons, alcohol, and ail drugs). The victim must make an Endurance FEAT roll, failure indicating loss of three ranks of Endurance for 24 hours and paralysis for 1-100 rounds. If Endurance drops below FEEBLE, the character will perish. Success indicates unconsciousness for 1-10 rounds, and all foreign substances are banished from the person's system. Individuals who have been affected by powerful, long-term influences on their systems, including super-soldier serums and radiation, will not have these effects nullified by Dagger's powers.

ACROBATICS: Dagger was a student of dance before her transformation, and she has converted her talent into a unique, dangerous fighting style. Her Agility is considered REMARKABLE when she performs a Dodge action in combat.



Dagger's Story: Tandy Bowen grew up in Shaker Heights, Ohio, a rich girl ignored by her "fashionable" parents. Feeling unloved and alone, she headed for New York, hoping to be successful in dancing.

In New York she met Tyrone Johnson, another runaway who saved her from a robbery. The pair was subsequently kidnapped by a gang preying upon runaways, and the pair was shipped to Ellis Island. The mob was conducting chemical experiments on Ellis Island to find a synthetic form of heroin. Tyrone, Tandy, and the other runaways were their guinea pigs.

The other runaways perished from the experimental drug, but Tandy and Tyrone survived and escaped, their bodies mutating under the drug's effects. Tandy gained her light-based powers and deadly, cleansing missiles, and became the vigilante Dagger.

Dagger generates luminous energy that can purge others of foreign substances. She can heal, but the shock of the sudden change can kill. She is more sympathetic to the victims of drug addiction than her compatriot Cloak, but joins him in a war against drug dealers and manufacturers. Award Karma points to Dagger for healing addicts, but give her full penalties for killing anyone.

Notes on Drugs and Alcohol

HARD DRUGS: In the MARVEL SUPER HEROES™ game, a hard drug is defined as any addictive drug that is hazardous to the user's mental and physical health. Such drugs often block the awareness of pain, so that they have the short-term affect of raising Endurance one rank (to a maximum of EXCELLENT) for 2-20 rounds. After that time, Endurance is lowered one rank from the original score for the next twenty-four hours. During this period, drugs also lower Reason and Intuition by two ranks each (to a minimum of FEEBLE).

Regular, uncontrolled abuse of drugs can lead to addiction. The Judge may call for a Psyche FEAT roll at the end of any week in which a character has used drugs more than twice. Shift DOWN ONE for every week of continued use. A successful Psyche FEAT means the character is still in control of his drug use. Failure means the character is hooked on the drug and craves more of it.

Drug addiction can be an ugly thing. The user needs daily dosages of his drug, failure resulting in a one-rank loss of Endurance and Intuition per day without the drug, to a minimum of FEEBLE. In NPCs, the character will become

He has no sympathy for those who prey on the weak, and in particular he hates drug dealers, addicts and those who harm young people.

violent if denied his fix. The only way to break the habit is by going cold turkey (see below).

ALCOHOL: Alcohol is called "courage in a bottle," and this is its effect in the game. Raise Fighting one rank for a character who has been drinking. However, lower the Agility and Intuition of drinking characters (including superheroes) two ranks, to a minimum of POOR.

Alcohol also has a nasty aftereffect, the hangover. Make a Yellow Endurance FEAT (or Red, at the Judge's option), or suffer from a shift DOWN ONE in ail actions the next morning. Another drink will allow a second FEAT roll. This opens the door to . . .

. . . Alcohol abuse, which is as deadly as drug abuse. NPCs can be determined by the judge to be alcoholic or not. Player characters use a similar method to that given for drugs. If a character is drinking alcohol more than three times a week, make a Psyche FEAT. Effects of success and failure are as for drugs, with the loss of Endurance (and resulting Health) if kept from drinking. Endurance cannot drop below FEEBLE.

COLD TURKEY: This is the popular name for deliberately going without something — in this case, drugs — in order to break a habit. The addicted character stops taking the drug to which he is addicted and "guts it out." He will suffer the effects of not using the drug

(loss of Endurance), but at the end of each day he makes a Psyche FEAT roll. Success indicates the loss of Endurance stops there; failure indicates that the Endurance loss continues into the next day with another Psyche FEAT roll at the end, combined with an overwhelming desire for the drug. If two Psyche rolls in a row fail, the character will become violent and will continue losing Endurance ranks. Roll for each day until a full week of not using the drug or alcohol has passed. The character can be considered "clean" at the week's end.

Going cold turkey purges the body of its poisons, as does a hit from one of Dagger's light-missiles. Being hit by one of her missiles has the same effect as going cold turkey, but involves a great risk to the person affected (see the description of Dagger given above).

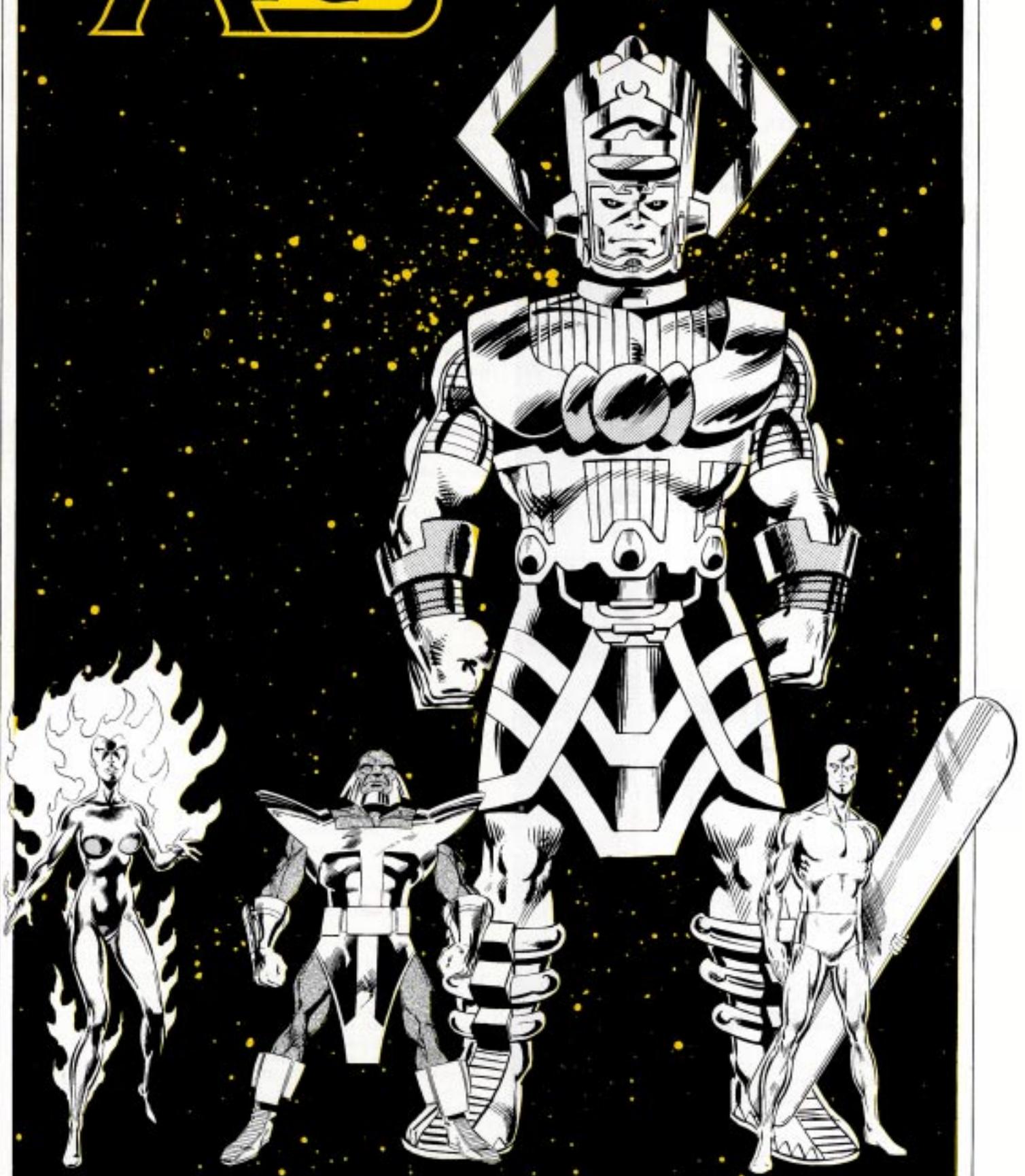
A character who has kicked the habit has a good chance of backsliding even after he has stopped using drugs or alcohol. Each week the "clean" character makes a Psyche FEAT roll. One failure indicates some backsliding, while two in a row indicates a return to the addicted stage, with all the penalties of the original state. The Judge may modify the FEAT roll according to the immediate situation (business pressure, personal loss, or seeking help). Karma may be added to any of these rolls.

KARMA AND DRUGS: Drug use and drug abuse are illegal in most states. Heroes will lose 40 Karma for dealing in hard drugs, 40 for using hard drugs themselves, and all Karma if someone's death results from these actions. Alcohol is *slightly* more acceptable; heroes lose 5 Karma points for every alcoholic drink taken or 30 for each night of drunkenness. Friends of an alcoholic or drug abuser lose 5-20 Karma points for not helping a friend in need. Villains suffer similar losses as heroes, but receive a 10 Karma bonus for selling drugs, *only* if they follow up with another sale within the week. The super-criminal Kingpin™ will not traffic in drugs, because they are a deadly habit for villains as well as heroes.

A final note: The above rules are simplified for use in the game, and are optional. These rules were developed especially for this article, since drugs are a central part of Cloak and Daggers background. To exclude reference to drug and alcohol abuse would be to exclude some of the realism of the MARVEL® Universe from which these two superheroes came.

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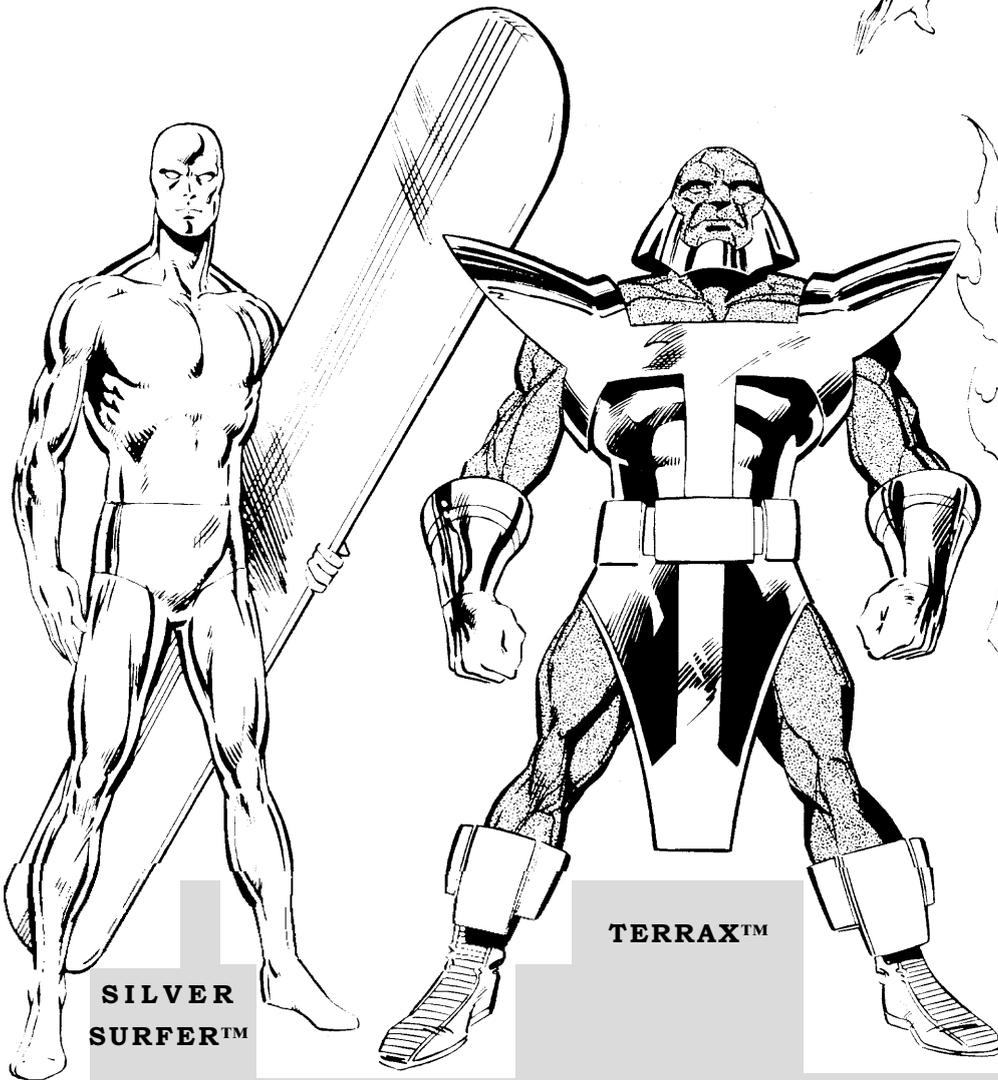
The MARVEL[®] -Phile

The Heralds of GALACTUS™!

by Jeff Grubb



NOVA™



SILVER
SURFER™

TERRAX™

First, thanks to everyone for the response to the early Marvel®-Philes. We've gotten a lot of letters on the series, and a few true believers have sent in requests for enough heroes to keep me here in the ARES™ Section of DRAGON® Magazine for some time.

A few of the letters brought up the matter of Thor's™ Intuition. The Thunder God was listed here (and in *Avengers™ Assembled*) as having an Intuition of Excellent. This is pretty nice for a Norse deity, but it was listed in the MARVEL SUPER HEROES™ Campaign Book as merely Good.

What happened is that in the time between last November (when the Campaign Book was penned) and June (when the first Marvel-Phile appeared), Thor's actions in his comic series merited a higher Intuition rank. He's literally more on the ball now than he was then.

The members of the Marvel® Universe are not fixed and unchanging like flies in amber, but develop and grow as do normal people. The Hulk™ has gone from raging beast to green-skinned scientist and back. Professor X™ can walk and now leads his team into battle. Even Spider-Man™ altered his powers with his new suit for a short time. Just as the Marvel Universe is changing, so too will characters in the game change. I've had players inform me that a particular hero was faster, stronger, or smarter than I had rated them; and, on a few occasions (after checking recent appearances in their books), I have agreed.

The upshot of all this is that we are making every attempt to be current with the Marvel Universe. Sometimes this involves modifying the listed abilities of a character in the campaign book. Either version is correct; the only difference is that material presented here and in future products will be current with the Marvel Universe at time of release. If there are minor changes in a character, they will be recorded. If there are major changes, we will again report them and the reason for the change.

Alright, then, this month's request comes from a Mr. B. Grimm of the Baxter Building (well, the letter was post-marked El Paso, Texas, but he could have had stationery in the Fantastivar™ for that sentinel of the skyways, the Silver Surfer™. Not wanting to disappoint a fan with Monstrous strength, here is not only Norrin Radd but also Galactus's™ present Herald, Nova™, and his previous one, the late Terrax™. (The "Big G" himself and a roster of other

Marvel Superstars appear in the new module *The Secret Wars*, based on the hit comic book series!)

SILVER SURFER™

Norrin Radd, native of Zenn-la altered alien

Fighting: AMAZING (50)
Agility: MONSTROUS (75)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: EXCELLENT (20)
Intuition: MONSTROUS (75)
Psyche: INCREDIBLE (40)

Health: 325
Karma: 135
Resources: POOR
Popularity: 17

Powers:

POWER COSMIC. Galactus has granted Norrin Radd the ability to channel ambient cosmic energy at will. This gives Norrin Radd the ability to fire cosmic bolts of Unearthly power and damage from his hands. Instead of firing bolts, Norrin may channel his power into his Agility (raising it to Unearthly) or Strength (raising it to Shift X). Finally, his power allows him to heal up to Unearthly damage in a single round. This healing is subtracted directly from the Silver Surfer's own Health, but may be regained in 1-10 rounds.

BODY ARMOR. The Surfer has Monstrous body armor against physical damage and Unearthly body armor against all forms of Energy attack. He is unaffected by the rigors of space travel and has no need to eat or breath. He can still be Slammed by lesser beings while he is airborne.

FLIGHT. The Surfer uses a device shaped like an earthly surfboard in order to fly. The "surfboard" is made of Class 1000 material and responds to Norrin's mental commands at an unlimited range. This device flies with Class 1000 speed, but it is restricted to Monstrous speed in the Earth's atmosphere.

The Silver Surfer's story: Norrin Radd was a member of a humanoid race of the planet Zenn-la. Zenn-la was a utopia, with most social ills fully removed and its people leading peaceful lives. Norrin

didn't care for this kind of existence, preferring a life of quest, adventure, and exploration.

So it was when Galactus's ship arrived at Zenn-la. While the others of his race prepared to meet their end (they had no space navy that could challenge the mighty Galactus), Norrin took a hastily-constructed spacecraft to meet with the Eater of Worlds.

Galactus granted an audience to Norrin Radd and explained that, had he a scout who would find more suitable worlds for him, he would not be forced to consume planets which were home to sentient life. Norrin volunteered to become such a scout if Galactus would spare Zenn-la. Galactus accepted the offer and used his powers to restructure Norrin Radd's body into a form suitable for his new task. So was created the Silver Surfer, first Herald of Galactus.

The Surfer, acting as Herald, discovered Earth at a time that Galactus's hunger was great. The Surfer penetrated the Watcher's™ attempt to cloak the planet from his detection abilities, and he soon came into conflict with the Fantastic Four™. During this confrontation, the Surfer met blind sculptress Alicia Masters, who showed him the courage and beauty of the human spirit and convinced him to turn against his master.

The Surfer, with the help of the Fantastic Four and the Ultimate Nullifier™, turned Galactus away from the Earth. Before departing, however, Galactus erected a barrier around the Earth keyed to prevent the Silver Surfer from escaping into space. Since that time, the Silver Surfer has been exiled on Earth and has aided several super-powered groups in their times of need, including the Fantastic Four, Avengers™, and Defenders™.

NOVA™

Frankie Raye, native of Earth altered human

Fighting: AMAZING (50)
Agility: UNEARTHLY (100)
Strength: AMAZING (50)
Endurance: UNEARTHLY (100)
Reason: GOOD (10)
Intuition: AMAZING (50)
Psyche: AMAZING (50)

Health: 300
Karma: 110
Resources: UNEARTHLY
Popularity: 0

Powers:

GENERATE/CONTROL FLAME. Nova can generate a huge amount of flame, doing up to 150 points damage in a single round to one area with a range of several hundred miles. By properly channeling her cosmic energy (requiring an Endurance FEAT), she can raise this to 500 points damage. This flame has no effect on Galactus.

BODY ARMOR. Nova has Uearthly body armor and is immune (Class 1000 resistance) to heat and cold. Items with less than Amazing material strength will melt on contact with her body, and individuals who attack her will suffer Amazing damage unless protected from heat. Nova requires neither air nor food, nor is she subject to disease. She can still be Slammed when in flight.

FLIGHT. Nova can fly at up to Class 1000 speeds, and she travels faster than light when using self-created stargates. When confined to earthlike planets, she moves no faster than Monstrous speed.

Nova's story: Frankie Raye's stepfather was Thomas Raye, alias Phineas T. Horton. Horton was the creator of the original Human Torch™, a synthetic android that fought criminals and Nazis in the '40s and '50s. (This Human Torch was deactivated and revived years later, becoming the Vision™). With the debut of the Fantastic Four, Horton became angry at the idea of another individual taking on the name and abilities of his Human Torch. He resolved to create another android Torch, and he enlisted the aid of his stepdaughter Frankie. During their work, Frankie was engulfed in an accidental chemical explosion. Rather than killing her, the chemicals reacted mutagenically with the cells of her body, giving her the abilities of the original Human Torch.

Horton was frightened by this change, and hypnotized Frankie Raye to forget the experience. He also provided her with a costume to inhibit her new abilities and instilled in her a deep-seated fear of flame. This fear lasted until Frankie began dating Johnny Storm, the second Human Torch, when the hypnotic block

finally gave way. Frankie gained full use of her powers, which were similar to Johnny's, and served with Fantastic Four as the Third Human Torch.

This situation was changed by the arrival of Galactus, the Eater of Worlds. Galactus was pursuing his errant Herald Terrax to Earth, and was intent on consuming Earth to recharge his dwindling reserves. Frankie Raye, motivated by a desire for adventure and exploration, volunteered to be Galactus's new Herald in exchange for the safety of Earth, much as Norrin Radd had done many years previously. The Eater of Worlds augmented Frankie's powers to their present state, and she left Earth with him, breaking Johnny Storm's heart in the process. Since that time, Nova has become very attached to Galactus and has served him well. Unlike the Surfer, she has fewer qualms about the destruction of alien life and has in the recent past led Galactus to the throneworld of the Skrulls™.

TERRAX™

**Tyros of Birj, tyrant (now deceased)
altered alien**

Fighting: UNEARTHLY (100)
Agility: AMAZING (50)
Strength: MONSTROUS (75)
Endurance: MONSTROUS (75)
Reason: GOOD (10)
Intuition: MONSTROUS (75)
Psyche: AMAZING (50)

Health: 300
Karma: 135
Reason: POOR
Psyche: 50

Powers:

CONTROL OVER EARTH. Terrax had Uearthly control over rock and earth, and was able to affect an area over 100 miles in diameter, shifting tectonic plates, creating earthquakes, and using rocks as missiles and transportation (all with Uearthly damage and effect). Once he took the entire island of Manhattan from Earth into outer space.

FLIGHT. Terrax flew by riding on a piece of earth that he controlled by levitation, using it as a flying platform much as the Silver Surfer flies using his "surfboard." He could fly in this manner at Class 1000 and could enter hyperwarps for interplanetary travel. On planets, Terrax could fly at Monstrous speed.

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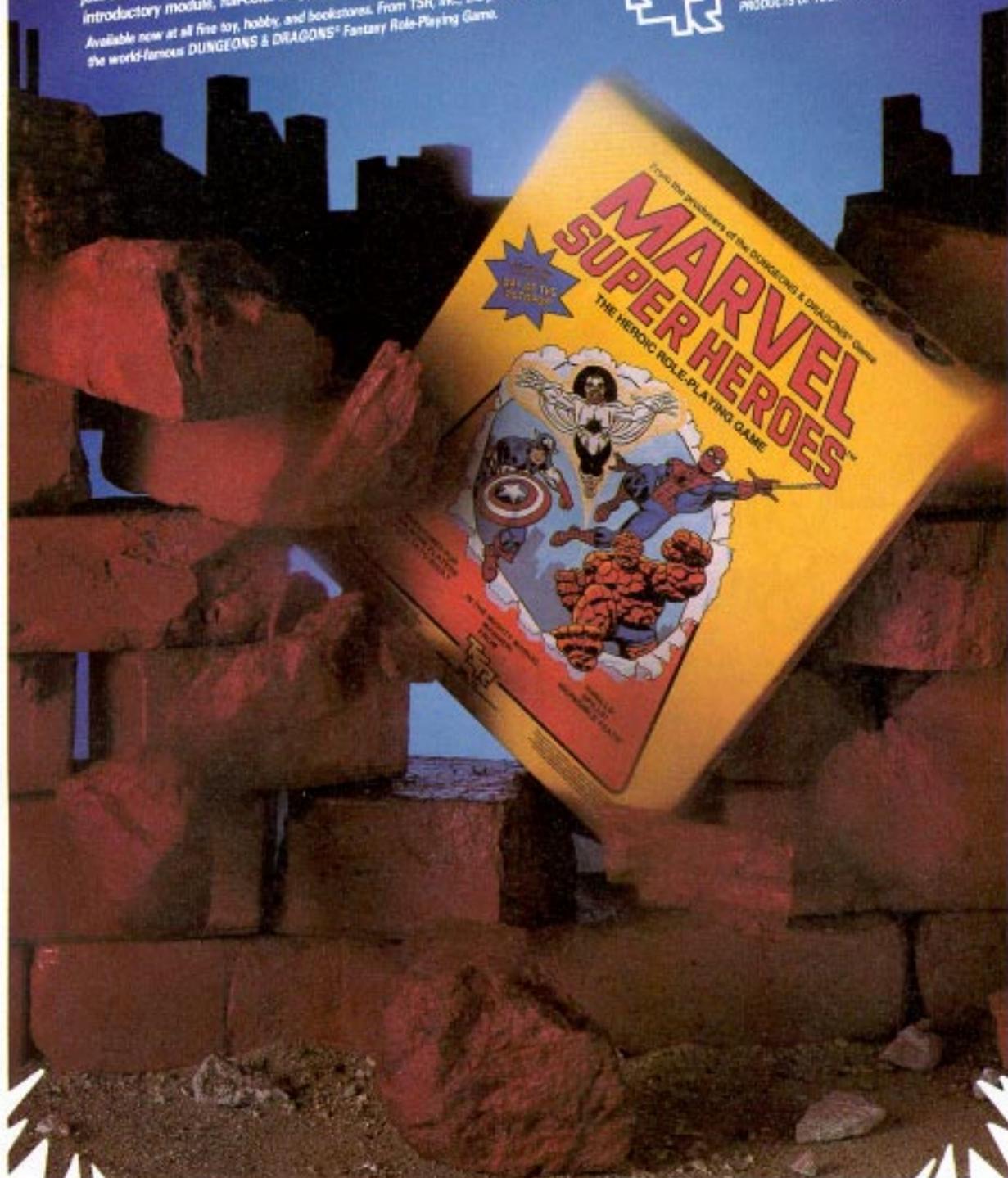
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BODY ARMOR. Terrax had Unearthly body armor and had Class 1000 protection from the effects of heat and cold. He could be Slammed while flying unless he was riding one of his earth-bases for transportation.

COSMIC AXE. A gift from Galactus, Terrax's Axe could do Unearthly damage on the Slugfest column (due to the concussive nature of the blow), and he could also project a Monstrous strength force field. Terrax wielded his axe in the Shift X column.

Terrax's story: Terrax was originally Tyros, the petty dictator of the city of Lanlak on the planet Birj, a satellite of the gas giant Marman. Tyros had the mutant ability to control stone and rock, and he used it to enslave the local populace. He was a violent man and a ruthless ruler.

Tyros's very amoral nature brought him to the attention of Galactus, the Eater of Worlds. Galactus had twice been betrayed by Heralds who let their moral compunctions get in the way of their duties, and he sought a Herald who would have no qualms in seeking out inhabited worlds for Galactus to consume. To that end, Galactus dispatched the Fantastic Four, who needed Galactus's

help to defeat a menace to Earth, to bring Tyros to him. This the super-powered group did.

Galactus augmented Tyros's mutant ability and renamed him Terrax the Tamer. Given great power, this Herald created nothing but problems for his master. Terrax sought to defeat Galactus, hid from him, and attempted to set up his own empire. Finally, Terrax held the island of Manhattan hostage to force the FF to fight the Eater of Worlds. This plan ended in defeat as Galactus drained all of Terrax's power from him, sending him to certain death as he plummeted off one of the World Trade Center towers.

Terrax, robbed of his powers, still managed to survive the fall. A passerby discovered him, and the former Herald of Galactus, having lost his memory, was taken to a local hospital.

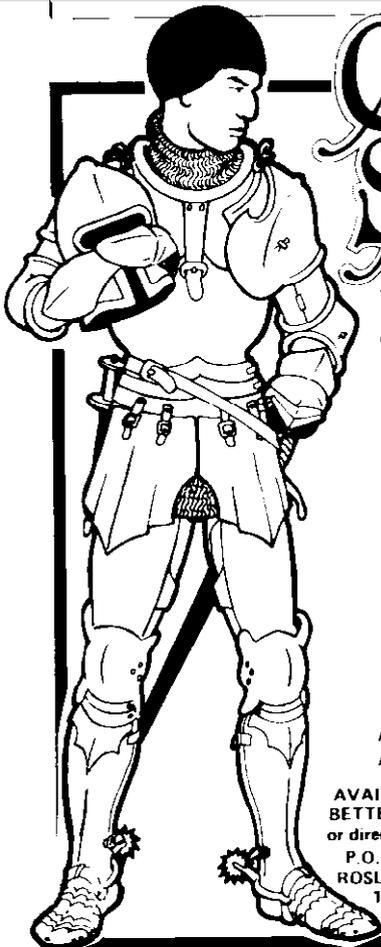
Terrax was taken from the hospital by Dr. Doom™, monarch of Latveria and long-time foe of the Fantastic Four. Doom used Terrax as a pawn in his scheme to destroy the FF, and to that end he returned to Terrax a portion of his former Power Cosmic. Doom had once stolen the power of the Silver Surfer himself, and he endowed Terrax with a synthetic version of these powers. The artificial powers were short-lived, however, a fact Doom

kept from his "ally."

Terrax performed admirably, dispatching three of the Fantastic Four. He then turned on Doom, immobilizing Latveria's ruler in his own armor. In his moment of triumph, Terrax was attacked by the Silver Surfer, coming to aid the FF. Terrax pushed his artificial limits to the maximum, but was no match for a true possessor of the Power Cosmic. Terrax was completely consumed by his own energies in a fireball that engulfed Surfer and the immobilized Doom. The Surfer walked away from the explosion. All that remained of Doom was his mask. Terrax perished in the blast.

A final note: All the Heralds of Galactus have the ability to detect energy at the Class 1000 level. This is how they search out planets for consumption by their master. In addition, as they have been granted powers by Galactus, so too may they be deprived of them if Galactus so desires. This requires a Psyche FEAT by Galactus; if successful, the Herald is returned to his original abilities (such as Terrax was), and the difference in Health between the two states is added to Galactus's Health.

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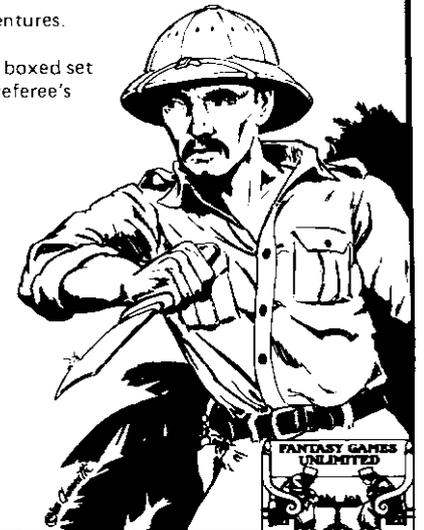
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The MARVEL[®]-Phile

The Avengers[™], Part II by Jeff Grubb

Alright, everyone, I've gotten a lot of mail requesting your favorite heroes and villains, and the most-requested hero of the past few months has been MOCKINGBIRD[™]!

Where has she been? Well, when Bruce Nesmith assembled the *Avengers*[™] *Assembled!* supplement, the West Coast franchise of the mighty Avengers was

not yet established. Small changes were made in the supplement before it went to press, noting that Hawkeye[™], Wonder Man[™], Tigra[™], and Iron Man[™] were with the new team, but we had no time to add the beautiful Bobbi Morse. We heard from Bobbi's avid fans, however, who sent a ton of requests to correct this oversight in the roster.

Therefore, the MARVEL-Phile brings you Mockingbird and, as an added bonus, an individual who has fought alongside the West Coast Avengers, the mysterious Shroud[™]. (Special thanks to Kim Eastland for Mockingbird's statistics and abilities.)

MOCKINGBIRD[™]

Barbara "Bobbi" Morse Barton
Professional adventurer, formerly
a physicist and S.H.I.E.L.D. agent

Fighting: EXCELLENT (20)	Health: 56
Agility: EXCELLENT (20)	Karma: 32
Strength: TYPICAL (6)	Resources: TYPICAL
Endurance: GOOD (10)	Popularity: 50
Reason: EXCELLENT (20)	
Intuition: TYPICAL (6)	
Psyche: TYPICAL (6)	

Powers:

BODY ARMOR. Mockingbird wears a protective suit made of Kelvar and woven Beta cloth. This suit provides Remarkable protection against physical damage and Excellent protection against fire.

BATTLE STAVES. Mockingbird's chief weapon consists of two hollow steel-alloy poles (Remarkable material) fitted into holsters on her forearms. She handles these poles with Remarkable Agility, and can use them in a number of different ways:

- 1) Fitted together, the battle staves form a javelin which can inflict Remarkable damage when hurled at a target within 4 areas.
- 2) Spring mechanisms in her forearm holsters allow her to fire the staves at targets up to 3 areas away, doing Excellent damage. Her skill in firing these staves permits her to angle shots so that the staves bounce back in her general direction. She can catch them in the air on the rebound by making a Agility FEAT.
- 3) Connected and telescoped to full length, the staves form a vaulting pole 8' long. The pole allows Mockingbird to clear the roof of a one-story structure with little effort.

ACROBATICS. Mockingbird receives an UP ONE column shift in her agility (to Remarkable) when Dodging.

Talents: Mockingbird has had extensive experience in the fields of biology, law enforcement, and espionage. Her Reason is Remarkable in these areas. In addition, Mockingbird has an exceptional reputation among law-enforcement agencies. Treat her Popularity as Monstrous with regards to S.H.I.E.L.D., Interpol, and government security agencies.

Mockingbird's story: Bobbi Morse began her career as a member of the team attempting to rediscover the "Super-Soldier" formula that gave Captain America[™] his powers. Her achievements came to the



attention of S.H.I.E.L.D., who recruited her into their organization and provided her with espionage training. As a member of S.H.I.E.L.D., Bobbi fought alongside director Nick Fury and Ka-Zar, Lord of the Savage Land; she also tangled with A.I.M. (Advanced Idea Mechanics) and the mindless Man-Thing™.

Following the assassination of a government witness she was assigned to protect, Bobbi Morse suspected corruption within her own organization. Dropping out of S.H.I.E.L.D., Bobbi tracked down subversives under the costumed identities of the Huntress™ and Mockingbird (the latter name taken from the

code name of a CIA mission Nick Fury aided in). As Mockingbird, Bobbi looted computer banks and collected incriminating data on a number of S.H.I.E.L.D. administrators.

Bobbi Morse went to New York to present her findings to Nick Fury, dogged by S.H.I.E.L.D. agents (under the command of the corrupt administrators as well as by Spider-Man™, who was duped into fighting her. Though the evidence was destroyed, Bobbi did alert Nick Fury to the treason of his subordinates, resulting in a major house cleaning in the organization.

Following the cleanup of S.H.I.E.L.D.,

Mockingbird went freelance. One of her investigations involved illegal dealings by Cross Technological Enterprises; while gathering evidence in this case, she broke into the CTE complex where the Avenger Hawkeye was employed as security chief. The two battled until Mockingbird convinced Hawkeye of CTE's illegal actions. The two became a fighting team thereafter, fell in love, and married. Hawkeye and Mockingbird soon formed the core of the West Coast Avengers. Her common sense and espionage training have taken the edge off Hawkeye's hot temper and quick judgments.

SHROUD™

**Real name unrevealed
Undercover crimefighter and
criminal**

Fighting: REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: INCREDIBLE (40)
Psyche: EXCELLENT (20)

Health: 80
Karma: 70
Resources: GOOD
Popularity: -10



Powers:

DARKFORCE GENERATION. Much like Cloak™ (see the MARVEL®-Phile in DRAGON® issue #91), the Shroud can tap the Dark Dimension and use the Darkforce. Shroud cannot use the Darkforce for teleportation, but he can draw its inky blackness into our dimension. Shroud can darken one area per round, up to a maximum of five areas at any one time. This darkness is more than a mere absence of light; it also negates all light of less than Amazing potency. Those caught in the darkness are DOWN THREE on all combat and FEAT rolls. Shroud can also form the Darkforce into flat black shapes (such as false shadows or silhouettes) that he uses as decoys.

MYSTIC PERCEPTION. The Shroud is blind, but he possesses mystic senses that permit him to perceive his surroundings even when enveloped in his own darkness. This ability reaches into areas immediately adjacent to his own and passes through walls and other solid objects. He cannot perceive objects beyond this one-area range.

Talents: Shroud's Reason is Excellent when dealing with law, criminology, and the criminal underworld. His sources on the street will usually inform him if something "big" is happening. Shroud also has the Martial Arts talent.

Shroud's story: Shroud was orphaned as a boy when his parents were slain in a holdup. The embittered youth dedicated his life to fighting crime; to that end he studied law and criminology, and he built up his body to peak physical condition.

Following graduation from college, Shroud journeyed to the Far East on a search for the Cult of Kali, a group

reputed to have mystic powers. He joined the cult and soon gained great knowledge of their martial arts and mystical disciplines.

After seven years of study, his masters decided he had advanced as far as they could take him. They branded his face with "the Kiss of Kali," a hot iron in the shape of the multi-armed goddess. Blinded, the man who would become the Shroud fled into the wilderness, where he discovered his lost sight had been replaced by a mystic sense that allowed him to perceive his surroundings. Unable to relocate the temple, he returned to America and adopted the identity of the Shroud.

To establish himself firmly as a crimefighter, Shroud decided to go after the master criminal Doctor Doom™. Instead, he fought alongside the Latverian monarch to defeat the Red Skull™ in a plot involving an orbiting "Hypno-Ray." Shroud stopped the satellite by absorbing the effects of the ray into himself, and his body was rescued from space by Captain America.

Following his recovery, Shroud discovered that the ray had triggered his latent power to control a force of absolute darkness. Shroud then went underground, planning to work within the criminal community to destroy it. He set up his own gang and built a reputation as a powerful crime lord. He is currently wanted by several law enforcement agencies for questioning. Despite his current activities, Shroud gets NO Karma for his criminal acts, and he loses it like any other hero performing crimes.

Because of the vivid scar of Kali on his upper face, the Shroud almost always wears his costume. He uses his darkness tricks to escape from the scene of his crimes and to cover his sabotage of the activities of other criminals.

The MARVEL™-Phile

Unfriendly neighborhood Spider-foes by Jeff Grubb

Last month, we revealed the first-place winner of the "Overwhelming Readers' Response Survey" by publishing the abilities and history of the mysterious Mockingbird™. Now it's the bad guys' turn, and the three most-requested pests are all enemies of your friendly neighborhood Spider-Man™: Hobgoblin™, Kingpin™, and Spider-Man's own malicious (former) Suit. [Kingpin is described briefly in Bruce Nesmith's module, MH-4 Lone Wolves; the Karma score given

here is the correct one – Editor.]

Before pressing on, there's a debate going on here regarding the future of the MARVEL SUPER HEROES™ game. We've gotten a lot of positive mail concerning the game, and many gamers want to see a more intense treatment of the game in terms of subjects (other dimensions, time travel, and new worlds) and rules (an advanced magic system, a more complicated combat table, and individual Karma awards).

Would you like to see an "Advanced MARVEL SUPER HEROES" book? If so, what would you like to see in it? Drop us a line (and mention which heroes you'd like to see in future editions of the MARVEL-Phile, while you're at it). Roger Moore forwards all the Marvel Mail to my cubicle (usually cackling gleefully while he's at it).

Without any further editorializing, let's bring on the bad guys: Hobgoblin, Kingpin, and Spidey's Suit!



HOBGOBLIN™

HOBGOBLIN™

Real name as yet unrevealed

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: INCREDIBLE (40)
Endurance: INCREDIBLE (40)
Reason: EXCELLENT (20)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)

Health: 130

Karma: 50

Resources: EXCELLENT

Popularity: -20

Powers:

BODY ARMOR. Hobgoblin's outfit consists of small-weave, insulated chain mail that provides Excellent protection from physical attacks and Remarkable protection from electrical attacks.

ELECTRICAL BLASTERS.

Hobgoblin's gloves are equipped with power-conducting microfilaments that enable him to project Incredible electrical damage up to one area away.

GLIDER. One of Norman (original Green Goblin™) Osborn's inventions, this one-man, turbo-powered glider has the following stats: Incredible Control, Good Speed, and Excellent Body (but offers no protection to the rider). The Glider can carry up to 400 pounds, but it is DOWN TWO on Speed and Control if carrying more than the Hobgoblin's own weight.

BATTLE VAN. A complete mobile weapons system devised by Osborn but never used in his career as the Green Goblin,

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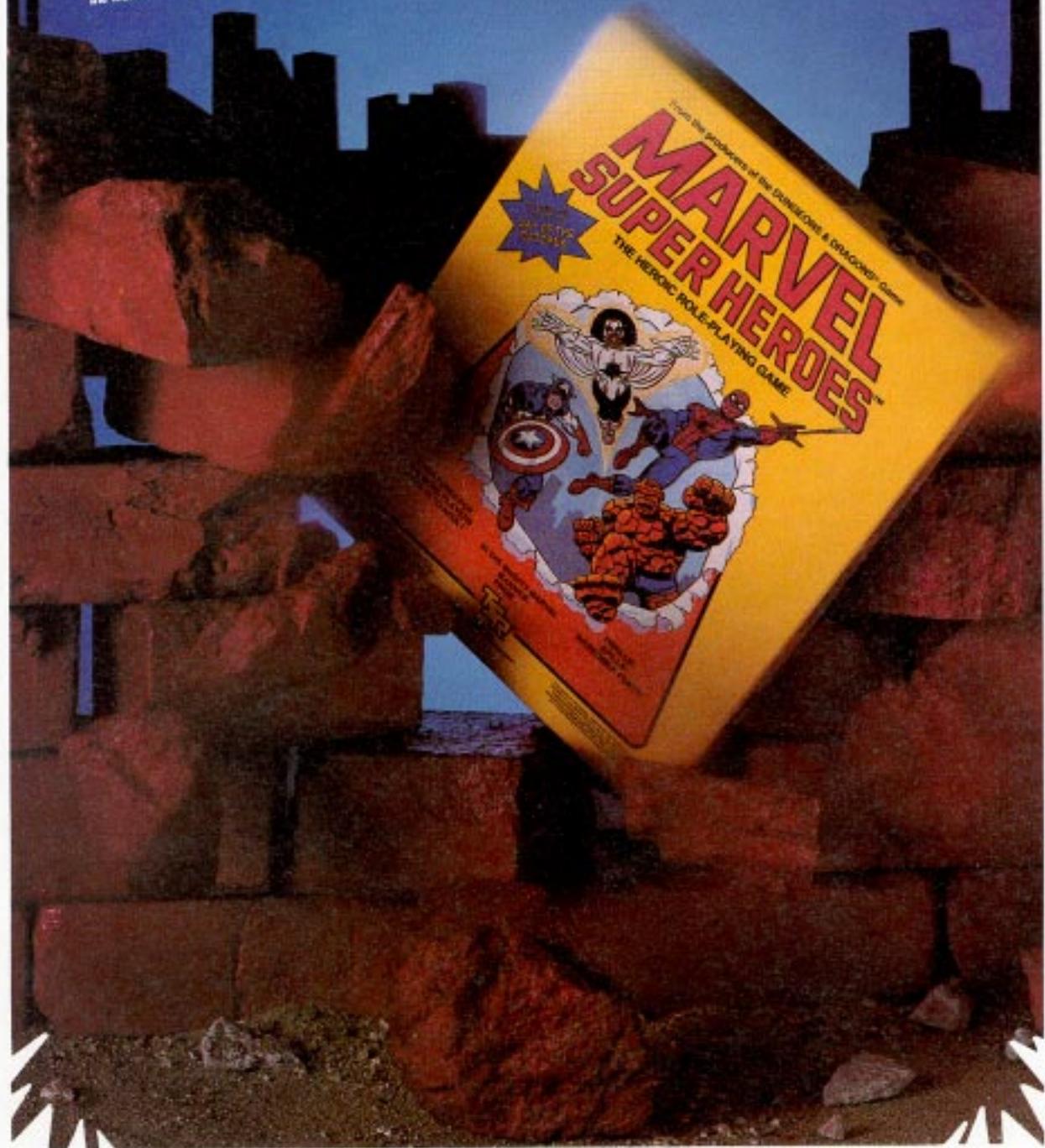
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the Battle Van has Incredible Control, Remarkable Speed, and Incredible Body. It has a full communications and computer setup and can be operated by remote control or on its own auto-pilot (which has Remarkable Control). The Battle Van possesses a top-mounted concussion gun turrent doing Remarkable Damage with a range of 7 areas. The van was partially destroyed in a high-speed chase that left it in the East River, but Hobgoblin has reclaimed the van and is rebuilding it.

THROWING BLADES. Hobgoblin packs a set of throwing knives carved in bat-wing shapes. Each razor-sharp blade does Good Damage on the Hack 'n Slash table. Hobgoblin throws 1-5 of these blades at a time, usually to prevent pursuit. Shift DOWN ONE to hit for every blade cast beyond the first. Hobgoblin carries 6-15 of these blades.

PUMPKIN BOMBS. Hobgoblin's explosive bombs are shaped charges having the form of jack-o'lanterns. He can throw them out to a range of 3 areas, and the bombs can have a timed-delay burst of up to two rounds. When exploded, the bombs cause 20 points of damage and force a victim to make an Endurance FEAT to avoid being knocked out by the concussion. Hobgoblin carries 1-10 of these devices.

WRAITH BOMBS. Hobgoblin's smoke and gas grenades have clear plastic cases resembling wraiths. Their usual effects are as per the smoke and gas grenades on page 17 of the Campaign Book, but both operate at Incredible potency. In addition, Hobgoblin has rediscovered Osborn's formula for a gas that weakens Spider-Man's Spider-sense if he is exposed to it (and fails to make a FEAT roll). He makes use of this chemical whenever he anticipates meeting his wall-crawling foe. This gas deprives Spider-Man of his Spider-sense and reduces his Intuition to Typical. Hobgoblin's satchel carries up to ten bombs, and any that are not explosive jack-o'lanterns will be wraith bombs.

Hobgoblin's story: The Hobgoblin's true identity has not been revealed, yet certain parts of his history are known. His story begins with that of his predecessor, the Green Goblin.

Norman Osborn was co-owner of a chemical company with subsidiaries involved in robotics and electronics. Osborn, ever greedy for more power, had his partner arrested for embezzling

and took control of the business. Among his former partner's notes, Osborn discovered a formula to increase the user's intelligence and strength. Osborn began to experiment with the formula but was caught in a chemical explosion. Exposure to the formula made Osborn stronger, but the chemical drove him insane as well. Taking the identity of the Green Goblin, Norman Osborn set about to slay Spider-Man and establish himself as a New York crime-lord.

His genius boosted by the formula, Osborn built most of the devices that the Hobgoblin would later use, though as the Green Goblin he was continually defeated by Spider-Man. On several occasions, Osborn was believed to have been cured of his madness, but he would soon have a relapse and adopt his criminal ways. During his final relapse, the Green Goblin killed Gwen Stacy, Peter Parker's girlfriend, and was killed himself by being impaled on his own jet glider.

Since Norman Osborn's demise, two others have taken up the identity of the Green Goblin. Norman's son Harry, under the influence of drugs, stole his father's old costume and sought revenge on Spider-Man for his father's death. Harry was defeated and placed under psychiatric treatment. Unfortunately, his psychiatrist, Dr. Barton Hamilton, took up the Goblin's persona. Hamilton was killed

in a bomb explosion, but Harry has since made a full recovery and is now president of Osborn Industries, Inc.

Neither Harry Osborn nor Dr. Hamilton found the large number of weapons caches and secret hideouts that the original Green Goblin maintained throughout the city, usually in secret rooms in Osborn Industries plants and warehouses. A bank robber named George Hill found one of these hideouts while fleeing from Spider-Man. Hill brought his discovery to the attention of another as yet unidentified man, who promptly killed Hill and used the recovered equipment and Osborn's notes to become the Hobgoblin.

At first, Hobgoblin had the technology of his namesake, but not the increased strength, endurance, or intelligence. He refined Osborn's formula and, after using a hireling as a guinea pig, placed himself under the drug's influence. He remained too long affected by the chemical, and this may have had a serious affect on his mental stability.

Hobgoblin is using all of Osborn's hidden lairs and diaries to firmly establish his power where the original Goblin failed. Hobgoblin, with the aid of a crime-lord named the Rose™, wishes to build a crime syndicate rivaling that of the Kingpin. Like the Goblin, Hobgoblin desires the death of Spider-Man, who has foiled several of his plots.

THE KINGPIN OF CRIME™ **Wilson Fisk, "Humble Dealer in Spices"**

Fighting: REMARKABLE (30)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 100
Karma: 40
Resources: INCREDIBLE
Popularity: 31

Powers:

BODY ARMOR. Through his fighting disciplines, Fisk has developed Poor Body Armor.

MARTIAL ARTS. Fisk is a master of judo and oriental boxing. He may Stun and Slam opponents of higher Endurance than his strength would normally allow.

WRESTLING. An experienced sumo

wrestler who works out daily, Kingpin receives an UP ONE shift to the right when Grappling.

WALKING STICK. Kingpin's walking stick conceals a three-shot, high-energy laser. This laser has a range of two areas and does Excellent Damage. The stick also carries two doses of Amazing-potency sleep gas that requires a yellow Endurance FEAT roll or else the victim falls asleep for 1-10 hours. The stick is made of Remarkable material.

STICKPIN. Kingpin also packs a dose of his sleep gas in his diamond stickpin. He may only use it in a slugfest against opponents who are in front of him.

THUGS. Kingpin rarely travels alone, and although his daily fighting regimen makes him the superior of most "bodyguards" in his employ, he maintains a small private army of goons to protect his headquarters and prevent unnecessary interruptions. Kingpin will always have 4-13 thugs no more than a door away to deal with intruders and test the mettle of his opponents.

The Kingpin's story: Wilson Fisk claims to make his living as a "humble dealer of spices," and is the wealthy owner of several companies. He is less publicly known as the Kingpin of Crime and is the leader of the largest non-Maggia criminal organization in America.

Little is known of Kingpin's background, save that he became interested in body-building early in his life. He now maintains a physical training schedule that makes him a superior fighter despite his apparent bulk. His other keen interest was political science, and he used these theories in forming his own criminal empire. He has been careful not to be directly involved with the criminal activities he promotes, so he has no criminal record.

At one time, Fisk was the leader,

through his son Richard, of the Las Vegas branch of HYDRA™ and planned to take control of America and the world through that group. However, the Kingpin turned against HYDRA upon learning that the Red Skull™ was the actual leader of the Las Vegas organization. He has since had nothing to do with HYDRA or its new incarnations.

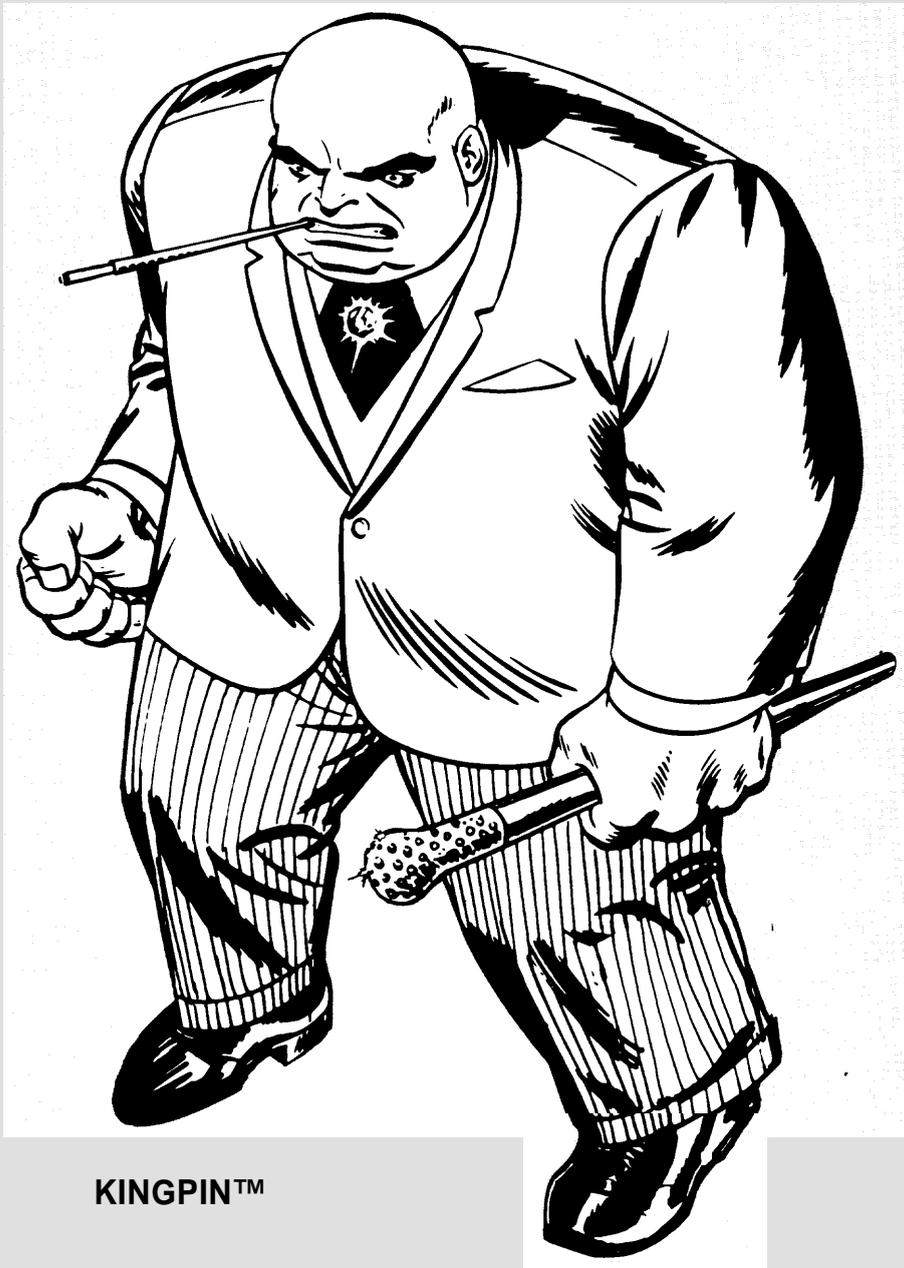
Kingpin's one weak spot is his family. His son Richard took on the costumed identity of the Schemer™ in order to ruin his father. His wife Vanessa, a lovely lady of New York society who supported Fisk through years of power struggles, finally convinced the Kingpin to give up his criminal activities. Fisk retired to the Orient until Vanessa persuaded him to testify against his former criminal comrades. Upon his return to the states, one of Kingpin's old "soldiers" sought to

to remove Vanessa permanently, to force his former employer to regain his position in the underworld.

Vanessa disappeared in an explosion, but she was rescued from the New York sewers by the hero Daredevil™, her physical and mental health destroyed. Fisk, anguished first by the loss of his beloved Vanessa and later by her shattered state, has retaken control of his old organization and eliminated those who threaten his criminal empire.

Kingpin has battled both Spider-Man and Daredevil over the years, but he sometimes maintains a standing truce with them, providing aid to both when it is in his best interests to do so. (He rescued Spider-Man from Hobgoblin at one point because he was concerned about the latter's motives.) Fisk has hired super-powered agents as agents and bodyguards, and the respectable position of Kingpin's assassin has gone to the best in the field, including Bullseye™ and Electra™.

Kingpin controls a criminal empire made up of East Coast gangs that, while not in the Maggia's class, is more powerful than any single Maggia family in New York. His limitations are few in regards to morals. He only rarely deals in drugs, nor does he encourage his associates to do so. He is a man of his word and will honor it, letting foes go free when they have done him a great service. Finally, he is so fiercely devoted to his family, in particular to bed-ridden Vanessa, that he had one of his henchmen turn down the office of the Mayor of New York City in order to insure his wife's safe return.



KINGPIN™

SPIDER-MAN™'S SUIT **Alien symbiote**

Fighting: REMARKABLE (30)
Agility: AMAZING (50)
Strength: INCREDIBLE (40)
Endurance: INCREDIBLE (40)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: MONSTROUS (75)

Health: 160
Karma: 105
Resources: None
Popularity: Not applicable

Powers:

SYMBIOTIC NATURE. The Suit survives by feeding off a host creature's power. In its most recent incarnation, the Suit has acted as the costume of Peter

Parker, the Amazing Spider-Man™. This symbiosis has several effects:

- 1) The Suit may be commanded to change shape or color by its host to a variety of forms, and can create holding pouches or similar adornments.
- 2) The Suit, with long use, can duplicate the physical powers of its wearer. The above stats are duplicates of the physical abilities of its last host, Spider-Man.
- 3) The Suit can control its host, forcing him to conduct actions against his will. Its ability to control the bodies of others is at a Monstrous level, and it shifts DOWN ONE for each level of Psyche of its target. Unaware or sleeping targets are easier to control, such that the shift is only DOWN TWO at most.
- 4) The Suit feeds off energy from its host, leaving him weak and sluggish. The referee should secretly halve the Health rating of any hero under the influence of the Suit for as long as he wears it.
- 5) The Suit does not wish to be separated from its host and will, therefore, tighten over the host's body, crushing it in an unescapable grappling attack, if an attempt is made to remove it. In this case any damage taken from an outside attack is absorbed by the Suit first, then by the hero wearing it (see below).
- 6) Other than as noted above, the Suit

has no effect on the Body Armor of anyone wearing it. Its structure is such that it transmits the force of a physical blow to its host.

WEB SHOOTERS. In duplicating Spider-Man's original costume, the Suit also duplicated his web-shooters. The Suit can fire monstrously strong webbing up to 2 areas away and can use it for swing-lines, nets, and entrapment devices.

The Suit's story: The creature known as Spider-Man's Suit is a parasitic symbiote, a being that feeds off the mental and physical energy of its host. It was a native of a world used by the Beyonder™ to construct his battleplanet in the Secret Wars™. The creature took refuge in the complex commandeered by Doctor Doom™ and his bench-villains.

Spider-Man found the creature's lair while trying to locate a machine to repair his own badly-damaged costume. Using a likely looking device, Spider-Man "summoned" the Suit from its hiding space. The Suit spread over Spider-Man's body, subtly contacting his mind and reading his thoughts, and became Spider-Man's new costume.

Returning to Earth with Spider-Man [*the Invasion of the Body Stocking?* -Texan

Ed], the Suit quickly began to feed off its host's energy. It took command of Parker's sleeping body during the night, forcing him to sleep-walk (or, more correctly, sleep-websling) through the city in order to get its sustenance. Peter Parker got no real rest, and a general deterioration of Spidey's Health set in.

After several weeks of increasingly strange problems and effects, Spider-Man contacted Reed Richards of the Fantastic Four™ to analyse the Suit. Richards discovered the organic and symbiotic nature of the Suit, but the Suit itself resisted any attempt to be removed from its host. Richards finally separated the Suit from Parker by subjecting it to ultra-sonic waves. The Suit was then placed in a glassed-in environment for study.

The Suit displayed its animal craftiness in its many attempts to escape, but it was finally released by a exploration probe under the control of an unseen foe of the Fantastic Four. The Suit escaped into New York City, and, after possessing a number of bodies, sought out its former host once again.

In the battle with Spider-Man that followed, the Suit was apparently destroyed. It should be noted, however, that no trace of the alien symbiote was found after the final battle.

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SPIDER-MAN'S™ SUIT

The MARVEL®-Phile

Pumping Iron, Part 1 by Jeff Grubb



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About a month back I received a letter from Mr. David D'Agnolo of Nacogdoches, Texas. David sent in a battery of questions on his favorite armored hero, Iron Man™, noting various issues where Shell-head used some device that was not listed in our official stats.

This got me to thinking. To date, our descriptions of Iron Man have been limited by the space available in the modules (MH-Special, *Secret Wars*™, and the ever-popular MH AC 2, *Avengers*™ *Assembled!*), and have been based upon Shell-head's entry in the Official Handbook of the Marvel Universe™. Long-

time fans of the golden avenger know that Iron Man has often pulled quite a few technological rabbits out of his hat over the years, functions of the armor that have never been mentioned until they are needed on a mission. Some are armor modifications that have since been removed to make room for newer modifications, while other devices have been retained for long periods of time.

Since I am an Iron Man fan, I sat down with my back issues (by no means a full set) and dug into Iron Man's past, finding all the major equipment he has used on more than one occasion. I also located information on other suits: the

Space Armor, the Stealth Armor, and the new/old suit that Tony has recently come up with. To make a long matter short, I ended up with much more material than Roger had room. For this reason, I've broken the article down into two smaller ones. The first article provides the stats for the two current occupants of the armor, Tony Stark and Jim Rhodes, and the "full" stats on the Iron Man suit with which most people are familiar. The next article will cover Tony's new armor, such variations as the Stealth and Space Armors, and the story behind the Iron Man armor itself.

Ladies and gents, the Invincible Iron Man.

JAMES "RHODEY" RHODES™

Soldier, pilot, mercenary

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: TYPICAL (6)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)

Health: 32
Karma: 36
Resources: TYPICAL
Popularity: 5

Talents: Pilot and navigation

Rhodey was given the Iron Man armor by Tony, and is the current possessor of the gold and red suit listed below.

TONY STARK™

Inventor, businessman

Fighting: TYPICAL (6)
Agility: TYPICAL (6)
Strength: POOR (4)
Endurance: TYPICAL (6)
Reason: INCREDIBLE (40)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)

Health: 22
Karma: 66
Resources: GOOD
Popularity: 19

Talents: Engineering, business, and electronics

Tony is the original inventor of the Iron Man armor, and served as Iron Man for several years before passing on the suit to James Rhodes. He is a reformed alcoholic and is subject to the rules on alcohol and drug abuse given in the Marvel-Phile in DRAGON® Magazine issue #91.

IRON MAN™ ARMOR

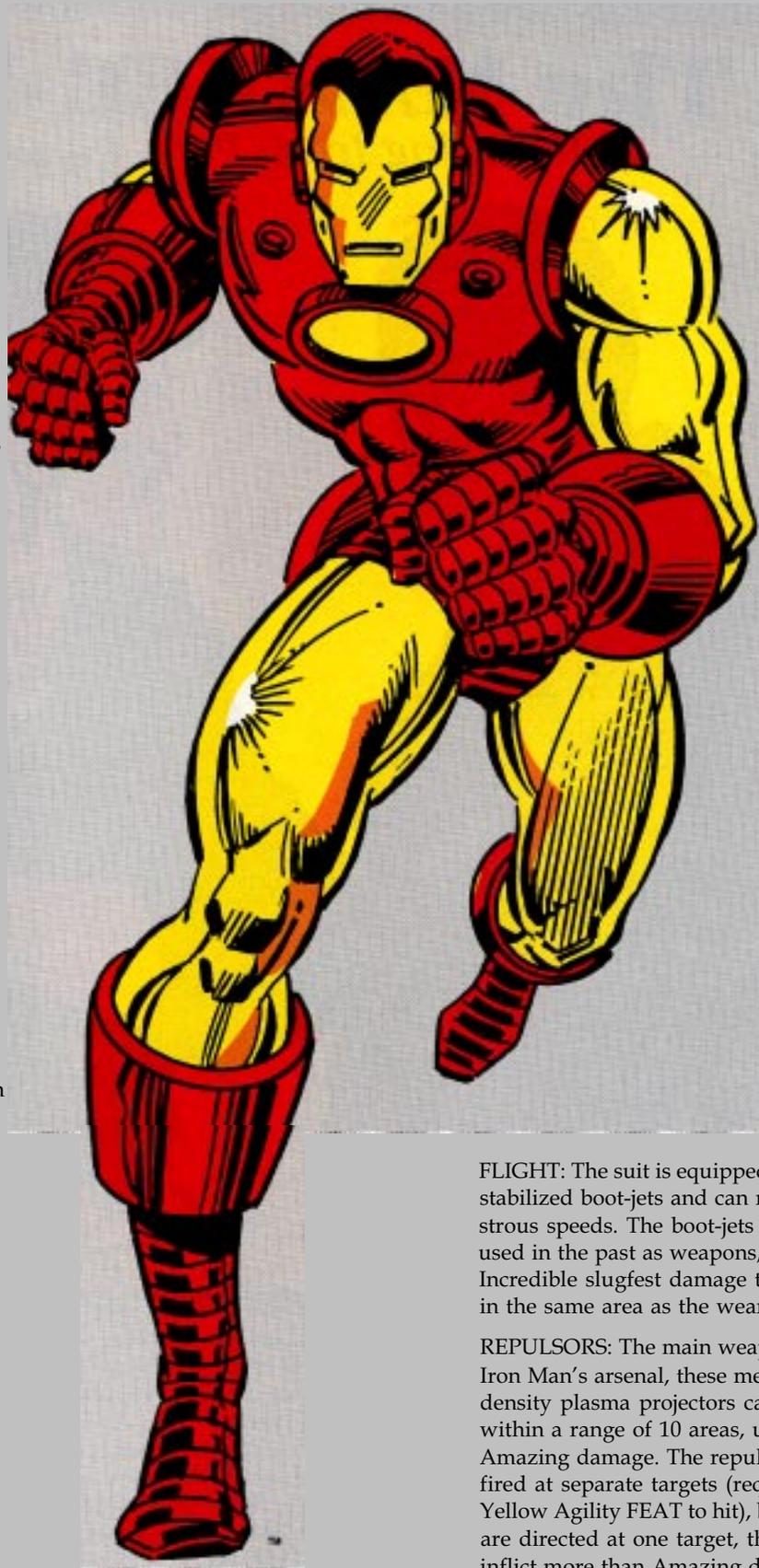
As worn by James Rhodes

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: INCREDIBLE (40)
Endurance: MONSTROUS (75)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)

Health: 155

Known Powers:

BODY ARMOR: Rhodey's suit provides Amazing protection from physical damage and most energy attacks; and it has



Unearthly resistance to radiation and Remarkable resistance to heat, cold, and acid. The armor also has Unearthly resistance to electrical attacks and can absorb them (see below).

FLIGHT: The suit is equipped with gyro-stabilized boot-jets and can reach Monstrous speeds. The boot-jets have been used in the past as weapons, doing Incredible slugfest damage to one target in the same area as the wearer.

REPULSORS: The main weaponry in Iron Man's arsenal, these medium-density plasma projectors can inflict, within a range of 10 areas, up to Amazing damage. The repulsors may be fired at separate targets (requiring a Yellow Agility FEAT to hit), but if both are directed at one target, they may not inflict more than Amazing damage.

UNIBEAM: The high-intensity lamp mounted in the center of Iron Man's chest allows Iron Man to illuminate an area up to three areas away in normal darkness. The light can also blind an unsuspecting opponent for 1-10 rounds. (The target must make a successful

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Endurance FEAT to avoid blindness.) Finally, the beam can be narrowed to create a laser capable of inflicting Incredible damage with a 3-area range. In this mode, it is used as a backup for his repulsors. The Unibeam also can also project ultraviolet and infrared light.

AIR SUPPLY: When sealed, the armor contains enough air for 2 hours either underwater or in total vacuum.

FIRE EXTINGUISHER: The armor can spray foam within one area. This foam reduces fire damage by a Remarkable degree.

ENERGY ABSORPTION: The armor can absorb up to an Unearthly amount of electrical energy in one round, with no ill effect on the wearer. The storage pods in the suit will function for three rounds while absorbing such Unearthly energies before overloading and exploding for Monstrous damage. The electrical energy can be redirected through the repulsors, inflicting up to Monstrous damage in this manner. The armor is not designed to absorb other forms of energy, but can be modified to do so. (This requires a Reason of Incredible to perform the modifications.)

OVERRIDE: Iron Man can remove the armor's safety interfaces to channel all his power into giving him Unearthly strength or Unearthly repulsor damage. Following each round that he does this, however, make a Yellow FEAT roll on the Shift 0 column, with failure indicating that the armor is immobilized by fused circuitry and must be repaired.

ENERGY PODS: Iron Man stores his excess energy in two disc-like pods, one on either side of his waist. These pods can be detached, though they are still connected to the armor by their cables. They can be used to create a broad-spectrum induction field that acts as a Remarkable-strength force field within his area, and they can also overload electronic machinery with their variable fields. Iron Man can overload normal electronics by making a Green FEAT roll. Machinery with an endurance rank (including robots and battle suits) must make an Endurance FEAT. Finally, the pods may be fully disconnected from the armor and thrown for up to five areas, exploding for Amazing damage. For each of the two pods thrown, Iron Man's Strength, Endurance, and Damage from other attacks drop one rank until the pods are replaced.

SONIC ATTACK: Iron Man can project sound waves up to 3 areas, inflicting

Amazing damage to everyone within those areas (requiring an Endurance FEAT to avoid being Stunned for 1-10 rounds; allow column shifts for characters with proper protection or who are hearing-impaired, such as Hawkeye™).

TRACTOR BEAM: The armor has a small tractor beam capable of lifting objects up to 400 lbs. (Good Strength) at a range of 1 area.

NIGHTVISION LENS: A recent addition, the nightvision lens allows Iron Man to see in normal darkness up to three areas away.

SENSORS: Rhodey's suit is equipped with combined radar, sonar, and heat detectors that allow him to detect invisible or camouflaged opponents up to ten areas away. In addition, Iron Man can track individuals by their vital life signs and unusual energy readings up to ten miles away.

FREON TABLETS: Mounted in each epaulet of Iron Man's armor are dispensers of super-cooled tablets of freon gas. These tablets have such a short range that they are only effective in close contact (i.e., when Iron Man has his opponent in a wrestling hold). The tablets do Monstrous cold damage to the target. Tony has in the past used these tablets on non-living attackers, as they freeze robotic machinery. (An Endurance FEAT is required to avoid this.)

MULTI-BAND RADIO: Mounted inside Iron Man's helmet, this radio allows him to monitor AM/FM, short wave, CB, and navigation bands within a 200-mile area, as well as contact his support team (Morely and Cly) on a private wavelength that is known to S.H.I.E.L.D.™ (See the article on this organization in DRAGON® issue #94.) The radio can also tie in with satellite and computer networks, and has an emergency beeper that can be tracked within 200 miles.

SONIC DISTORTER: This mechanism, installed in the helmet, cuts out the high and low frequencies of the wearer's voice, distorting the user's voice sufficiently to make other people unaware of who is occupying the armor. (This is why even close friends of Iron Man such as the Avengers™ were unaware of the change from Tony to Rhodey.)

ELECTRONIC COUNTER MEASURES (ECM): The standard suit possesses such Good quality ECM that standard radar will not usually detect Iron Man when the system is engaged. In addition, his circuitry has Monstrous protection from being overridden by external signals – a

modification made soon after Justin Hammer overrode Stark's control and caused the suit to kill an innocent bystander.

REVERSE MAGNETISM: The oldest of Iron Man's tricks, it is not used as often now as it was earlier in his career. Iron Man has such Incredible control over magnetism that he can pull guns out of people's hands or reverse the course of thrown metallic objects. (Treat the reversed object as a thrown object, using Iron Man's Agility.)

ROLLER SKATES: Iron Man can reach Excellent speeds by means of a set of skates that he uses in level, enclosed areas.

EYE PROTECTION: The suit has polarized eye-shields that provide Monstrous protection from being blinded. These shields drop into place should the ambient light level rise to a damaging level. This sudden polarization does cause 1 round of blindness for the wearer, until his eyes have adjusted to the sudden darkness.

IMAGE PROJECTOR: The armor can create as many as a dozen visual duplicates of Iron Man at one time. All images are perfect visual matches: their actions will duplicate those of the true Iron Man, and Iron Man's voice will seem to come from all of them. Any ranged attacks directed against him will hit either Iron Man or an illusionary target (chosen at random). Only after the target is hit can it be seen as an illusion. Radar, scent, or detection of life energies will reveal the true Iron Man.

DIGGING ABILITY: Iron Man has used several earth-moving attachments over the years, including rotating-stud gloves and a hand-held, earth-boring device. These devices allow Iron Man to move through the earth at Good speed. Rhodey's suit has these modifications, but he has not used them to date.

BRIEFCASE: This suit of armor can be folded to fit conveniently into a specially constructed briefcase when not in use. The case itself is made of Incredible strength material, with thumbprint locks (keyed to Stark and Rhodes) of Amazing complexity. Failure to use the locks properly will result in the case exploding for Amazing damage in one area, destroying the interior circuits of the armor and rendering it useless.

Next time: Space Armor, Stealth Armor, the newest Iron Man, and Iron Man's story.



The MARVEL® Phile

Pumping Iron, Part 2

by Jeff Grubb

Last time, you will remember, the brave (but foolish) designer set about describing all of the important gizmos that were part of the Iron Man™ armor. He ended up with an article twice the size of a normal Marvel®-Phile, and under the gentle(?) prodding of the ARES™ editor, he carved it down into two manageable sections. The first section went into depth on Iron Man's familiar red-and-gold suit and gave the stats for Tony Stark™ and Jim Rhodes™. (See DRAGON® issue #95.)

This section will describe some of the different suits that have popped up recently. The most recent set of armor

worn by Tony Stark first appears in *Iron Man* #191 and gets a workout in the following issues. It was recently lost undersea. The Space Armor first appeared in *Iron Man* #142 to #144, and the Stealth Armor first appeared in *Iron Man* #152. Both the Stealth and Space Armors were destroyed. Finally, rounding out this article is a history of the Iron Man suits.

A final note: I recommend use of these characters only for those players who are die-hard Shell-head fans. The stats available in MH AC 2, *Avengers*™ *Assembled!*, and MH Special, *Secret Wars*™, should be sufficient for most of

your gaming needs. Check with your local Judge.

NEW IRON MAN™ ARMOR Designed and used by Tony Stark (lost)

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: REMARKABLE (30)
Endurance: INCREDIBLE (40)
Reason: INCREDIBLE (40)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)

Health: 100

Known Powers:

BODY ARMOR: Tony's most recent set of armor was similar to his original set, but it was much less powerful, as it was not designed for combat. The new, slate-gray armor provided Remarkable protection from physical attack and Excellent protection from most energy attacks (including radiation, cold, and fire).

REPULSORS: The new suit of armor had limited repulsor power capable of doing Remarkable damage at a range of 8 areas.

FLIGHT: The new suit flew by less powerful boot-jets, capable of reaching Excellent speeds.

OTHER: Tony's gray suit had no air supply as Rhodey's armor did. It was equipped with all-band radio, including Rhodey's private wavelength, as well as the radar/sonar package.

IRON MAN™ SPACE ARMOR
Designed and used by Tony Stark
(destroyed)

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: MONSTROUS (75)
 Endurance: UNEARTHLY (100)
 Reason: INCREDIBLE (40)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)

Health: 195

Known Powers:

BODY ARMOR: The properties of this armor were similar to the suit noted in DRAGON® issue #95, save that it provided Monstrous resistance to heat and cold as opposed to Remarkable.

REPULSORS: The repulsors of the Space Armor caused Monstrous damage at a range of 15 areas.

FLIGHT: Short term flight was managed by conventional boot thrusters that flew at Amazing Speed. Once the suit cleared the inner atmosphere, Tony could trigger his nuclear thrusters that provided Unearthly speed in space. Triggering the thrusters inside the atmosphere would have resulted in Unearthly damage to all below him and produced a high level of radiation. (This is known as Bad Karma.)

VARIO-BEAM SPOTLIGHT: An extension of the Unibeam that was never incorporated into the standard suits, the vario-beam could provide illumination up to 15 areas away. In addition, it could create a deflector beam (the opposite of

the tractor beam), which could apply Monstrous Strength to an object.

EXO-UNIT GAUNTLETS: In addition to repulsors, the Space Armor was equipped with a separate set of gauntlets that could act as long-range grapples. The gauntlets could maneuver up to 7 areas away, and they could be manipulated as if they were still part of the armor. The weak mooring of the gauntlets allowed them to be used only in zero-gravity situations.

AIR SUPPLY: The bulk of the Space Armor was devoted to transportation and life support. Iron Man could survive for 4-5 weeks on the recycled air and water in his suit.

ECM: The Space Armor had the same electro-magnetic countermeasures as the standard suit now worn by James Rhodes. Due to the powerful nature of the suit's thrusters, the wearer had no ability to evade detection when the thrusters were in use.

OTHER: This suit was equipped with standard radar/sonar detection units and radio hook-up with a 2000-mile range, as well as an automatic camera designed to withstand the rigors of space.

IRON MAN™ STEALTH ARMOR
Designed and used by Tony Stark
(destroyed)

Fighting: EXCELLENT (20)
 Agility: REMARKABLE (30)
 Strength: INCREDIBLE (40)
 Endurance: MONSTROUS (75)
 Reason: INCREDIBLE (40)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)

Health: 165

Known Powers:

BODY ARMOR: The Stealth Armor was designed for speed and non-detection. It had only Remarkable protection against physical and energy attacks, including fire, cold, radiation, and acid.

FLIGHT: The Stealth Armor could reach Unearthly speeds in open air, but normally moved at Amazing speed when on secret missions, traveling at treetop level. Its jet gasses passed through multiple baffles to eliminate noise and to produce a quiet ride. The jet-boots could be used offensively, with a range of 1 area for Remarkable damage.

NO REPULSORS: The Stealth Armor had no repulsor capabilities.

SENSORS: In addition to the standard radar/sonar package and radio, the Stealth Armor was equipped with X-ray and sonic scanning capabilities, each of which had a range of half a mile. The Stealth Armor was also equipped with photographic equipment loaded with infrared film.

ECM: The mostly highly developed set of armor in this regard, the Stealth Armor evaded standard radar detection by a wave-modifier that curved the radar waves back on themselves, producing no image (Monstrous protection from radar detection). The jets were baffled to prevent sonic detection, and the waste gas was cooled to deter heat-seeking devices. Finally, the armor had a black, non-reflective coating that deterred both mechanical detection and visual sighting, at a cost of lowered resistance to energy attacks.

IRON MAN'S™ STORY

Anthony Stark was the heir of industrialist Howard Stark, whose achievements included the development of the Arsenal™ robot for the U.S. government. Stark built his father's business into a multimillion-dollar industrial complex with major munitions and weapons contracts with the Department of Defense.

While supervising the test of one of his transistorized weapon systems in Vietnam, Stark was wounded (a piece of shrapnel lodged dangerously near his heart) by a booby trap and taken prisoner by the Viet Cong. The Viet Cong leader, Wong-Chu, offered to have the shrapnel removed if Stark would produce a super-weapon for him to use against the ARVN and American forces. Distrusting Wong-Chu, and aided by a captured physicist named Ho Yinsen, Stark built an electrically powered, transistorized suit of armor, equipped with a pacemaker to allow Stark's heart to continue functioning. Yinsen perished in an attempt to let Stark fully charge the armor, but Stark took vengeance on Wong-Chu and scattered his guerillas.

Using this original armor, Stark made his way back to safe territory. He was aided by Lt. James R. Rhodes, a helicopter pilot downed behind enemy lines. One their way to an American firebase, the two of them flushed out a secret Viet Cong supply dump.

In the years that followed, Stark used the armor to fight criminals and threats to the U.S. government. He kept his identity secret, letting the world believe that Iron Man was only an employee of Stark Industries. Iron Man was one of

the original Avengers™, with Giant Man™, Wasp™, Hulk™, and Thor™. Stark provided the team with its New York Headquarters, and supported the group through the Maria Stark Foundation, a trust organization set up in Tony's late mother's name.

During this period, Stark Industries flourished, becoming Stark International and controlling a large industrial complex on Long Island. Aware of the growing misuse of powerful weapons technology, Stark closed out his weapons contracts, developing instead new techniques and equipment for communication, medicine, and space technology. Stark also received an artificial heart, allowing him to survive without wearing his pacemaker chest plate.

Iron Man's armor slowly evolved from a slate-gray suit into its present form. New methods of attack demanded that the hero be able to develop new defenses, in particular methods of preventing override of his circuits, as was successfully attempted by Justin Hammer, a business rival. Stark also developed specialized suits of armor for unusual missions, including an atomic-powered set of Space Armor and a low-radar-profile set of Stealth Armor.

The pressure of being an inventor, businessman, and hero led Stark to drink, first socially and then to excess; he became an alcoholic and his work and life suffered accordingly. Stark made a brief recovery only to plunge back into the bottle under the influence of another business rival, Obadiah Stane, who played upon Stark's weaknesses in an attempt to take over Stark's company. The takeover of Stark (now Stane) International succeeded.

Unable to function as Iron Man, Tony passed the armor on to Jim Rhodes, who had joined Stark International following the end of the Vietnam War as Tony's private pilot. Rhodey used the armor to repel attackers on Stark International and to disable and destroy the majority of the machinery capable of creating more Iron Man armor. The Space and Stealth Armors were also destroyed.

Rhodes, as Iron Man, worked freelance for some time, while Tony, his credit frozen, undertook a long battle to conquer his alcoholism. Rhodey, Tony, a former Stark scientist named Morley Erwin, and Morley's sister Clytemnestra (a computer specialist) relocated to California. The "new" Iron Man joined Hawkeye™ and the West Coast Avengers™, while Tony returned to inventing, developing an advanced "s-circuit" that allowed greater use of avail-

able area than standard transistors. With the Erwins, Stark and Rhodes created Circuits Maximus, a small hi-tech company funded from specialized jobs that Rhodes provided as Iron Man.

As time went on, Rhodes began having severe headaches whenever he used the armor. At first it was believed that the cybernetic helmet of the armor, which was adjusted to respond to Tony Stark's specific brain patterns, was ill-fitted to Rhodey's mind. Tony attempted to correct the problem several times without success. Rhodey became increasingly uneasy over his ability to use the Iron Man armor properly, and he feared that Tony would ask for the armor back. Though justifiably proud of his service as Iron Man, Rhodey became irritated, hostile, and irrational as his headaches worsened, and he developed homicidal tendencies.

Tony became increasingly worried about Rhodey's now-violent temper, and he created a new suit of Iron Man armor, using several new techniques he wished to try out. While this most

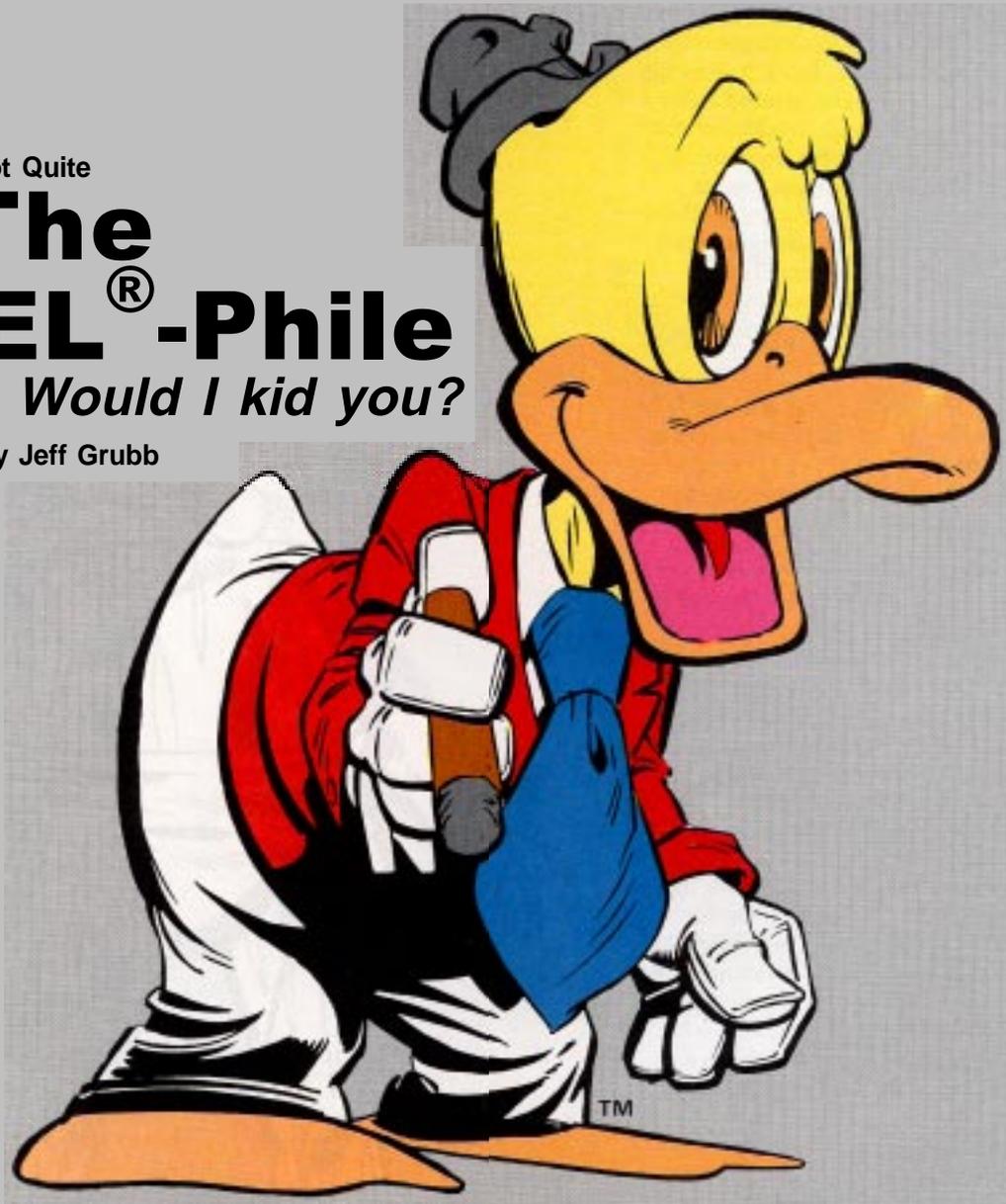
recent set of armor resembled the original gray armor developed in Viet Nam, it was controlled by more precise "s-circuits." It was not more powerful than Rhodey's suit, but it was more highly advanced. The two Iron Men confronted each other when Rhodey lost control of his rage; with his new armor and knowledge of Rhodey's armor, Tony won the fight, calming Rhodey and talking out their difficulties.

Tony debated for a time whether to retain his new suit of Iron Man armor, as the role of being a hero was one of the pressures that drove him to drink. Rhodey left Circuits Maximus to discover the source of his headaches. Eventually he learned that they were the result of repressed guilt over enjoying the use of the Iron Man armor, while his friend Tony suffered from alcoholism. After losing his "new" gray Iron Man suit in a recent battle, Tony has set to work building an all-new, state-of-the-art version, using the West Coast Avenger facilities. The new suit will premiere in *Iron Man #200*.



Not Quite
The
MARVEL[®]-Phile
Iron Duck™? Would I kid you?

by Jeff Grubb



A caveat to the reader: If you are looking for the inspired second half of the Iron Man™ article entitled "Pumping Iron," be warned that *this ain't it!* Iron Man's over on page 81. If you want real Marvel®-stuff, go there, then come back. I'll wait.

Back? OK. I'd like to dedicate this article to a few individuals who would normally wait some time before appearing in a MARVEL SUPER HEROES™ product. I mean a long time. A *really* long time, like eons. Glaciers will have to move south and cover Lake Geneva. Mephisto™ and Pluto™ will get into a snowball fight before these characters appear in a module.

This is because these characters are basically silly. Now, there is nothing

wrong with being silly. If you think about it long and hard, most heroes are kind of silly to start with. Flashy outfits. Funny abilities. Funky names. (How many of YOU would call yourself Stilt-Man™? Let's see hands!)

Still, there are those that go beyond the bounds of what even a world that accepts the existence of radioactive spiders, gamma bombs, and adamantium steel alloys could imagine. Such characters would make your standard, irradiated, upgraded, high-powered hero sit up and say, "Hey! Are you for real?"

Each of these characters has had that said to them at least once. Despite that, they show pluck, determination, and a lot of grit. Thanks for everything guys. Don't forget to write.

HOWARD THE DUCK™
Duck, currently unemployed

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: GOOD (10)
 Reason: GOOD (10)
 Intuition: GOOD (10)
 Psyche: REMARKABLE (30)

Health: 36
 Karma: 50
 Resources: FEEBLE
 Popularity: ?

Known Powers:

QUACK FU. Quack Fu is a very obscure martial art. With it, Howard can stun and slam opponents who are bigger than he is. (Of course, most of the population of the U.S. is bigger than he is.)

IRON DUCK SUIT. Created by Claude Stark (short for Starkowski), the Iron Duck suit provided Excellent protection from physical attacks, and it had springs which allowed Howard to jump 1 story high and 2 areas away. In addition, the suit was equipped with a small flame-thrower (Excellent Damage, 2-area range) and a chest lamp (Typical intensity, 1-area range). The suit was shredded in a conflict with the nefarious Dr. Bong™. I mention it here only because Roger nagged me into it. Happy now? [Yes.]

Talents: Howard is a licensed cab driver in the city of Cleveland, Ohio. It is a good bet he won't get lost there. He has also taken some odd fares to New York City as well.

Howard's story: Howard is a native of Duckworld, an alternate world where ducks are the most highly advanced species. Men (or "hairless apes") are unknown on Duckworld. Howard was pulled from his world by the machinations of a power-hungry demon mucking about with the Cosmic Axis. Howard landed near the Nexus of All Realities, and with the aid of the Man-Thing™, he attempted to set things right. During that adventure, Howard fell from the deadly Stones of Oblivion to his doom.

Actually, it was worse than doom. He landed in our world, in Cleveland, Ohio. In the years that followed, Howard tried to make a living in a "world he never made," and he held several jobs in succession, including cab driver, dishwasher, bill collector, and candidate for President of the United States. He has made some important human friends, including the master of mystical arts, Doctor Strange™.

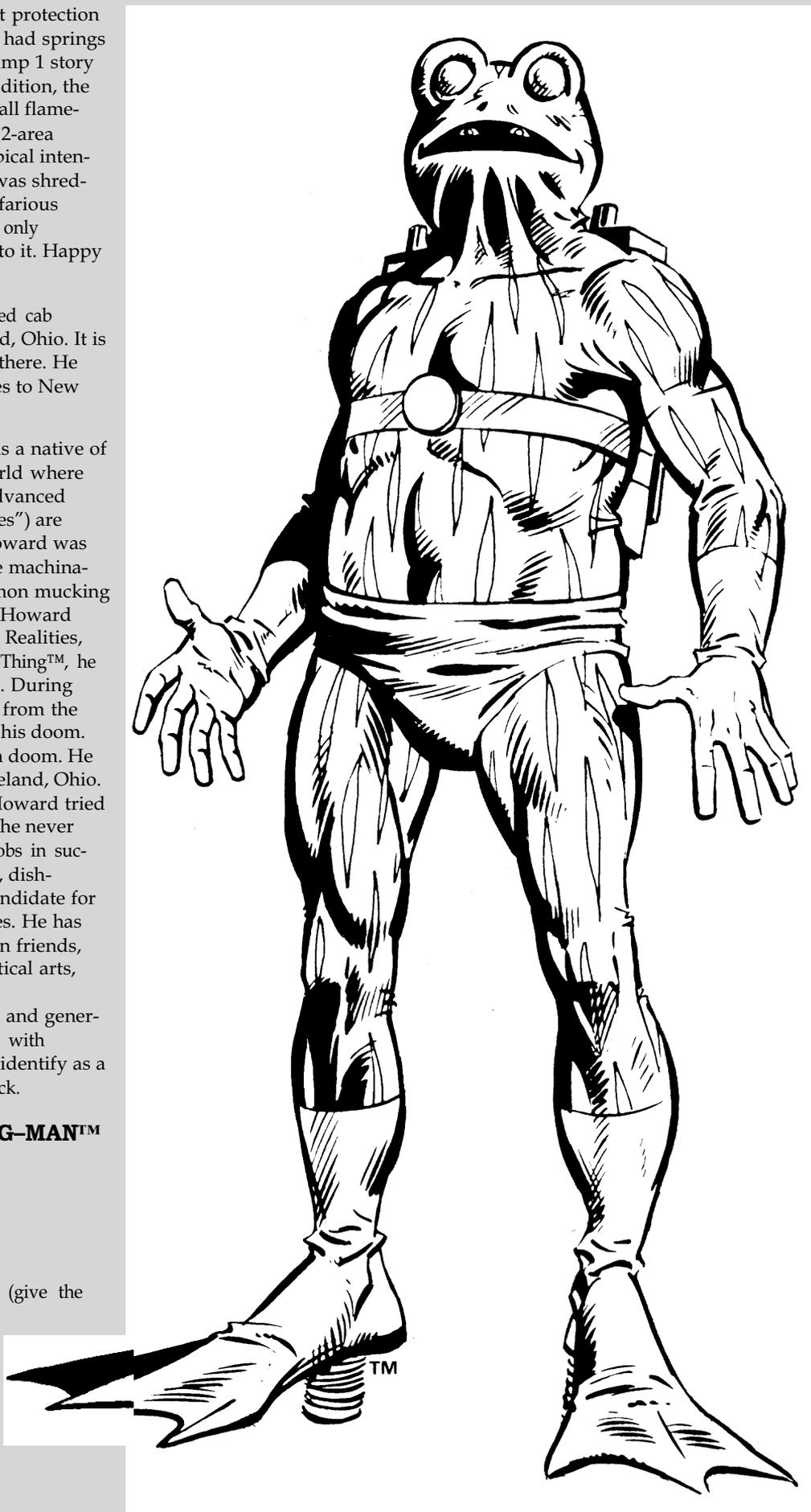
Howard is caustic, cynical, and generally bad-tempered in dealing with others. He is usually easy to identify as a cigar-smoking humanoid duck.

THE FABULOUS FROG-MAN™

Eugene Paul Colorito
High School Student

Fighting: POOR (4)
Agility: POOR (4)
Strength: POOR (4)
Endurance: EXCELLENT (20) (give the kid a break, will ya?)
Reason: TYPICAL (6)
Intuition: POOR (4)
Psyche: TYPICAL (6)

Health: 26
Karma: 14
Resources: POOR
Popularity: 3



Known Powers:

LEAPING: Frog-Man wears a suit equipped with electrically-powered leaping coils that allow him to reach a height of 6 stories per jump and to cross 3 areas at a hop. Sadly, Eugene does not have very good control over his leaping: when he lands, he must make a Agility FEAT to stop, or he keeps on going into the next area, rebounding off buildings like a drunken pinball. Fortunately, when bouncing around so erratically, Eugene is DOWN TWO to be hit and shifts UP ONE to charge an opponent.

Frog-Man's story: Eugene is the son of Vincent Colorito, alias the Leapfrog, a small-time villain who wore a frog suit that allowed him to leap small buildings in a single bound. After several stinging defeats, Leapfrog retired and Vincent went straight. Seeking to redeem his father's name, Eugene donned the costume to turn it into a force for good as (tah-dah) The Fabulous Frog-Man.

Eugene is very earnest and truthful. He is also trustworthy, loyal, helpful, friendly, courteous, kind, obedient, brave (sort of), clean, and reverent. He embodies the hero's code as he sees it. He is also a klutz who's going to get hurt if someone doesn't watch out for him.

Frog-Man has sprung into combat alongside Spider-Man™ and the Human Torch™ in battles against Marvel Super Villains™. He hasn't been croaked yet, but he's always bounced back to tell ribbitting tales of his Incredible FEETs. Though he told Spidey™ that he's toad the line and has acted more cautiously, it's only a matter of time before he leaps from his pad into action against— [Stop or the column gets cut off.] Okay, okay, I'll be good, no more.

WILLY LUMPKIN™ Mailman

Fighting: POOR (4)
Agility: POOR (4)
Strength: POOR (4)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Health: 22
Karma: 18
Resources: POOR (pension)
Popularity: ?

Known Powers:

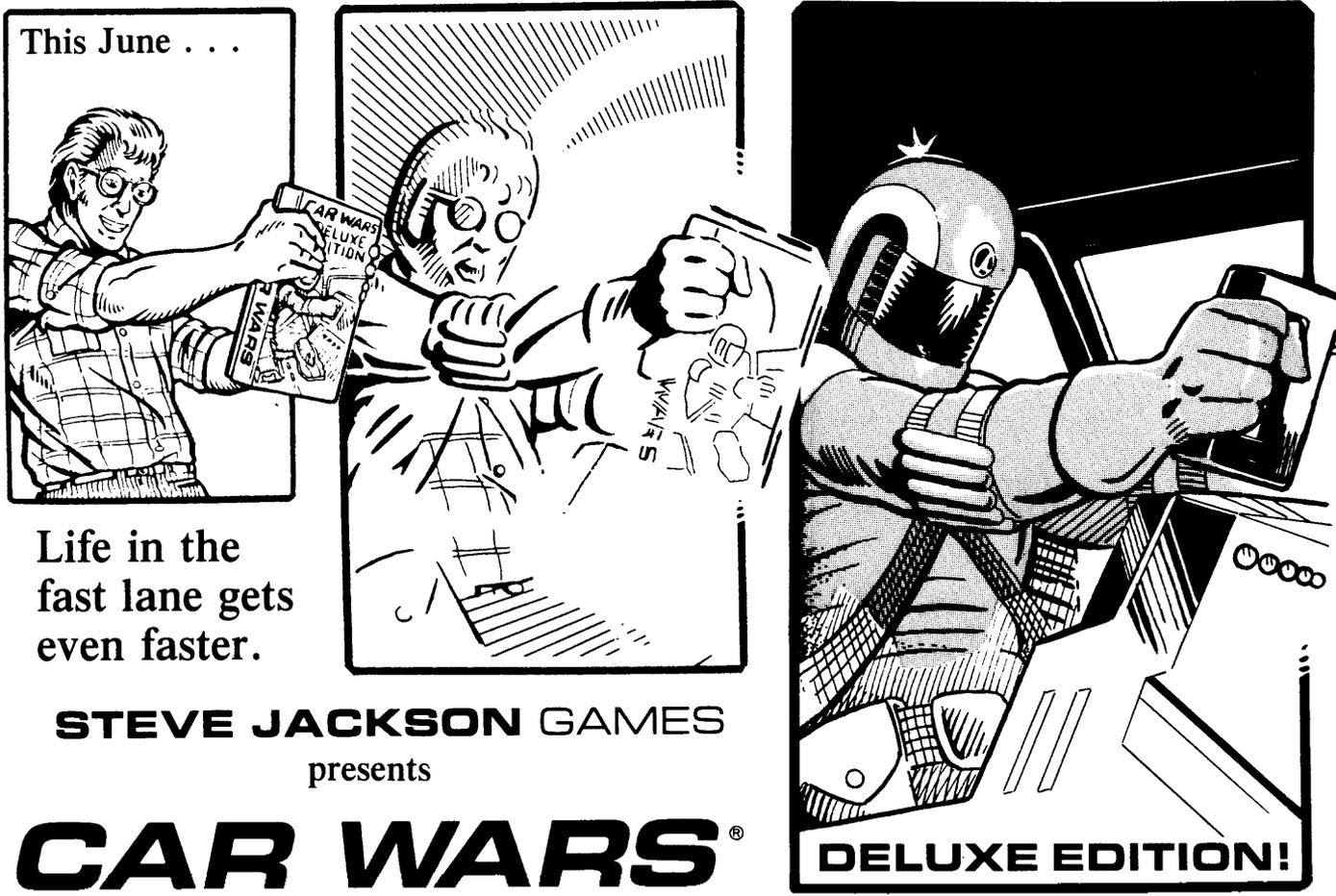
Willy Lumpkin has no known super-human powers. He can, however, wriggle his ears real good.

Willy's story: Once a mail carrier for the New York City branch of the U.S. Postal Service, Willy's route included the Baxter Building, home of the Fantastic Four™. The bulk of his overfull mailbag was usually filled with letters to the FF from fans and other true believers. At one point, Willy offered his services to the Fantastic Four, based on his ear-wriggling skill. The FF politely declined, as Willy's skills were better used in serving the government.

As the years past, increased technology caught up with Willy, and the old postman retired with a pension and the love of the people on his former route. He still visits his old friends on occasion, and he is always welcome at the Baxter Building.

There is no truth to the rumors that Willy Lumpkin is really the Hobgoblin™; nor is he a former Herald of Galactus™, a front for the Maggia™, the man that taught Daredevil™ everything he knows; nor is he Thor's™ brother, who was sent down to Earth to learn humility and whose paperwork was then lost in Asgard. However, if any of the above is true, remember that you heard it here FIRST!

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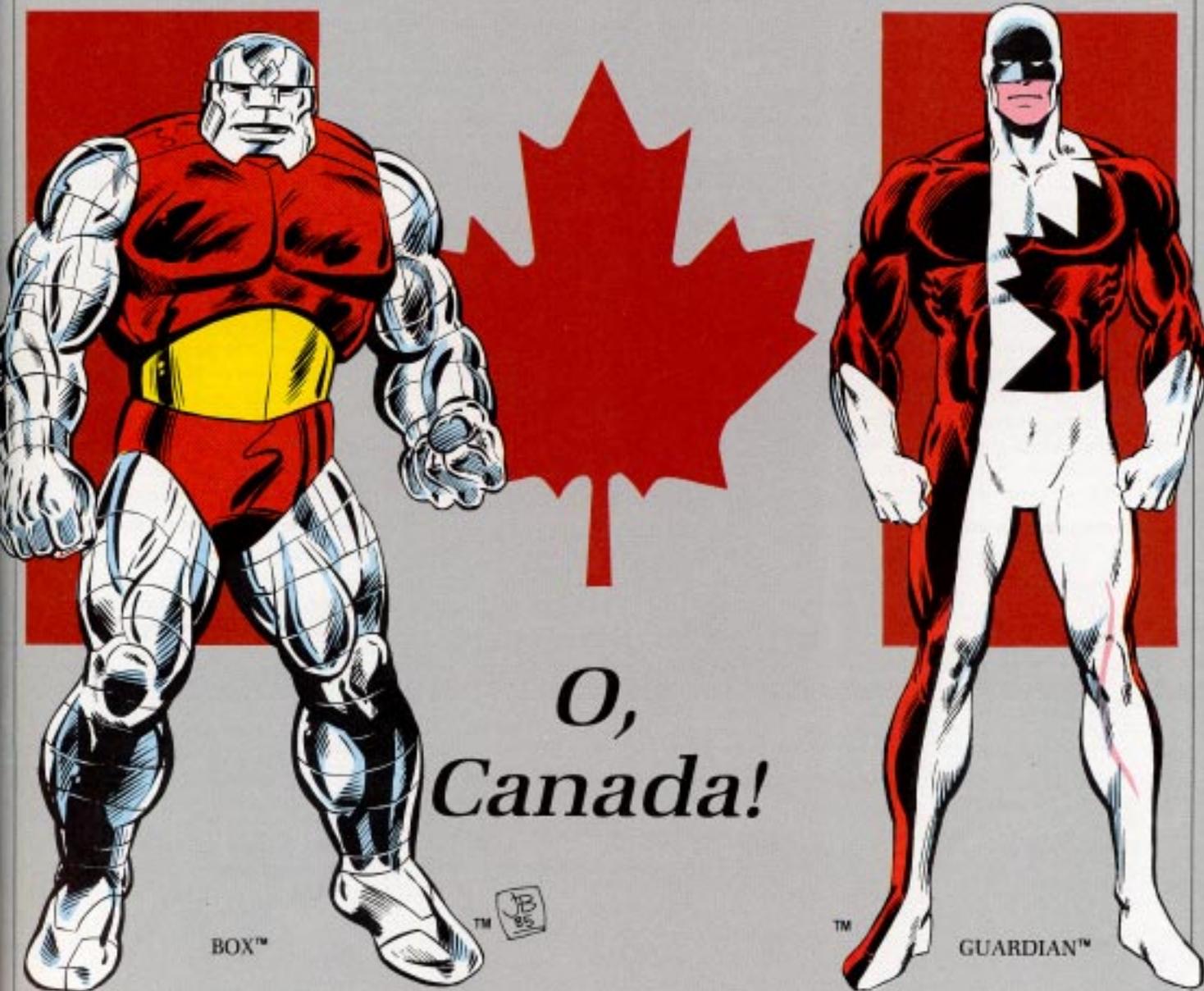
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The MARVEL®-Phile



by Jeff Grubb

One of the purposes of this column is to update the goings-on and memberships of the MARVEL SUPER HEROES™ groups we've done adventures for. We add new things, make corrections, and keep readers current with the ever-changing Marvel® Universe. Case in point: Alpha Flight™.

To say Alpha Flight is a group on the move is an understatement. In the 25 issues since its inception, the team has lost its government funding, its founder,

and its strongest member. It has also gained two new members on the team, neither one of whom was around when I wrote MH-5, *Cat's-Paw*, the Alpha Flight adventure. This article discusses the two newest members — and the fate of the oldest.

A correction that must be made involves a glaring error in the *Cat's-Paw* credits, where interior illustrations are credited to Jeff Butler. Now, there are Jeff Butler interiors in the module, but the drawings at the top of each chapter were penciled by none other than John

Byrne, artist/writer/creator of Alpha Flight, and inked by Jeff. This error slipped by everyone and was not noticed until the adventure was in print. Jeff Butler pointed it out to me, and my face went as red as the module's cover.

Therefore, a clarification: The interiors of MH-5, *Cat's-Paw* are by John Byrne, inked by Jeff Butler. My apologies to John, who also did the cover. We'll be watching the credit box more closely in the future.

Right. On to the new heroes of Canada (and one old one).

TALISMAN™

Elizabeth Twoyoungmen Archaeology student

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: EXCELLENT (20) (See below)

Health: 56
Karma: 50
Popularity: 5
Resources: TYPICAL

Known powers:

MAGIC: Elizabeth has magic powers that are very different from those of standard magic-wielders such as Shaman™ or Doctor Strange™. Elizabeth's power rank for magic is the same as the magic used within a 2-area radius around her. In a "normal" situation she has only Feeble Rank abilities, enough for a harmless

"light show" spell at most. In the presence of a master sorcerer or a mystical creature of great power, her abilities could increase to Unearthly or beyond.

In addition, she is immune to all forms of magical attack and is capable of reflecting such an attack back on the caster (FEAT roll to return). She can pierce mystic disguises at will and naturally detects even the weakest form of magery. She is relatively untrained at present, but she can cast mystic bolts and shields at the level of ambient magic. She is under the training of Snowbird™ and her father, Shaman.

Talents: Talisman™ is familiar with archaeology.

Talisman's story: Talisman is the daughter of Michael Twoyoungmen, now known as Shaman™ of Alpha Flight. When Elizabeth was a child, her mother died despite the best efforts of her physician father to save her. Elizabeth never forgave her father for the loss.

Estranged from her father, Elizabeth stayed with Heather McNeil's family for

the remainder of her youth. In college she studied archaeology, and it was on a dig of old Fort Calgary that her mystical powers first became known.

Elizabeth discovered a human skull imbued with the powers of one of the Elder Beasts, monstrous supernatural creatures who inhabited Canada before the coming of mankind. Her touching the skull broke down the barrier that kept the Elder Beast from entering this dimension. Despite her dislike for her father, she contacted him to seek his aid as Shaman — another indication of her power. Dr. Twoyoungmen had crafted a spell to conceal his identity, but Elizabeth easily and unwittingly penetrated his disguise. With the help of Shaman, Snowbird, and Puck™, Elizabeth defeated the Elder Beast and revealed her true power. She became the Talisman, a being foretold in ancient myth who would wield great powers.

Elizabeth has little training in formal magic as have other adepts such as Doctor Strange and her father. She is still learning to master her powers.

BOX™

Roger Bochs Inventor

[Statistics to the left are for Roger Bochs; those to the right are for Box™.]

Fighting: POOR (4)/REMARKABLE (30)
Agility: POOR (4)/REMARKABLE (30)
Strength: TYPICAL (6)/MONSTROUS (75)
Endurance: GOOD (10)/MONSTROUS (75)
Reason: EXCELLENT (20)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 24/210
Karma: 40
Resources: EXCELLENT
Popularity: 5

Known powers:

BODY ARMOR: Box's metal frame is made of "living metal," an invention of Roger Bochs's, and can withstand Amazing physical and energy damage. Only Mr. Jeffries™ (see below) can repair damage to Box.

FLIGHT: Box can fly at Excellent speed with normal agility. In addition, he can use his super-strong metallic muscles to leap up to 4 stories up and 2 areas away. His bootjets are useful as offensive weapons, inflicting Remarkable damage to a target in the same area with him.

MERGING: Unlike the previous Box,

Bochs is an integral part of his creation. He can "merge" with his living metal body in a single round, but he can take no other action that round. Damage to Box causes psychic trauma to Bochs (who feels no real pain) and catastrophic damage (loss of a limb) will cause unconsciousness (Red Endurance FEAT for Bochs to avoid). Finally, if Roger Bochs remains inside Box too long (make an hourly Endurance FEAT for Bochs after 3 hours), he will be trapped inside the creature, fused with the living metal.

HANDICAP: Roger Bochs has lost both legs above the knee and is normally confined to a motorized, three-wheeled wheelchair of his own design (Feeble Speed, Typical Body, Excellent Control). His company van (Bochs Electronics) is also a portable lab and modified to allow him both access into and the ability to drive the vehicle.

Talents: Roger Bochs is an extremely talented engineer and inventor. He gains an UP ONE shift in Reason when dealing with these areas.

Box's story: Roger Bochs is a paraplegic engineer and inventor who was recruited by James MacDonald Hudson (Guardian™) into Department H, the Canadian super-secret agent program. With MacDonald's skill at electronics giving life to Bochs's initial design and prototype, the pair built the first Box. This Box was similar to the present

version, save that it lacked flight capabilities and was controlled by a cybernetic link to the wheelchair-bound Bochs. As Box, Bochs rose from Gamma Flight™ and was a member of Beta Flight™ when Department H was closed down and the flights disbanded.

Bochs returned to his home in Moosejaw, Saskatchewan, and went back to his designs. He was contacted soon after by Delphine Courtney, an agent for Jerry Jaxon. She attempted to recruit him into Omega Flight™, a criminal group set up to counter Hudson and his Alpha Flight. When Bochs resisted, Jaxon took the cybernetic controls of Box himself and led Omega Flight into battle. Box was destroyed in the battle, but only at the cost of Guardian's own life.

Following the defeat of Omega Flight, Bochs became greatly distressed at the damage caused by his creation. He was consumed with a desire for revenge on Courtney and Jaxon, who used Box to kill Guardian. To that end, Bochs recruited the services of a Mr. Jeffries, a former member of Gamma Flight. Jeffries is a natural transmutator, able to manipulate metal and tools into working machinery at a thought. With Jeffrey's help, Bochs forged a new Box from "living metal" of his own invention.

Box has joined Alpha Flight following the death of Sasquatch™ and the departure of Walter Langkowski from the team. His drive for vengeance is still active and strong.

GUARDIAN™

James MacDonald Hudson
(deceased)

Inventor

[Statistics to the left are for James Hudson; those to the right are for his Guardian™ suit.]

Fighting: EXCELLENT (20)
Agility: GOOD (10)/INCREDIBLE (40)
Strength: GOOD (10)/REMARKABLE (30)
Endurance: EXCELLENT (20)
Reason: INCREDIBLE (40)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)

Health: 60/110
Karma: 70
Resources: TYPICAL
Popularity: 4 (21 in Canada)

Known powers:

BODY ARMOR: All of Guardian's abilities derived from the super-powered suit he developed. This suit carried a portable force-field generator that acted as Amazing Body Armor against physical and energy attacks. This force was such that it diffused but did not absorb inertia from a blow, so Hudson could still be Slammed but not Stunned while the suit was functional.

FLIGHT: Guardian could fly at Incredible speed using his suit's electromagnetic projectors. His force field was kept on while he flew to prevent wind damage to him.

ENERGY BEAM: The suit could also fire beams of pure energy from its gloves, inflicting up to Incredible damage at a range of 10 areas.

TRANSPORT: Guardian's suit had an unusual special movement system. By manipulating gravitons, Hudson ceased to move with respect to the rotating Earth below. The sudden "stop" moved Guardian rapidly westward at over a thousand miles an hour at the equator; he could achieve lesser speeds as he approached the poles. The quickness of the change appeared to be identical to teleportation to the naked eye. Computers in the suit returned Guardian to normal movement, and prevented him from slamming into any mountains or trees.

Guardian's story: James MacDonald Hudson was the designer of a super-suit for the American Company (a petrochemical firm). The suit, built to bore into the earth for oil, used several new advances of Hudson's own design, including a psycho-cybernetic helmet that controlled the suit's actions. Hudson

was unaware that the U.S. military was the sponsor of the project until the Army came to claim his prototype, under the auspices of Jerome Jaxon, Hudson's supervisor.

Hudson, distressed that his ideas were used to militaristic ends, returned to his company that evening. He took the suit and destroyed the only available plans in Jaxon's possession. He then left the suit on a nearby hillside, taking the helmet with him.

Jobless and expecting quick arrest for his actions, Hudson was befriended by an Ameri-Can secretary named Heather McNeil, who convinced him to take his psycho-cybernetic helmet to the Canadian Government. The Prime Minister was intrigued by Hudson's talent and the possibilities of the suit. Pulling a few strings, the Prime Minister created Department H, an secret arm of the defense department, dedicated to research that would eventually band together the first Canadian super-powered heroes since the Second World War. Hudson became head of this operation, with Gary Cody as his official liaison. Hudson and Heather eloped, and the pair became the central core of Department H.

Department H experienced its ups and downs. Canada's first super-powered agent was Wolverine™, a short-tempered mutant who soon resigned to join the American X-Men™. Hudson pursued Wolverine into America in the first test of his battlesuit. Outgunned by the X-Men, Hudson, then called Weapon Alpha™, retreated in haste.

Over the next few months, Department H continued training super-powered agents. The super-teams were broken into three groups. Alpha Flight consisted of Hudson (then known as Vindicator™, and finally Guardian), Aurora™ and her twin brother Northstar™, Shaman, Snowbird, and Sasquatch. Beta Flight consisted of

Marrina™, Puck, Box, and Flashback™. Gamma Flight consisted of relative newcomers: Diamond Lil™, the savage Wild Child™, Smart Alec™, and the transmutator Jeffries.

After several missions, Department H was shut down following a change in government and increasing suspicion of super-powered beings. Alpha Flight, after defeating one of the Elder Beasts of the north, decided to remain together as a team, and their numbers were increased with the additions of Puck and Marrina .

Meanwhile, Jaxon, Hudson's former superior, had been fired from American for losing the suit's helmet, and had begun a long decline, both physically and financially that left him confined to a wheelchair. Jaxon recognized Guardian, leader of Canada's super-team, as Hudson, and set about to destroy the hero and his group and regain the secrets of the suit for Roxxon, his new employer. Jaxon collected some of the former members of Gamma and Beta Flights, and subtly increasing their anger at Hudson and Department H for dumping them, turned them into his tool of vengeance, Omega Flight. Jaxon lured Heather and James to a deathtrap in New York, but there Omega Flight was defeated by Alpha Flight. During the battle, Hudson's suit malfunctioned after he was badly beaten by Box. Unable to disconnect his suit in time, the leader of Alpha Flight was burned to death in the resulting explosion.

The remainder of Alpha Flight has carried on, having lost its founder and government support. Heather has taken the reigns as leader of the team, and several members have left and others joined. Recently, Heather believes she has seen James Hudson in a crowd. Whether it is Guardian returned from beyond, a delusion, or the start of some sinister plot remains to be seen.

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The MARVEL[®]-Phile

Where the heroes are!

by Jeff Grubb

It's been a year now since the release of the MARVEL SUPER HEROES™ game. How time flies when you're having fun!

In the past year, we've published a great number of Marvel Super Heroes™ and Marvel Super Villains™ in our products. Therefore, we now present the first-ever Index of Heroes! Yes, gathered in one place, an index of all the mighty and not-so-mighty members of the Marvel Universe™ we've described so far (including characters from a couple of products that just escaped — er, were released — from the design department, which should appear early this summer).

This index includes all TSR publications in which Marvel characters have

appeared. In general, more recent appearances will be more up-to-date and complete than earlier ones. Articles in DRAGON® Magazine tend to be more complete because of the space available for expanded descriptions.

A summary of the product abbreviations used in the index appears below:

MSH MARVEL SUPER HEROES™ boxed set
 BB MH-1, *The Breeder Bombs*
 TT MH-2, *Time Trap*
 MW MH-3, *Murderworld!*
 LW MH-4, *Lone Wolves*
 CP MH-5, *Cat's-Paw*
 TJ MH-6, *Thunder over Jotunheim*
 SW MHSP-1, *Secret Wars*™
 AA MHAC-2, *Avengers*™ *Assembled!*
 PV MHAC-4, *Pit of the Viper*™
 PW MHAC-5, *Project Wideawake*
 NY MHAC-6, *New York, New York*

Note that several other Marvel products have been released, including MHAC-1, *Judge's Screen* (including "A Hero's Guide to New York"), and MHAC-3, *Adventure Fold-Up*™ figures (which has dozens and dozens of your favorite Marvel characters in 3-D form).

A final note about the mail. I really enjoy the letters, and your ideas and suggestions for the 'Phile and any future games are being taken seriously. We're getting lots of support for an expanded version of the game; it's currently under discussion, and the volume of mail is extremely welcome and helpful.

However, if you have questions about the game, PLEASE send them to Uatu™ [c/o MARVEL SUPER HEROES Questions, P.O. Box 756, Lake Geneva, WI 53147] as noted in the boxed set. I'm not Uatu (though we often have lunch together), and if I answered all the mail, I'd never write anything else again (including this column). If you've sent personal mail to me, I'll get to it, but it will take a lot longer for me to reply. Oh, yeah, if you want a response, remember the stamped, self-addressed envelope. Otherwise, Uatu feeds the mail to Lockjaw™ of the Inhumans™.

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Absorbing Man AA,SW
 Alicia Masters MW
 Alpha Flight CP,97
 Amanda Sefton PW
 Angel PW
 Ant-Man AA
 Arcade MW
 Ariel BB
 Arsenal AA
 Attuma AA
 Aurora CP
 Avalanche PW
 Avengers AA,TT,SW
 Banshee PW

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Batroc the Leaper	NY	Gary Cody	CP	Mandroid Armor	AA
Beast	AA,PW	Geirrodur	TJ	Mantis	AA
Beetle	.MS H	Giant-Man I	AA	Mariko Yashida	PW
Black Knight	AA	Goliath I	AA	Marrina	CP
Black Panther	AA	Goliath II	AA	Marvel Girl	PW
Black Tom Cassidy	PW	Graviton	AA	Masque	PW
Black Widow	AA,LW	Grey Gargoyle	AA,TT	Mastermind	PW
Blacklash	NY	Grim Reaper	AA	Mauler	CP
Blastaar	MW	Guardian	.97	Melter	CP
Blizzard	CP	Gypsy Moth	NY	Mentallo	BB
Blob	P W	Hammer Harrison	NY	Mimic	TT
Boomerang	NY	Hand	NY	Mirage	PW
Box	.97	Harry Leland	PW	MissLocke..	MW
Brood	P W	Havok	P W	Mockingbird	.93
Brotherhood of Evil Mutants	PW	Hawkeye	AA,SW	Modok	..LW
Bulldozer	SW	Healer	PW	Moirra MacTaggart	PW
Caliban	P W	Heather MacNeil Hudson	CP	Molecule Man	SW
Callisto	PW	Hellfire Club	PW	Montana	NY
Candy Southern	PW	Hellions	PW	Moondragon	AA
Cannonball	P W	Heralds of Galactus	.92	Morlocks	PW
Captain America	AA,MSH,TT	Hercules	AA	Mr. Chambers	MW
Captain Mar-Vell	AA	Hobgoblin	.94	Mr. Fantastic	MSH,MW
Captain Marvel	AA,MSH,TT	Howard the Duck	.96	Ms. Marvel	AA
Cascade	CP	Hulk	AA,SW	Mystique	PW
Catseye	PW	Human Torch	MSH,MW	New Mutants	PW
C l o a k	.91	Hydra	NY,94	Nick Fury	AA,94
Collector	AA	Iceman	PW	Nightcrawler	BB,PW,SW
Colossus	BB,PW,SW	Invisible Girl	MSH,MW	Nihilist agents	PV,98
Constrictor	CP	Iron Fist	LW	Northstar	CP
Crimson Dynamo	BB	Iron Man	AA,SW,95,96	Nova	.92
Cyclone	NY	Jack O'Lantern	NY	Octodroid robot	MSH
Cyclops	PW,SW	Jarvis	AA	O w l	NY
Dagger	.91	Jetstream	PW	O x	NY
Daredevil	LW	Jocasta	AA	Peter Henry Gyrich	PW
Dazzler	PW	Juggernaut	P W	Phoenix	P W
Destiny	PW	Justin Hammer	CP	Piledriver	SW
Doctor Doom	MW,SW	Kang the Conqueror	AA,SW,TT	Plague	P W
Doctor Octopus	MSH,SW	Karma	PW	Polaris	PW
Donald Pierce	PW	Killer Shrike	NY	Power Man	LW
Doug Ramsey	PW	Kimara the Cloudstalker	CP	Power Pack	NY
Dragon Man	TT	Kingpin	LW,NY,94	Professor X	BB,PW,SW
Drax the Destroyer	TT	Klaw	AA,SW	Prowler	NY
Electra	NY	Kraven the Hunter	LW	Puck	..CP
Emma Frost	PW	Kree	A A	Punisher	LW
Emmanuel Da Costa	PW	Leader	.C P	Pyro	P W
Empath	PW	Leech	P W	Quicksilver	AA
Enchantress	SW	Lilandra Neramani	PW	Rachel Summers	PW
Enforcers	NY	Living Laser	AA	Radioactive Man	MSH
Executioner	TJ	Lizard	.S W	Raider armor	CP
Falcon	AA	Lockheed the Dragon	BB,PW,SW	Rhino	NY
Fancy Dan	NY	Loki	AA,88	Rick Jones	AA
Fantastic Four	MSH,MW,SW	Machete	NY	Ringmaster	AA
Fixer	MSH	Mad Thinker	AA	Rogue	BB,PW,SW
Flying Tiger	NY	Maggia	NY	Ronan the Accuser	AA
Forge	P W	Magik	PW	Rose	NY
Franklin Richards	MW	Magma	PW	Roulette	PW
Frog-Man	.96	Magneto	BB,PW,SW	Sabertooth	CP,LW
Galactus	SW	Mandarin	AA	Sasquatch	CP
Galactus's "Cat"	SW				

Scarlet Witch	AA,TT	Super-Adaptoid	AA,MW	Vulture	NY
Scorpion	MSH	Super-Skrull	TT	Vulturions	NY
Sebastian Shaw	PW	Supreme Intelligence of Kree	AA	Warlock	PW
Selene	P W	Swordsman	AA	Wasp	AA,SW,TT
Sentinels	BB,PW	Talisman	97	Whirlwind	AA
Shadowcat	PW	Tarot	P W	White Dragon	NY
Shaman	CP	Taskmaster	AA,LW	White Rabbit	NY
She-Hulk	AA,MW,SW	Terrax	. 9 2	Willy Lumpkin	96
S.H.I.E.L.D.	AA,94	Tessa	PW	Wizard	. M W
S.H.I.E.L.D. agents	AA	Thing	MSH,MW	Wolfsbane	PW
Shroud	. 9 3	Thor	AA,SW,TJ,BB	Wolverine	MSH,PW
Silver Samurai	PW	Thunderball	SW	Wonder Man	AA
Silver Surfer	92	Thunderbird	PW	Wrecker	. S W
Silvermane	NY	Tiger Shark	. 8 9	Wrecking Crew	SW
Skrulls	MW	Tigra	AA	X-Men	. P W
Snake Marston	NY	Titania	SW	Yellowjacket	AA
Snowbird	CP	Toad	. P W	Zaran	NY
Soviet Super-Troopers *	BB	Trapster	MW	Zsaji	SW
Speed Demon	NY	Ulik	TJ,88		
Spider-Man	MSH,NY	Ultron	AA,SW		
Spider-Man's Alien Suit	94	Unus	. P W		
Spider-Woman	SW	Valerie Cooper	PW		
Starfox	AA,TT	Vanisher	PW		
Stevie Hunter	PW	Vermin	LW		
Stilt Man	NY	Viper	PV		
Storm	BB,PW,SW	Vision	AA,TT		
Sub-Mariner	89	Volcana	SW		
Sunder	. P W				
Sunfire	PW				
Sunspot	PW				

* - The Soviet Super-Troopers™ are a team of government-sponsored Soviet agents in battle armor. They should not be confused with the Soviet Super-Soldiers™, a super-powered team consisting of Vanguard™, Darkstar™, the Crimson Dynamo™, Ursa Major™, and Gremlin™.

DC HEROES

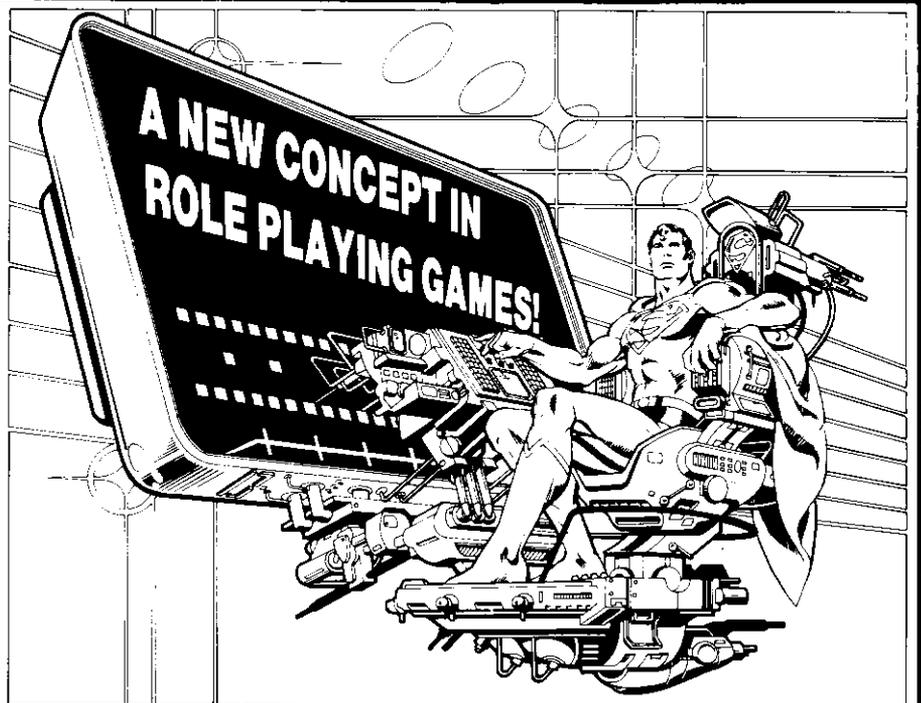
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**SCIENCE-FICTION
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The MARVEL®-Phile



VANGUARD
(Nicolai Krylenko)



URSA MAJOR



DARKSTAR
(Laynia Petrovna)



GREMLIN
(Real name unrevealed)

Back in the U.S.S.R.

by Jeff Grubb

These articles start in the oddest places. Last month, we ran an index of all the heroes we've published so far for the MARVEL SUPER HEROES™ game. Among the listed characters were the Soviet Super-Troopers™, a brigade of crack Russian troops in powered armor

that previously battled the Hulk™ and Ram™. A footnote spelled out the difference between the Soviet Super-Troopers and the Soviet Super-Soldiers™, a team of super-powered Soviet heroes who hadn't yet been published.

ARES™ editor Roger Moore read over

the article and flexed his eyebrows. "Gee," said the Noble Editor, "why haven't you said anything about the heroes of the Soviet Union?" (or words to that effect).

Hence this month's article. Footnotes can get you in all sorts of trouble.

VANGUARD™ **Nicolai Krylenko**

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 100
Karma: 30
Resources: GOOD
Popularity: 5 (65 in the Soviet Union)

Known powers:

FORCE FIELD. Vanguard has the mutant ability to repel any form of energy, including physical attacks, gunfire, and energy weapons. He does so naturally at the Amazing rank, ignoring all damage for that rank and lower ones. If concentrating on his foci (see below), Vanguard

can defend himself against attacks of up to Monstrous rank. All reflected attacks return to the attacker, inflicting one less rank of damage. (For example, an attacker using an Incredible-rank laser will take Remarkable damage from the reflected attack.) Such reflected attacks hit on the Good column — unless reflected through Vanguard's foci, in which case they hit on the Remarkable attack column.

WEAPONS. Vanguard carries a hammer and sickle, symbols of his government, to focus his reflective powers. In addition, he may attack with the hammer and sickle at the Remarkable Fighting rank, inflicting Remarkable slugfest damage with the hammer and Remarkable hack 'n slash damage with the sickle. Finally, Vanguard's hammer contains electronic guidance devices and gyro-stabilizers that allow him to throw it up to three areas and have it return to

his hand (requiring an Agility FEAT to catch it).

DARKSTAR™ **Laynia Petrovna**

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: AMAZING (50)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: INCREDIBLE (40)

Health: 90
Karma: 70
Resources: GOOD
Popularity: 5 (50 in the Soviet Union)

Known powers:

DARKFORCE MANIPULATION. Laynia has the ability to wield a form of extra-dimensional energy known as the Darkforce. The Darkforce is a heavy,

black material that may be related to the black energy used by Shroud™ and Cloak™. Darkstar can form simple shapes such as spheres, columns, and rings by mental command. She can affect up to 2 areas at any time, and increase the density of the Darkforce to Amazing material strength. If using Darkforce material as a weapon, Darkstar can inflict up to Incredible damage. Finally, the Darkforce can be used to support structures as if they were composed of Incredible strength material.

TELEPORTATION. Darkstar can enter the Darkforce and use it to teleport across small distances (12 areas) with Remarkable accuracy. She may take up to three individuals with her on a teleport. Anyone using this form of teleportation may not perform any other action during the round when teleportation occurs, as transit in this fashion is disorienting (even for Darkstar herself).

FLIGHT. Darkstar can also manipulate the Darkforce to partially neutralize the effects of gravity, allowing her to fly at 8 areas per round. She cannot carry any additional weight while flying, as such weight will break her concentration and force her to land immediately.

URSA MAJOR™

Mikhail (Urlokovitch) Ursus

[Statistics to the left are for Mikhail Ursus in human form; those to the right are for Ursa Major in bear form.]

Fighting: GOOD (10)/REMARKABLE (30)

Agility: EXCELLENT (20)/
EXCELLENT (20)

Strength: GOOD (10)/INCREDIBLE (40)

Endurance: REMARAKBLE (30)/
INCREDIBLE (40)

Reason: TYPICAL (6)

Intuition: GOOD (10)

Psyche: EXCELLENT (20)

Health: 70/130

Karma: 36

Resources: GOOD

Popularity: 10 (60 in the Soviet Union)

Known powers:

TRANSFORMATION. Ursus can transform himself into a large brown bear. This transformation takes a single round and gives Mikhail the alternate abilities and Health above. In addition, Ursa Major has Good Body Armor in bear form, may attack on the hack 'n slash column, can walk upright, and retains his human intelligence and ability to speak when transformed into a bear.

Any damage inflicted to Mikhail in bear form comes from the additional 60 points difference in Health between human and bear forms first, then from Mikhail's original health. No apparent limit exists on the amount of time Mikhail can remain a bear.

GREMLIN™

Real name unrevealed

Fighting: TYPICAL (6)

Agility: GOOD (10)

Strength: POOR (4)

Endurance: REMARKABLE (30)

Reason: INCREDIBLE (40)

Intuition: GOOD (10)

Psyche: REMARKABLE (30)

Health: 50

Karma: 80

Resources: GOOD

Popularity: 5

Known powers:

INVENTION. Gremlin is a brilliant scientist and has, in addition to his super-human intellect, a natural ability towards invention. Gremlin is well-versed in electronics, physics, genetics, and medicine; his Reason is Amazing in those areas.

The Soviet Super-Soldiers: Official policy on mutants in the Soviet Union had been immediate euthanasia for any child showing mutant powers. This policy continued until the government, concerned with the growing number of powerful American mutants, reversed that decision and set up the Soviet Super-Soldier School under the auspices of the Dr. Piotr Phobos™.

Vanguard and Darkstar are the twin children of nuclear physicist Sergei Krylov, who was irradiated, along with his wife, in a nuclear accident. As it was likely his children would be mutants, the twins were abducted by the KGB at birth and placed in Dr. Phobos's care; their mother died at childbirth. Krylov was informed that his children were dead. At the school, the children were joined by Ursa Major and other young Soviet mutants.

Unfortunately, Phobos was not interested in raising mutants for the Soviet state. Instead, he drained their energies to give himself super-human powers. The siphoning process killed the subjects, but those deaths were reported as training accidents. Phobos's plans were exposed by the Soviet hero Red Guardian™, and the school was closed

down. Ursa Major, Darkstar, and Vanguard were the only survivors of Phobos's school.

Vanguard and Ursa Major entered the army, while Darkstar accompanied the Crimson Dynamo™ to America. This American mission was aborted, but Darkstar remained in the United States for some time after that, joining the super-powered team known as the Champions of Los Angeles™ (which included Iceman™, Angel™, Ghost Rider™, Hercules™, and the former Soviet agent Black Widow™). With the folding of that team, Darkstar returned to her native land.

The twin's father, Sergei, had meanwhile conducted research in the Forbidden Zone, a region of the central plains that was the site of many failed atomic and genetic experiments. Sergei Krylov had become the super-human Presence™ through his research. When he discovered that his children still lived, he turned against the state. Vanguard, Darkstar, and Ursa Major were dispatched, under false orders and the leadership of the Crimson Dynamo, to battle the Presence. They were told that Sergei wished to expand the Forbidden Zone across Asia, but the Super-Soldiers discovered that their former mentor, Phobos, was the one attempting to expand the zone. The team also discovered their true parentage and learned that the Crimson Dynamo was a KGB plant. These discoveries caused the expulsion of the Crimson Dynamo from the team and led Darkstar, Vanguard, and Ursa Major to dissolve their ties with the government in Moscow.

Operating as free agents within the Soviet state, the three heroes were joined by Gremlin, a super-intelligent dwarf with grossly distorted features. Gremlin was the son of the original Gargoyle™, a Soviet scientist transformed by a gamma bomb explosion in much the same way as the Incredible Hulk had been transformed. Gremlin, too, served for the good of the state, lending his intellect to many projects, until he realized that the government had been responsible for his father's death. He turned against the state and joined the Soviet super-team.

Though operating apart from the Soviet government, the Soviet Super-Soldiers act for the good of their people, protecting their nation from internal and external threats in much the same way as the American Avengers™ and Canadian Alpha Flight™ protect their countries.

The MARVEL[®] -Phile

by Jeff Grubb



Defenders[™] Ensemble!

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For the 100th issue of DRAGON[®] Magazine, let's correct an old oversight and deal with one of the groups most requested by the readers of this column, the Defenders[™]. We have, in other products, described the Fantastic Four[™], the X-Men[™], Alpha Flight[™], and the Avengers[™] (both coasts). But the

Defenders have eluded us to date.

The current team of Angel[™], Iceman[™], Beast[™], leader Candy Southern[™], Moondragon[™], Gargoyle[™], Cloud[™] and Valkyrie[™] have only been mentioned in bits and pieces. The first four listed take their bows in MHAC-5, Project *Wideawake*, while Beast and

Moondragon appear in MHAC-2, *Avengers Assembled!*. But, to date, we haven't talked about Cloud, Gargoyle, and Valkyrie. This is a serious oversight and, of course, our purpose in these columns is to correct oversights (heh, heh, heh). So set your sights on these sites, the rest of the Defenders!

GARGOYLE[™]

Isaac Christians

Fighting: EXCELLENT (20)
Agility: POOR (4)
Strength: REMARKABLE (30)
Endurance: INCREDIBLE (40)
Reason: GOOD (10)
Intuition: TYPICAL (6)
Psyche: GOOD (10)

Health: 94
Karma: 26
Resources: POOR
Popularity: 4

Known powers:

BODY ARMOR. Isaac's thick hide gives him Excellent protection from physical damage.

FLIGHT. While the small wings on his back are not powerful enough to grant him true flight, Gargoyle can still fly by manipulating bio-mystical energies, letting him move 3 areas per round.

REGENERATION. The same bio-mystical

force that powers his flight lets Gargoyle regenerate damage at an Amazing rate. In addition, he may regain lost body parts through regeneration, and he is immune to the effects of disease and normal aging.

BIO-MYSTICAL LIFE FORCE CONTROL. Gargoyle can manipulate the bio-mystical life force of others, allowing him to remove up to an Incredible amount of Health from a target on touch. This loss of Health lasts only 2 rounds, being quickly regenerated, but if a victim's Health drops below 0 as a result of such an attack, the victim will die (with resultant Karma losses for Gargoyle). Gargoyle can control how much Health he will take from a victim, but must announce before the attack the amount of Health to be taken (e.g., a Typical attack would remove 6 points of Health).

FORCE BOLTS. Gargoyle can also redirect his own bio-mystical life force into force bolts that can do up to Incredible damage, but as many points will be

removed from his Health as were used in the bolt attack. This loss of Health will last for 2 rounds.

ANTIMAGICAL FORCE FIELD. Isaac may also manipulate his personal life force to project a force field giving him protection from magical energies and attacks. This force field functions at the Monstrous level and costs 10 of Isaac's Health points for each round of operation. Health lost by using the force field may only be healed in the normal manner.

Gargoyle's story: Isaac Christians was the mayor of the small Virginia town of Christiansboro, a town founded by his family. Distressed by the decline of his town and the rise of local poverty, Christians began to seriously explore the dark arts he had encountered in his travels following the First World War. Christians contacted the extra-dimensional creature known as Avarrish, and he offered the self-proclaimed demon his service in return for a solution to his town's ills. The demon agreed and traded Chris-

tians's life spirit with that of a gargoyle animated years before, one that had been captured and enslaved by Avarrish and his allies.

As the Gargoyle, Christians kidnapped Patsy (Hellcat™) Walker on orders from his master, but he rebelled when he learned that Walker and her fellow Defenders were marked for death by the demons. Gargoyle and the Defenders defeated the demonic alliance, but at a price: Christians was trapped in his gargoyle form.

Christians has remained with the Defenders since that time. He has helped save his home town from the revenge of his former demonic allies, had his demonic body controlled by a hostile mage, and has met and defeated the original Gargoyle, who was trapped in (and perished in) Christians's human form. As the oldest mortal member of the Defenders, Gargoyle is often the voice of patience and reason.

CLOUD™

Real name unrevealed

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 56
Karma: 26
Resources: POOR
Popularity: 6

Known powers:

ALTERNATE FORMS. Cloud can take three forms: one as a young woman wrapped in mist, the second as a young man similarly wrapped in mist, and lastly as an amorphous, gaseous cloud. Which of these three incarnations are her/his true form is unknown at this writing. All of Cloud's powers are usable only in her/his cloud form.

CLOUD FORM. Cloud can become a small cloud about four feet in diameter. This cloud is made up of various gases excluding oxygen. In cloud form, she/he can surround a single air-breathing target and attempt to smother it (requiring an Endurance FEAT roll for the target, or it will be rendered unconscious for 1-10 rounds). Cloud may fly up to 3 areas per round while in cloud form and can move through narrow cracks and openings. She/he communicates telepathically to others when in this state.

LIGHTNING. When in cloud form, Cloud can fire lightning bolts of up to Remarkable damage, directed at targets up to 3 areas away.

Cloud's story: Very little is known about Cloud; at the time of this writing, mysteries are accumulating with regard to her/his true origins. The Defenders first encountered Cloud in female form as an operative for Professor Power™, a world-beating madman who had reorganized the Secret Empire™. Cloud and other operatives tried to capture the android Vision™ but were thwarted by the Defenders. Cloud left the Secret Empire after suddenly experiencing new memories that seemed to show that Power killed Cloud's parents. (These memories, however, may be false ones implanted by Power or another source.) Cloud fled to the Defenders, and after a battle between the team and the Secret Empire, Cloud joined the group as a full member.

Throughout this period, Cloud appeared to be either a cloud or a 17-year-old woman. Soon after joining the Defenders, Cloud fell in love with Moondragon. Unable to resolve these feelings toward the female telepath, Cloud changed sex to a young man. Since that time, Cloud has shifted between the two forms, but her/his true origins remain a mystery.

VALKYRIE™

Brunnhilda of the Valkyrior

Fighting: MONSTROUS (75)
Agility: REMARKABLE (30)
Strength: AMAZING (50)
Endurance: AMAZING (50)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 205
Karma: 36
Resources: TYPICAL
Popularity: 15

Known powers:

BODY ARMOR. Like all Asgardians, Valkyrie has Good protection from all physical attacks.

WEAPON: DRAGONFANG. Carved from the tooth of an extra-dimensional dragon by an Oriental wizard, Valkyrie's sword Dragonfang was given to her by Doctor Strange™. The blade is made of material with Unearthly strength, and when wielding it Valkyrie attacks on the Unearthly column. She can inflict Monstrous damage on the hack-&-slash table

or up to Amazing damage on the Slugfest column by using the flat of the blade. (She will use the latter attack to avoid slaying her opponents).

WEAPON: IRON SPEAR. Valkyrie also wields an iron spear which can inflict Amazing hack-&-slash damage and can be thrown up to 10 areas for Incredible damage.

MOUNT ARAGORN. Formerly the mount of the Black Knight™, this snow-white Pegasus was given by the Knight to Valkyrie and is faithful to his mistress. Aragorn can run at 5 areas per round, fly at 10 areas per round, and has the following stats:

F A S E Health
GOOD EXCE REMA INCR 100

Talents: Valkyrie is skilled at martial arts, sharp weapons (swords), and thrown weapons.

Valkyrie's story: The Asgardian Brunnhilda was chosen by Odin™ to lead the Valkyrior, a group of nine goddesses who brought the souls of the honored dead from the battlefield to Valhalla. She performed well until Odin ceased all dealings with Earth around A.D. 1000. At that time, the Valkyrior were disbanded, and Brunnhilda roamed Asgard looking for adventure.

Brunnhilda finally encountered Amora the Enchantress™, but the life of adventure that Amora offered was dishonorable, and the leader of the Valkyrior rebelled. The Enchantress ensorcelled Brunnhilda, keeping her body in suspended animation while bestowing Brunnhilda's powers on herself or others. In this fashion, Amora led an all-female group of super-powered individuals against the Avengers, but she was defeated.

While serving as a temporary ally of the early Defenders, Amora granted the Valkyrie's powers and consciousness to a mortal madwoman named Barbara Norriss. Valkyrie fought beside the Defenders for several years in her mortal body before regaining her immortal form. She has decided to remain with the Defenders and was chosen by Odin to watch and guard Moondragon, in hopes of teaching the telepath humility and to guard humanity from the powers of Moondragon's darker side. Valkyrie bears some hard feelings toward Odin for disbanding the Valkyrior and for ignoring her plight as a captive of the Enchantress, and she would rather remain on Earth than return to Asgard.

The MARVEL®-Phile

by Jeff Grubb

Return to Asgard

A quick personal note: The editor of the ARES™ Section of the magazine probably won't mention it in his editorial, so I'll mention it here. Roger and his lovely wife Georgia are the proud parents of their first child, John Michael Moore, born July 19, 1985. (I liked the name Pinball Godzilla Ozone Moore myself, but only if it was a girl). Congratulations to the new parents! (Do I get paid, now, Roger?) [No.]

Well, on to business. Dylan Nornington, of Portland, Ore., and a vast host of others have put in votes to see Sif™ and Beta Ray Bill™. As Odin™ would say: **SO BE IT!**

BETA RAY BILL™

Adventurer, hero to his people

Fighting: UNEARTHLY (100)
Agility: REMARKABLE (30)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: REMARKABLE (30)
Intuition: EXCELLENT (20)
Psyche: AMAZING (50)

Health: 330

Karma: 100

Resources: GOOD

Popularity: 30

Known powers:

DENSE FLESH: Bill's bio-engineered body provides him with Excellent body armor.

STORM BREAKER: Bill's hammer, crafted by Odin and the dwarves of Nidavellir, grants Bill several additional abilities. Like Mjolnir, the hammer of Thor™, Storm Breaker is a unique weapon made of Uru metal. The hammer has the following enchantments.

1. **Returning.** It may be thrown up to 10 areas and will return to Bill's hand the round after it is thrown.

2. **Weather Control.** The wielder of Storm Breaker has Unearthly control over weather, and is able to summon storms and strike opponents

with lightning bolts of Monstrous strength.

3. **Dimensional Travel.** By spinning the hammer in a certain fashion, Beta Ray Bill can span the dimensions, including the dimensions of Asgard and Olympus, and can use this power to span great distances of space as well. Bill does this with Unearthly ability.

4. **Flight.** By throwing his hammer and grabbing the thong, Bill can fly with Amazing speed while carrying as much as he can normally lift.

5. **Shield.** By spinning the hammer swiftly, Bill can deflect missiles, magical bolts, and energy beams of Remarkable strength or less.

6. **Alter Ego.** Bill's inhuman visage is the result of biogenetic changes made upon him by his race's scientists. Odin has passed on an enchantment from Thor's hammer that allows Bill to regain his original humanoid form. In this orange, noseless form, he has the following abilities:

F	A	S	E
Exce	Exce	Exce	Exce
	R	I	P
	Rema	Exce	Amaz
Health: 80		Karma: 100	

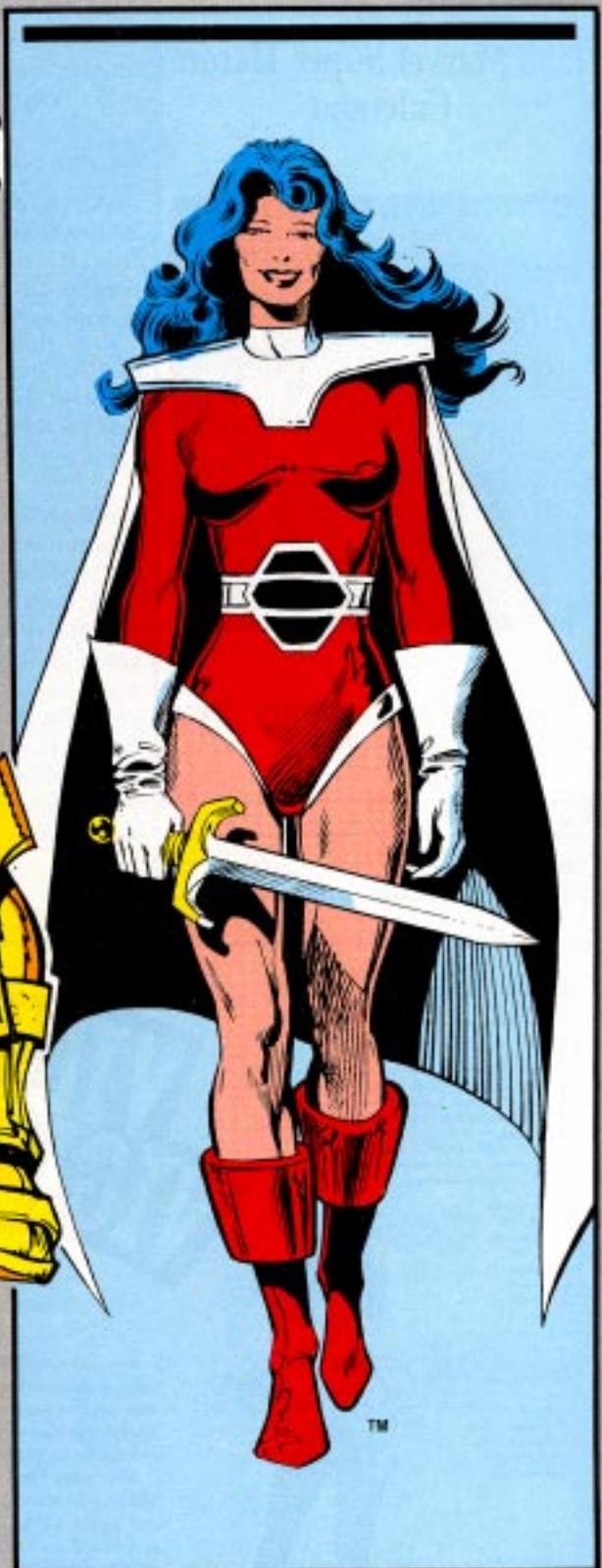
SCUTTLEBUTT™: Scuttlebutt is Bill's sentient starship and long-time companion. This huge warship may move at Class 1000 speed through space and is armed with numerous Unearthly-class blasters. Scuttlebutt has Incredible Reason, Incredible armor, and is self-repairing. The ship crashed on Earth while being pursued by his race's demonic enemies, but repaired itself within two days. It has since fought alongside Lady Sif and Beta Ray Bill in later battles.

Beta Ray Bill's story: Beta Ray Bill is a member of an ancient alien race that lived in a distant galaxy. Their civilization was destroyed by an explosion in the galactic core, and the survivors were forced to flee to a new home in ten thousand starships,

stored in cryogenic sleep. Bill was selected from among his people to serve as a guardian and protector of his people from a large field of contestants by means of grueling mental and physical tests. His leaders had him mutated and bio-engineered, giving him the genetic structure and traits of the fiercest carnivore in their former stellar empire. The result was a creature grotesque by the scientists' standards but powerful enough to serve aboard the stellar warship Scuttlebutt.

Bill's race set out for the stars, but were set upon by demons, agents of the lord of the Fire Giants, Surtur™, soon after leaving their homeworld. Bill and Scuttlebutt delayed the demonic hoards, allowing his people to escape. In catching up with his fleet, Bill and Scuttlebutt entered our solar system, where the ship was boarded by the mighty Thor on an investigative mission. Bill mistook Thor for one of his demonic foes and defeated the Thunder God when Thor had been without his hammer for one minute and unintentionally changed into Dr. Donald Blake. Damaged, Scuttlebutt crash-landed on Earth, and Bill discovered the power of Dr. Blake's cane (Mjolnir), transforming himself into a alien version of Thor. Being a worthy and noble champion, Bill was able to wield the hammer against attacking S.H.I.E.L.D.™ forces. However, Odin had need of Thor at that time, and he summoned the false Thor instead, thinking him to be his son.

Odin quickly realized his mistake and brought his true son to Asgard, where Thor regained his godlike form. Thor and Bill fought for the hammer Mjolnir in a battle to the death, and Bill won. But, though he defeated the Thunder God, Bill could not bring himself to slay his honorable opponent. In gratitude, Odin restored Mjolnir to Thor and, with the aid of the dwarves, crafted a second magical hammer, Storm



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Breaker. Odin enchanted it with powers similar to those of Mjolnir, and, in addition, moved the enchantment from Mjolnir to Storm Breaker that allowed Thor to become Dr. Blake. Storm Breaker's enchantment allowed Bill to regain his old humanoid form.

Bill has since left Asgard to guide his people to a new home, accompanied by the Lady Sif, and returned to aid in the defense of Earth against Surtur's demons in New York City. He has proven himself to be a noble and dedicated fighter on the level of the Thunder God himself.

SIF™

Warrior goddess of Asgard

Fighting: MONSTROUS (75)
 Agility: REMARKABLE (30)
 Strength: INCREDIBLE (40)
 Endurance: UNEARTHLY (100)
 Reason: GOOD (10)
 Intuition: INCREDIBLE (40)
 Psyche: AMAZING (50)

1986 Marvel Super HeroesTM Calendar



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Health: 245
Karma: 100
Resources: GOOD
Popularity: 15

Known powers:

DENSE FLESH: Like all Asgardians, Sif has Good body armor resulting from the density of her flesh. (She weighs 425 lbs.) In addition, she is immune to all terrestrial diseases.

SWORDSMANSHIP: Sif is among the greatest sword-wielders in Asgard, and receives an up-one shift when wielding a bladed weapon.

ENCHANTED WEAPON: Sif's normal weapon is a sword enchanted by Odin. She may inflict Incredible Hack & Slash damage with the weapon or Monstrous Slugfest damage with the flat of the blade. In addition, by spinning the enchanted sword in a certain pattern, she may bridge the dimensions, allowing her to travel between Earth and Asgard with Unearthly ability, and to other dimensions with Good ability. (Fail-

ure to make the FEAT roll results in jumping to an undesired dimension or to another realm within the intended target dimension). The sword is made of Amazing-strength material.

Sif's story Sif is the sister of HeimdallTM, the guardian of the Rainbow Bridge, and is the betrothed of the Thunder God, Thor. She was trained from an early age to be a Shield Maiden, and is now one of the most accomplished swordswomen in the realm, exceeded in skill only by Brunnhilda (ValkyriTM, from DRAGON® issue #100).

Sif's dark hair is the result of the trickery of LokiTM. Sif was a playmate of both Loki and Thor, but preferred Thor to his half-brother. In retribution, Loki cut Sif's golden hair off while she slept. To make amends, Loki went to the trolls to have them forge artificial hair of gold to replace the lost locks. The future god of mischief cheated the trolls of their payment, but the troll smiths had the last laugh; after Sif donned the hair and it began to grow normally, the tresses turned jet black. Sif was distressed by this turn of events, but has since learned to live with her ebony locks — though she now bears no love for Loki.

Though a playmate of Thor, Sif was separated from the Thunder God for some time as Thor adventured on Earth and in Asgard. The two met again following the end of Thor's relationship with Jane Foster and were soon pledged to marry. Thor's adventuring on and love of Earth (Midgard) postponed the marriage, and recent enchantments placed on the Thunder God by LoreleiTM, the younger sister of the EnchantressTM, has strained their relationship even further.

Sif, meanwhile, has found a close friend and companion in Beta Ray Bill, and fought beside the alien warrior in his battles against the demons threatening his people. She is very strongly attracted to Bill, and to some degree now understands Thor's previous affection for mortals. How the relationship between Sif, Beta Ray Bill, and Thor will develop remains to be seen.

KALI: An American super-villainess with a background in crime and mysticism. She is wanted and has a long criminal record.

Identity: Sheena Gray Age: 20
Side: Evil Level: 1

Powers:

1. Heightened Expertise: Martial arts, +4 to hit
2. Special Weapon: Power-chuks, HTH +3 to hit, +1d6 damage, carries a Power Blast
3. Heightened Defense: -4 to be hit

Other Weaponry:

- Katana, HTH +2 to hit, +1d6 damage
- 6 Shuriken, HTH +3 to hit, +1 damage, with a 13 inch throwing range.

Weight: 130 lbs.

Strength: 16

Endurance: 13

Agility: 13

Intelligence: 12

Charisma: 15

Dam. Mod.: +1

Accuracy: +1

Hit Points: 9

Heal: 9

Car. Cap.: 351

Basic HTH: 1d6

Power: 54

Movement: 42"

Det. Hidden: 10%

Det. Danger: 14%

Invent. Pts.: 1.2

Inventing: 36%



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The MARVEL[®]-Phile

All this and World War II!

by Jeff Grubb

Elsewhere in this fine magazine, you'll find the MARVEL SUPER HEROES™ adventure *Sudden Dawn*, starring the Liberty Legion™, designed by Trusty Contributor William Tracy. Since we are standing (or sitting, or whatever) at the tail end of 40 years of history since the battles recorded there, the question arises: How have the members of the Liberty Legion fared since the end of the war?

Not well, I'm afraid. Not well at all. While the three main Invaders™ have survived (Captain America™, Sub-Mariner™, and the android Human Torch™, whose body became that of the Vision™), and Nick Fury™ and some of his Howling Commandos™ are in S.H.I.E.L.D.™, most of the Liberty Legion members have gone to their just rewards.

Robert Frank and Madeline Joyce, better known as Whizzer™ and Miss America™, joined the All-Winners Squad™ after the war, then retired their super-hero identities. They were involved in a nuclear accident while working as security guards at a nuclear facility. Their first child was the radioactive mutant known as Nuklo™, who was until recent years kept in suspended animation by the US. government. Madeline later died giving birth to a stillborn child, in the scientific citadel of Wundagore of Transia, Europe.

The midwife, a mutated cow named Bova™, offered two abandoned infants to Robert. However, shattered by the death of his wife, he fled the country. Robert believed the children, who became known as Quicksilver™ and Scarlet Witch™, were his own. He recently died in battle with an old foe named Isbisa™ (who was responsible for the nuclear accident), though in the process of the conflict, Nuklo was cured.

William Nasland, the Spirit of '76™, took up the name of Captain America when Steve Rogers, the original Cap, disappeared and was presumed dead at the war's end. Nasland served as a member of the All-Winners Squad as Cap, only to fall in battle with the evil android Adam II™, who was attempting

to kill freshman senator John F. Kennedy.

Jeffrey Mace, the Patriot™, was inspired by Nasland's heroism to become the third Captain America, following Nasland's death. Alongside Fred Davis (the second Bucky™, and later with Gwenny Lou Sabuki (Golden Girl™), Cap fought crime in America until he retired in 1950. Mace returned to reporting, and recently died of cancer. Steve Rogers, who had since returned to his role as Captain America, was at Mace's bedside when he died.

Of Thin Man™ and Jack Frost™, nothing is known of their present activities or final fates. Red Raven™ returned to the Bird-People™ after the war, only to discover them preparing to launch an attack on the weakened human world. Unable to convince them otherwise, Red

Raven placed the island of the Bird-People, himself included, in suspended animation. Red Raven woke from that suspension twice; on the first occasion, he battled Angel™ of the X-Men™, and the second time he awoke, Red Raven proved to have gone insane. He now intended to raise the Bird-People and attack humanity. Attempting to revive his adopted people, Red Raven found they had died from a malfunction of the suspended animation equipment. Red Raven then destroyed himself and the island.

Blue Diamond™ is the only member of the Liberty Legion known to be still alive. Elton Morrow retired to his studies following the war, but was recently transformed by Stardancer™ into a being of living crystal. He has since accompanied Stardancer into the reaches of deep space.

But what of Bucky, who brought the members of the Liberty Legion together, led them against the Red Skull™ to rescue the Invaders, and convinced them to stay together as a super-powered team of homefront heroes? What happened to Captain America's sidekick?

Glad you asked. Presenting Mr. James B. Barnes, along with two nefarious, nasty Nazis who have since passed on — Baron Zemo™ and Baron Strucker™.

[Arnim Zola, Baron Zemo II, Nomad, and Red Skull may be found in MH AC 7, Concrete Jungle, by Jumpin' Jeff Grubb. — Editor]

BUCKY™

James Buchanan Barnes
Adventurer

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 50
Karma: 26
Resources: TYPICAL
Popularity: 45



Known powers:

MARTIAL ARTS. Bucky was trained by the Super Soldier himself, Captain America, in hand-to-hand combat. Bucky can Stun and Slam opponents of greater Endurance than his Strength.

Bucky's story: James "Bucky" Barnes's mother died while he was a child, and his father was the victim of an accident in basic training at Camp Lehigh, Virginia. A ward of the state, Bucky became the camp mascot. During this time, he first met Steve Rogers. Discovering that mild-mannered Mr. Rogers was in reality Captain America, young Barnes pleaded with the Sentinel of Liberty™ to let him help in his campaign against stateside saboteurs. Cap agreed and, following a period of intense training, made Bucky his sidekick.

Cap and Bucky fought the Nazi menace both at home and in Europe. They were founding members of the Invaders, and Bucky left that team only briefly to form the Kid Commandos™ with Golden Girl, Toro™, and the Human Top™. Bucky was also responsible for forming the Liberty Legion when the Invaders had their minds controlled by the Red Skull.

On their final mission together, Bucky and Cap were to prevent Baron Zemo I from stealing an experimental drone plane from Britain. When they were defeated by Zemo's android, the pair were bound to the plane, but escaped and pursued the plane, which was taking off over the cliffs of Dover. Both heroes leapt for the plane, but only Bucky found a secure hold. Cap shouted for his partner to let go, fearing the drone was booby-trapped. This warning came too late, for the plane exploded, killing Bucky. Cap fell into the ocean, where the combination of the Super-Soldier Serum and the icy waters placed him in suspended animation for the following few decades.

Neither Bucky nor Cap's bodies were found, so the government decided not to admit their deaths, but rather allowed William Nasland and Fred Davis to serve as Cap and Bucky following the war. Davis served both Nasland and Jeff Mace until he was forced to retire from crime-fighting as a result of a bullet wound. A third Bucky, Jack Munroe, served alongside the anti-communist Captain America IV of the 1950s. This Bucky is now the hero Nomad™.

BARON ZEMO I

**Baron Heinrich Zemo
Scientist, would-be conqueror**

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: INCREDIBLE (40)
Intuition: POOR (4)
Psyche: GOOD (10)

Health: 46
Karma: 54
Resources: REMARKABLE
Popularity: -20

Known powers:

MARTIAL ARTS. Baron Zemo became a master of karate, following his escape to South America, and could Stun and Slam opponents of greater Endurance than his Strength.

WEAPONS: Zemo developed a number of weapons for the Third Reich, including the following:

* a "death ray" disintegrator – A large version of this machine, actually the first functional laser, inflicted Amazing damage at a range of ½ mile. A smaller, hand-held version inflicted Excellent damage at a range of 5 areas.

* Adhesive X – The ultimate adhesive, this paste hardened in one round to form a bond of Unearthly strength. The solvent to this glue was developed years later by Peter Petruski (Trapster™).

* androids – Combining talents with Arnim Zola, Zemo produced androids that could shift in height from 10' to 10". These androids had Excellent body armor and the following stats:

F	A	S	E	Health
EXCE	GOOD	EXCE	GOOD	60

Zemo I's story: The brilliant physicist Heinrich Zemo joined the National



Socialist Party early in its history, and became one of Hitler's top scientists. He developed the first functional laser years ahead of his compatriots, intending to use it as a weapon against the Allies. A raid by Nick Fury and his Howling Commandos ruined this plot, but Zemo later created a hand-held laser for his own use.

Zemo also developed Adhesive X, an unbreakable glue for use against Allied ground troops. This plot was foiled by Captain America, with the result that Zemo's hood was permanently bonded

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to his face. This tragedy twisted Zemo's mind, and he developed an intense hatred of the Allies and of Captain America. Following this encounter, Baron Zemo ceased to work exclusively in research, and led many sabotage missions against the Allies as Hitler's agent. This was the province of the Red Skull, and an uneasy rivalry existed between the two.

Towards the end of the war, Skull ordered Zemo to London to steal an experimental drone plane. Zemo followed the order, to get out of Germany before the end and in hopes of battling Captain America. Aided by one of his androids, Zemo defeated Cap and Bucky, and tied them to the plane, hoping the flight to Berlin would slay them. Captain America and Bucky escaped, but Bucky was subsequently killed and Cap was placed in suspended animation.

Confident that Captain America was dead, Zemo retired to South America, where he continued his experiments and worked towards global domination. The three Captain Americas that followed did not disturb Zemo, but with the reappearance of the original Cap, Zemo once more set out to destroy his foe. Recruiting Melter™, the criminal Black Knight™, the Enchantress™, and the Executioner™, Zemo's Masters of Evil™ battled Captain America and the Avengers™ on several occasions. One of Zemo's last scientific breakthroughs was the creation of Wonder Man™, who was first used as a pawn against the Avengers.

In his final battle with Captain America, Zemo's laser started a landside which killed him. Captain America buried the mad scientist's body himself. Zemo has been succeeded in his work by his son Helmut, who has taken up the name of Baron Zemo.

BARON STRUCKER™

**Baron Wolfgang von Strucker
Nazi spy, military commander,
leader of HYDRA™, and
would-be conqueror**

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 70
Karma: 50
Resources: INCREDIBLE
Popularity: -20

Known powers:

MARTIAL ARTS. Baron Strucker may Stun and Slam opponents of greater Endurance than his strength.

WEAPONS MASTER. Baron Strucker receives a one-column shift to the right when fighting with swords, sabres, or firearms.



Strucker's story: Baron Wolfgang von Strucker was a member of a long line of Prussian military leaders. He was recruited by the Nazis in the 1930s as a secret agent; with the outbreak of war, Strucker distinguished himself as a wing commander of the infamous Death's Head Squadron™. His personal foe in the war was Sgt. Nick Fury, and the two soldiers battled often during that conflict. At one point, Strucker disobeyed a direct order from Hitler in order to attempt to defeat his foe. Hitler ordered Strucker assassinated, but the Baron fled to the Far East with the help of the Red Skull.

It was the Skull's intention to use Strucker to form a power base in the Orient from which to challenge Hitler, but Strucker soon cut all ties with Red Skull and set off on his own. Contacting a group of Japanese subversives, Strucker formed HYDRA™, and, upon slaying the subversive's leader, became the Supreme Hydra. HYDRA was on the verge of developing nuclear weaponry when it was overrun by Captain Simon Savage™, his Leatherneck Raiders™, and Japanese commandos. Though his main base of Hydra Island was destroyed, Strucker survived and quietly rebuilt HYDRA after the war.

HYDRA was for a brief time controlled by another front, called THEM™, which was run by Strucker, but the Baron returned to control HYDRA directly with HYDRA's initial defeat. HYDRA was also responsible for the creation of A.I.M.™ (Advanced Idea Mechanics), a technological division that later became an independent force.

Once HYDRA had fully resurfaced, it came into direct conflict with S.H.I.E.L.D., under the command of Col. Nick Fury, Strucker's old foe. Strucker tried to blow up the Heli-Carrier™ with a Death-Spore bomb, which would spread a deadly virus around the globe. Fury found the bomb and took it to the new Hydra Island, where it exploded and sank the island to the bottom of the sea. The spores were contained within the island's adamantium dome. Before the explosion came, Strucker died in a nuclear reactor chamber while fleeing his own men. Fury escaped.

Strucker has apparently been survived by twin children, a girl and a boy named Andrea and Andreas. The two have the mercilessness of their father, and in addition are mutants with great energy powers when in contact with each other. They are collectively known as Fenris™.



Ares™

**SCIENCE-FICTION
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The Marvel-Phile

"Why does it have to be snakes?"

by Jeff Grubb

A few months ago, I gushed about the efforts of Mr. Peter Sanderson. In addition to being the writer of the *Marvel Saga™* and co-writer of the *Official Handbook of the Marvel Universe™*, Pete came to GENCON® 18 to help out. Now it's Mark Gruenwald's turn. Mark Gruenwald is the *other* co-writer of the *Official Handbook of the Marvel Universe*, as well as the writer of the *Squadron Supreme™ Limited Series* and one of my favorite books, *Captain America™*.

In *MHAC-7, Concrete Jungle*, we laid out the existing members of the *Serpent Squad™*, which recently tripled in size and became the *Serpent Society™*, including some new, never-seen-before members. Enter Mr. Gruenwald, who sent me the information on *Rattler™*; coupled with his entries on *Bushmaster™*, *Diamondback™*, *Asp™*, and *Cottonmouth™* from *OHOTMU*, this

completes our collection of the bad guys of the *Serpent Society*.

Thanks, Mark. Nothing is better than getting a full set of serpents.

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BUSHMASTER™

Real name unrevealed

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: GOOD (10)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 90
Karma: 26
Resources: GOOD
Popularity: -7

Known powers:

BIONIC LIMBS. Bushmaster is a quadriplegic who has bionic arms attached to

his shoulders and a 14'-long snakelike tail instead of legs. These modifications give Bushmaster the stats listed above, as well as the abilities to move at 4 areas per round and to spring up to 1 area away (or 2 stories straight up). If using his tail in wrestling combat, Bushmaster may exert Remarkable constricting strength on his target.

CLAWS. Bushmaster's bionic arms each include two 6-inch "fangs." These claws are made of Remarkable-strength material, inflict Remarkable damage on the Hack-&-Slash chart, and are tipped with Excellent-intensity snake poison. (Those failing an Endurance FEAT will be knocked unconscious and will lose Endurance ranks if a second Endurance FEAT is failed.)

ASP™

Real name unrevealed

Fighting: GOOD (10)
Agility: REMARKABLE (30)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)

Health: 66
Karma: 32
Resources: GOOD
Popularity: -5

Known powers:

VENOM BLASTS. Asp radiates an unknown form of paralytic energy that inflicts Feeble damage on anyone who

remains in the same area with her for an hour; prolonged contact with Asp is fatal. She may direct this energy into a single bolt of bio-energy, striking a target in the same area with her. This bolt inflicts Remarkable damage to living creatures, and those hit must make an Endurance FEAT against the Remarkable-intensity bolt or be stunned for 1-10 rounds. Upon firing this bolt, Asp cannot fire another until recharged. This takes a half-hour, but if engaged in strenuous activity (such as belly-dancing, which she enjoys), she may recharge fully in 10 minutes.

DANCER. Asp has excellent control of her arms, legs, and torso muscles, since she is an accomplished dancer. Her agility is Incredible when dodging.

COTTONMOUTH™

Quincy McIver

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 46
Karma: 22
Resources: GOOD
Popularity: -3

Known powers:

BIONIC JAWS. McIver's mouth and jaws have been bionically enhanced. His teeth were replaced with Incredible-strength steel, and his jaws were strengthened

and hinged like a snake's. Cottonmouth uses his jaws as a does a snake, inflicting Remarkable Hack-&-Slash damage to an opponent. (He hits on the Incredible column if in wrestling combat with his victim.) His jaws close with Remarkable strength and are capable of surrounding and crushing a normal-sized cinder block.

DIAMONDBACK™

Rachel Leighton

Fighting: REMARKABLE (30)

Agility: REMARKABLE (30)

Strength: GOOD (10)

Endurance: GOOD (10)

Reason: GOOD (10)

Intuition: GOOD (10)

Psyche: EXCELLENT (20)

Health: 80

Karma: 40

Resources: GOOD

Popularity: -1

Known powers:

THROWING DIAMONDS: Diamondback's preferred weapons are a set of throwing spikes constructed of carbon tool-steel with collapsible hard rubber vanes. She throws these diamond-shaped spikes with Incredible Agility for a range of 3 areas. The effects of a spike depend on the type of head used with it; the following are examples.

Needle – Inflicts Good Hack-&-Slash damage.

Venom – Does damage as Needle, with Excellent-intensity poison.

Explosive – Explodes in a single area for Remarkable damage to all within that area.

Acid – Contains Remarkable-strength corrosives that inflict Excellent damage to living targets.

Narcotic – Contains a Remarkable-intensity sleep-drug. If the target fails an Endurance FEAT, the target will be unconscious for 1-10 hours.

RATTLER™

Gustav Krueger

Fighting: GOOD (10)

Agility: GOOD (10)

Strength: EXCELLENT (20)

Endurance: EXCELLENT (20)

Reason: GOOD (10)

Intuition: TYPICAL (6)

Psyche: TYPICAL (6)

Health: 60

Karma: 22

Popularity: -3

Resources: GOOD

Known powers:

BIONIC TAIL: Rattler's tail is an artificial bionic implant of unknown origin, and it has several super-powered abilities. The tail may lift with Remarkable strength. If used as a weapon, it strikes for Remarkable damage. In addition, it may generate sonic vibration waves of up to Remarkable intensity. Used offensively, the vibrations strike with Remarkable force, breaking down materials of lesser material strength. The vibrations may disrupt mechanical devices and cause nausea in living creatures. (Living targets make an Endurance FEAT or are stunned from 1-10 rounds.) The tail may also set up a vibrational shockwave in the air that will deflect bullets and other physical missile weapons, but it will not affect energy beams. The range of this omnidirectional force field is 2 areas.

The Serpent Society's story: Not much is known of the lives of these new members of the Serpent Society before they joined that team. All that can be said is that they were active as super-powered criminals before they were recruited.

The Serpent Society is a descendant of the second Serpent Squad™. The original Serpent Squad consisted of Viper™, Cobra™, Eel™, and Princess Python™; it was broken up by Captain America during its attempt to capture the Serpent Crown™. The second Serpent Squad was funded by Roxxon™ through its mutagenic division, the Brand Corporation™. This group consisted of team leader Sidewinder™, Anaconda™, Black Mamba™, and Death Adder™, and it succeeded in capturing the Serpent Crown for Roxxon. Sidewinder deserted his teammates to make the delivery, then went underground while his ex-partners searched for him and their share of the reward.

They located Sidewinder in New York City, where the super-criminal was living comfortably on his gains. Sidewinder escaped doom at the hands of his former comrades by giving them their intended rewards, with additional interest. (Sidewinder had been a financial analyst before becoming a costumed criminal, and he had wisely invested the money.) Sidewinder recruited the three to form the bedrock of his new Serpent Society. The group soon recruited Rattler, Diamondback, Cobra, Princess Python, Asp, Cottonmoth, and Bushmaster into their ranks. Viper

refused their offer, as did Constrictor™ (who then attempted to betray the group to the authorities).

The Serpent Society's purpose is to form a union of serpent-named and snakelike villains to serve as an organized negotiating tool with such major criminal powers as A.I.M.™, Hydra™, The Secret Empire™, and Kingpin™. In the past, these larger groups would hire super-powered mercenaries, but usually with little trust, considering them expendable in combat. The Serpent Society is essentially a "villains' union" that negotiates for jobs with these organizations, with set fees and guaranteed satisfaction (or their money cheerfully refunded). The members of the society retain a portion of the fee for any job they perform, but the majority of the funds are invested into dummy corporations and retirement funds for the members.

In addition, Sidewinder does not accompany the group on their missions, remaining behind to serve as a rescue force, if need be. If the members of the society are threatened with capture, they may surrender. He will then use his teleporting ability to break them out of jail in quick fashion. (Sidewinder has also put some of their funds into retaining a good lawyer, just in case the captured villains are put into an area into which he cannot teleport.)

Finally, as members of a tight criminal group, these villains may form a Karma Pool, just like organized hero groups. They will chiefly use this pool for escaping from heroes, but they significantly improve their chances of survival as a team.

The Serpent Society's most successful mission to date has been the capture and neutralization of MODOK™ on the behalf of A.I.M. Their reputation as an organized team has grown, despite their losing battles with Captain America.

Bullpen note: A long while back, I introduced the idea of an "advanced" set of rules for the MARVEL SUPER HEROES™ game. The response was phenomenal, ranging from words of encouragement to suggestions for new rules and rule expansions. After wading through the mail, I said that, as a result of the large number of letters, the Advanced Set was "under consideration."

Well, it's no longer *just* under consideration. It's **coming**, and I'll talk more about it next month, as we return to the Great White North for *Alpha and Omega*.

The Marvel-Phile

Alpha and Omega, part I

by Jeff Grubb

Before we settle into the first part of our two-part series on Alpha Flight™ and Omega Flight™, I'd like to briefly mention an upcoming revolution in the MARVEL SUPER HEROES™ game system.

The MARVEL SUPER HEROES Advanced Set is coming. The system is expanding, more rules and material are on their way, worlds will live, worlds will die, and the Multiverse – oops, wrong company.

As I write this (Thanksgiving of '85), I am hip-deep in rough manuscripts for the Advanced Set – an expansion, not a revision or rewrite of the game. One of the most frequently made comments I've received is a request to not create a different game system, so that there will be MSH Original Set adventures and MSH Advanced Set adventures. These same requests also asked for more rules, more definitions and options, and more things to do.

For this reason, the MSH Advanced Set will build on the original game, providing more depth to the existing rules – including, but not limited to:

- * Expanded character generation;
- * More combat options and actions;
- * An expanded universal table to handle the **real** heavyweights of the Marvel Universe™ (the prototype has a column labeled "Beyond");
- * More uses for Karma;
- * Suggestions for setting up your own MARVEL SUPER HEROES Campaigns, both inside and outside the Marvel Universe;
- * More information and rules on Resources and Popularity; and,
- * Other neat stuff.

In other words, it will have what everyone has been writing in to say that *they'd* like to see in an expansion of the game. We are considering a couple of 64-page books for the new boxed set, but may have to go to 96 pages each if there is enough material (and it looks like there is). Plus, there are more maps, three-dimensional figures, character cards, and everything you need for a

MARVEL SUPER HEROES campaign. (More than enough to keep me and editor Steve Winter busy until next spring.)

We're shooting for a May release for this product. Saying something like that is usually the kiss of death as far as schedules go, but we don't intend to miss this one!

Enough to get you interested? Good. As I move along further in the design, I'll pass along more information.

Now that the plug/warning/public service has been dealt with, let's move on to the entertaining portion of the column. About a year ago (in DRAGON® issue #97), I did a column on Talisman™, Box™, and Guardian™ of Alpha Flight. Since that time, Canada's protectors have added another pair of super-powered members: transmutor Madison Jeffries™ and Heather Hudson™ as the new Vindicator™. While we're at it, we should also note the members of Alpha Flight's greatest super-foe team – Delphine Courtney™ Smart Alec™, Flashback™, Diamond Lil™, and Wild Child™ of Omega Flight. In this issue and the next, we will deal with Alpha and Omega.

MADISON JEFFRIES™

Transmutor, hero

Fighting: TYPICAL (6)
Agility: TYPICAL (6)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)

Health: 48
Karma: 50
Resources: POOR
Popularity: 0

Known powers:

TRANSMUTATOR: Jeffries has Unearthly control over all metals in a 2-area range around him. He may assemble complex and intricate mechanical and electronic devices, and operate them by force of will. The modified metal retains its original material strength, which also serves

as its armor, physical Strength, and Endurance. The Fighting and Agility of any device created by Madison has a maximum score of Remarkable (Madison's Psyche).

In addition, he may repair damage inflicted upon metal-based individuals, including Box, Iron Man™, and robots such as Ultron™, restoring up to Unearthly damage each round. Similarly, Jeffries can inflict up to Unearthly damage each round on robotic or metallic targets, which must fail an Endurance FEAT (Red if Endurance is less than Unearthly, Yellow if equal, and Green if Endurance is greater than Unearthly).

Jeffries may only use existing metals, since he cannot create them, but his power is such that he can transform a standard car into a 9' tall killer robot. Madison can talk and move while using his power, but a serious break in his concentration (such a damage-inducing attack) will cause his creation to freeze in its last position.

Talents: Madison served in Vietnam with the United States Army has a



mechanic. He has an Unearthly understanding of Mechanics (though this is mostly intuitive; he cannot invent new items, but he may create things from other people's designs), and he has the Military skill.

Jeffries's story: Madison Jeffries has the ability, possibly mutant in origin, to manipulate metal materials, alloys, and components by force of will. His brother Lionel possessed similar powers, only his were directed towards organic matter. Madison felt himself an outcast and did little with his skill, while Lionel used his ability to become a surgeon. Both brothers served in Vietnam — Madison as a mechanic, Lionel as a medic. When their squad was wiped out, Lionel went mad trying to reassemble and reanimate the bodies of his dead comrades. Madison subdued his brother using his own transmutation power. Lionel, now known as Scramble the Mixed-up Man™, was placed in hospital isolation.

After his return, Lionel drifted, ill-at-ease with his abilities. James MacDonald Hudson, the original Guardian, located Jeffries and recruited him for Department H. Jeffries was made part of Gamma Flight™, the team containing the newest recruits, when Department H folded. Out of work again, Madison Jeffries drifted off.

Jeffries returned to Alpha Flight following the death of James Hudson at the hands of Omega Flight. Roger Bochs's invention, Box, was used by Jerry Jaxon™ to kill Guardian, and Bochs now felt responsible for Hudson's death. Bochs recruited Jeffries to help him build a new, improved Box to hunt down Omega Flight. Jeffries agreed, mainly because he liked Hudson for giving him a chance to use his powers in a positive fashion, and he wanted to bring Omega Flight in as well.

Box joined Alpha Flight, but it was Jeffries who defeated Omega Flight. Jeffries' automotive killer-robot creation killed one of Flashback's future forms and beat the rest of the group senseless. Jeffries then dismantled the team's robotic leader, Delphine Courtney, in a matter of seconds.

Following the battle with Omega Flight, Jeffries became a *de facto* member of Alpha Flight. While he doesn't go into the field with the team, Jeffries maintains the devices in Alpha Flight's headquarters, including its version of the "Danger Room." He also makes repairs on the Box armor, and with Bochs's help has rebuilt the Guardian/Vindicator armor for Heather.

VINDICATOR™

Heather MacNeil Hudson

All of Heather's powers derive from the Vindicator suit she wears. Statistics to the left of a slash represent her normal abilities; those to the right are her uprated abilities with the suit fully powered.

Fighting: TYPICAL (6)
Agility: GOOD (10)/INCREDIBLE (40)
Strength: TYPICAL (6)/
REMARKABLE (30)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 42/96
Karma: 40
Resources: GOOD (government funding)
Popularity: 4

Known powers:

BODY ARMOR: The steel mesh Vindicator battlesuit is reinforced by a personal force-field generator and provides Amazing protection from physical attacks, with Incredible protection from energy attacks. The field dampens blows, so the wearer may be Slammed but not stunned. This protection applies when the field is "on" (as when the suit is in flight or firing weapons). When the suit is off, it serves as Good protection.

FLIGHT: Heather can fly at 7 areas per round by manipulating electromagnetic Energy through the suit. The force field prevents wind injuries to her.

ENERGY BEAM: The suit can fire a bolt of electromagnetic force once per round from its gloves, with a range of 10 areas, inflicting up to Incredible concussive (slugfest) damage.

TRANSPORT: There is no indication that the recreation of the Vindicator armor has this function, but this is included in the event that it has been developed by Roger Bochs. This is a special form of transport that operates by negating the wearer's inertial position with regards to the rotation of the earth. The earth rotates beneath the wearer, transporting her up to a thousand miles west in an hour (at the equator). On-board computers prevent sudden impact with tall structures and will cease movement should such a structure be encountered.

DIGGING: Hudson's original design for the armor was as a petrochemical explo-

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ration device. Heather may tunnel at 3 areas/round, or 2 areas/round if forming a tunnel for others to crawl through after her.

VISORS: Heather wears a special set of polarized prescription eyeshields which protect her from bright lights of up to Remarkable intensity. Without the eyeshields (or her normal glasses), Heather is very nearsighted and will not be able to make out objects more than one area away (Intuition reduced to Poor when without her lenses).

Heather's story: Heather MacNeil was first a secretary with Am-Can Petro-Chemical™, where she first met James MacDonald Hudson, "Mac" had developed a super-powered exploration suit for the company, but he resigned upon discovering the suit was to be sold to the U.S. military. Hudson then broke into the company and stole his original designs, created before his employment there. Heather resigned as well; upon discovering that Mac had taken his invention back, she encouraged the unemployed scientist to approach the Canadian government.

At Heather's urging, the Prime Minister authorized the creation of Department H, a secret government operation geared towards super-human powers. With the historic flight that created the Fantastic Four™, Hudson sought to emulate Reed Richards and formed his own team of super-powered heroes. Hudson continuously refined his suit; under the various names of Weapon Alpha™, Vindicator, and Guardian, he became the leader of Alpha Flight.

Heather and Mac married, and she supported her husband in his super-powered life. Mac became depressed when the government disbanded Department H, and when Canada was threatened by an Elder Beast™ known as Tundra™, he set out alone to fight it. It was Heather who called in the rest of Alpha Flight, including the most promising members of Beta Flight™ (Puck™ and Marrina™), to aid him.

While Alpha Flight fought for Canada, Hudson's former boss, Jerry Jaxon, conspired to get revenge on Hudson and his creations. Recruiting outcast members of Beta and Gamma Flights, Jaxon formed Omega Flight and lured Heather into a trap. Using Heather as bait, Omega Flight ambushed Guardian and Alpha Flight. Omega Flight was defeated, but a malfunction in Guardian's suit destroyed him before Heather's eyes.

James Hudson's death left Heather emotionally shattered. Picking up the pieces of her life, she decided to keep Alpha Flight together, or else all that Mac had accomplished would be for naught. She stayed with the team as a non-super-powered leader. Mac then reappeared, but this "Guardian" was in reality the robot Delphine Courtney (a.k.a. Dark Guardian™), who (along with Omega Flight) sought to rescue Smart Alec, trapped in the medicine bag of Shaman™. Delphine was destroyed by Madison Jeffries, but the components of the robot's suit remained.

Jeffries and Roger Bochs rebuilt the suit to its present state, which appears similar to that as developed by James Hudson. After refusing the impulse to follow in her husband's footsteps, Heather donned the suit when it became obvious that her lack of super-powers made her a liability to a weakened team. She has sought out the aid of Puck and Wolverine™ to give her the combat training she needs. The above statistics reflect only her abilities when she first donned the suit, and they may improve with further training.

DELPHINE COURTNEY™

Robot villain, destroyed

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: AMAZING (50)
Psyche: INCREDIBLE (40)

Health: 80
Karma: 100
Resources: EXCELLENT
Popularity: 0

Known powers:

GUARDIAN ARMOR: While masquerading as Guardian, Delphine wore a suit that duplicated most of Guardian's powers. This suit became the basis for the Vindicator armor that Heather Hudson now wears. As such, Delphine in this form had all the listed abilities for Vindicator above.

BODY ARMOR: Delphine's insulated metallic covering provided Excellent protection from all physical and energy attacks.

SHAPE-SHIFTING: Delphine had limited shape-shifting ability owing to her construction. As a robot, her body can be rebuilt, her voice changed to mimic another individual, etc. Her builders

allowed her to mimic others with Incredible ability, but it took 1-10 weeks for her to adopt any given identity.

Delphine Courtney's story: Delphine Courtney was constructed by the Special Developments Department of Roxxon Oil™; she was a highly developed robot with artificial intelligence and open-ended deductive capacity that made her effectively sentient. She was sent to Jerry Jaxon to help him recover the Guardian technology; on Jaxon's orders, she gathered together the members of Omega Flight and kidnapped Heather Hudson to lure James Hudson to his death. Jaxon was apparently slain in the battle, but with the defeat of Omega Flight, Delphine escaped with Jaxon's body.

In the time that followed, Courtney continued to pursue her programming set by Jaxon: to destroy Heather Hudson and Alpha Flight. To that end, she developed a version of Guardian's suit and masqueraded as him, meanwhile regathering the original members of Omega Flight. Defeating Alpha Flight, Courtney attempted to free Smart Alec from Shaman's medicine bag. She instead turned the bag inside out, releasing the dimension within. Courtney and Omega Flight left Alpha Flight to its fate and fled, only to be stopped by Madison Jeffries.

Jeffries proceeded to turn Courtney inside out, presumably ending her criminal career; her components were later used to build a new suit of Vindicator armor. It is unknown if the creation of Delphine Courtney was a singular event or if others of her type exist, nor is it known if Roxxon possesses the Guardian technology or even if Jaxon may still survive in some form. If any of the above is true, then Alpha Flight has not seen the last of this menace.



Next issue: *Alpha and Omega* concludes with the rest of Omega Flight: Diamond Lil, Flashback, Smart Alec, and Wild Child.

The Marvel-Phile

Alpha and Omega, part II

by Jeff Grubb

Last month, we dealt with a new member of Alpha Flight™ (Mr. Jeffries™), an old/new member (Vindicator™), and an old foe (Delphine Courtney™, a.k.a. Dark Guardian™). This month, we finish up with the rest of Courtney's cohorts in Omega Flight™: Smart Alec™, Diamond Lil™, Flashback™, and Wild Child™. While we're at it, here are three other inhabitants of Alpha Flight's comic pages — Scramble™, Deadly Ernest™, and Nemesis™. Have fun!



SMART ALEC™

Alec Thorne

Statistics to the left of the slash are Thorne's natural abilities; those to the right are his enhanced abilities with the encephalo-helmet.

Fighting: TYPICAL (6)
Agility: GOOD (10)
Strength: POOR (4)
Endurance: GOOD (10)
Reason: INCREDIBLE (40)/AMAZING (50)
Intuition: EXCELLENT (20)/INCREDIBLE (40)
Psyche: GOOD (10)
Health: 30
Karma: 70
Resources: TYPICAL
Popularity: 0

Known powers:

COMPUTER INTELLECT Thorne's natural powers allow him superior reasoning and intuitive abilities, and he may deduce facts and make projections beyond the scope of most normal individuals. He does this on a successful Reason FEAT, which allows him information otherwise not available in the campaign (such as data on a hero's secret identity). In addition, any group under his tactical leadership gains a one-rank increase in Intuition for determining initiative.

ENCEPHALO-HELMET Thorne's natural abilities are further augmented by an encephalo-helmet, a device developed by Roxxon Oil™, which heightens his Reason and Intuition to the levels listed above. In addition, the helmet extends Smart Alec's vision deep into the infrared and ultraviolet spectrums, allowing him to recognize data within those spectrums.

Smart Alec's story: Little has been revealed of Alec Thorne's past, save that he was a member of Department H's Gamma Flight™ when that organization was shut down. (Quick note: Department H of the Canadian Ministry of Defense maintained three teams of heroes: Alpha Flight, which performed actions in the field; Beta Flight™, made up of those whose command of super-powers was less refined; and, Gamma Flight, which included the newest recruits.)

Following the disbanding of Gamma Flight, Thorne drifted, as did many members of the team. He regarded most ordinary work as too tedious or demeaning to a man of his intelligence. Eventually, he was recruited by Delphine Courtney into Omega Flight, and he served as the team's field leader in their battle against Alpha Flight.

In that battle, Smart Alec stole the medicine bag belonging to Shaman™, Alpha Flight's Sarcee mystic. Shaman had been taught by his grandfather never to look into the bag, which was a gateway into a mystic dimension. Thorne did exactly this, his senses enhanced by the encephalo-helmet, and this action apparently cost Thorne his sanity and paralyzed his physical form. Unable to help the criminal, Shaman reduced Alec's form and stored it in his medicine bag.

Delphine Courtney later turned the bag inside out in an attempt to free Thorne from the bag, breaching the dimensional wall between our dimension and the one within the bag. Shaman and his daughter Talisman™ contained the rupture, but it is not known if Thorne's form is still within the bag. At present, Shaman, through a crisis of his own confidence, has lost the ability to draw items from within that realm.

DIAMOND LIL™

Lillian Crawley

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: UNEARTHLY (100)
Reason: POOR (4)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Health: 150
Karma: 16
Resources: POOR
Popularity: -5

Known powers:

INDESTRUCTIBILITY: Crawley has an form of body armor that provides Unearthly protection from physical and energy attacks. She can still be stunned or slammed by attacks of Good strength or better. Her other bodily parts are similarly indestructible, such that her nails may rend things of Unearthly material strength and her hair may be used for Excellent Hack-&Slash damage.

Diamond Lil's story: As with most members of Omega Flight, little is known of Lillian Crawley until her

appearance in Gamma Flight. She, too, was cut loose after Department H folded, and she was recruited by Delphine Courtney into Omega Flight. Diamond Lil has no powers other than her apparent indestructibility. She is proud, haughty, and egotistical. She and Madison Jeffries were close when they were in Gamma Flight, but Jeffries turned her over to the authorities after defeating Omega Flight.

FLASHBACK™

Real name unrevealed

Fighting: TYPICAL (6)
Agility: TYPICAL (6)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 28
Karma: 26
Resources: POOR
Popularity: -4

Known powers:

FUTURE MEN: Flashback can summon his own future selves, creating numerous duplicates of himself with the same ability scores and which act under his control. These "future men" cannot communicate future information to Flashback, but can fight, move, and act according to his wishes. Each future man wears a white-and-black suit similar to that of Flashback, but with the white-and-black areas reversed, so the original is always recognizable in his own crowd. These future men may appear up to 2 areas away in any direction in Flashback's line of sight. The future men are creations of Flashback's conscious mind and immediately disappear if he is knocked unconscious. Flashback has summoned up to 6 of these future men at one time; to get more would require a Red FEAT roll against his Psyche.

While it has not been shown, it is presumed that in the future, Flashback will disappear for brief periods in order to fulfill his duties in the past. On one of these trips, Flashback apparently dies while shielding Delphine Courtney from Madison Jeffries's killer robot (see below; also see DRAGON® issue #105). Needless to say, this has rattled Flashback's sanity, as he is unsure *when* he is going to die, though he is positive of the method. In game terms, roll a d10 for every week this character is in the campaign. On a "0", the character disap-

pears (fulfilling a past request). Flashback has summoned about a dozen images in all in the recorded stories of the Alpha Flight series; the last time he returns to the past, he is attacked and slain by Jeffries's robot. Note that future images summoned into the past have no volition of their own; they are controlled by the Flashback of the past.

&-Slash damage and may rend materials of less than Excellent material strength.

Wild Child's story: Most of Wild Child's past has yet to be revealed. His attitudes, however, have been clearly documented. Wild Child is a heartless, feral, killing machine, as savage as Wolverine™ in berserker fury, and has absolutely no restraint as to the taking of other lives.

Jeffries has the Uearthly ability to manipulate organic matter. He may inflict up to Uearthly damage to beings made of living tissue and may heal up to Uearthly damage to living things each round. He does not kill using these powers (possibly as a result of his Hippocratic oath), but he can twist living material around to create human monstrosities. Jeffries may even combine several beings into one, with powers and Health equal to the total of the component beings' powers and health. Lionel Jeffries only performs these abilities by touch, and his target(s) may resist the change by making a successful Psyche FEAT for each round in contact with him. Jeffries cannot restore lost Endurance ranks, nor does his power have any effect on unliving beings (*i.e.*, robots, androids, or zombies), energy beings, or the dead.

Talents: Lionel Jeffries is a medic and surgeon of Excellent ability. He also has Military experience.

Scramble's story: Lionel Jeffries has powers similar to those of his brother Madison Jeffries (see DRAGON issue #105), but while Madison's power affects metal, Lionel's affects living matter. At

WILD CHILD™

Real name unrevealed

Fighting: INCREDIBLE (40)
 Agility: REMARKABLE (30)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)
 Health: 110
 Karma: 32
 Resources: POOR
 Popularity: -5

Known powers:

TEETH AND CLAWS: Wild Child's teeth are sharpened points, capable of inflicting Good Hack-&Slash damage. His hands and claws inflict Excellent Hack-

SCRAMBLE™

Dr. Lionel Jeffries

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: GOOD (10)
 Reason: GOOD (10)
 Intuition: GOOD (10)
 Psyche: TYPICAL (6)

Health: 36
 Karma: 26
 Resources: POOR
 Popularity: 0

Known powers:

ORGANIC MANIPULATION: Lionel

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first, Lionel learned to harness his abilities and become a doctor. Both brothers served in the Viet Nam war, during which their unit suffered heavy losses. Lionel, a medic, went mad trying to restore life to the dead bodies of his comrades. Madison had to restrain his brother by using his own matter-affecting abilities. Following his discharge, Madison placed Dr. Jeffries, wrapped in a body suit and kept in isolation so as not to touch anyone, in a Montreal hospital.

Lionel Jeffries, known as Scramble the Mixed-Up Man™, remained in that hospital until Heather Hudson™, leader of Alpha Flight, discovered his existence. In hopes of recruiting a more powerful member for the team, she used her Alpha Clearance to see Lionel. Lionel attacked and twisted Heather's body, then went on a rampage in the hospital. The arrival of Madison and Alpha Flight averted total disaster, and Madison helped cure his brother of his madness. Now rational, Scramble returned his twisted victims to normality. He is now seeking to regain his license to practice medicine and have a normal life.

DEADLY ERNEST™

Ernest St. Ives, deceased

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: UNEARTHLY (100)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 150
Karma: 30
Resources: EXCELLENT
Popularity: -5

Known powers:

DEATHLESSNESS: This power was not the same as the immortality of such beings as Hercules™ and the Olympian gods. St. Ives could not be killed in any normal fashion. He was immune to all poisons, gases, and acids, and retained control of his body even when reduced to many small parts (i.e., a severed hand could still move and attack). St. Ives could be slammed and stunned, but he was not effected by Kill results. He never lost Endurance ranks for any reason, and he still functioned if reduced to 0 Health or below. It is assumed that lost portions of his body were regenerated over time. He could only be permanently slain by the sword of Nemesis (see below).

DEATH TOUCH: The touch of St. Ives's bare hands acted as Class 1000 poison. Those touched were immediately slain if a successful Endurance FEAT was not made, but they could be revived by magical or technological means. However, the victim's life energy was stolen by Ernest in succeeding rounds, and the victim lost one Endurance rank each round after being touched until irrevocably dead. Ernest had no control over this power.

Deadly Ernest's story: According to St. Ives, he lay dying in the trenches of World War I when Death™ appeared to him. Despite his pain, St. Ives rejected the grim spectre; this act apparently made him immortal, but it also gave him a killing touch that slew his wife upon his return from the war. Since that time, St. Ives has operated out of Montreal as a crime lord.

NEMESIS™

(First name unrevealed) St. Ives, deceased

Fighting: REMARKABLE (30)
Agility: REMARKABLE (30)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: REMARKABLE (30)

Health: 96
Karma: 60
Resources: POOR
Popularity: 0

Known powers:

BLADE: Nemesis wielded a blade forged by a combination of science and sorcery. Its blade is a single molecule thick, allowing it to slice through Unearthly rank material with no effort, merely by slicing between the atoms. The blade also has some form of soul-stealing and soul-storing abilities. Those slain by this blade will have their life-energies stored within. In this fashion, Nemesis could return the life-forces stolen by Deadly Ernest to their proper bodies. With St. Ives's death, his life force may be assumed to be in this blade. Finally, the blade is dedicated to one purpose — slaying Ernest St. Ives. It informs its owner that St. Ives lives again in the event this occurs, and leads the bearer to him. Nemesis wielded her blade with Incredible Fighting ability.

Aurora™ and Northstar™ crossed Ernest's path when Ernest killed an old friend of Northstar's. Aurora was kidnapped; while Northstar pursued, he encountered Nemesis, also intent on defeating Ernest. In a subsequent battle, Nemesis cut St. Ives into many pieces, apparently killing him.

Deadly Ernest was made whole and living again by Scramble the Mixed-Up Man, who was on a rampage in the hospital where Ernest's body was being kept. Nemesis again tracked down her prey. Aurora, Northstar, and Box™ were slain by Ernest, but they were kept from absolute death by the actions of Nemesis, while Puck™ used the sword of Nemesis to finally dispatch Deadly Ernest. Ernest has apparently found his final resting place in the Montreal Subway, but as he was considered dead once before, this is no guarantee that he is gone for good.

FLIGHT By using her cape as a glider, and with some unrevealed magical or technological support, Nemesis could fly up to 3 areas per round.

MAGIC: Nemesis had some limited magical abilities, which she used to maintain the victims of Deadly Ernest's touch (Box, Northstar, and Aurora) in a semi-living state. Her level of Magical ability was Good. She was also apparently immune to Deadly Ernest's touch.

Nemesis's story: Nemesis was the daughter of Ernest St. Ives. As a child, she watched her mother die of Ernest's touch, and she lived since that time only to gain vengeance on her father. She used both high technology and the occult to create a blade capable of slaying her father, and used mystic science as well to extend her own life until St. Ives was irrevocably slain. She first defeated Deadly Ernest when that criminal had kidnapped Aurora, sectioning him into pieces with a series of rapid passes.

Deadly Ernest still lived, however, and was reanimated after his component parts were reassembled by Lionel Jeffries. Nemesis returned to hunt her old foe, aided by Alpha Flight. Ernest killed three of the group. While Nemesis maintained them in a semi-living state, Puck destroyed Ernest, and Nemesis returned the stolen spirits to her father's victims. Her task done, Nemesis crumbled into dust. The blade survived her demise and can be assumed to be in Alpha Flight's possession.

The Marvel-Phile

but it's not

Up to our navels in little blue geeks

by Jeff Grubb

I want the world to know this column is being written under duress. I've been hip-deep in the MARVEL SUPER HEROES™ Advanced Set for some time now, and I strongly considered telling Roger that I was going to skip a month, so he could run a small note in the ARES™ Section saying that I've been sent to Xavier's Home for the Woozy, in Westchester County, New York

About the time I reached this conclusion, Roger bounced into my office, wearing his Nightcrawler™ outfit. "Really looking forward to this month's Marvel@-Phile!" he chirped as I reached for my water pistol. "This is an important one!" "Important one?" asked the bleary-eyed designer (That's me.)

"The April Fool's issue! You've got to do your Silly Characters of the Marvel Universe™ Column!"

"Sorry," I said, leaning back "There is nothing silly about the Marvel Universe"

"What about Unlimited Class Wrestling? Aunt May™ as the herald of Galactus™? The Thing™ and the Torch™ wearing Beatles wigs? Assistant Editor's Month? And where do those cute little ™s come from?"

The conversation went on in this tone until my blue-furred editor spotted the Nightcrawler Limited Series on my desk "Oh, NEAT!" he cackled, leaping upon the issues and hanging upside down by his tail to read them "This would be perfect! How about doing the inhabitants of Kitty's Fairy-Tale Dimension?"

(The dimension to which he referred in his glee was a parallel universe in which modified doppelgangers of the X-Men™ existed in a fantasy setting. Kitty Pryde™ had described some of those inhabitants and their adventures in bedtime tales she told to the young Illyana Rasputin (later known as Magik™). Years later, Nightcrawler accidentally traveled to that dimension, proving the inhabitants were more than just fairy-tale beings.)

I shrugged my shoulders. Never argue with an editor who can teleport in a sulfurous cloud. The characters below appeared first in *X-Men*™ #153, and later became the core of the four-issue Nightcrawler Limited Series. Any similarity between these characters and a certain group of mutant heroes is pure and simple coincidence. Really.



BAMFS™

Bamfs don't need no stinkin' badges!

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: POOR (4)
Endurance: REMARKABLE (30)
Reason: POOR (4)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 54
Karma: 20
Resources: Not applicable
Popularity: 2

Known powers:

TELEPORT: The Bamf race has the ability to teleport up to a mile in distance with Incredible ability. They normally only teleport to areas in line of sight or those that are known to them. They cannot carry others with them when they teleport, however. Bamfs always have the initiative when they teleport, and their 'porting leaves behind a cloud of foul-smelling smoke

The Bamfs' story: Bamfs are short, cute, blue-furred, oversexed natives of a dimension located not far enough away from our own. The Bamfs are hedonists whose attraction for the opposite sex is only matched by their use of the worst make-out lines in their dimension (or any other). There are Cabbage-Patch-sized male Bamfs, and slightly taller and more slender female Bamfs, but both have the same

abilities and personalities Female Bamfs dislike males ones, but they *love* Nightcrawler.

Bamfs were first encountered by Pirate Kitty™, but later were rediscovered by Nightcrawler of the Marvel Universe. They regard the tall Kurt as "Daddy Bamf" because of his size, though no relationship between them has yet been established.

MEAN™

The Fiend With No Name

Fighting: REMARKABLE (30)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: INCREDIBLE (40)
Reason: POOR (4)
Intuition: TYPICAL (6)
Psyche: GOOD (10)

Health: 110
Karma: 20
Resources: Beer
Popularity: 0

Known powers.

CLAWS: Mean has extremely strong claws similar to those used by Wolverine™, and he may use them singly or all at once to inflict up to Excellent damage on the Hack-&-Slash column. The material strength of these claws is unknown, but is likely at the Monstrous level.

UNDERGROUND TRAVEL: Apparently by twisting himself around in a rapid fashion, Mean can travel underground at five areas per round. He can only travel through normal soil and material of less than Typical material strength, and it is assumed he needs a running start to do this.

BEER: Mean always appears with a six-pack of beer under one arm He does not part with it until it is consumed, which he does by tossing the cans in his mouth and crushing them. His Fighting is only Excellent if hampered by carrying his beer, but he may spit out the crushed empty cans as missile weapons with a range of three areas, firing up to three of them per round and inflicting Good slugfest damage with each.

Mean's story: The origin of Mean ("I'm MEAN!!!!"), also known as the Fiend with No Name, is unknown, but the creature. made its first appearance in Kitty's fairy tale when he chanced upon the adventurers and joined them on a quest. The hero



crawler later encountered Mean in his travels through that dimension. Mean is foul-tempered but easily cowed by things much larger than he is, and he is a lot more bluff and bluster than true menace. His best-remembered quote is, "I'm the BEST at what I do! And what I do BEST is guzzle b—uh, COMMIT MAYHEM!"

PIRATE KITTYPM

Fighting: REMARKABLE (30)
 Agility: REMARKABLE (30)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: EXCELLENT (20)
 Intuition: GOOD (10)
 Psyche: GOOD (10)

Resources: Excellent
 Popularity: 15

Known powers: Pirate Kitty, unlike her counterpart, Kitty Pryde, has no super-human powers.

Talents: Pirate Kitty is an exceptional swordswoman, and she has a Fighting level of Incredible with a sword (using the flat side of the blade for slugfest damage). She is also a skilled acrobat (agility of Incredible when dodging). She has the services of Lockheed™ the Dragon on call (the BIG Lockheed described below).

SAILING SHIP: Kitty's normal mode of transportation is by means of her pirate ship the sea rover Abdul Alhazred. This

four-masted galleon is capable of making three areas a round with a good wind and is manned by a trusted crew who can look after things when Pirate Kitty is not around

Pirate Kitty's story: Pirate Kitty is one of the premier adventurers of her world, Lighting against injustice, righting wrongs, having adventures, and generally doing that heroic type of stuff. She is aided in her adventures by her true love and best friend, Colossus™ (whose stats conform exactly to those of the X-Man of the same name, including his ability to transform into osmium steel) Pirate Kitty is similar in appearance and temperament to the X-Man Shadowcat™, Kitty Pryde, but is several years older than her counterpart.

LOCKHEED THE DRAGON™ Big Lockheed

Fighting: EXCELLENT (20)
 Agility: EXCELLENT (20)
 Strength: INCREDIBLE (40)
 Endurance: UNEARTHLY (100)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: GOOD (10)

Health: 180
 Karma: 36
 Resources: Any that fit within his jaws
 Popularity: 10

Known powers:

FLIGHT: Lockheed can fly up to 15 areas per round while comfortably carrying a

large number of passengers on his back. He can also hover in mid-air.

FLAMING BREATH: Lockheed has a fiery breath that can deliver Monstrous damage up to five areas away. He only uses this breath in emergencies or when prodded (poked hard with a sharp object).

Lockheed's story: Lockheed is the last of the giant supersonic dragons (he resembles an SR-71 Blackbird), and he has had several adventures with Pirate Kitty. Lockheed is a devout pacifist and usually seeks to save his hide if possible. Lockheed speaks with an Irish accent, and he negotiates before taking on any riders. Those negotiations usually include a promise that he won't be endangered. This Lockheed should not be confused with the small dragon pet of the same name, owned by Kitty Pryde.

SHAGREEN™ Alien wizard

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: EXCELLENT (20)
 Intuition: EXCELLENT (20)
 Psyche: INCREDIBLE (40)

Health: 60
 Karma: 80
 Resources: Good
 Popularity: -5

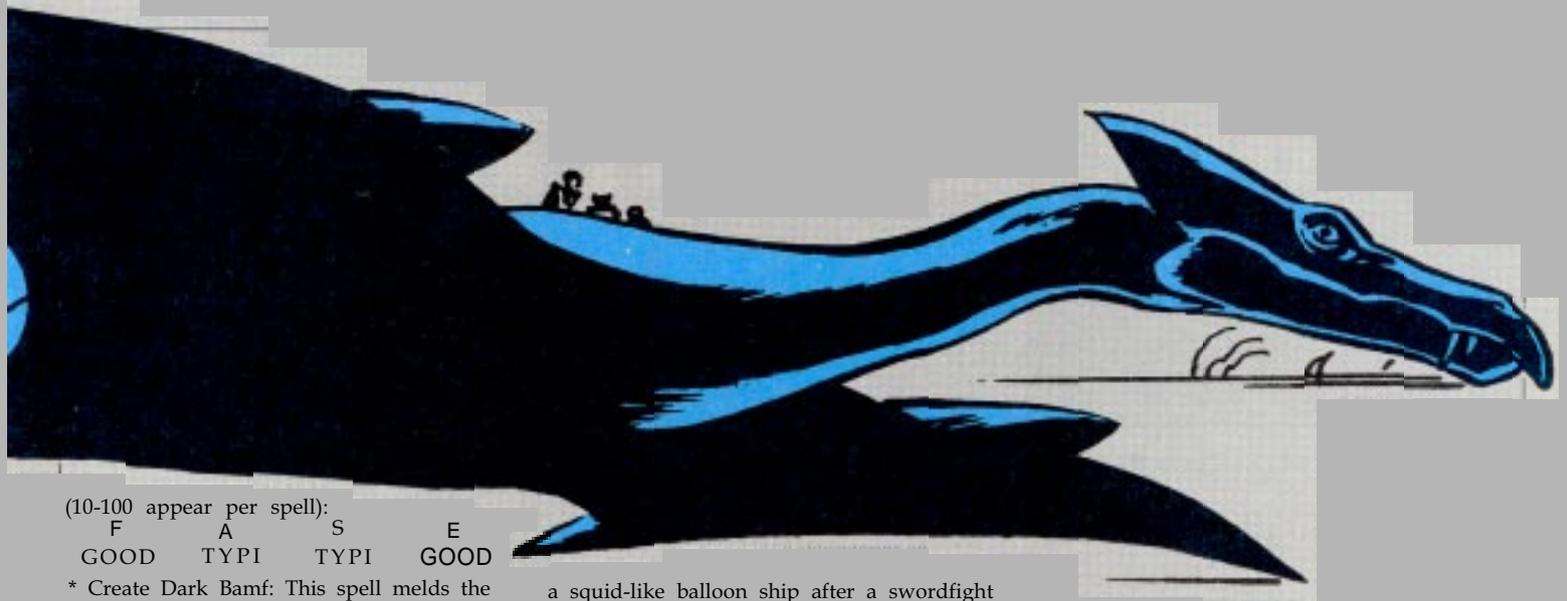
Known powers:

MAGICAL ABILITIES: Shagreen has normally Excellent magical powers, but he is limited under normal circumstances to extra-dimensional energies and those requiring rituals. Using those energies, he has displayed the following powers:

* Create stone guardians with the following abilities:

F	A	S	E
EXCE	REMA	MONS	MONS

* Summon the Dreadwings, a flock of demonic birds with the following stats



(10-100 appear per spell):

F	A	S	E
GOOD	TYPI	TYPI	GOOD

* Create Dark Bamf: This spell melds the physical forms of many captive Bamfs into an all-powerful superbamf that is under Shagreen's control Dark Bamf is. . . well, not too bright Dark Bamf's stats are:

F	A	S	E
GOOD	GOOD	MONS	MONS
R	I	P	
POOR	POOR	POOR	

* Cast anti-teleport spell By using this ritual, Shagreen protects an area of about one mile in radius from all teleporters. This is particularly effective against Nightcrawler and the Bamfs. No teleportation of less than Unearthly power may take place within the area.

STAFF OF POWER: All of Shagreen's long-term spells are maintained through his staff of power, and its destruction will result in their negation The staff of power is also either the source of or unique channel for Shagreen's personal and universal energy powers With this staff, Shagreen can cast up to Amazing-strength mystical bolts to stun his opponents in a three-area range, as well as surround himself with an Amazing-strength mystic shield The power in the staff also allows Shagreen to teleport with Monstrous ability and to take large numbers of beings with him when he does Certain mystical materials are immune to the effects of the staff The Staff is of Poor-strength material.

Talents: Shagreen is skilled with sharp weapons like swords, gaining a one-column shift to the right with them.

Shagreen's story: Shagreen is a wizard of an alien dimension, and it is not known if he is unique or if there are others of similar appearance and powers Shagreen looks like a humanoid shark, and his temperament befits his appearance. When Shagreen first encountered Nightcrawler, the wizard had two objectives: to gain more power from extra-dimensional beings by sacrificing them (his candidate for the honor was the beautiful Jinjav Sabree, who was rescued by Nightcrawler) and discovering how to teleport. Shagreen apparently tell to his death from the top of

a squid-like balloon ship after a swordfight with Nightcrawler.

Nightcrawler soon afterwards fell into the dimension containing Kitty's fairy tale, where he discovered Shagreen was alive and well and kidnapping female Bamfs. It appears that Shagreen has learned to teleport in some arcane and unrevealed fashion and he was still concentrating on gaining greater power through sacrifices. Nightcrawler, aided by Mean, the Bamfs, Big Lockheed the Dragon, Pirate Kitty, Colossus, and Windrider™ (an extra-dimensional equivalent of Storm™, with similar powers) put the kibosh on this plan. Shagreen was left in the dimension of Kitty's fairy tale, under the custody of Pirate Kitty and Windrider.

[It might interest the readers to know that I did enjoy the Nightcrawler Limited Series, but that I do NOT own a Nightcrawler suit It might also interest the readers to know that Jeff Grubb watches Punky Brewster religiously, and that he refuses to play in any MARVEL SUPER HEROES game unless he can be the Beyonder™. Join us next month for another edition of The Marvel-Phile. — Roger, the Road Editor]



The Marvel®-Phile

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The Second Annual Roster of Heroes!



by Jeff Grubb

With this month comes the second anniversary of both this column and the MARVEL SUPER HEROES™ role-playing game. Last year at this time, I set out to list all the heroes in the products to date and to clear the air on a few other matters. A repeat performance wouldn't hurt.

Item: Back in issue #106, I gave a date for the release of the MARVEL SUPER HEROES Advanced Set, noting that this

was the kiss of death for any product. True to form, the date was shoved back a month to make way for other product. What is more important is that this is a shipping date — when we sent the set out to the distributors. Depending on the distributors' networks and priorities, it may take a month or two for the Advanced Set to make it from our shores to your doors. That's the price you pay for a free-market economy. Don't badger your local retailer too badly; he's caught in the

same system. Advanced Set for summer - honest.

Item: I also mentioned that the Advanced Set was the return of the team supreme of Designer Grubb and Editor Winter. After carrying the design through the critical early stages, Sterling Steve Winter has passed the Marvel editing baton to newcomer Karen Martin. This points up the danger of letting anyone into management — they can't have any fun anymore. Welcome to the swamp, Karen

Item: Yes, I'm still interested in what you have to say about the Original (and, when it comes out, the Advanced) Set of MSH, and I want to know what heroes you want to see here. I've tried to respond to letters as they have come in, going with the more popular characters as well as those that would not see the light of day otherwise. (I got a real rouser of a letter from the president, chairman, and treasurer of the Doctor Doom™ Fan Club, Latveria chapter). However, under the agreement with Marvel Comics, we are not normally allowed to do characters that are licenced to Marvel by other companies. Thus, Transformers, Shogun Warriors, Godzilla, Micronauts, and G.I. Joe are not currently available for this column. [We do have permission to use Rom™ from Parker Brothers, however. — Editor]

Item: We mention it in every product that has a city map, but not a lot of people know that the various city maps that have appeared in our MSH products actually fit together. With the map from the Original Set in the center, the map from *New York, New York* borders on the north, the one from *Faultline* on the south, and the one from *Secret Wars II* on the east. The Advanced Set map will attach to the western edge of the Original Set, and as we need more cityspace to stage our fights, we'll add more maps.

Item: Enough with the items! On to the catalog of heroes! Each hero has all of his or her appearances listed following his or her name. Note that many heroes are cataloged according to their current group affiliations; the groups concerned are the Enforcers™, Guardians of the Galaxy™, Hellfire Club™, Hellions™, Morlocks™, Omega Flight™, Power Pack™, Soviet Super Soldiers™, and Wrecking Crew™.

A number indicates a DRAGON® Magazine article. The letter P, followed by a number, indicates a recent issue of POLYHEDRON™ Newszine. The abbreviations are:

OMSH MARVEL SUPER HEROES
Original Set
BB MH-1, *The Breeder Bombs*
TT MH-2, *Time Trap*
MW MH-3, *Murderworld!*
LW MH-4, *Lone Wolves*
CP MH-5, *Cat's-Paw*
TJ MH-6, *Thunder over Jotunheim*
LR MH-7, *The Last Resort*
FL MH-8, *Fault Line*
AA MHAC-2, *Avengers™ Assembled!*
PV MHAC-4, *Pit of the Viper™*
PW MHAC-5, *Project: Wideawake™*
NY MHAC-6, *New York, New York*
CJ MHAC-7, *Concrete Jungle*
WL MHAC-8, *Weapons Locker*
RM MHAC-9, *Realms of Magic*
SW MHSP-1, *Secret Wars™*
SWII MHSP-2, *Secret Wars II*

All in all, an incredible track record for two years.

Abomination P 25
Absorbing Man AA,SW,SWII
AgentAxis 104
Anaconda CJ
Andromeda SWII
Angel PW,SWII
Ant-Man AA
Arcade MW
Ariel (see Shadowcat) BB
Armadillo SWII,103
Arnim Zola CJ
Arsenal AA
Asp 105
Attuma AA
Aurora CP
Avalanche PW

Bamfs 108
Banshee PW
Baron Blood 104
Baron Mordo RM
Baron Strucker 104
Baron Zemo I (Heinrich Zemo) 104
Baron Zemo II (Helmut Zemo) CJ
Battroc the Leaper NY
Battlesuit, standard (Fenris) WL
Beast AA,PW,SWII
Beetle CJ,OMSH,WL
Beta Ray Bill SWII,101
Beyonder SWII
Black Cat CJ
Black Knight AA,FL,SWII
Black Mamba CJ
Black Panther AA
Black Tom Cassidy PW
Black Widow AA,CJ,LW,WL
Blacklash NY,WL
Blake,Becky CJ
Blastaar MW,SWII
Blizzard CP,LR,WL
Blob PW
Blue Diamond 104
Boomerang NY,WL
Box WL, 97
Brood PW
Brother Voodoo RM
Bucky 104
Bullseye CJ
Bushmaster 105

Caliber WL
Cannonball PW,SWII
Captain America AA,FL,OMSH,SWII,TT,WL
Captain Mar-vell AA
Captain Marvel AA,OMSH,SW,SWII,TT
Cascade CP
Chambers, Mister MW
Cheney, Lila SWII
Clea RM
Cloak CJ,SWII,91
Cloud 100
Cobra CJ
Cody,Gary CP
Collector AA
Colossus BB,PW,SW,SWII
Constrictor CP,WL
Cooper, Valerie PW
Cottonmouth 105
Count Nefaria 103
Courtney, Delphine (Dark Guardian) 106
Credit Card Soldiers WL
Crimson Dynamo BB,CJ,WL
Cyclone NY
Cyclops PW,SW,SWII
Cypher (Douglas Ramsey) PW,SWII

Dagger CJ,SWII,91
Daredevil CJ,LW,SWII,WL
Dazzler PW,SWII
Deadly Ernest 107
Death SWII
Death Adder CJ
Destiny PW
Devastator WL

Diablo RM
Diamondback 105
Doctor Doom MW,RM,SW,SWII
Doctor Druid RM
Doctor Octopus CJ,OMSH,SW,SWII,WL
Doctor Strange RM
Dominus P27
Dormammu RM
Dragon Man TT
Drax the Destroyer TT
D'spayre RM

Electro NY,SWII
Elektra CJ
Enchantress SW
Enforcers NY
(Fancy Dan, Hammer Harrison, Snake Marston, Montana, and Ox)
Eternity SWII
Executioner TJ

Falcon AA
Firelord SWII
Fixer OMSH,WL
Fly CJ
Flying Tiger NY
Forge PW,WL
Frog-Man 96
Fury,Nick AA,94

Galactus SW
Galactus's Cat SW
Gargoyle SWII,100

Geirrodur TJ
Giant-Man I (Henry Pym) AA
Gladiator CJ
Goliath I (Henry Pym) AA
Goliath II (Clint Barton) AA
Graviton AA
Green Goblin CJ
Grey Gargoyle AA,TT
Grim Reaper AA,FL
Guardian (Weapon Alpha, Vindicator I) WL,97
Guardsmen WL
Guardians of the Galaxy 100
(Vance Astro, Charlie-27, Yondu, Martinex, Starhawk, and Nikki)
Gypsy Moth NY
Gyrich, Peter Henry PW

Hammer,Justin CP
Hammerhead CJ
Hand NY
Hate-Monger SWII,WL
Havok PW
Hawkeye AA,SW,SWII,WL
Hellfire Club PW
(Emmanuel Da Costa, Emma Frost, Harry Leland, Donald Pierce, Selene, Sebastian Shaw, and Tessa)
Hellions PW
(Tarot, Empath, Thunderbird II, Catseye, Jetstream, and Roulette)
Hercules AA,SWII,P25
Hobgoblin CJ,94
Howard The Duck 96
Hudson, Heather MacNeil (see Vindicator II) CP
Hulk AA,SW,P25
Human Torch MW,OMSH,SWII
Hunter, Stevie PW
Hydra NY,94
Hydro-Man CJ
Hyperion 103

Ice Man PW,SWII
Impossible Man/Woman/Kids 102
Invisible Woman (Invisible Girl) MW,OMSH,SWII
Iron Cross 104
Iron Fist CJ,LW,SWII
Iron Man, golden avenger armor AA,SW,WL,95
Iron Man, original gray armor LR,WL,96
Iron Man, space armor WL,96
Iron Man, stealth armor WL,96
Iron Man, new red/silver armor WL,SWII
Iron Monger armor WL

Jack Frost 104
Jack O'Lantern NY

Jameson, J. Jonah	..CJ	Omega Flight107	Super-Skrull TT
Jarvis	..AA	(Flashback, Diamond Lil, Smart Alec, and Wild Child)		Supreme Intelligence of Kree AA
Jeffries, Madison	106	Owl NY	Swarm CJ
Jester	..CJ	PaladinCJ	Swordsman AA,FL
Jocasta AA	Parker,MayCJ	Talisman RM,97
Jones, RickAA,LR	Patriot104	Taskmaster AA,CJ,LW
Juggernaut FL,PW,SWII	Phoenix I (Jean Grey) PW	Terrax 92
Kang the Conqueror AA,SW,TT	Phoenix II (Rachel Summers) PW,SWII	Thin Man 104
Karma PW,SWII	Pirate Kitty 108	Thing MW,OMSH,SWII
Killer Shrike NY	Plantman LR	Thor AA,SW,SWII,TJ,TT,88
Kimara the Cloudstalker CP	PolarisPW	Thunderball FL,SWII
Kingpin CJ,LW,NY,SWII,94	PorcupineCJ,WL	Thundersword SWII
Klaw AA,SW	Power ManCJ,LW,SWII	ThundraP27
Knight, Misty CJ	Power Pack NY,SWII	Tiger Shark89
Kraven the Hunter CJ,LW,SWII	(Gee, Energizer, Lightspeed, and Mass Master)		Tigra AA,SWII,P27
KreeA A	Professor Power CJ	Time Bomb SWII
Kurse SWII	Professor X BB,PW,SW,SWII	Titania SW,SWII,P25
LeaderCP	ProwlerNY	Titanium Man CJ,WL
Lightmaster WL	Psycho-Man SWII	ToadPW
Living LaserAA,FL	PuckCP	Torpedo armor WL
LizardCJ,SW	PumaSWII	Trapster MW,WL
Locke, Miss MW	PunisherCJ,LW	U - M a n 1 0 4
Lockheed the Dragon BB,PW,SW	PyroLR,PW	Ulik TJ,88
Lockheed the (BIG) Dragon 108	Quicksilver AA	Ultron AA,SW,SWII
Loki AA,88	Radioactive Man LR,OMSH,WL	Umar RM
Lubensky, Nathan CJ	Raider armor CP	UnicornCJ,WL
Lucky Penny P27	Rattler 105	UnionJackCJ
MacTaggart, Moria PW	Red Raven 104	UnusPW
Machete NY	Red Ronin W L	Urlich, BenCJ
Machians P27	RedSkullCJ,WL	Valkyrie SWII,100,P27
Mad Thinker AA	Rhino NY,SWII	VanisherPW
Madame Masque CJ	Richards, Franklin B. (Tattletale) MW,SWII	VerminLW
Maggia NY	Ringmaster AA,WL	Vindicator II (Heather Hudson) 106
Magik PW,RM,SWII	Robertson, Joe CJ	ViperPW
M a g m a PW,SWII	Rock TrollsTJ	Vision AA,TT
Magneto BB,PW,SW,SWII	Rogue BB,PW,SW,SWII	VolcanaSW,SWII
Mandarin AA,LR	Ronan the AccuserA A	Vulture NY,SWII
Mandroid armor AA,WL	Rose NY,SWII	Vulturions NY
Man-Elephant WL	Rosensthal, Bernie CJ	Warlock PW,SWII
MantisA A	Sabertooth CP,LW	Warrior Woman 104
Marinna CP	Sandman C J	Wasp AA,FL,SW,SWII,TT
Marvel Girl PW	Sasquatch C P	WatcherSWII
Master Man 104	Scarecrow CJ	Watson, Mary Jane CJ
Mastermind PW	Scarlet Witch AA,TT	Whirlwind AA,LR
Masters, Alicia MW	Scramble107	White Dragon NY
Mauler CP,WL	ScorpionCJ,OMSH	White Rabbit NY
Mean 108	SecbotsWL	White Tiger CJ
Melter CP,WL	Sefton, Amanda PW	Whizzer 104
Mentallo BB	Sentinels BB,PW,SWII	Will O'The WispCJ
Mephisto SWII	Shadowcat (see Ariel) PW,SWII	Willy Lumpkin96
Mimic PW,TT	Shagreen 108	Wing, Colleen CJ
Mirage PW,SWII	ShamanCP,RM	WizardMW,SWII
Miss America 104	She-Hulk AA,MW,SW,SWII,P27	WolfsbanePW,SWII
Mister Fantastic MW,OMSH,SWII	S.H.I.E.L.D. AA,WL,94	Wolverine MSH,PW,SWII
Mister Fear CJ,WL	ShockerCJ	Wonder Man AA,SWII
Mister Hyde CJ	Shroud93	Wrecking Crew SW
Mockingbird SWII,WL,93	Sidewinder CJ	(Wrecker, Thunderball, Pile Driver, and Bulldozer)	
ModokLW	Sif101	Yashida, Mariko PW
Molecule Man SW,SWII	Silver DaggerRM	Yellowjacket AA
Molten Man CJ	Silver SamuraiPW	ZaranNY
Moon Knight CJ	Silver Surfer92	ZsajiSW
Moondragon AA	Silvermane NY		
Moonstone CJ	Skrulls MW,SWII,TT		
Morbius CJ	Snowbird CP		
Morgan Le FeyRM	Southern,CandyPW		
Morlocks PW	Soviet Super-Troopers B B , W L		
(Caliban, Callisto, Healer, Leech, Masque, Plague, and Sunder)		Soviet Super-Soldiers99		
Ms. Marvel I (Carol Danvers) AA	(Darkstar, Gremlin, Ursa Major, and Vanguard)			
Mysterio CJ	Speed DemonNY		
Mystique PW	Spider-ManCJ,FL,NY,OMSH,SWII,WL		
Nebula SWII	Spider-Man's alien suit94		
Nelson, Franklin "Foggy" CJ	Spider-Woman IISW,P27		
Nemesis 107	Spirit of '76104		
Nermani, Lilandra PW	Starfox AA,SWII,TT		
Nightcrawler BB,PW,SW,SWII	Stick CJ		
Nightmare RM	Stilt-Man NY,WL		
Nihilist agents PV,98	Stingray W L		
Nitro CJ	Storm BB,PW,SW		
Nomad CJ	StormGiantsTJ		
Northstar CJ	Sub-Mariner SWII,89		
Nova II (Frankie Raye) 92	SunfirePW		
Ortodroid robotOMSH	SunspotPW,SWII		
		Sunturion WL		
		Super-Adaptoid AA,MW		

Last item: Okay, guys, who have we missed? Who else do you want to see here? Send your cards, letters, and suggestions to the ARES™ Section, DRAGON® Magazine, TSR, Inc., P.O. Box 110, Lake Geneva, WI 53147. Until next time, let's be careful out there.

[In case you were interested, the following characters are original ones, created by the staff at TSR, Inc., for various MARVEL SUPER HEROES modules. They do not appear in any Marvel comics as of yet: Cascade™, Dominus™, Kimara the Cloudstalker™, Lucky Penny™, and the Octodroid™ robot. Additional creations (assorted robots, androids, aliens, and nonpowered human citizens, criminals, and police officers) are detailed in all eight MH-series modules, as well as in POLYHEDRON issue #27. — Editor]

The Marvel[®] - Phile

Riders on the storm

by Jeff Grubb

What's in a name? Follow this logic and see what we come up with.

Once upon a time in the Old West, there was a crusading hero, dressed in pale, glowing garb, who rode a white horse. This was Carter Slade, the original Ghost Rider™. When Carter was slain by outlaws, Carter's brother Lincoln took up the costume and continued the tradition. Eventually, the Ghost Rider retired from his crusades against gunslinging desperadoes as the west grew more civilized.

A century later, a motorcycle stuntman named Johnny Blaze™, messing with occult forces best left alone, had his soul bonded to an evil extradimensional creature named Zarathos™. This dual being, also known as Ghost Rider, served both good and evil until Blaze broke loose of his personal demon and Zarathos was imprisoned (until his recent reprieve by the Beyonder™ — but that is another story).

While this Ghost Rider was still active, a hero wearing the costume of the original

western hero appeared. This was Hamilton Slade, great-great-grandson of Lincoln Slade, who was possessed by the spirit of his ancestor. This Ghost Rider was known as Night Rider™ until recently, when the freeing of Johnny Blaze from his curse left the name open, and Night Rider became Ghost Rider.

All clear? I thought not. Here, then, are all the men who possessed the name, mantle, or both, of the Ghost Rider.

GHOST RIDER™ I and II

Carter and Lincoln Slade

(The abilities of these two men were identical.)

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)

Health: 46

Karma: 36

Resources: Typical (for 1870-1890)

Popularity: 20 (from 1870-1890)

Known powers: Neither of the Slade brothers had any known super-human powers.

Talents:

MARKSMANSHIP: Both brothers were expert marksmen. Their Agility was Remarkable with all forms of guns, but the preferred weapon of the Ghost Rider was a Navy Colt .44 6-shot cap-and-ball revolver (treat as a normal handgun).

HORSEMANSHIP: Both brothers were expert horsemen. Their Agilities were Remarkable when performing FEATs with horses, and their horses' Agilities were raised by one column for FEATs as well.

BLAZE, JOHNNY



LAW ENFORCEMENT: (Lincoln only)
Lincoln Slade was a United States Marshal, and had authorization in his civilian identity to make arrests in the southwest territories of the United States.

The Slade brothers' stories: Carter Slade was a school master in the Southwest, during its early days of settlement. Gunned down by outlaws, Carter was found by a friendly band of Comanche Indians, whose medicine man, Flaming Star, nursed him back to health. Flaming Star had received a mystic vision from the Comanche sky-spirit, a vision which identified Slade as a champion for justice. Carter was healed and given a chalk-white costume of a ghostly cowboy, impregnated with glowing dust that Flaming Star found in an meteorite. As Ghost Rider, Carter became a legend in the Southwest as a champion for justice, until his death at the hands of outlaws.

With Carter Slade's death, his brother, U.S. Marshal Lincoln Slade, took up the costume and continued the legend of the Ghost Rider until his retirement. Slade and another hero of the old west, the Two-Gun Kid™, encountered Hawkeye™ the Archer on one of the latter's trips into the past.

GHOST RIDER™ III

Johnny Blaze

Fighting: GOOD (10)/REMARKABLE (30)

Agility: EXCELLENT (20)/REMARKABLE (30)

Strength: TYPICAL (6)/INCREDIBLE (40)

Endurance: EXCELLENT (20)/AMAZING (50)

Reason: TYPICAL (6)/GOOD (10)

Intuition: TYPICAL (6)/EXCELLENT (20)

Psyche: REMARKABLE (30)/REMARKABLE (30)

Health: 56/150

Karma: 42/60

Resources: Poor

Popularity: 5/-10

Known powers:

ALTER EGO: The abilities listed to the left of the slash are for Johnny Blaze in his normal human form. The abilities to the right of the slash are for the Zarathos/Blaze composite being. All of Ghost Rider's known powers belonged to this composite form. Ghost Rider's talents apply to the human Blaze form alone. Blaze could transform from one form to another, with no carryover of damage, but Blaze found this a painful experience (Endurance FEAT required on returning to human state, or unconsciousness for 1-10 turns results).

HELLFIRE: This is a mystic form of fire used by Ghost Rider. Using this hellfire, Ghost Rider could perform several power stunts:

*Create a fully functional flaming motor-

cycle in a single turn. This cycle had Amazing Speed, Incredible Body, and Incredible Control. It never required fuel, and could defy gravity for one turn, riding up vertical surfaces, making stunning leaps, etc.

* Create walls of flame encircling a single area; the flame was of up to Amazing intensity

* Throw fireballs of Amazing fire damage, up to four areas away.

* Use a form of cold hellfire that would affect the human spirit This cold hellfire inflicted no physical damage, but for each turn of use, the target made an Endurance FEAT or else permanently lost one rank of Psyche. This magical attack was of Amazing intensity If the victim's Psyche was brought below Feeble, its spirit was lost and the irretrievable (in game terms, the character ceased to have any control over his actions and was retired from active play).

BODY ARMOR: Zarathos/Blaze's body was semi-tangible, such that most damage did not affect him This provided Amazing protection from physical attacks, and Class 1000 protection against fire, heat, and radiation.

Talents:

CYCLIST: Blaze's Agility is considered to be one column higher for FEATs involving motorcycles.

OCCULT LORE: Blaze has made an extensive study of the occult, in addition to his first-hand experience. His Reason is one column higher in matters of the occult. He has forsworn the active use of this knowledge following his experiences with Zarathos.

Blaze's story: Zarathos is one of the extradimensional beings known as demons, powerful entities that prey on human spirits and souls. Zarathos ruled a powerful empire of his worshipers in the prehistoric Southwest, until he was defeated and imprisoned by another demon known as Mephisto™. Mephisto kept Zarathos's spirit as a plaything and used him as a servant to harvest souls in this dimension.

Meanwhile, Johnny Blaze, a stunt cyclist, discovered his stepfather Crash Simpson, star attraction of Crash Simpson's Daredevil Cycle Show, was dying of an unnamed blood disease. The young Blaze used his occult knowledge to summon Mephisto, and offered his soul in return for curing his stepfather of the disease. Mephisto agreed, but Crash soon died while attempting a dangerous stunt. (Mephisto had only promised protection against the disease.) Mephisto came to collect his due, but was driven off by Blaze's stepsister, Roxanne Simpson, who banished the creature using a spell from Blaze's occult books. Mephisto fled, but not

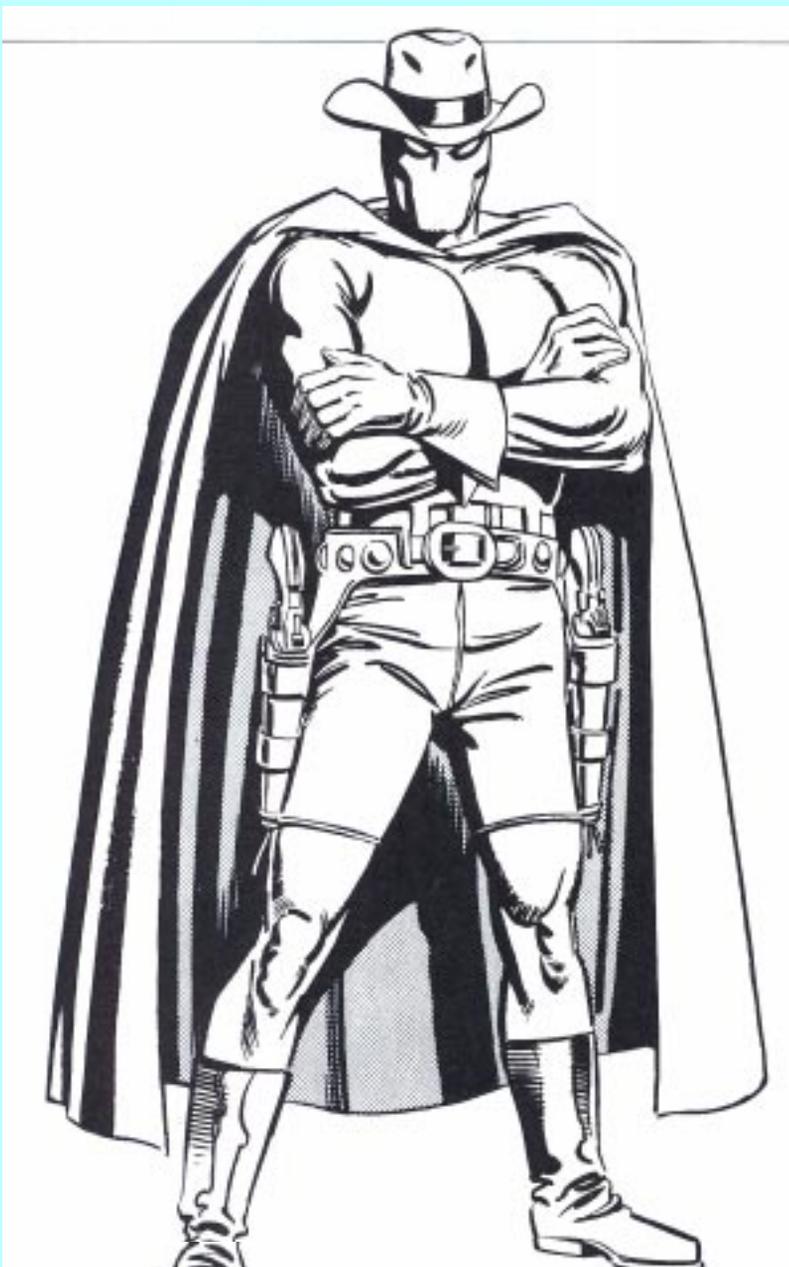


before he grafted the spirit of Zarathos to Blaze's own spirit.

The relationship between Blaze and Zarathos developed over time, and the start, Zarathos had no memory of his past, and Blaze assumed that the flaming wraith was a manifestation of his own evil. Later, Blaze developed command of his demonic form, and during this time he served with the Champions of Los Angeles™. At the end of their relationship, Zarathos was dominating Blaze's body at will, and it took all of Blaze's will power to restrain the creature.

Blaze was finally freed of his evil alter-ego in an encounter with Centurious™, an immortal Indian who was used as a pawn by Mephisto to topple Zarathos's early empire. In the battle between Blaze and Centurious, Blaze regained his own soul, and the spirits of Zarathos and Centurious were entrapped in a mystic crystal.

Despite time off for good behavior provided by the Beyonder, Zarathos is believed to still be in that crystal. Blaze has retired from active performing, and is currently touring America with Roxanne Simpson.



GHOST RIDER™ IV
Hamilton Slade

Fighting: TYPICAL (6)
 Agility: GOOD (10)/EXCELLENT (20)
 Strength: EXCELLENT (20)
 Endurance: GOOD (10)/INCREDIBLE (40)
 Reason: GOOD (10)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)/REMARKABLE (30)

Health: 46/86
 Karma: 36/60
 Resources: Typical
 Popularity: 5

Known powers:

ALTER EGO: The abilities listed to the left of the slash are for Hamilton Slade in his normal form. The abilities to the right of the slash are for Slade when he is the Ghost Rider. Hamilton only possesses super powers in his Ghost Rider form

PHASING: As Ghost Rider, Slade may become intangible and pass through solid objects While in this state, he has Class

1000 protection from physical and energy attacks, though not from magical attacks. Ghost Rider apparently has to breathe, so gas attacks affect him, and his phasing may only last as long as he holds his breath. This phasing allows him to walk on air, much in the same way the mutant Shadowcat™ does.

INVISIBILITY: Ghost Rider may make himself invisible in whole or in part. This invisibility is of Incredible power, and is not detectable in the infrared and ultra-violet ranges

DETECTION OF EVIL: Ghost Rider is called into being by the presence of evil nearby. The precise mechanism of this ability is unknown and is unreliable as well. (One of Ghost Rider's fellow Rangers™ turned out to be an evil demonic creature.) Upon detection of this "evil," the spirit of the Ghost Rider possesses Hamilton Slade, converting him into the Ghost Rider. The duration of this conversion is about six hours.

MYSTIC SIX-SHOOTER: Ghost Rider carries a ghostly version of the Navy Colt, which fires an unlimited supply of phantom bullets. These bullets inflict no physical damage, but a victim of the bullets must make an Endurance FEAT (against Incredible-strength stunning) or be knocked out for 1-10 turns. These bullets are intangible as well, and may be fired through solid objects. The range of these bullets is three areas.

MYSTIC LARIAT Ghost Rider may throw his lariat one area, and cause it to become intangible and pass through solid objects. The lariat is considered a grappling attack of Amazing strength, and is made of Amazing-strength mystic material.

BANSHEE: Ghost Rider's horse, Banshee, appears upon command, and has similar powers of intangibility. The horse never tires, and it may move three areas per turn.

Ghost Rider's story: Archeologist Hamilton Slade, great-great-grandson of Lincoln Slade, the second Ghost Rider, was exploring a cave beneath a Comanche burial mound when he was startled by the glowing form of the original Ghost Rider's garb rising from a burial urn. The spirit of the Ghost Rider took possession of Slade's body and, accompanied by Banshee, rode off to rescue Johnny Blaze, as Ghost Rider, from the magician Moondark™. Since that time, the existence of strong evil in Slade's vicinity induces the mystic transformation.

Taking the name of Night Rider, the possessed Slade was one of five heroes who answered the distress call of Rick Jones™, and aided him against the Corruptor™. These five, including Shooting Star™, Texas Twister™, Red Wolf™, and Firebird™, tried to form the super-powered team called the Rangers to protect the Southwest, but the mystic influences of Shooting Star, who was in reality a demon from another plane, prevented them from remaining together long. Night Rider, now taking the Ghost Rider name back with the retirement of Johnny Blaze, answered Firebird's call to discover Shooting Star's true identity, and came into conflict with the West Coast Avengers™. Ghost Rider was bested by Hawkeye the Archer, and it was revealed that the demon that was Shooting Star had controlled their minds. Firebird remained with the West Cost team for a short while, and the remaining three Rangers returned to their own pursuits. To date, Hamilton Slade is not aware of his dual personality, and has no explanation for his memory lapses.

Next time, we introduce a new method of presenting heroes, move into the Advanced Set, and take a long shot in "Oh Lucky Man!"

The Marvel[®]-Phile

by Jeff Grubb

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Jeff Grubb had a marvelously written introduction to this article, all of which was cut so this would fit in an issue already crammed with super-powered heroes. He introduced the basic mechanics of the MARVEL SUPER HEROES™ Advanced Set, which should be in your stores about now, and announced that the Marvel®-Phile will be presented in Advanced Set format from this day forward. Sorry, Jeff. At least the long shot came in. — Editor.

LONGSHOT™

Real name unrevealed

F	RM	30	Health: 90
A	RM	30	
S	GD	10	Karma: 66
E	EX	20	
R	TY	6	Resources: Fe (2)
I	EX	20	
P	RM	30	Popularity: 0

KNOWN POWERS:

Probability Manipulation: Longshot has the ability to unconsciously manipulate probability fields. Any percentile roll made by a player running Longshot is read with the "high" number as the "tens," regardless of which die is thrown first. If a 1 and a 9 are rolled, the result is 91, not 19. An 11 or any other doubles remain as rolled. Each time the hero rolls a "0" (zero) on one of the two die, the judge rolls a single 10-sided die secretly. That d10 roll indicates which upcoming die roll will be inverted (a stroke of "bad luck," meaning a roll of 9 and 1 would be a 19) for Longshot or his allies. If the player rolled a "0" and a "2", the Judge would roll a die in private, say, getting a "3." Thus, the third roll after that particular FEAT will have reversed numbers, indicating a stroke of bad luck. No further checks for bad luck should be made until the first bad luck occurrence is resolved, so bad die rolls are not cumulative. The Judge should not inform the player that the particular roll is for "good" luck or "bad" until after the decision to spend Karma to alter the die roll is made.

This sudden occurrence of bad luck applies to Longshot's allies as well as Longshot himself. Longshot's opponents never suffer from this good luck/bad luck power. There is no power rank for this power.

Aura Reading: Longshot may read the psychic aura of an object with Incredible

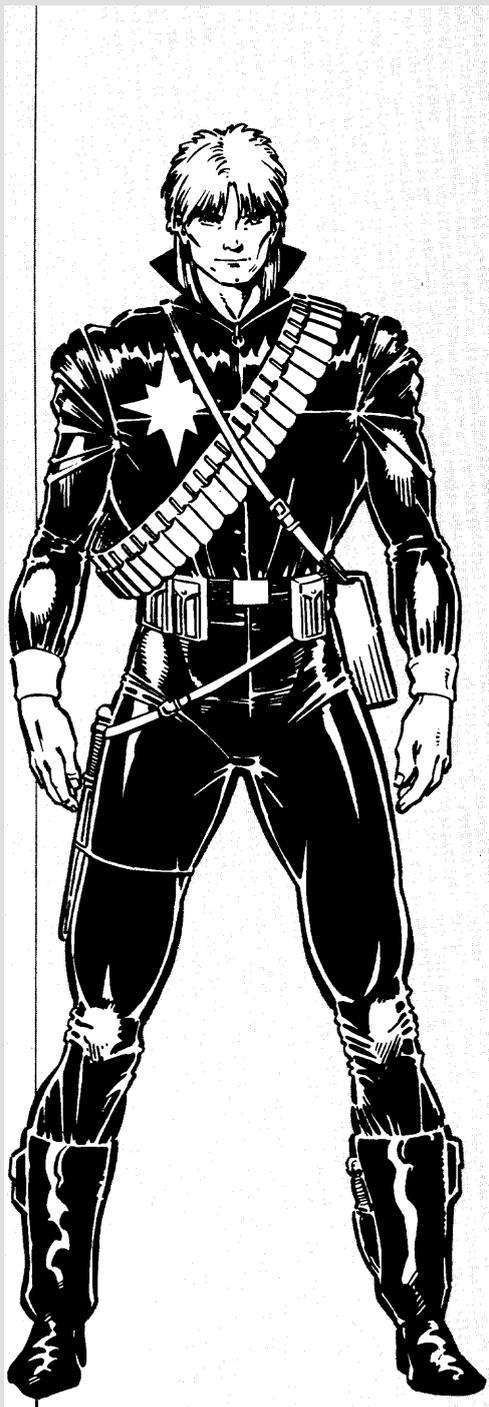
ability, such that he may understand the thoughts of those that have handled or will (in the future) handle the object. The auras of those with the strongest emotions (fear, anger, etc.) will be read best. In game terms, Longshot is able to discern the thoughts of some who will handle the object only if the Judge has defined plans for the object in the future; otherwise, he reads auras in the past, and only reads the thoughts the character had while holding the object. Failure of a power rank FEAT will indicate no auras are discernable, the image is blurred from multiple images of equal intensity, or some outside force prevents the reading. Only one attempt may be made per object.

TALENTS: Longshot is a stuntman in his own world, and as such has Acrobatics and Tumbling skills. He has Martial Arts A and E, and is skilled in the tossing of cleaverlike blades that inflict Good damage (+ 1 CS to agility FEATs to hit). He is also skilled in the use of jetpacks (allow Flight at Excellent air speeds (six areas/round), Agility FEATs to steer).

CONTACTS: Longshot's experiences on Earth have been limited, but he has been befriended by Doctor Strange® and a stuntwoman named Ricochet Rita™. In his own dimension, he is the leader of a rebel organization with Excellent resources.

BACKGROUND: The being called Longshot was created in another dimension as a slave for a race known as the Spineless Ones™. Longshot was endowed with super-human abilities, and used them to lead a rebellion against the his masters. The rebellion was crushed and Longshot was given amnesia. He fled from his captors, stumbling into a interdimensional portal and ending up on our Earth. Given the name Longshot as a result of his manipulation of probability to make unlikely attempts come true, Longshot battled his pursuers, his owner Mojo™, and Spider-Man® and She-Hulk®, who thought him a criminal. With the aid of Doctor Strange, Ricochet Rita, and Quark™, another former slave, Longshot defeated Mojo and forced the Spineless One back into his own dimension. Longshot followed him to lead a new uprising among the people enslaved by the Spineless Ones.

While Longshot appears humanoid, he is a genetic construct modeled after "demons" in the Spineless One's mythology. He has only three fingers and a thumb on each hand.



O, Lucky Man!

The Marvel®-Phile

To the Moon!



by Jeff Grubb

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MEDUSA™

Best-Laid Plans of Mice and Men Department: Three issues back, I penned a description of the new Advanced Set of the MARVEL SUPER HEROES® game for inclusion in this column, which editor Roger Moore dropped for lack of space. Then I promptly went on vacation for two weeks without leaving a column behind, leaving the question hanging for another 30 days. Now, finally, the missing text may be revealed – the explanation behind the Advanced method of character presentation (better late than never, but better never late).

At first glance, there is not a lot of difference between the characteristics of the Original Set and those of the Advanced Set. This is intentional. In the past few years, the Humble(?) Writer has defined a pack of the most prominent figures in the Marvel Universe®. With new figures appearing all the time, old ones changing and growing, and more input becoming available on existing characters, I have enough to keep me and a lot of others busy for some time. One thing I did not wish to do was to start all over again and retool everyone we've done so far for a new system. Your Original Set characters will work in Advanced Set, and your Advanced

characters (in general) will work in your basic game.

The Basic Abilities are the same as before, only presented in a tighter fashion and noting in all cases the initial power rank number. In the Advanced game, advancement and development of the character is more defined and rapid, and the power rank number reflects that definition.

The Secondary Abilities are similar. Health and Karma are the summation of the physical (FASE) and mental power (RIP) rank numbers. Popularity is a number value to reflect the popularity of the character in the Marvel Universe at the time of this writing. Resources has a rank and rank number used in Resource FEATS to purchase items.

Powers and Talents are as before. In addition, Powers may have Power Stunts listed in their section. A Power Stunt is made when a hero uses a listed power in a new and interesting fashion, such as when Magneto™ uses his magnetic manipulation abilities to control weather to a limited degree. Rarely seen Power Stunts, such as when Angel™ uses the backwash of his wings to blast a band of Morlocks™, are not listed and are left to be developed by

the players of these characters.

A new addition is Contacts. These are people the hero can trust and depend on for aid, equipment, and money. Contacts are always friendly to the hero. For example, Captain America® does not need to be rich if he can call up his friend Nick Fury™ to borrow a S.H.I.E.L.D.™ jet-copter.

That, in a nutshell, is the sum total of obvious differences in the new format. The Advanced Set adds a LOT more in the way of character generation, new combat, and HQ construction, but that does not affect the purpose of this column – to expand the list of heroes and villains for use in the MARVEL SUPER HEROES game.

Now, to tie up another loose end. I've been promising this particular column to Roger for over a year now; it ties in with the "lunar" series of articles run in the old ARES™ Section two years ago. Since Uatu the Watcher™ is touched on in the Advanced Set (along some other early lunar visitors – Red Ghost™ and the Fantastic Four®), we'll delve into the moon's other "natives" who only recently arrived there – introducing, for the first time anywhere, the Uncanny Inhumans™!

BLACK BOLT™

Blackgar Boltagon
Monarch of the Inhumans

F	EX (20)	Health: 130
A	IN (40)	
S	RM (30)	Karma: 60
E	IN (40)	
R	EX (20)	Resources: MN (75)
I	EX (20)	
P	EX (20)	Popularity: 15 (95 among Inhumans)

KNOWN POWERS:

Particle Manipulation: Black Bolt's super-human powers derive from his ability to harness, control, and manipulate ambient electron particles. This ability originates in the speech center of Black Bolt's brain (see limitations below). The manipulation is at the Uearthly rank. Black Bolt has used this manipulation ability in a number of discrete Power Stunts, including:

- Enhancing his own strength to the Monstrous level (this has no effect on Health, and Black Bolt may engage in no other manipulative abilities while doing so);
- Channeling all energy into a "Master Blow," which inflicts Uearthly damage but leaves Black Bolt unable to use any manipulative abilities for 1-10 rounds afterwards;
- Firing bolts of electron force of up to Monstrous damage and range;
- Projecting a force field up to one area in size, of Monstrous rank protection

- against physical and energy attacks;
- Solidifying particles to form solid objects of up to Monstrous material strength (these constructs have a duration of only 1-10 rounds, and Black Bolt will not be able to use his manipulative powers for 1-10 rounds afterwards);
- Detecting electromagnetic signals with Monstrous ability;
- Using ECMs (Electronic Counter-Measures) with Monstrous ability and range; and,
- Flying at Monstrous speeds (450 mph, or 30 areas in a single round in clear space, 9 areas per round in areas filled with buildings).

LIMITATION: Black Bolt's energy powers are tied to his brain's speech center and his vocal chords. This has unpleasant side effects in that his merest whisper has the effect of a Shift Y force attack on everything within 10 areas, speaking conversationally results in a Shift Z attack within 20 areas, and screaming causes a Class 1000 force attack affecting everything within a 50-area radius centered on Black Bolt. A player running Black Bolt may therefore not communicate with other players (which would have disastrous results in a city), but may indicate actions normally to the Judge (which should not trigger this limitation, unless those actions involve verbal communication from Black Bolt). See the notes under Medusa™, below.

TALENTS: Black Bolt has the Leadership Talent.

CONTACTS: Black Bolt is the ruler of the Inhumans of Attilan™, presently located in the Blue Area of the Moon. He is a steadfast ally of the Fantastic Four as well, and has often turned to them for help.

BACKGROUND: Blackagar Boltagon is the son of two of Attilan's top geneticists, Agon and Rynda, and was subjected to Terrigen Mists as an embryo (most Inhumans are exposed to the gas as children, or do not take the mist until they reach the age of majority – 31). The mutagenic chemicals of the gas gave Blackagar powers far beyond the norm of most Inhumans, but with those powers came his uncontrollable sonic scream. Kept in soundproof isolation to protect the community, Black Bolt was taught to control his powers, and joined Attilan society only when he was 19.

Upon earning his freedom, Black Bolt discovered his brother Maximus™ was betraying his race to the alien Kree™. In stopping the Kree with his sonic powers, Black Bolt caused a Kree ship to crash into Attilan's parliament building, killing his parents. His voice's powers affected his brother Maximus as well. Despite silent protests, Black Bolt accepted leadership of the Inhumans.

During Black Bolt's rule, Attilan has been moved twice, finally being relocated on the Moon. Black Bolt has led his people in numerous battles against the Kree, his mad younger brother, and other foes. After a traditionally lengthy period of betrothal, Black Bolt married Medusalith Amaquelin™, better known as Medusa.

MEDUSA™**Medusalith Amaquelin
Queen of Attilan**

F	RM (30)	Health: 110
A	RM (30)	
S	EX (20)	Karma: 70
E	RM (30)	
R	GD (10)	Resources: EX (20)
I	RM (30)	
P	RM (30)	Popularity 15 (90 among Inhumans)

KNOWN POWERS:

Manipulative Hair: Medusa has the ability to psychokincially manipulate the strands of her hair. This hair is far stronger than normal hair and is treated as Incredible material strength. Using her hair, Medusa may perform the following FEATS:

- Manipulate objects at a distance of up to 12' with Incredible Agility;
- Lift objects with Remarkable Strength;
- Bind opponents (with Remarkable Strength) as a grappling attack;
- Strike out as a whip for Excellent damage, up to 12' away;
- Rotate as a fan to generate winds of Excellent intensity; and,
- Climb surfaces with sufficient hand-holds at a rate of 2 areas/round.

TALENTS: Medusa has Martial Arts C,

which applies to her use of her hair as well as standard combat. She communicates with Black Bolt by means of a special sign language the two of them have developed. (In game terms, this means the Black Bolt may communicate with other characters if Medusa is present, at a delay of one round.)

CONTACTS: Medusa is Queen of the Inhumans of Attilan. She is a former member in good standing of the Fantastic Four, and a former member, not in good standing, of the Frightful Four™ (this is a former Contact that no longer applies to current campaigns).

BACKGROUND: Medusalith Amaquelin is the daughter of Inhuman nutritionists Quelin and Amber, and is second cousin to Black Bolt; therefore, she was considered one of the Royal Family before her marriage to him. Medusa's parents elected to expose her to Terrigen Mist while she was still an infant, with the resulting alteration to her hair and addition of mental abilities to control it. When young, she began visiting the young Black Bolt in his confinement, and it was at this time the two developed their special sign language. Following his release into Attilan society and his rise to the throne, Medusa served as Royal Interpreter.

When Maximus overthrew Black Bolt in Attilan's first civil war in millenia, Medusa fled the city but lost her memory in an air

crash. Her super-human powers were noted by the criminal known as the Wizard™, who recruited "Madam Medusa" with Sandman™ and Paste-Pot Pete™ (later known as Trapster™) to form the Frightful Four. As a member of the Frightful Four, Medusa fought the Fantastic Four on a number of occasions. Finally, Black Bolt found Medusa and restored her memory, and she left her criminal companions.

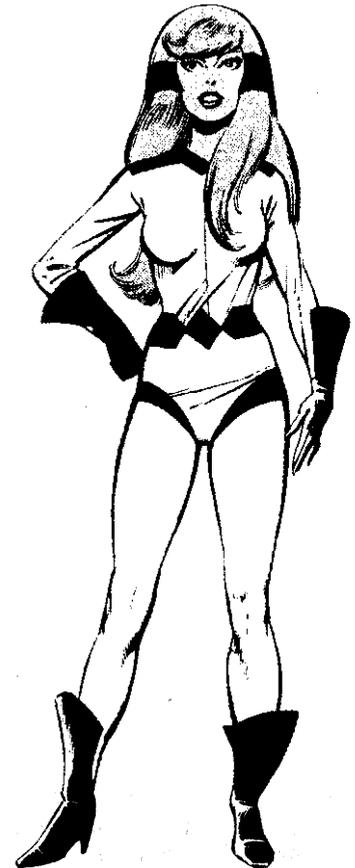
Since that time, Medusa has served alongside her liege, save for two occasions: once when filling in for the Invisible Girl™ in the Fantastic Four, and once when kidnapped by the criminal Enclave™. She recently wed Black Bolt, and the couple is expecting a child at this writing.

MAXIMUS™**Real name unrevealed**

F	GD (10)	Health: 70
A	GD (10)	
S	EX (20)	Karma: 80
E	RM (30)	
R	IN (40)	Resources: IN (40)
I	GD (10)	
P	RM (30)	Popularity: -20

KNOWN POWERS:

Mental Domination: Maximus possesses the ability to override the thought processes of other minds around him. The



BLACK BOLT™

MAXIMUS™

CRYSTAL™

level of this ability has varied over the years and is presently set at the Incredible rank. Maximus has used his power in the following FEATS:

- Numbing the minds of others to his presence, allowing him to be "invisible" to organic minds (range of one area);
- Inflicting amnesia on one target (must get a red result);
- Commanding all minds in a single area (this may only be a simple command, and only one command may be made at a time);
- Commanding a single mind in this fashion, up to one area away; and,
- Switching consciousnesses (as in the Transferral power).

The duration of most of these effects are for as long as Maximus concentrates on them. The effects of the amnesia are for 1-10 days after the effect, and may be removed by sudden trauma or familiar surroundings.

CONTACTS: Maximus has often sought out support from others, including the alien Kree and the human criminal scientists known as the Enclave.

TALENTS: Maximus is a genius, with skill in genetics, physics, and engineering. He has created a number of devices and beings, including:

- The three energy beings known as the Trikon™, from the Alpha Primitive™ slaves of the Inhumans;

- An "Atmo-Gun" designed to wipe humanity off the face of the Earth (it did not work), now modified to surround Attilan with a Shift X force field;
- Hypno-potions and a hypno-gun that deaden the will of targets by up to four ranks reduction in Psyche (Psyches dropped below Feeble cause the victim to be subject to verbal control without use of mental domination powers);
- An Android (Omega™) powered by the collective guilt felt by the Inhumans for their Alpha Primitive slaves; and,
- Meteoroid launchers on the Moon (aided by the Enclave) to be used to blackmail Earth.

BACK GROUND: Maximus is the younger brother of Black Bolt and was exposed to Terrigen Mists as an infant. The mist had no visible effect, but gifted Maximus with powers of mental domination. Jealous of his brother, Maximus conspired with the alien Kree to deliver the Inhumans into their hands. In stopping the Kree ship, Black Bolt used, his quasi-sonic powers, inadvertently slaying his parents and driving Maximus insane, suppressing his mental abilities.

In the time since Black Bolt became ruler of Attilan, Maximus has usurped the power of the throne no less than five times, ruling from several years to only a few days each time. Maximus has sought allies among Inhumans, human, and alien criminals in order to carry out his plan. He

is driven by a desire to rule the Inhumans, a hatred of his brother, and a frustrated love for Medusa, his brother's wife. He is currently in solitary confinement in Attilan, planning his sixth attempt to take the throne away from his elder brother.

CRYSTAL™

Crystalia Amaquelin Maximoff

F	GD (10)	Health: 60
A	EX (20)	
S	GD (10)	Karma: 26
E	EX (20)	
R	GD (10)	Resources: EX (20)
I	GD (10)	
P	TY (6)	Popularity: 15 (80 among Inhuman)

KNOWN POWERS:

Elemental Control: Crystal can mentally control the four classical "elements" (fire, water, earth, and air) by manipulating the molecules of those "elements." She does this with Monstrous power-rank ability and can maintain a particular effect for up to an hour before mental fatigue forces her to stop. Crystal has used her power to generate a number of Power Stunts, including:

- Generating fire within five areas, of Excellent intensity;
- Dousing fires within five areas with Remarkable ability;



GORGON™



KARNAK™



TRITON™

- Maintaining Remarkable weather control, being able to generate rain, fog, and heat at the Remarkable level;
- Moving up to one area of water up to 20' deep one area per turn, up to six areas away;
- Moving earth with Monstrous ability, creating earthquakes of Monstrous intensity, setting up Tremors of up to Amazing intensity, and causing the ground to shatter, firing stones as missile weapons for Incredible damage up to 10 areas away;
- Generating winds of up to Remarkable intensity; and,
- Generating a firestorm of up to six areas across and Amazing damage.

LIMITATION: All Inhumans are to some degree vulnerable to air pollution, Crystal more so than most. To make matters worse, she has built up an immunity to the drug that allowed Inhumans to journey into the polluted world. When on Earth, Crystal must make a daily Endurance FEAT for the effects of pollution – green for the first week, yellow for the second, and red for all succeeding weeks. This assumes the medication is used; otherwise, red FEATs are required. For every failed FEAT, Crystal's physical abilities are dropped by one rank. Should any ability drop beneath Feeble, she will collapse. Exposure to pure air allows her to regain lost Endurance ranks at normal time (this includes the air within the Blue Area of the Moon).

TALENTS: Crystal's ability with First Aid has been noted in her attempts to nurse sick heroes back to health.

CONTACTS: Crystal is a member of the Royal Family of the Inhumans, and a former member of the Fantastic Four. She is not, at this writing, on good terms with her husband Quicksilver™ nor with her husbands family (Scarlet Witch™, Vision™, and Magneto).

BACKGROUND: Crystal is the younger sister of Medusa, and was exposed to Terrigen Mists when a child. She went into exile with the rest of the Royal Family when Maximus first took over Attilan and joined her kinsmen in searching for the missing Medusa, finally finding her with the Fantastic Four. In that reunion, Crystal met Johnny Storm™, the Human Torch™, and began a romantic relationship with the young hero.

Crystal served as a member of the FF when Sue Richards™ left the team to give birth to Franklin, but was forced to return to Attilan when she was found to suffer from the polluted urban air. It was en route to her home that Crystal encountered the wounded mutant known as Quicksilver and brought him back to Attilan. The mutant and Inhuman fell in love, and Crystal broke off her relationship

with Storm, eventually marrying Quicksilver.

With the Inhumans' move to the moon, Crystal gave birth to Luna™, a child with no apparent mutant or Inhuman traits. Despite the birth of their child, Quicksilver and Crystal's marriage began to deteriorate, completely disintegrating when Crystal had a love affair with a human who was a neighbor of the Vision and Scarlet Witch. Once the affair was exposed, Quicksilver's mind went over the edge, and he is seeking revenge against all of those that he feels have wronged him. Crystal is recovering on the Moon from prolonged exposure to Earthly pollutants at this writing.

GORGON™

Real name unrevealed

F	RM (30)	Health: 120
A	GD (10)	
S	RM (30)	Karma: 26
E	AM (50)	
R	TY (6)	Resources: EX (20)
I	GD (10)	
P	GD (10)	Popularity: 6 (80 among Inhumans)

KNOWN POWERS:

Mutated legs and feet: Gorgon's super-human powers involve the Terrigen-produced mutation of his lower body. Gorgon's legs are heavily muscled, and instead of feet the Inhuman has hooves. His legs are further mutated so that he may generate an intense pulse of kinetic energy. This pulse must be consciously willed, and takes place the round after it is called upon. The pulse must be used once it is invoked (there may be cases in which Gorgon's strike takes place *after* the time at which it would do the most good). The effects of this mutation in game terms are as follows:

- Gorgon is treated as if he has Monstrous Endurance for purposes of slams, stuns, or being knocked off his feet in combat.
- Gorgon has a specialized form of body armor when falls are concerned. If Gorgon lands on his feet – the usual case unless restrained, as he has a low center of gravity – treat Gorgon as having Amazing body armor. Those carried by Gorgon in such a fall are similarly protected.
- Gorgon's strength is Amazing when using his kinetic pulse generation, either against a material strength (such as a door) or as a shockwave attack (with a range of two areas. Note that no damage is inflicted by a shockwave attack, though stun and slam effects still take effect.

TALENTS: Despite his burley appearance, Gorgon is the Royal Administrator of Attilan. His Reason is Good in dealing with all bureaucracies.

CONTACTS: Gorgon is a member of the Royal Family of Attilan, in addition to being that city's administrator.

BACKGROUND: Gorgon, as was common in the present generation of the Royal Family, was exposed to Terrigen Mists at an early age, giving him his present appearance and powers. He was forced to flee Attilan when Maximus plunged the Inhumans into civil war, a war that claimed the lives of both Gorgon's parents. With the rest of the Inhuman Royal Family in exile, he sought out Medusa, and, once reunited, returned to Attilan with the FF and restored his cousin Black Bolt to the throne. Gorgon is sometimes impulsive, strong-willed, and bull-headed, but is one of Black Bolt's most valuable and trusted advisors.

KARNAK™

Real name unrevealed

F	AM (50)	Health: 130
A	EX (20)	
S	RM (30)	Karma: 60
E	RM (30)	
R	GD (10)	Resources: EX (20)
I	RM (30)	
P	EX (20)	Popularity: 9 (80 among Inhumans)

KNOWN POWERS:

Body Control: Karnak has conditioned his already superior physical form to its ultimate Inhuman levels. He has voluntary control over the involuntary bodily systems, and can regulate his heartbeat, breathing, and rate of bleeding with Incredible ability. He gains a +1 CS in all Endurance FEATs involving poisons and knock-out gases, and heals at a rate of one Endurance rank higher than normal. Finally, Karnak's hands and feet are tough enough to allow him to rend up to Amazing material strengths.

Detect Weakness: Through mental discipline, Karnak can trace the stress points in structures and weak points in the anatomy of living beings. This gives him the following powers:

- Karnak may affect materials of up to Unearthly material strength, provided he makes a successful Psyche FEAT roll and studies the area for at least one round. Any attacks on such material are resolved on the Unearthly column.
- Karnak may stun and slam opponents of greater Endurance than his Strength, and may ignore the effects of the Body Armor, if a similar Psyche FEAT is made.

TALENTS: Karnak has Martial Arts A, B, C, D, and E. He may enter a Trance state, and he lists his occupation as philosopher, being extremely knowledgeable in fighting techniques.

CONTACTS: Karnak is a member of the Royal Family of the Inhumans.

BACKGROUND: Of the Inhumans listed here, Karnak is the only one who has not been exposed to the Terrigen Mists. He is the brother of Triton, and after seeing the effects of the mist on his brother, Karnak's parents decided to raise their second son without benefit of the mist.

As a result, Karnak has endeavored to raise his own abilities through study, meditation, and practice. He has often worried about his ability to carry his share of the weight around the other Inhumans, despite his incredible powers. Karnak is often found in the company of his cousin Gorgon.

TRITON™

Real name unrevealed

F	GD (10)	Health: 110
A	RM (30)	
S	RM (30)	Karma: 30
E	IN (40)	
R	GD (10)	Resources: EX (20)
I	GD (10)	
P	GD (10)	Popularity: 6 (80 among Inhumans)

KNOWN POWERS:

Underwater adaptations: Triton has a number of adaptations that aid in his underwater life, including:

- Water breathing (Triton can breath water indefinitely, but see the limitation below);
- Swimming (Triton can maintain a maximum speed of 40 mph – Typical speed, 3 areas/round – without checking for exhaustion);
- Good-intensity Resistance to Cold, allowing him to withstand the ocean depths; and,
- Unlimited vision underwater.

LIMITATION: Triton must have water to breathe. Out of water and without his breathing harness, Triton can only stand 15 rounds before making an Endurance FEAT to remain conscious. Each round afterwards, the Inhuman must make another FEAT to remain conscious. Circumstances determine the intensity of this FEAT; being trapped under sun lamps would be a Red FEAT, walking in a foggy evening a Green FEAT, and having normal condition a Yellow FEAT. In addition, Triton loses a point of Health for every round he spends out of water. This damage is healed upon re-entering water or restoring his harness.

Water-Breathing Harness: This device allows Triton to breath in air with no ill effects, by pumping condensed moisture over his gills. This device has Good material strength.

TALENTS: Triton is a master of underwater combat, and suffers no negative shifts from fighting underwater.

CONTACTS: Triton is a member of the Royal Family of Attilan.

BACKGROUND: Triton is the elder brother of Karnak, and was exposed to the Terrigen Mists at an early age. Due to his limitations, he was employed as a scout when Attilan was still located in the Atlantic Ocean, but is more restricted now that the Inhuman's city is located on the Moon (there are waterways in the Blue Area of the Moon built by the Kree). Triton has often had adventures outside the Royal Family, owing to his radically different requirements.

Final notes

As noted in Crystal's entry, Inhumans are more vulnerable to disease and its effects than ordinary humans. All FEATS made by Inhuman characters against disease are at -2 CS for resolving effects.

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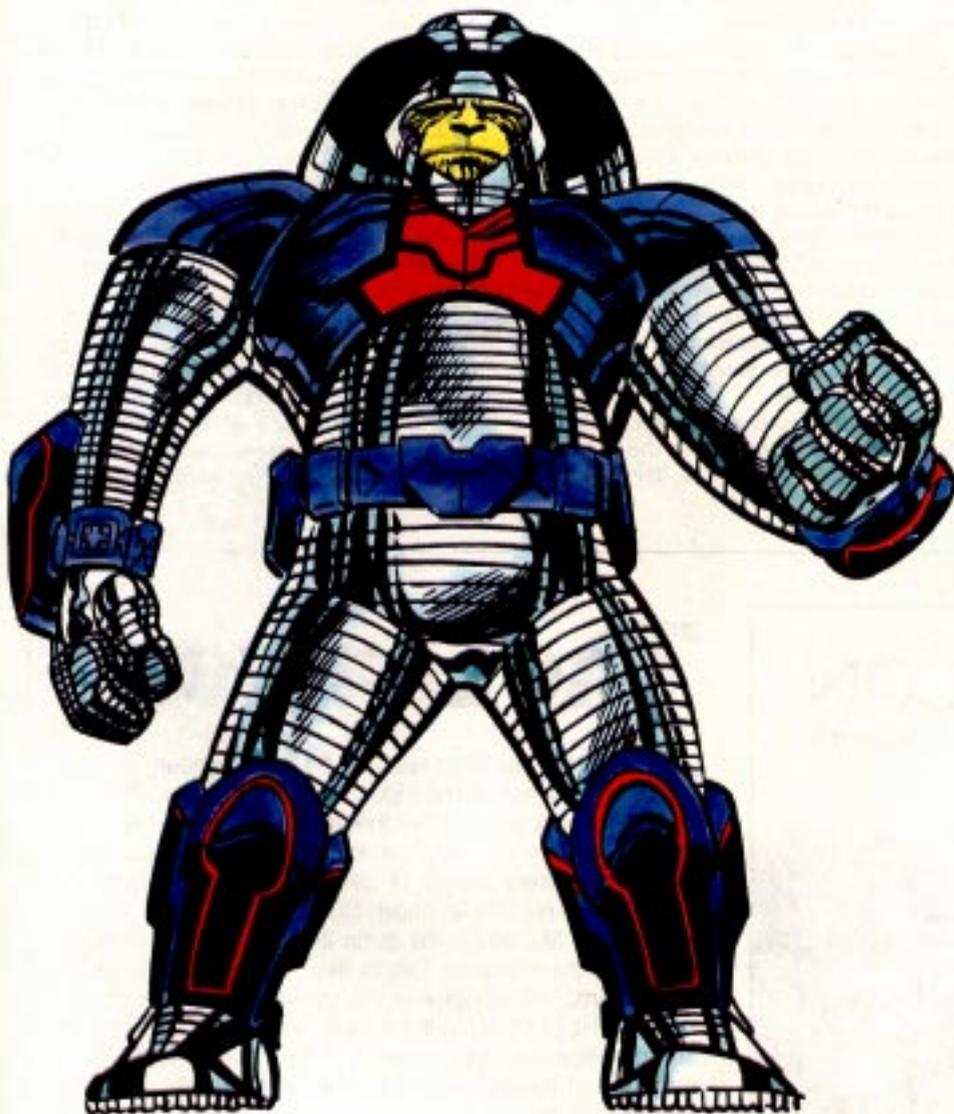
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The Marvel®-Phile

And now, Terminus™. . . .



by Jeff Grubb

The Marvel Universe® has an amazing range of powerful inhabitants, from wall-crawling wonders to thunder gods. While there are a large number of low-powered villains to match against wall-crawlers, heroes with Unearthly-and-up abilities

may need a little more to challenge them than the likes of Scorpion™ or Rocket Racer™. It's for that latter group of more powerful heroes that the following villain is intended. Let him into your campaigns at your own risk; fighting him is the equivalent of inviting Galactus™ over for brunch.

TERMINUS™

F	UN (100)	Health: 4200
A	UN (100)	
S	CL 1000	Karma: 250
E	CL 3000	
R	MN (75)	Resources: CL 3000
I	MN (75)	
P	UN (100)	Popularity: -500 (where known)

The above statistics and the powers listed below are for Terminus in his giant robot armor. Terminus's statistics, if deprived of this armor, are as follows:

F	A	S	E	R	I	P
GD	GD	AM	CL 1000	MN	MN	UN

KNOWN POWERS:

Body Armor: Terminus's robotic body is 150' tall and made of a resilient, Unearthly-strength material an average of 12" in thickness. This armor provides Shift Y protection from physical and energy attacks, and Class 1000 protection from radiation, heat, and cold, allowing him to travel through space and make planetfall without harm. Terminus's robotic body can travel through space at Class 1000 speeds, but it is not known if it may travel through hyperspace.

Energy Lance: Terminus carries a 240' lance that fires bolts of Class 3000 energy with interstellar range (he inscribed his "claim" to Earth from another solar system, accurately writing across the United States with a beam a half-mile across). Terminus uses this lance to ignite a storm of atomic energy that surrounds his robotic form; the storm extends up to 10 miles from his body. This atomic storm is of Class 1000 strength and reduces the molecules in his immediate vicinity to their component atoms, creating an area of Monstrous intensity radiation and Unearthly heat in the process. Terminus may summon his energy lance from any distance, as long as it may reach him physically.

TALENTS: None revealed, though it may be deduced he has Business Skill on an interstellar scale.

CONTACTS: None revealed. Though it may be surmised that Terminus has "buyers" for his plundered resources, his relationship with them has not been revealed.

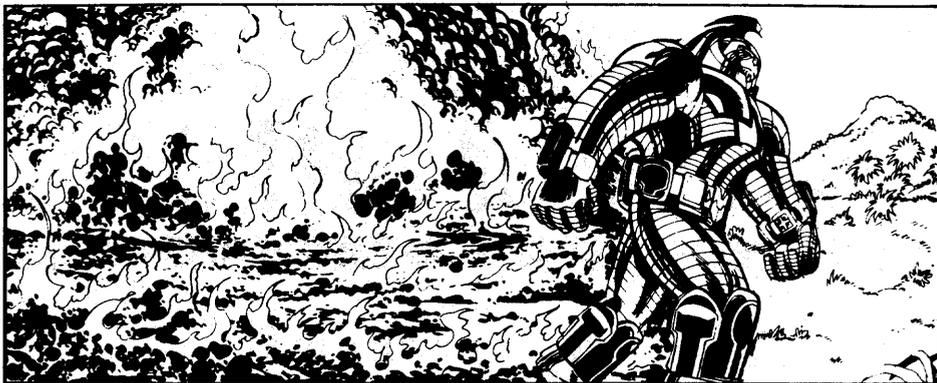
BACKGROUND: Terminus's origins have yet to be revealed. His first appearance on Earth followed his claiming of the planet, scrawling across North America with his lance: "I claim this world—Terminus." He landed soon after and declared his intention to sell Earth's technology, enslave its people, strip its resources, and reduce its mass to its component elements. This seems to be standard procedure for this

interplanetary scavenger, and he has destroyed a number of planets in this fashion.

Terminus was directed to Earth by an alien scientist that Terminus enslaved after destroying the scientist's world. Knowing something of Earth's potential to produce supremely powerful beings (the planet had repulsed the attacks of Galactus several times), the scientist directed Terminus to Earth. On his arrival, Terminus was less than pleased with Earth's bounty (he landed in a southwestern desert of the United States) and flung the scientist to his death.

The dying scientist told the Fantastic Four™, who were on the scene investigating the writing, about Terminus and his intention to destroy the Earth. Reed Richards™ was able to delay Terminus by using an invention that halted the invader's motion relative to the Earth, driving Terminus into the planet's mantle near the core. Terminus was separated from his lance in this battle, and he had to spend some time digging himself out.

Upon reaching the surface again, beneath the South Atlantic, Terminus summoned his lance and resumed his investigation of his new planet. He encountered the Antarctic havens of Pangea™ and the Savage Land™, and soon ignited his atomic storm, destroying the habitats and environmental machinery that maintained



them. Lord Kazar™ and Sheena™ were among the few survivors of the destruction of the Savage Land.

The Avengers™ fought Terminus, though they arrived too late to prevent the destruction of the Savage Land. At this time, it was discovered that Terminus's body was a robotic transport for a smaller being in the robot's head. The Black Knight™ severed the arm of the robot with his ebon blade, depriving the creature of his lance. Hercules™ then attacked the armor itself, ripping it apart to reveal the helpless alien beneath. Hercules left the dying alien in the gathering blizzards that were already reducing the once-tropical Pangea to an Antarctic waste.

Terminus's physiology, however, might allow the creature to survive the killing temperatures. Furthermore, Terminus

may have some sort of rescue plan, though he had never before met resistance such as he encountered on Earth. It should be noted that the Savage Land and Pangea were maintained as tropical oases by ancient Atlantean technology, some of which may still survive Terminus's rampage. Finally, it should be noted that several terran criminal and scientific organizations, such as A.I.M.™, are aware of the existence of the Savage Land, and may discover and revive Terminus to fit their own ends.

Should Terminus return, his very existence poses a threat to every living being on this planet, which Terminus considers his conquered property. Unlike Galactus, who destroys planets out of a need to maintain his own existence, Terminus eradicates life solely out of greed. m

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The Marvel®-Phile



by Jeff Grubb

A question that often comes up is how it's determined who goes into this column. In general, the heroes chosen are individuals who are interesting, unique, and not known from any existing MSH projects. That's why the Inhumans™ finally showed up a few issues back, then Terminus™. Most of the time I go through the pile of correspondence, listening to the voice of the people, and then make a suggestion to Roger Moore.

At the suggestion for this 'phile, Roger Moore (the real one) looked up at me in mild surprise. "Killer Jugglers?" he asked, "I thought the April Fool's issue was months off."

"You wanted the Unlimited Class Wrestling Federation™ for that issue," said I, collapsing into a comfy chair in his audience hall. "No, I'm talking about a serious

Caught in the Crossfire™

team of bad-guys — guys who would give Cap™ or Hawkeye™ a hard time, maybe even Spider-Man™. They first appeared as a team rescuing a CIA-agent-turned-criminal named Crossfire™. Crossfire had a plot to turn heroes against each other by a type of sonic hypnotism."

"Sounds interesting," says Roger, cleaning his Rambo water pistol. "You give me Crossfire, I'll let you throw in the Death-Throws™ as well."

And there you have it. Are decisions at General Motors made like this?

individual must make another Psyche FEAT to maintain control). The range of this device is only two areas, however, as it is still in prototype form.

TALENTS: Crossfire has Martial Arts B and E, and is a skilled Marksman. He also has the Detective/Espionage talent and the skills of Computers and Ultrasonics.

CONTACTS: Crossfire has a number of contacts in the criminal and espionage fields. He also has contacts with a group of scientists specializing in brainwashing and mind control.

CROSSFIRE™

William Cross

F	RM (30)	Health: 90
A	RM (30)	
S	GD (10)	Karma: 60
E	EX (20)	
R	EX (20)	Resources: TY (6)
I	EX (20)	
P	EX (20)	Popularity: -3

KNOWN POWERS:

Enhanced Senses: Crossfire lost his left eye and ear, and 85% of the hearing in his right ear, as the result of an explosion. He has since replaced his lost sight by an infrared imaging device that allows him Excellent normal vision and Excellent-intensity night vision. He also wears an audio sensor that provides Incredible-rank hearing; the sensor may be turned down to provide Incredible resistance to sonic and sound-based attacks.

Uniform: Crossfire's uniform provides Good protection from physical attacks and Excellent protection from heat and energy attacks. The outfit has a number of pouches and compartments containing items like gas masks, surveillance bugs, and single-shot weapons (treat as cheap handguns).

Mind-Control Equipment: Crossfire has developed a form of mind-control device that relies on applied ultrasonics, sound waves of frequencies above normal detection (Remarkable or better rank in hearing or detection required to perceive). These sonics have Monstrous mind-control power and fill listeners with intense hatred and violence. Those that fail a Psyche FEAT against this barrage will attack everyone within range until the device is shut off (if the device is reactivated, the

Crossfire's story: William Cross became an agent of the CIA with an eye toward using his training to his own eventual benefit. He specialized in information gathering and mind control, using ultrasonic devices. He left the agency and, as Crossfire, began forming his own mercenary agency. An explosion planned by a rival group cost him his sight in one eye and most of his hearing, but Cross replaced these lost senses with cybernetic improvements and took revenge on his attackers.

Soon, Crossfire became concerned with the potential threat of powerful heroes, and began to research methods to eliminate that threat. Refining the methods he helped develop at the CIA, Crossfire created a prototype brainwashing device which would cause the super-human hero community to destroy itself. This prototype was itself destroyed by the Thing™ and Moon Knight™.

To build his second prototype, Cross used components from his cousin Darren's company, Cross Technologies™, where the hero Hawkeye was employed at the time. Considering Hawkeye a weak link in the heroic community, Cross kidnapped him and the former S.H.I.E.L.D.™ agent Mockingbird™ and subjected them to the sonics, forcing them to fight. Hawkeye sustained a permanent hearing loss during this battle. The pair escaped, destroyed Cross's machine, and placed Cross under arrest.

Cross was rescued from police custody by the Death-Throws, a group of criminal jugglers. Two of the groups members (Oddball™ and Bombshell™) had previously worked for Cross, and the group agreed to break Cross out in return for a sizable fee. When the group discovered Cross had no cash (his machines were impounded and his ties with Cross Technologies cut), they

decided to use Cross as bait to lure Hawkeye and Captain America™ into a trap. Cross and the Death-Throws are currently in police custody.

THE DEATH THROWS™

Total Karma Pool: 212

RINGLEADER™

Charles Last

F	GD (10)	Health: 56
A	RM (30)	
S	TY (6)	Karma: 40
E	GD (10)	
R	GD (10)	Resources: Good (10)
I	EX (20)	
P	GD (10)	Popularity: -2



BOMBSHELL™

Wendy Conrad

F	GD (10)	Health: 50
A	EX (20)	
S	GD (10)	Karma: 36
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	EX (20)	
P	GD (10)	Popularity: -3

ODDBALL™

Elton Healey

F	TY (6)	Health: 52
A	RM (30)	
S	TY (6)	Karma: 46
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	EX (20)	
P	EX (20)	Popularity: -2

TENPIN™

Alvin Healey

F	GD (10)	Health: 56
A	RM (30)	
S	TY (6)	Karma: 36
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	GD (10)	
P	EX (20)	Popularity: -2

KNICKKNACK™

Nick Grossman

F	EX (20)	Health: 66
A	RM (30)	
S	TY (6)	Karma: 26
E	GD (10)	
R	TY (6)	Resources: Good (10)
I	GD (10)	
P	GD (10)	



POWERS:

Ultimate Skill — Juggling: (Okay, stop laughing, this is serious.) All of the Death-Throws are expert jugglers — all FEATS involving juggling are at the Unearthly rank. This includes the ability to throw weapons and catch objects as well.

Each member of the Death-Throws has his or her own special preference for juggled objects:

Ringleader is a master with the razor-sharp rings he carries on his belt. These rings inflict Good Throwing Edged Damage. Ringleader also has Leadership ability and is the team's leader and spokesman.

Oddball's specialty is juggling spheres, and normally he carries a small arsenal of hollow balls. These include:

* Smoke balls (treat as smoke grenades);

* Knock-out gas balls of Incredible intensity;

* Acid balls of Excellent intensity;

* Solid rubber balls that do Good Blunt throwing damage;

* Spiked spheres inflicting Typical Edged throwing damage; and,

* Fire balls doing Good fire damage.

Tenpin's specialty is with specially weighted bowling pins, normally worn on a special backpack. These weighted pins inflict Good Throwing Blunt damage or, if

lit, Excellent fire damage. The clubs have Typical material strength.

Bombshell specialized in explosives before joining the Death-Throws, and she receives a + 1CS when creating, rigging, or defusing explosive objects. She packs wrist-firing stun-bolts of Excellent-intensity stunning. She normally juggles armed explosives, such as grenades of Typical to Incredible damage; she pulls the pin on grenades in the last toss before throwing them.

Knickknack juggles objects of dissimilar shapes, such as a bowling ball, tomato, and meat cleaver, though he is equally good with a lead pipe, orange, and activated chain saw. His weapons inflict damage as Throwing Edged or Blunt weapons, according to type (a thrown chain saw inflicts Excellent Edged attack damage).

Death-Throws' story: Little of the origin of this group of costumed criminal jugglers has been revealed. The original group included organizer Ringleader, Oddball, Oddball's brother Tenpin, and Knickknack. While working separately for Crossfire, Oddball met Bombshell, found her a natural talent for the craft, and recruited her into the team.

The Death-Throws were soon contacted by Crossfire to spring him from jail. The

team rescued Cross from the authorities, then discovered that Cross had no money to pay for his rescue. After a debate, the group decided to use him as bait to lure Hawkeye and Captain America into a trap, afterwards ransoming the heroes. The Living Legend and Battling Bowman dealt with the team and the latter, along with Cross, are in police custody.

The Death-Throws stress teamwork more than any other villainous team, and maintain a snappy dialog with each other to go with their smooth movements. They are continually honing their skills as jugglers and more than willing to perform criminal acts for a price.

NEXT: "So," says Roger, laying back on his sofa as his assistant editor peeled grapes for him. "What next month — Mimes of the Marvel Universe@?"

"We did Black Bolt™ two months ago."

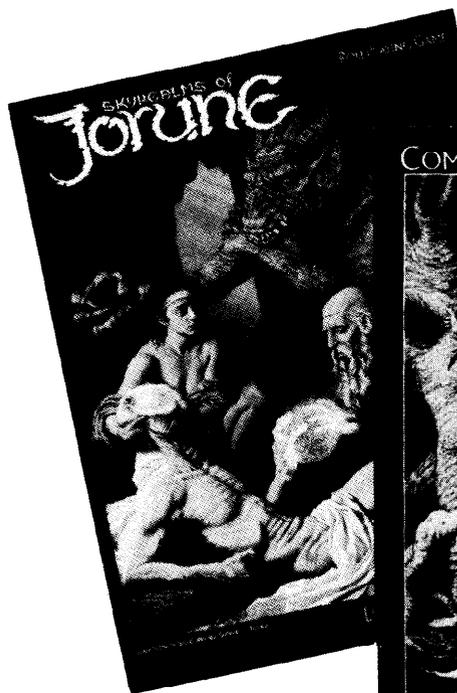
"Then what?"

"How about the Marauders™, straight from the Mutant Massacre?"

Roger choked on his grape.

See you in thirty.

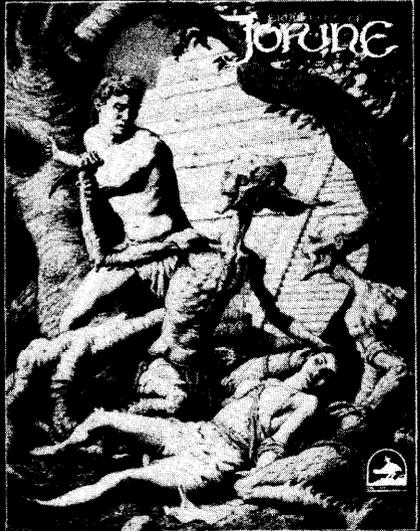
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COMPANION JORUNE: BURDOTH



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The Marvel[®] -Phile

Day of the Marauders™!

by Jeff Grubb

They are murderers, stone-cold killers with powers beyond those of normal humans. Gathered together by a mysterious master, they were turned loose in the tunnels beneath New York City, where the misshapen mutants called the Morlocks™ made their homes. The result was the death of nearly all the Morlocks, as these killers cut through them like wolves among sheep. Heroes like the X-Men™, X-Factor™, and Thor™ battled these invaders, and casualties were high on all sides. Most of these killers are still at large. They are the Marauders™.

SCALPHUNTER™

Real name unrevealed

F IN (40) Health: 120
A RM (30)
S EX (20) Karma: 60
E RM (30)
R GD (10) Resources: Good (10)
I EX (20)
P RM (30) Popularity: -10

KNOWN POWERS:

Body armor/weapons: The true nature of Scalphunter's mutant abilities has yet to be fully revealed, but may be connected in some way with the uniform he wears. This body suit is laced with holsters, clips, and pockets which hold all sorts of gun parts and ammunition. Using this suit, Scalphunter gains the following powers:
* Good protection from physical and energy attacks;
* Camouflage, (all attempts to detect him visually are at -2CS to the die roll);
* The ability to assemble the pieces of his guns into a variety of firearms with a number of uses (in effect, Scalphunter may create any one-handed and two-handed shooting weapon from pages 42-43 of the Advanced Set Players Book, except bows. He may fire two-handed weapons using one hand without penalty); and,
* The ability to use any of the ammunition types listed on page 44 of the Advanced Set Players Book, regardless of the weapon for which that type of shot was designed (Scalphunter prefers armor-piercing (AP) and explosive shot over mercy and rubber shot, as the latter two have a distressing habit of leaving the victim alive).
Scalphunter's uniform also contains a back-mounted sheath for his sword.

TALENTS: Scalphunter is a Weapons Specialist with weapons he has created from his uniform, giving him a +2CS to hit and increasing his initiative when using these weapons by 1. He is also skilled in edged weapons and has Leadership Skill.

CONTACTS: Scalphunter is leader of the Marauders, a band of mutant outlaws working for the mysterious Mister Sinister™. Other contacts he has are unrevealed.

BACKGROUND: Little has been revealed about Scalphunter's origins or background. What is obvious through his leadership of the Marauders is that Scalphunter is a cold-blooded murdering machine who kills his victims only because he does not know how NOT to kill in combat. Using his weapons, he always chooses a weapon and ammo of sufficient force to guarantee a kill against his target(s). The restrictions placed upon him by the limits of his weapons, plus the fact that he must break down and rebuild his guns to handle more powerful opponents, puts him alongside his fellow Marauders in combat, as opposed to working on his own.

ARCLIGHT™

Phillipa Sontag

F RM (30) Health: 120
A EX (20)
S RM (30) Karma: 46
E IN (40)
R TY (6) Resources: Good (10)
I EX (20)
P EX (20) Popularity: -10

KNOWN POWERS:

Shockwave attack: Arclight's mutant power allows her to direct a concentrated blast of kinetic energy at will by striking a victim with either her hands or her feet. This has the effect of a Shockwave attack at all targets up to three areas away, doing Amazing damage. All targets (and she may be selective among those targets as a power stunt) are affected as if by a blast of Amazing intensity. No damage is done per se, but targets may be slammed or stunned by the attack. Arclight may direct her attacks against living and nonliving targets. Against living targets, she inflicts Incredible Blunt damage; against nonliving targets, she inflicts destruction of Amazing intensity.

Body armor: The silver suit that Arclight wears provides Good protection from physical and energy attacks.

TALENTS: Arclight has military skill. Other skills and talents have yet to be revealed.

CONTACTS: Phillipa Sontag might retain her military contacts. She is a member of the Marauders.

BACKGROUND: Phillipa Sontag served with the American ground forces in Vietnam, and the memories of those days still haunt her. She has redirected her anger and rage into body building, which she uses to supplement her mutant ability. She uses her military background in her missions with the Marauders, and the clearing of the Morlock tunnels is little different in her mind from the pacification of an insurgent-harboring village. She prefers a challenge in combat, and would rather duke it out with an established hero than destroy less powerful creatures.

HARPOON™

Real name unrevealed

F EX (20) Health: 110
A IN (40)
S EX (20) Karma: 22
E RM (30)
R TY (6) Resources: Good (10)
I TY (6)
P GD (10) Popularity: -10

KNOWN POWERS:

Imbue energy: Harpoon may charge objects with energy so that they release that energy on contact for additional damage. To date, this ability has been limited to his harpoons as his main weapon, and to the following energies: electricity, concussive force, or stunning force. Other objects and other energies may be so imbued, with the following effects:
* An object may be imbued with energy of up to Remarkable intensity if Harpoon focuses on it for a single round. For each additional turn spent charging an object, a one-level increase in energy is imbued. The limitation of the energy imbued varies with the size of the missile. Doubling the mass of the missile over harpoon size increases the maximum energy limit by one positive shift. Reducing the mass by half would reduce it by one column shift

for each time it is so reduced. (If Harpoon could imbue a telephone pole with energy and use it as a weapon, it would have Shift Z Intensity — about the same as a tactical nuclear weapon.) Imbuing items other than his harpoons is a power stunt.

* Harpoon may imbue items with other types of energy (such as light, radiation, or exotic substances such as the Darkforce) as a power stunt. Harpoon's ability to endow items with this energy is Remarkable in intensity.

Slayspears: Harpoon's weapon of choice in combat is his namesake harpoon, a 5'-long weapon with a barbed head and weight of 20 pounds. He may imbue these weapons with Incredible intensity energy, in addition inflicting Good edged attack or edged throwing damage. He carries these harpoons in a back-mounted quiver which holds up to 20 such projectiles.

Body armor: Harpoon's body uniform provides Good protection from physical and energy attacks.

TALENTS: Harpoon is a Weapon Specialist with the harpoon.

CONTACTS: Harpoon is a member of the Marauders.

BACKGROUND: Harpoon's full background has yet to be revealed. He is apparently an Inuit Eskimo in his mid-20s and is greatly impressed by the lights and fast times of Manhattan. This does not prevent him from being a cold-blooded murderer like the rest of the Marauders.

SCRAMBLER™

Kim Il Sung

F GD (10) Health: 46
 A GD (10)
 S TY (6) Karma: 40
 E EX (20)
 R GD (10) Resources: Good (10)
 I GD (10)
 P EX (20) Popularity: -10

KNOWN POWERS:

Disruption: Kim has the power to disrupt at will other systems on touch, including electrical and mechanical systems, as well as human physiological and mutant abilities. He does this with Monstrous ability, though he must touch flesh against flesh for the disruption to function. Scrambler can use his ability to stun or kill an opponent on touch (target must make an Endurance FEAT against Monstrous intensity). If used to disrupt mutant abilities, the target must make a Power FEAT against the Monstrous intensity attack using the strongest mutant power rank. (Scrambler may also selectively disrupt particular powers, leaving others unaffected.) Scrambler's disruption, if success-

ful, shuts that power off, removing its benefits.

Body armor: Scrambler disdains the standard body armor of the Marauders for a lighter version worn under his street clothes. This armor provides Typical protection from energy and physical attack.

TALENTS: None of Scrambler's talents or skills have been revealed.

CONTACTS: Scrambler is a member of the Marauders.

BACKGROUND: Little has been revealed of Scrambler's background, save that he is of Korean heritage and the youngest of the Marauders. Scrambler is a bit of a fashion plate, following each new trend as

it appears, and wishes to look "cool" (and presumably normal). Scrambler works best alongside the other Marauders, reducing opponents' protective abilities and attack capabilities so they are easy prey for his teammates.

RIPTIDE™

Janos Qusted (deceased)

F GD (10) Health: 70
 A IN (40)
 S GD (10) Karma: 26
 E GD (10)
 R TY (6) Resources: Good (10)
 I GD (10)
 P GD (10) Popularity: -10



KNOWN POWERS:

Tornado spin: Riptide's power was similar in nature to another mutant, Whirlwind™, in his ability to spin his body at super-human speeds. Unlike Whirlwind, Riptide never learned true flight from his abilities, but the young Greek developed his own deadly attack form using his powers, owing to his fascination with sharp objects.

Riptide carried a number of sharp blades and throwing stars (shurikens) on him at all times. In his tornado state, Riptide attacked in melee combat for Remarkable edged attack damage, though he could power stunt up to Incredible damage for brief periods (1-4 turns). In addition, he could throw his shurikens at high velocity; each inflicted Typical damage, but struck body armor as if from an Amazing-Strength attack. Riptide could cast up to 10 of these in a turn at up to 10 different targets.

TALENTS: Riptide had no revealed talents.

CONTACTS: Riptide was a member of the Marauders.

BACKGROUND: Janos Queded's background has yet to be revealed. The silver-haired man whirled with a grace unmatched by great dancers, but was devoted to his own evil ends. Riptide was one of the members of the Marauders who invaded the Morlock tunnels, and his attacks were responsible for the death of many. In the end, he was killed by Colossus™ of the X-Men.



VERTIGO™

Real name unrevealed

F GD (10) Health: 46
A GD (10)
S TY (6) Karma: 56
E EX (20)
R TY (6) Resources: Good (10)
I GD (10)
P IN (40) Popularity: -10

KNOWN POWERS:

Equilibrium distortion: Vertigo has the power to psionically disrupt a target's sense of equilibrium, rendering him (or them) nearly helpless. She does this with Unearthly ability to a single target or Amazing ability to a group of victims in the same area, up to three areas away. Targets must make a Psyche FEAT roll against this ability or be knocked to the ground, unable to move or attack. Continued exposure results in unconsciousness for 1-10 rounds. Her distortion powers are negated if she is knocked out.

TALENTS: Vertigo has no revealed talents.

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CONTACTS: Veritgo is a current member of the Marauders, and was a former member of the Savage Land Mutates™. Whether this group survived the destruction of the Savage Land™ by Terminus™ is currently unknown.

BACKGROUND: Vertigo is not a mutant, like the other Marauders, but rather a mutate — a human endowed with superhuman powers through induced mutation or modification. Vertigo was one of the primitive Swamp People of the Savage Land, an Atlantean-created jungle located in the cold wastes of Antarctica. Vertigo was given her superhuman powers by another Mutate, Brainchild™, who in turn had been mutated by Magneto™. Though defeated by Ka-Zar™, Spider-Man™, and the X-Men, and reduced to their brutish origins, Vertigo and possibly her fellow tribesmen returned to their superhuman states over time.

Following her return to intelligence and superhuman ability, Vertigo left the Savage Land. Whether any of the other Savage Land Mutates left with her is as yet unrevealed, though any that remained in that hidden land would have perished when the Savage Land was destroyed by Terminus (see DRAGON® Magazine issue #115 for details).

Vertigo came to America and joined the Marauders. No longer a jungle waif following the instructions of a villain such as Brainchild, Vertigo is fluent in west-coast American slang and grammar, and matches her fellow Marauders in their cruelty and love of making others suffer.

SABERTOOTH™

Real name unrevealed

F IN (40) Health: 120
A RM (30)
S EX (20) Karma: 32
E RM (30)
R TY (6) Resources: Good (10)
I EX (20)
P TY (6) Popularity: -10

KNOWN POWERS:

Senses: Sabertooth's senses of smell, taste, and hearing have been raised to the Amazing level, with the following effects:
* Sabertooth only sees the world in black and white (having no color sight, similar to a cat's vision);
* Sabertooth has Remarkable infravision;
* Sabertooth can track with Amazing ability; and,
* Sabertooth can use his sensory abilities to identify poisons, illusions, and hidden or invisible creatures one area away (the range of his senses at their highest).

Claws and teeth: Sabertooth's claws are a part of his body (unlike the adamantium set of Wolverine™), and have Incredible

material strength. Using these claws, Sabertooth may inflict up to Remarkable edged attack damage. If grappling an opponent for one round, Sabertooth may also bite for Remarkable damage.

Healing factor: Sabertooth may regain 2 points of Health per turn, and may recover one lost Endurance rank per day. Sabertooth may negate the effects of drugs or poisons by making a successful Endurance FEAT Roll.

TALENTS: Sabertooth has Martial Arts A, B, C, D, and E, as well as Espionage skill.

CONTACTS: Sabertooth is a borderline member of the Marauders. He also has contacts in the normal criminal community, owing to his reputation as a one-man killing machine.

BACKGROUND: Sabertooth's origins are unknown, but he has developed an extensive reputation as an assassin, and was at one time a pupil of a master killer named

MALICE™

Real name unrevealed

F FE (2) Health: 106
A FE (2)
S FE (2) Karma: 170
E UN (100)
R EX (20) Resources: Not applicable
I MN (75)
P MN (75) Popularity: 0

KNOWN POWERS:

Energy being: Malice is an energy construct without physical form. In energy form, Malice cannot be hurt by physical attacks, nor by energy other than the type of which Malice is composed (discovery of the energy type of Malice's body would be a power stunt of Monstrous intensity for an energy manipulator such as Captain Marvel™ or a scientist such as Reed Richards™). Malice may walk through physical objects, and has no need to eat, breath, or sleep. Malice cannot pick up physical objects nor make physical attacks, except by possessing another individual. Malice may be attacked by mental means, and this form of attack may drive the construct out of a host body.

Possession: Malice has the ability to possess the body of a human victim, forcing that victim's original persona into unconscious submission. Malice does this with a mental attack of Monstrous intensity, and the target must make an Intuition (not Psyche) FEAT to avoid the assault. Malice's usual habit is to appear to the target (in mirrors, reflections, etc.) and offer a better life to the victim through evil or selfish ends. Malice appears to the target alone,

Foreigner™. In his known career, Sabertooth has fought Power Man™, Iron First™, Spider-Man, the Black Cat™, Daredevil™, and Wolverine, and is considered by some the latter's equal — his size, strength, and berserker fury offsetting the X-Man's adamantium claws. The two are familiar with each other, and they have fought one another savagely in the past.

Sabertooth has always mixed his work assignments as an assassin with the pleasure of the hunt and kill. In this way, Sabertooth is very catlike, given over to unreasoning animal behavior. As a member of the Marauders in their recent attack on the Morlock tunnels, Sabertooth worked alone, eventually tangling with Wolverine. Sabertooth's bloodlust got the better of him; the villain attacked the X-Men Mansion, overpowering most of the team before being defeated by Wolverine. Sabertooth escaped from that defeat and has not been seen since.

This version of Sabertooth has been updated from the version that appeared in module MH-4, *Lone Wolves*.

so that the target may doubt his or her sanity, or come to think of Malice as the bad side of his or her consciousness.

Should the target fall prey to the desires Malice offers as bait, the mental attack is considered a blindsiding attack, and no Karma may be added to the Intuition FEAT to avoid it. Malice is telepathic at the Remarkable rank, and uses the knowledge picked up in this fashion to tempt potential victims.

Malice's targets are physically unchanged by the possession, though all wear a choker-style collar (Malice's "signature"). Malice may use the possessed target's memories, abilities, and superhuman powers as desired. Malice feeds (gaining in Health and Karma) by having the host body perform evil actions. Malice gains an equal number of points of Health or Karma as are lost by the character's actions for performing evil actions. Malice does not kill unless in danger of losing the host body, as such a great gain in Karma would not be assimilated by the energy body. Malice remains with the host body until that body is drained of Karma (and usually exhausted), then departs.

TALENTS: Malice has no revealed talents. Having access to the knowledge of the host body, Malice may use any of the host's talents.

CONTACTS: Malice is a member of the Marauders.

BACKGROUND: Malice's true name, background, and even sex are unknown, as he/she/it is an energy construct without physical form. Malice's first appearance was as a member of the Marauders, but,

unlike the others of that team, Malice had a particular target: the mutant Alison Blaire, better known as the Dazzler™. Tempting Dazzler with her possible life as a star, Malice possessed her mind and used the knowledge gained to infiltrate the X-Men. Malice was defeated after capturing several more minds in succession. Her present whereabouts are unknown.

BLOCKBUSTER™

Michael Baer (deceased)

F IN (40) Health: 175
 A GD (10)
 S AM (50) Karma: 26
 E MN (75)
 R GD (10) Resources: Good (10)
 I TY (6)
 P GD (10) Popularity: -10

KNOWN POWERS:

Body armor: Blockbuster's thick hide provided him with Excellent protection against physical and energy attacks.

TALENTS: Blockbuster had Martial Arts A and wrestling skill.

CONTACTS: Blockbuster was a member of the Marauders and a former member of a West German terrorist group known as the Fist of Victory.

BACKGROUND: Michael Baer chose life as an expatriate American in Europe as opposed to testifying against a fellow criminal in his teens. Baer's mutant abilities surfaced while the young man was in Europe, and the American soaked up a great deal of philosophy and radical idealism while working as a bouncer in Berlin bars and as the muscle for street gangs in Paris. His idealism, temperament, and power found him a temporary position as the sole mutant member of the Fist of Victory. This small and fanatical organization was destroyed in a shoot-out with police, leaving Baer the sole survivor.

Wanted in Europe, Baer returned to America, where he was contacted by agents of Mister Sinister and recruited into the Marauders as the resident strongman of the team. Baer's fighting fury paled compared to that of his teammates Arclight, Sabertooth, and Harpoon, and he was often regarded by the others as slow, plodding, and stupid. He sought to prove himself to his team by taking on the Avenger™ Thor. Blockbuster

attacked Thor by surprise as the Thunder God was escorting the wounded hero Angel™ out of the tunnels, and broke Thor's arm in the attack — but the enraged Thor struck Blockbuster in the face with Mjolnir, apparently killing the mutant.

PRISM™

Real name unrevealed (deceased)

F GD (10) Health: 40
 A GD (10)
 S GD (10) Karma: 22
 E GD (10)
 R TY (6) Resources: Good (10)
 I GD (10)
 P TY (6) Popularity: -10

KNOWN POWERS:

Glass body: Prism's body was made of brittle glasslike material that gave him several powers and disadvantages:

* Prism had Unearthly protection from light-based, radiation, and other energy attacks;

* Prism could reflect energy attacks at victims up to three areas away, increasing the damage inflicted by one rank (maximum of Shift X damage). In this reflection, Prism could compress the wavelengths of the energy, allowing his reflected energies to affect individuals normally invulnerable to such energies (for example, the optic blasts of Cyclops™).

* Prism, as a power stunt, could reflect the ambient light into a blinding flash of up to Monstrous intensity over a range of three areas (he could direct this flash in any direction);

* Prism could hold the light reflected up to five turns before releasing it, and could contain up to 200 points of such energy (in combined intensity) before releasing it; and,

* Prism's crystalline form was extremely susceptible to physical damage, so that all physical damage was doubled (if Prism reached 0 Health through physical damage and failed an Endurance FEAT, he shattered).

TALENTS: Prism had no revealed talents.

CONTACTS: Prism had no known contacts outside of the Marauders.

BACKGROUND: Little is known of Prism's background before joining the Marauders, but he did join shortly before the Marauders' assault on the Morlock tunnels. In battle with X-Factor, Prism reflected Cyclops's optic blasts back at him, severely injuring him. Marvel Girl™ witnessed Prism's attack and used her telekinetic powers to slam Prism into an steel pylon, shattering him. If the force of the blow did not kill Prism, the later plasma-firing of the tunnels by Thor most likely did so.

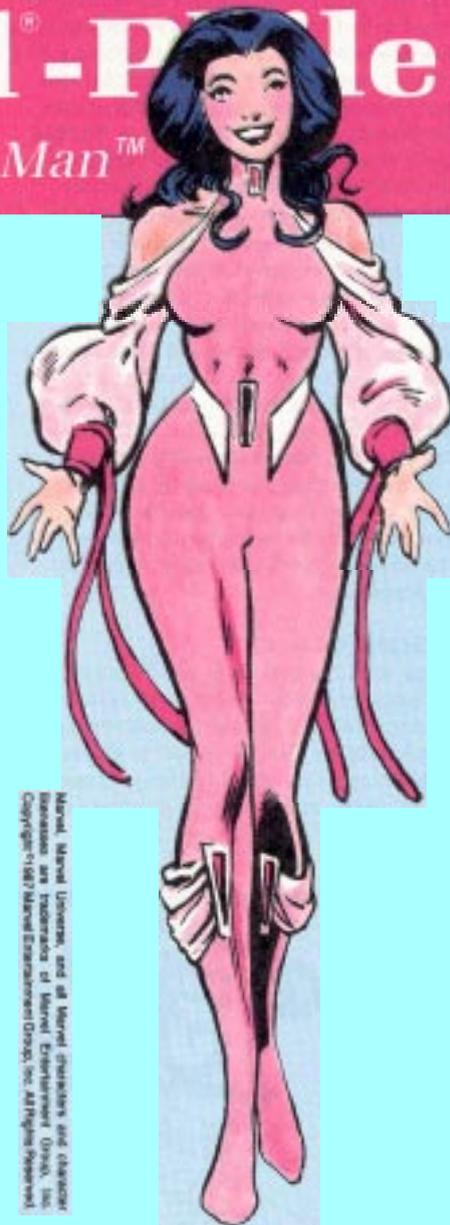


The Marvel-People

An X-tra X-Man™

by Jeff Grubb

Thanks to the Mutant Massacre (the Marauders™ responsible were detailed in DRAGON® issue #117), the team of mutant heroes known as the X-Men™ lost several of their members and gained four new teammates. Three of these heroes have been discussed elsewhere – Dazzler™ and Havok™ in MA1, *Children of the Atom*, and the alien Longshot™ in DRAGON issue #111. The remaining “new” X-Man had a career as a hero in Britain before she came over to the States. We now present the life and times of Betsy Braddock™, better known as Psylocke™.



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PSYLOCKE™

Elizabeth “Betsy” Braddock

F	EX (20)	Health: 90
A	GD (10)	
S	EX (20)	Karma: 80
E	RM (30)	
R	GD (10)	Resources: Incredible
I	RM (30)	
P	AM (50)	Popularity: 10

KNOWN POWERS:

Telepathy: Psylocke is a mutant with mental abilities of the Incredible rank. She has used these telepathic powers in the following manner:

- * Creating Mind Links of Incredible strength, allowing her to communicate with others up to several miles distant and read their surface thoughts (only possible with willing targets);
- * Performing Telepathic Projection (again, over a range of several miles), allowing her to telepathically “see” items in the surrounding area (the Mind Link and Telepathic Projection each manifests itself as a glowing butterfly-shaped set of eyes);
- * Perform a Mental Probe of Incredible strength, allowing Psylocke to read any deep or hidden thoughts of a live victim (the intensity of the FEAT is determined by the target’s Psyche, and Psylocke cannot read the minds of those with Psyches of higher than Amazing or breach protective shields of those levels); and,
- * Fire bolts of telepathic energy with a range of two areas and Incredible strength. These bolts are of two sorts. **Psibolts** are force attacks, while the **Psychoblast** is an energy attack. As the Psycho-blast has the potential for slaying a

victim, Psylocke does not use it unless her life is threatened. She uses the Incredible column to hit with these attacks. Psylocke may be able to develop other telepathic or mental-power stunts similar to those of Marvel Girl™ and Professor X™, but she has not yet done so.

Bionic Eyes: Psylocke is blind, her eyes having been replaced by bionic implants created by the extradimensional tyrant Mojo™. These new eyes function as normal ones, except that they also reach partially into the infrared and ultraviolet spectrums, allowing her to see in the dark. Devices which may override or cloak items from machinery and scanners will not be noticed by Psylocke. Her eyes have an additional power unknown to Betsy; they are linked to Mojo’s dimension and serve as cameras for Mojo, so that the adventures of the X-Men are fodder for Mojo’s movies.

TALENTS: Betsy Braddock has Martial Arts A and E. She has no weapon skills.

CONTACTS: Psylocke’s brother is the English hero Captain Britain™. In the past, she has served both for a British division of S.H.I.E.L.D.™ and for the British government. She currently is a member of the X-Men.

PSYLOCKE’S STORY: Elizabeth Braddock is the twin sister of Brian Braddock, better known as Captain Britain. Their father is a native of Otherworld™, an extradimensional world that houses the being known as Merlin™ and the realm of Camelot (whether this Merlin and Camelot are the same as in this world’s legends has yet to be revealed).

Betsy and Brian were born to wealth and inherited Braddock Manor on their parent’s death. Betsy was a fashion model (her hair is dyed purple), until her mutant powers surfaced when she was recruited into the PSI division of S.T.R.I.K.E.™, a British operation with close ties to S.H.I.E.L.D. It was then that Betsy learned most of her combat skills.

After leaving S.T.R.I.K.E., Betsy was recruited by another organization operating within the British government: the Resources Control Executive (RCX), which took over Braddock Manor as a base. RCX convinced Betsy to take up the costume and abilities of Captain Britain when Brian quit the field.

As the new Captain Britain, Betsy was moderately successful. However, in combat with Slaymaster™, an old foe of her brother, Betsy was severely beaten and blinded. Brian returned to his role as a hero and avenged his sister. Betsy retired from heroics at this time, using her telepathic powers to offset her handicap. While recuperating in Switzerland, she was ambushed by Mojo and his assassin Spiral™, who made her into their mental slave. Mojo gave her the cybernetic eyes she now has and used her powers to manipulate the minds of children through a television show called “Wildways.” Doug Ramsey™, Brian Braddock, and the New Mutants™ broke Mojo’s hold on Betsy, who retained the name Psylocke (given her by Mojo).

Psylocke remained at X-Men Mansion and joined the X-Men during the Mutant Massacre, when she successfully fought off the attacks of the mutant Sabertooth. She has not told anyone about the nature of her eyes and is unaware that they broadcast everything back to Mojo. Only Doug Ramsey and Warlock are aware of the artificial nature of those eyes.

Psylocke is quite beautiful, and that beauty is often mistaken for softness or weakness. In truth, she is a stern-willed individual with extensive previous training both as a hero and an agent, and is willing to place herself or others at risk for the good of all. To this degree, she can be as cold-hearted and ruthless as Wolverine™ 

The Marvel[®] -Phile



The return of Ms. Marvel[®]

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by Jeff Grubb

I tell you. You miss a few installments, and everyone writes in. . . .

I realize I've been remiss in these entries into the Marvel Universe as of late, and I have been both surprised and pleased by the letters requesting (nay, demanding) this column's return. Thanks to all and sundry, but I must assure you that it was no Latverian-conceived plot to keep me from these pages, but rather other obligations and work on new products (which have been mentioned elsewhere in the pages of this magazine and need no further huckstering here).

About a month ago, Roger and I talked about getting together to do the Unlimited Class Wrestling Federation for the April Fool's issue. It seemed an April Foolish kinda thing to do. Any wrestling organization that would let the Thing and the Beyonder into the same state (let alone the same ring) seemed ripe for lampooning. The trouble is, amidst all this wrestlemania, there were a few very good, very serious characters and interesting things that developed: Specifically, Ms. Marvel — the NEW Ms. Marvel — and the augmentation process, which provides an entirely new breed of thug for heroes to battle.

For those who arrived late, the OLD Ms. Marvel was Carol Danvers — newshound, spy, and NASA security chief — who gained superhuman powers from the Kree Captain Marvel (not to be confused with the NEW Captain Marvel, leader of the Avengers). Carol lost her powers and her memory to Rogue of the X-Men (when Rogue was still a villainess), but was further modified by the alien Brood into her present incarnation as Binary. She has since forsaken Earth and is hanging out with Corsair (Cyclops's dad) and the Starjammers.

It's interesting to grab one aspect in the Marvel Universe and see how many links can be made with the rest of the Universe.

Anyway, that's the OLD Ms. Marvel. Who is this NEW Ms. Marvel?

Would you believe she's a member of the Fantastic Four?

MS. MARVEL™

Sharon Ventura™

F	RM (30)	Health: 150
A	RM (30)	
S	IN (40)	Karma: 40
E	AM (50)	
R	GD (10)	Resources: GD
I	EX (20)	
P	GD (10)	Popularity: 10

KNOWN POWERS:

Body Armor: The enhancement process gives Ms. Marvel Typical protection from physical damage.

Speed: Due to the enhancement process, Ms. Marvel can move 3 areas/round for an hour before suffering the effects of exhaustion.

TALENTS: Ms. Marvel has Martial Arts A, B, D, and E, and is skilled as a stunt-woman, scuba diver, and motorcycle daredevil.

CONTACTS: Ms. Marvel tends to be a loner. She retains good contacts with various members of the Unlimited Class Wrestling Federation, though the organization itself (in particular the Power Broker) is a sworn enemy. Sharon also has the friendship of Ben Grimm, the Thing, who has a crush on her.

SHARON'S STORY: Sharon Ventura is a woman driven to be the best in whatever she attempts. The only daughter of a U.S. Army officer, she was continually driven to live up to his high expectations and was cruelly rejected when she failed. Father and daughter finally split when Sharon, enrolled in military academy, was expelled for refusing to testify against a fellow classmate. Sharon and her father never reconciled, and General Ventura died a year later of a heart attack.

Following the death of her father, Sharon began to seek out dangerous sports and occupations, seeking to master them and in doing so prove to herself her own worth. She soon developed a reputation as a lion-tamer, scuba diver, motorcycle performer, mountain climber, and stuntwoman. Eventually, she found work as a member of the Thunderiders, a group of mutant motorcycle stuntmen.

Sharon was with the Thunderiders when many heroes of Earth were kidnapped by the Beyonder and forced to participate in the first Secret Wars. Ben Grimm of the Fantastic Four remained behind on the Battleplanet created by the Beyonder, where he met his "dream woman" – a woman who greatly resembled Sharon. Upon his return to Earth, Ben encountered Sharon and fell for her immediately, an affection that Sharon did not return to the same degree.

Sharon and Ben both drifted into the Unlimited Class Wrestling Federation, a sports group which featured matches between super-powered and augmented individuals. Sharon was approached by agents of the Power Broker, who – through his scientist, Karl Malus – was augmenting a number of individuals for both private and personal gain.

Sharon Ventura underwent part of the process, but, feeling that artificial enhancement was cheating, escaped before the full treatment was applied. What was not known to Ventura at the time was that the initial stages of the treatment were already completed, and the final stages of the "treatment" involved the administration of an addictive drug, which the Power Broker used to keep his agents in line.

Now enhanced by Malus's system, and without the need for the drug, Ms. Marvel took the stage-name of Ms. Marvel and joined the UCWF's female contingent, The Grapplers. The Power Broker sent his own agents to retrieve her, and Sharon was finally captured after several failed attempts and returned to Malus's lab. Both she and another "traitor" to the Power Broker, Demolition Dunphy (also known as D-Man, Captain America's partner) were placed in the enhancement device as involuntary experimental subjects. D-Man and Ms. Marvel were rescued by Captain America. Insane with pain, D-Man gained strength over and above his enhanced level for a short time before collapsing of a heart attack, but the effects the experiment had on Ms. Marvel (if any) have not yet been revealed.

Following her release from the hospital, Ms. Marvel was offered a position in the Fantastic Four, to fill one of the two slots left vacant by the retirement of Reed and Sue Richards. The new team consists of Team Leader Ben Grimm, Johnny Storm (the Human Torch), Crystal the Inhuman (previously described in DRAGON® issue #114), and Ms. Marvel.

The augmentation process

The process of developing super-powered agents and soldiers has been a desire of many organizations since World War II, but – with the exception of a few, such as the Super-Soldier Project – most experiments of this type have ended in disaster. The Power Broker's augmentation process is the most recent and most successful of these processes.

To develop the process, the Power Broker has made use of the talents of the criminal scientist Karl Malus, whose previous successes included the creation of the criminal Goliath and the Armadillo (see DRAGON issue #103). Funded by grants from secret illegal operations within the U.S. Government and by outside aid from groups such as the UCWF Malus made several prototypes of his equipment before arriving at his present design.

The augmentation process modifies the test subject's Strength, Agility, and Endurance, increasing each to various degrees according to the test subject's normal metabolism. Given normal human test subjects, the success rate is 50% – failure indicates disaster. Using the Augmentation Process Results table, roll separately for each ability to determine the number of ranks that the ability is increased. Such enhancements will always have at least the minimum value listed, and each will never be greater than the maximum listed rank. For Advanced Set characters, abilities so raised are placed at the lowest possible rank number for that rank.

Health is adjusted to the new levels. As previously noted, there is a 50% chance of failure for normal humans (01-50 indicates

success). This failure usually results in a gross mutation of the body, and the reduction of abilities as follows:

Psyche is reduced by as many ranks as Strength is increased;

Intuition is reduced by as many ranks as Agility is increased; and,

Reason is reduced by as many ranks as Endurance is increased.

Reduction of any of these abilities down to the Feeble level leaves the test subject a mindless brute. Player characters thus become NPCs controlled by the Judge.

Karl Malus disposed of his lab failures by putting them in the sewers beneath Los Angeles. A large number of them still live there, though some have been rescued by the Shroud and his criminal Night Shift. Typical stats for such creatures follow:

F	TY (6)	Health: 96
A	RM (30)	
S	RM (30)	Karma: 6
E	RM (30)	
R	FB (2)	Resources: None
I	FB (2)	
P	FB (2)	Popularity: 0

Typical successful "Augments" (such as super-powered wrestlers or augmented soldiers) have the following stats:

F	GD (10)	Health: 100
A	RM (30)	
S	RM (30)	Karma: 26
E	RM (30)	
R	TY (6)	Resources: Gd
I	GD (10)	
P	GD (10)	Popularity: 10

There may be literally hundreds of augmented individuals in the world at present, and as many failures in the sewers beneath Los Angeles.

Malus's process was apparently a three-stage process. Captain America underwent the first part briefly, and Ms. Marvel underwent the first and second stages.

First Stage: Initial Augmentation. The subject's cells are bombarded and enhanced. At this point, success is determined. Success grants the levels rolled on the Augmentation Results Table for 1-100 hours. Failure results in the immediate effects listed above (including the RIP changes), which are permanent.

Second Stage: Fixing the Augmentation. For beneficial augmentations, this makes the change permanent.

Third Stage: Addiction. Used in connection with the wrestler-augmentation program for the Unlimited Class Wrestling Federation, the target subject is injected with a highly addictive drug, which the Power Broker provides to keep a close rein on his workers. It is possible to break the hold of the drug (as explained in DRAGON issue #91, page 78); D-Man and the other wrestlers did so after the Power Broker's initial plans were exposed by Ms. Marvel and the Thing.

The above effects are noted only for



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Augmentation Process Results (roll for Agility, Strength, and Endurance)

Dice roll	Augmentation effect	Minimum rank value	Maximum rank value
01-50	+1 Rank	GD (10)	RM (30)
51-70	+2 Ranks	EX (20)	IN (40)
71-99	+3 Ranks	RM (30)	AM (50)
00	+4 Ranks	IN (40)	MN (75)

"normal" humans, and the effects on mutants and mutated humans are as yet not fully investigated (though Malus is probably champing at the bit for subjects). Captain America was enhanced by the process temporarily, but he did not choose to finish the process.

As a rule of thumb, use the following randomly determined rates for determining success or failure of the augmentation process on unusual subjects:

Mutated Humans (including those already augmented by the process): 52-70% (50 +2d10) chance of failure;

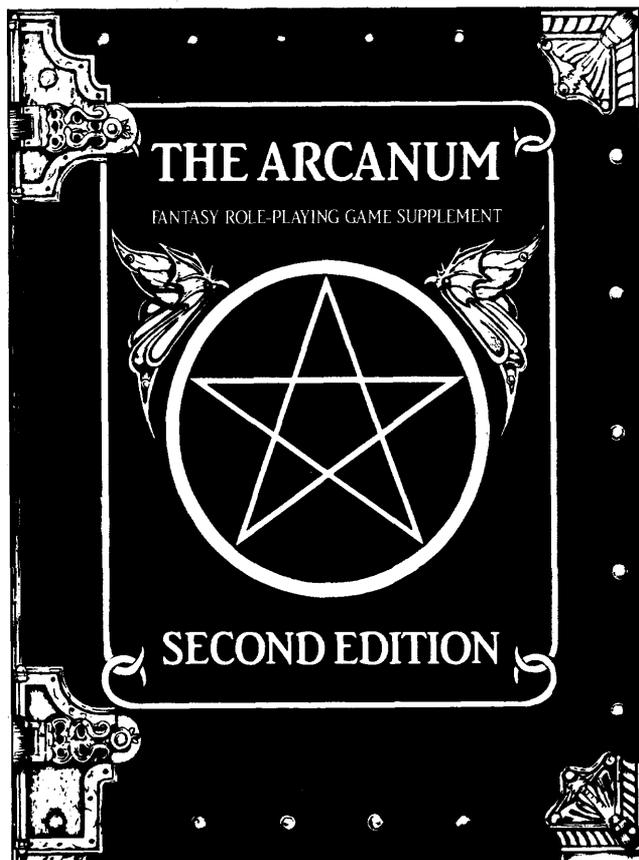
Mutants: 10-60% chance of failure;

Aliens: 1-100% chance of failure (per species); and,

Robots: No effect, unless the robot's construction closely parallels human tissue, in which case there is a 1-100% chance of failure (per individual).

Judges may use augmented thugs for their own adventures, but keep in mind that heroes will have a tendency to seek out those who create such individuals and stop them. The Power Broker, who is in reality a criminal named Curtiss Jackson, is currently free on bond and awaiting trial, but is still in the business of augmenting humans.

Ω



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The Marvel-Phile[®]

Evolutionary thought

by Jeff Grubb

In the MARVEL SUPER HEROES[®] Advanced Set, Karen Martin and I strove to include as many heroes and villains of the Marvel Universe in its pages as we could manage, but we ran out of space in one particular area: the "Entities of Great Power" Section (originally titled "Big Guns"). These are the guys who are a cut above the standard fare of the Fantastic Four or Doctor Doom — fellows like Galactus, Mephisto, the Shaper of Worlds, and the Watcher. To make everything fit, we dropped one of my favorite "Big Guns," a power who has remained dormant for the past few years and deserves a return: the High Evolutionary.

HIGH EVOLUTIONARY™

Herbert Edgar Wyndham

F Rm (30) Health: 3080
A Rm (30)
S Ex (20) Karma: 5000
E Cl 3000
R Cl 1000 Resources: Cl 1000
I Cl 1000
P Cl 3000 Popularity: 0
(100 on New Wundagore)

KNOWN POWERS:

Body armor The High Evolutionary is usually garbed in his distinctive crimson and silver armor, which combines a number of special features:

* It provides Unearthly protection against physical attack;

* It provides Shift Z protection against all forms of energy attack, including magical and psionic energies;

* It provides Unearthly regenerative powers both for its wearer and the armor itself, allowing it to "heal" damage inflicted on itself and, if need be, to reconstruct the wearer from any remaining genetic code;

* Its micro-circuitry automatically spends Karma to prolong and protect the life of its wearer, spending this Karma whether the wearer wishes it or not (preventing the High Evolutionary from being blind-

sided); and,

* The High Evolutionary cannot remove his armor or return to "mortal" form. If separated from his armor, the armor's self-contained preservation devices bring him back under its control in 1-100 weeks.

Psionic abilities. The High Evolutionary has one of most highly developed minds in the Marvel Universe, and he represents the height of human mental potential. He can perform all abilities of the "Mental Powers" section in the Advanced Set (or the Matter Creation and Mental Enhancement sections of MA3, *The Ultimate Powers Book*) with Shift X ability. He may manipulate nonliving matter with Class 1000 ability and living tissue with Unearthly ability.

TALENTS: The High Evolutionary, before his transmutation, was a respected geneticist and inventor. These talents are heightened to the Class 5000 level by his own evolutionary modifications upon himself.

CONTACTS: Many of the High Evolutionary's allies no longer live, including Adam Warlock and the inhabitants of Counter-Earth. Other (living) contacts include the Fantastic Four and Thor, who have often aided him.

THE HIGH EVOLUTIONARY'S STORY:

Herbert Edgar Wyndham first developed a genetic acceleration device at Oxford in the 1330s, though his successes were greeted with anger from those who felt Wyndham was meddling in the matters beyond man's role. Retreating to Wundagore Mountain in the Balkan nation of Transia with another scientist, Jonathan Drew (father of Jessica Drew, the first Spider-Woman), Wyndham further improved his genetic accelerator. He then used the accelerator on himself, increasing his abilities to the present level, and forged his present suit of armor.

The High Evolutionary made several landmark achievements in the course of his career. The first was the building of the Citadel of Wundagore, a scientific castle of technology unmatched anywhere

on Earth. The Atomic Steed of the Black Knight is one of the few pieces of that technology which remain. When the High Evolutionary left Earth, he took most of the Citadel with him as a spaceship. From this bastion, the High Evolutionary and his minions defended themselves against the sorcerous native power of Wundagore mountain, the "demon" Chthon. Chthon had used Wundagore as a base, and he provided the magical powers of both the Scarlet Witch and the clay used by the Puppet Master. At present, the citadel of Wundagore is a shattered ruin of twisted metal, guarded by one of the High Evolutionary's minions, the cow-woman Bova.

The High Evolutionary's second great achievement was the creation of a race of evolved beasts known as the New Men (see the Advanced Set Judge's Book, page 62). Bova was the first of these New Men, and she chose to remain behind when the majority of the race, raised on the high ideals of chivalric knighthood, left Earth. The New Men have colonized a planet in the Sirius system, named (aptly enough) Wundagore II. Bova served as the midwife at the birth of Scarlet Witch and Quicksilver, and is currently tending to the mind-shattered Modred the Mystic, who was used by Chthon as a pawn. Bova's stats are given below:

F Pr (4) Health: 40
A Ty (6)
S Gd (10) Karma: 30
E Ex (20)
R Gd (10) Resources: Pr
I Gd (10)
P Gd (10) Popularity: 0

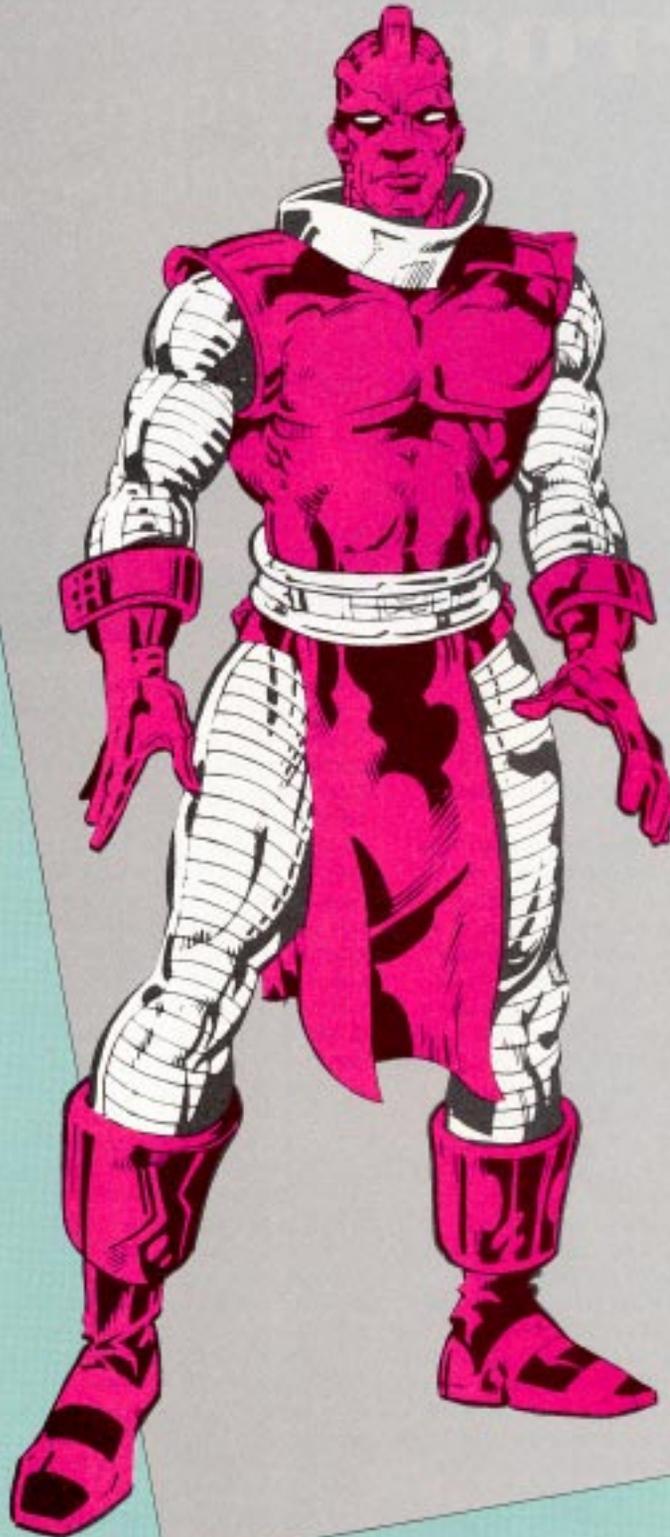
The High Evolutionary's third feat was his greatest: the creation of a duplicate planet Earth. This was achieved using material from the asteroid belt, and as such the creation was basically unstable, but the fact that the High Evolutionary could manipulate such large amounts of matter is a testimony to the power his highly evolved form now wields. This Counter-Earth was placed in orbit at the far side of Earth's orbit, where it remained hidden from most earthly observers. The

High Evolutionary populated Counter-Earth with duplicate humans, including a Doctor Doom who eventually came to serve good, and a Reed Richards who was transmuted by his rocket flight into an evil, malicious Brute. The hero Adam Warlock (DRAGON® issue #118) served as the High Evolutionary's minion and servant on Counter-Earth for several years before pursuing his own destiny.

While the High Evolutionary was outside his physical form in a godlike trance, Counter-Earth was stolen from its orbit (!) by a group of aliens known as the Pegasusians, who were employed by another, greater group of aliens called the Beyonders (not to be confused with you-know-who from the Secret Wars). The High Evolutionary, the space-spanning Starhawk, the Thing, Moondragon, and the being known as Her pursued the Pegasusians to stop the theft, but the High Evolutionary, upon learning that the Beyonders were interested in examining his work, agreed to accompany them to their destination with the planet in stasis (including the physical form of the deceased Adam Warlock).

The High Evolutionary undoubtedly expected to be greeted as a great and powerful creator by these Beyonders, the high point of human evolution and creativity. Instead, Counter-Earth was placed in an exhibit of "local talent." Crushed by his inferiority, the High Evolutionary went mad and attempted to commit suicide. His armor, however, had been crafted too well, and it would not let the super-evolved being perish. Finally, the High Evolutionary enraged the Hulk, encouraging the green giant to attack him with a strength sufficient to severely damage the repair circuits and letting the High Evolutionary decay into a mass of one-celled creatures.

The demolition of the High Evolutionary's armor was not complete, however, and given the restructuring abilities of the suit and the fact it has the High Evolutionary's genetic plan, he can eventually be reconstructed. Whether his madness will be cured after this long reflection as a simpler organism or whether Herbert Wyndham will be driven further into madness is as yet unknown.



The Marvel[®]-Phile

by Jeff Grubb

Before plunging into the matter at hand, it's time for yet another general-interest question. In the past, such questions have brought forth a huge amount of mail on various subjects; so — not learning from our mistakes — I'm going to do it again.

I've gotten some letters over the past few months requesting Scourge, a vigilante who went around popping off the majority of the third-banana villains (and a couple of important ones as well) in the Marvel Universe. However, these requests

are not only for Scourge (who appeared in MA2, *Avengers*[™] *Coast-to-Coast*), but for *all* the people he's bumped off. A lot of these latter individuals are minor characters who, all together, had only a handful of appearances and are unlikely to receive



AIR WALKER[™]



FIRELORD[™]

mention in any upcoming TSR product. The rub is that there are almost 30 of these ex-villains, ranging from such long-standing foes as Miracle Man, the Melter, and Hammer and Anvil to lesser lights such as Turner D. Century and Megatak.

If we are to do the rogue's gallery of all of Scourge's victims, it will have to be a major section in DRAGON® Magazine – a total of 12- or 16-pages, possibly run in two or three issues. Whether we do this or not depends entirely on your feedback. If you want to see it, send in your mail, care of DRAGON Magazine (P.O. Box 110, Lake Geneva, WI 53147), to me or Roger

"Justice Is Served" Moore. While you're at it, include any other individuals you want to see in this column (we've covered a lot of them, but there are a lot more left).

Okay, then, on to new business. As shown above, being dead does not necessarily prevent a hero or villain from being covered in the Marvel®-Phile. Back in the early history of this column, in DRAGON® issue #92, we covered three of the recognized Heralds of Galactus – one of whom, Terrax, is among the deceased. Now, we finally get to handle the other half of the group.

AIR-WALKER™

Gabriel Lan of Xandar

F	AM (50)	Health: 275
A	MN (75)	
S	AM (50)	Karma: 155
E	UN (100)	
R	RM (30)	Resources: n/a
I	MN (75)	
P	AM (50)	Popularity: 0

Known Powers:

Power Cosmic: Air-Walker had the ability to gather, channel, and manipulate vast quantities of cosmic energy with Monstrous ability, within a range of 2,000 miles. Air-Walker could perform the following power stunts with this power:

- * Create energy attacks of Monstrous force;
- * Generate heat, magnetism, and electricity of Monstrous levels; and,
- * Enhance any one of his personal abilities to the Unearthly rank, once per day, for 1-10 rounds.

Air-Walker was capable of manipulating matter at the molecular level, as Silver Surfer can, but it is not known if he was as proficient at this as the Silver Surfer is. Air-Walker would manifest this Power Cosmic as a set of crimson and gold "wings" issuing from his back.

Flight: Air-Walker could move between the stars at Class 5000 speeds, but usually curtailed his movement within planetary atmospheres. He could also hover in place. Unlike Terrax, Firelord, or the Surfer, Air-Walker required no additional paraphernalia in order to fly.

Body Armor: Air-Walker had Amazing protection from energy and physical attacks, which he could boost to Monstrous levels for 1-10 rounds. He was invulnerable to heat and cold (with Class 1000 resistance) and could survive in space for extended periods of time without need of food or air.

Horn of Galactus: Both the original Air-Walker™ and his robotic replacement were provided with a golden, trumpetlike device which issued a hyper-space signal. Both used the trumpet to summon Galactus to planets which looked suitable for Galactus's "dinner."

The Air-Walker Robot: After the death of Gabriel Lan, Galactus built a robot, then invested it with the Power Cosmic and the remains of Lan's personality. This robot had statistics similar to those of the origi-



DESTROYER™

nal Air-Walker, and in addition had repair circuitry allowing it to heal as a living creature. The source of the robot's power was its winglike "cloak," which gathered cosmic energy. The Air-Walker Robot was - 1CS in all of its abilities if unable to use the cloak.

Air-Walker's story: Gabriel Lan was a native of the now-destroyed world of Xandar, and was the captain of the space ship *Way-Opener*. The *Way-Opener* made contact with Galactus's ship when the Eater of Worlds was seeking a replacement for his first Herald, the Silver Surfer. Sensing Lan's spirit, Galactus teleported him into his presence and offered him the Power Cosmic. Given the opportunity to explore the universe as Galactus's Herald, Gabriel accepted and was invested with the Power Cosmic.

Gabriel Lan served Galactus faithfully for several years until he returned from a new-found planet suitable for Galactus's needs and encountered a fleet of Ovoid warships. The fleet had been on patrol and was aware of Galactus's presence in their part of the galaxy; they were also carrying weaponry which was designed to slay Galactus. They fired at Air-Walker instead, killing him.

Galactus found his dying Herald, but had no available power to save Air-Walker's life. Instead, he transferred the bulk of

Gabriel's consciousness into a robotic duplicate. While this duplicate served admirably, it lacked the curiosity and drive of the original Gabriel Lan, so that Galactus finally dispatched it to Earth to retrieve the then-imprisoned Silver Surfer. This attempt to recover the former Herald met with failure, resulting in the destruction of the bulk of the Air-Walker Robot, leaving Galactus without a Herald again.

The Air-Walker Robot was retrieved by the robotic servants of the Machinesmith, a human/robot villain, who sought to use the powerful robot as a servant. Unfortu-

nately, the Machinesmith could not understand the Air-Walker Robot's alien wiring. The Machinesmith did manage to activate the self-repair circuitry in the ex-Herald, however, allowing Air-Walker to rebuild itself. Seeking vengeance against the Silver Surfer, Air-Walker instead encountered and fought Thor, who destroyed it and apparently ruined its repair circuitry. The robotic remains of the Air-Walker were taken into space by the former Herald Firelord, who buried them on an asteroid in the Xandar system.

FIRELORD™ Pyreus Kril of Xandar

F	MN (75)	Health: 325
A	UN (100)	
S	AM (50)	Karma: 110
E	UN (100)	
R	RM (30)	Resources: n/a
I	AM (50)	
P	RM (30)	Popularity: 0

Known Powers:

Power Cosmic: Firelord has the Power Cosmic of Uearthly rank, and he usually chooses to channel it into the form of fiery effects. In deep space, Firelord has Class 1000 flame-generation and fire-control

powers, but within inhabited solar systems he restricts himself to the Uearthly ranks. In addition, by using the Power Cosmic, he may project and control light, sound, gravity, and radio as power stunts. He may be able to use the healing and matter-manipulation ability of the Silver Surfer, but he has never demonstrated them (treat these abilities as first-time power stunts, if used). The fire-based manifestations of the Power Cosmic, including Firelord's flaming hair, cannot be smothered by water, though a sufficient amount of water or flame retardant may reduce their effects.

Body Armor: Firelord has Amazing body armor against physical attacks and may superheat his body (as a power stunt) so that normal weapons and materials vaporize on contact with him, leaving him unharmed. Firelord is immune to disease, aging, and the effects of starvation and vacuum. Firelord cannot be slain save by the complete scattering of his molecules (apparently a new power common to Heralds since the death of Air-Walker).

Flight: Like all Heralds of Galactus, Firelord can fly at Class 1000 speeds and enter hyperspace at will. In planetary atmospheres, he flies at Uearthly speeds.

Firelord's Staff: Firelord can wield his fire-generating power through a 5'-long staff, allowing him a +1 CS to hit targets. This staff is made of Class 1000 materials and may be used as a striking weapon, inflicting Monstrous damage in Firelord's hands.

Firelord's story: Pyreus Kril was the first officer on the *Way-Opener*, under the command of Gabriel Lan (Air-Walker). Captain Lan was teleported away from the ship into Galactus's presence, and Pyreus and his crew followed to retrieve their captain. Pyreus caught up with Galactus after the destruction of the Air-Walker Robot, and the Eater of Worlds volunteered to reveal the fate of Gabriel Lan if Pyreus would agree to serve as his Herald. Pyreus did so and was transformed into Firelord.

Firelord served Galactus for a short time, until Thor had him released from service by exchanging the Asgardian con-

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struct known as the Destroyer for Kril's freedom. Firelord retired to Earth, the site of the Air-Walker Robot's death. Following Thor's battle with the reactivated Air-Walker Robot, Firelord took that construct's remains and buried them in the Xandar system. Firelord wandered extensively, but following the destruction of Xandar by the mercenary Nebula, joined the former Avenger Starfox to hunt for this space marauder.

DESTROYER™ Construct of Odin

F	UN (100)	Health: 3,275
A	MN (75)	
S	UN (100)	Karma: 0
E	CL 3000	
R	n/a	Resources: n/a
I	n/a	
P	MN (100)	Popularity: - 100

Known Powers:

Animation: The Destroyer is an enchanted suit of armor which may capture the consciousness of its user in order to gain movement and direction. Such a consciousness may be a willing entity within 10' of the empty armor, an unwilling entity who touches the armor and fails a Psyche FEAT of Monstrous rank, or a willing and powerful entity with magical abilities who can project his astral form into the armor. In any case, the body of the consciousness occupying the armor remains inactive until the spirit leaves the Destroyer armor and returns to its original body (which does not need to be in contact to make the switch).

Anyone occupying the Destroyer armor gains the attributes listed above, adding his own Reason and Intuition scores to the appropriate areas. He must make a Psyche FEAT against the Destroyer's own Monstrous Psyche each time he uses one of the construct's powers or makes a FEAT roll using the armor. The failure of this FEAT means the user's personality is consumed by the Destroyer's own will, and the Destroyer becomes a juggernaut of destructive power.

Body Armor: The Destroyer is made of metal enchanted beyond the levels of Adamantium itself, making it Class 3000 protection against *all* forms of attack, including physical, energy, force, mental, and magical powers. Its "wearer" has no need to breathe, eat, or sleep.

Weaponry: In addition to its powerful attributes and near-invulnerability, the Destroyer has a number of powerful, inherent weapon systems, including:

- * Energy bolts of Shift Z power;
- * Force bolts of Shift Z power;
- * Flame generation of Shift Z power;
- * Magnetic generation of Shift Y power;
- * The ability to transmute and arrange

elements and molecules, as well as to alter densities of substances, at Class 1000 power; and,

* A disintegrator beam that takes two rounds to charge, but once activated, fires a beam of pure disintegrating force with a 5-area range and Class 1000 power. Inanimate items of less than Class 1000 material strength are immediately destroyed, while living beings must make an Endurance FEAT against the intensity of the blast to avoid a similar fate.

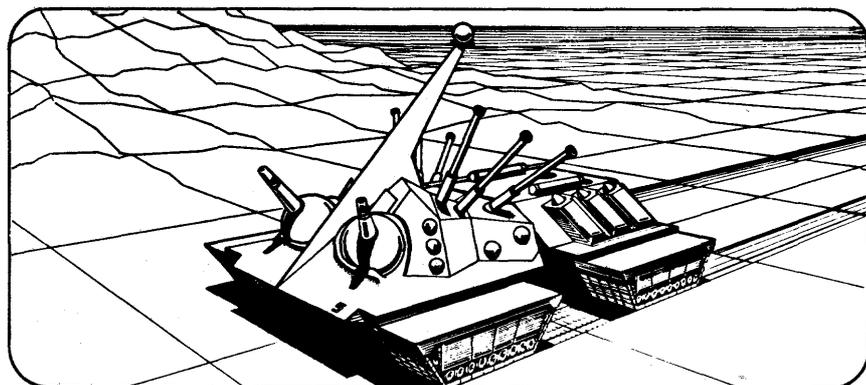
The Destroyer's story: The enchanted Destroyer armor was created by Odin's finest craftsmen from an unknown Asgardian element stronger than Adamantium or Uru, and was further enchanted by Odin and the other leading "gods" of various pantheons with its present powers. The Destroyer was built by these entities as a trump card in the eventuality of war with the Celestials, a race of space-gods whose powers equalled or exceeded those of Odin, Zeus, and the other deities. The Destroyer was created only to destroy, and those who are absorbed into the armor eventually become killing machines devoid of any other desire.

Odin hid the Destroyer armor in an underground temple in Indochina, where it was located in later years by Loki. The God of Mischief used the Destroyer on several occasions as a pawn in his battles

with both Odin and Thor. Thor, unaware of Odin's true purpose in creating the Destroyer armor, eventually bartered it to Galactus in exchange for Firelord's freedom. The Eater of Worlds accepted, but the need to animate the armor fully and its overly destructive tendencies caused Galactus to place the armor aside — at which point, Loki stole it back for yet another plot against Asgard.

With the arrival of the Celestial Fourth Host, Odin summoned the life-forces of all the gods of Asgard (except Thor) into the Destroyer and, wielding the Odinsword, took on the Celestials. The Destroyer was quickly beaten by the Celestial Host, but something as invulnerable as the Destroyer was not entirely destroyed, and its form was (again) located and rescued by Loki. On this occasion, Loki gave over the Destroyer armor to Thor during a squabble with Loki's daughter, Hela. The Thor-powered Destroyer demolished a large section of Hela's realm before the Norse death-goddess surrendered. As a last act, Thor used the armor's matter-manipulating abilities to encase itself in a thick prism of unbreakable (Class 5000) crystal, as a monument to Hela's folly.

The Destroyer was the only one of Galactus's official Heralds that was an unliving thing, and thus did not agree with its transformation into a Herald. As such, it never wielded the Power Cosmic. Ω



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The Marvel-Phile

The all-new Incredible Hulk®
— and Hulkbusters™!



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by Jeff Grubb

Roger (duh Boss) has been asking for the latest cast and crew of Bruce Banner's comic: the Hulk. Since I last wrote about them (in the Advanced Set, about a year ago), Bruce and the Hulk have been pulled apart, sent on a rampage, put back together, and returned to their joint roots as a gray-skinned monster that is nothing like the friendly just-wants-to-be-left-alone-to-smell-the-flowers kind of jade-green guy he was.

What can I say? He's just Incredible.

The HULK®

Robert Bruce Banner, physicist

F	IN (30)	Health: 175
A	EX (20)	
S	AM (50)	Karma: 70
E	MN (75)	
R	GD (10)	Resources: FE (2)
I	RM (30)	
P	RM (30)	Popularity: -20

KNOWN POWERS:

Body Armor: The gray Hulk's thick skin provides him with Amazing protection against physical attacks and Incredible protection against energy attacks.

Resistances: The new Hulk is no longer invulnerable to cold, heat, fire, and disease, but has Unearthly resistance to these attack forms.

Leaping: The new Hulk can leap up to 40 areas in a single turn.

Transformation: The new Hulk is currently co-existing with the form of its alter-ego, Bruce Banner. This transformation is triggered by the setting of the sun, which allows the Hulk persona to come out. The Hulk can resist the transformation by a Psyche FEAT roll made each round, just as Banner can, but no Karma may be added to these rolls. Banner's stats are:

F	A	S	E
PR	TY	TY	TY
	R	I	P
	RM	GD	TY
Health: 22	Karma: 46		

Homing Instinct: For some unknown reason, the Hulk is able to locate the place at which he was "created" — Desert Base, New Mexico — with Class 3000 ability.

TALENTS: The new Hulk himself has no talents, but may pull ideas from his Banner personality by making an Intuition FEAT against Banner's Typical Psyche. Banner is an expert in physics and radiation, and receives a +1 CS in matters dealing with those subjects. Banner also

receives a +2 CS in matters dealing with gamma radiation.

CONTACTS: At present, the Hulk has no beings close enough to consider Contacts. Banner was leader of the Hulkbusters, has ties to the Avengers and Fantastic Four, and is on good terms with his cousin Jennifer (She-Hulk) Walters and Rick Jones. Banner is married to Betty Ross, daughter of Thunderbolt Ross.

BACKGROUND: Physicist Robert Bruce Banner oversaw the development of the Gamma Bomb (or "G-Bomb") at the U.S. Defense Department nuclear research facility at Desert Base, New Mexico, under the command of Air Force General Thaddeus E. "Thunderbolt" Ross. The G-Bomb, so named for its great output of gamma rays, was slated for an above-ground test.

On the day of the test, a lone teenager in a jeep drove out onto the site on a dare. Banner ordered the countdown halted and left the protected observation bunker to bring the youth back. Banner's assistant was a Communist spy who neglected to relay the order to halt the countdown, hoping Banner would die in the resulting explosion.

Banner reached the teenager, Rick Jones, and shoved him into a protective trench moments before the bomb was detonated. Banner himself was caught in the blast, but instead of dying was bombarded with gamma rays — and transformed into a large, brutish, gray-skinned monster called "The Hulk" by military personnel on the base.

The Hulk has evolved through many stages. The creature initially was gray, only transformed at night, and had some modicum of human intelligence. About the time that the Hulk's skin became a bright jade green, the Hulk became a founding member of the Avengers. Because of his increasingly savage behavior, he left that team after only a few missions.

With the transformation to a greenish hide, the Hulk gained in strength, such that his normal strength was at the monstrous (70-ton) level. In addition, the surge of adrenaline allowed the Hulk to boost his strength levels to unrecorded heights when angered or endangered. During this period, the Hulk wandered alone but occasionally served with Doctor Strange and the Defenders.

For a brief time, Banner regained control of his Hulk form and was granted a presidential pardon. Soon, however, his bestial personality, manipulated by the extradimensional creature called Nightmare, caused the violent Hulk to return, apparently slaying the Banner personality forever. Following a battle in Manhattan in which the Hulk took on a number of New York's super-powered characters, Doctor Strange banished the Hulk to another dimension.

The "Bannerless" Hulk had a number of adventures in this "crossroads of realities,"

HULKBUSTERS™

Samuel J. La Roquette

F	A	S	E	R	I	P
RM	GD	EX	EX	GD	GD	TY

Health: 80 Karma: 26

Contacts: Hulkbusters, SHIELD.

Talents: Outdoor survival, exploring.

Carolyn Parmenter

F	A	S	E	R	I	P
GD	EX	TY	GD	EX	EX	EX

Health: 46 Karma: 60

Contacts: Hulkbusters, SHIELD, Project Atlantis.

Talents: SCUBA diving, marine science.

Craig Saunders, Jr.

F	A	S	E	R	I	P
GD	EX	GD	GD	GD	EX	EX

Health: 50 Karma: 50

Contacts: Hulkbusters, SHIELD.

Talents: Demolitions, explosives.

Dr. Armand Martel

F	A	S	E	R	I	P
PR	GD	TY	GD	RM	GD	GD

Health: 30 Karma: 50

Contacts: Hulkbusters, SHIELD.

Talents: Natural and alien biology.

Hideko Takata

F	A	S	E	R	I	P
EX	GD	TY	GD	EX	GD	RM

Health: 46 Karma: 60

Contacts: Hulkbusters, SHIELD.

Talents: Geophysicist, Martial Arts A. She has been reported to have used the latter talent to trip a charging Hulk.

during which time the Banner personality reasserted itself. The Hulk was brought back into this dimension by Roger Bochs and Madison Jeffries of Alpha Flight, who were seeking a new home for the then-untethered spirit of Walter Langkowski (Sasquatch). Escaping from Canada, Hulk returned to his "home" in the New Mexico desert.

There, Hulk was captured by Doctor

Leonard Samson, who had been invested with gamma-spawned strength himself. Samson succeeded in separating the two distinct individuals. When SHIELD made clear it was determined to kill the Hulk, Samson freed the mindless beast, only to discover the "pure" Hulk was a murderous creature of pure rage, without human pity or thought. Samson resolved to bring this Hulk back and cure it fully.



The physical separation of Hulk and Banner proved to be unhealthy for either, so their reintegration was necessary to save Banner's life. The Hulk was defeated by the combined forces of the East- and West-Coast Avengers, and his and Banner's bodies were re-merged by the Vision. To solidify the process, the rejoined Hulk/Banner was to be bathed in a tank of radioactive chemicals. The Hulk was driven into the tank, but was joined by an unwilling Rick Jones, who was pushed from behind by Thunderbolt Ross.

The result was the temporary creation of a "Teen Hulk" (who was really Rick Jones) that greatly resembled the previous jade-jawed giant, and a reversion of the Hulk/Banner persona to its more primitive, weaker, gray-skinned form. This Hulk currently is only active at night and does not appear during the day, even when Banner's adrenaline levels are raised.

In addition, while the previous Hulks were senseless, stupid, and inadvertently violent or resentful, this new gray Hulk has an evil, scheming personality matched with a keen, intelligent craftiness. It has locked itself into Banner-proof rooms and drunk itself into a stupor to prevent Banner from regaining control of his body.

SHIELD, Doc Samson, and Rick Jones are all searching for this new evil Hulk, while Banner tries to control this darker side

of his personality. Unlike previous incarnations, thoughts may be remembered or consciously blocked between the two personas. Both Banner and the Hulk have recently been made aware that, despite their own experiences, the government continues to produce, test, and stockpile G-Bombs.

The Hulkbuster's story: The original Hulkbusters were part of a force drawn from the U.S. Army and Air Force, under the command of Thunderbolt Ross, and were charged with the task of subduing the Hulk. This group fought the Hulk on a number of occasions, but was finally disbanded when the then-intelligent Hulk received a presidential pardon.

When Banner and the Hulk were separated and the Hulk persona escaped, Bruce Banner formed the second team of Hulkbusters to track down and destroy his former alter-ego. Saunders, Parmenter, La Roquette, Martel, and Takata were all brought in to form this specialized team. Each was an expert in his or her field, but their willingness to take risks in dangerous situations had left them all "Jonahs" — unable to get funding or support for their projects. Banner proposed to turn these five into a fighting team capable of destroying the Hulk. The new Hulkbusters, based in the rebuilt Gamma Base, had

The separated Banner, in the meantime, was organizing his own force to hunt down his former alter-ego. Unlike Samson, Bruce planned to kill the monster. Banner revived the old Gamma Base, once the headquarters of Thunderbolt Ross's Hulk-hunting activities, and revived the Hulkbusters as well (see below). During this separation from the Hulk, Banner married Betty Ross, daughter of Thunderbolt Ross.

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at their disposal a number of weapon systems, including a Hulklike test robot. The group came into conflict with Dot Samson at one of these tests, and the resulting battle between the Hulkbusters and Samson left one of the Hulkbusters, Carolyn Parmenter, dead.

Maddened by grief, Sam La Roquette swore vengeance on Samson, and he remains filled with hate and the determination to kill both the Hulk and Doc Samson. Martel wishes to capture; not destroy, the Hulk, and use the monster for study. Saunders seeks to keep La Roquette under control, and Takata remains the cool center of the team, trying to pull all the pieces together.

With the reintegration of the Hulk and Banner, the Hulkbusters were hired by SHIELD to capture or kill the Hulk. The team failed in combat with the "Teen Hulk," and most of its members were badly injured. Whether they will remain at Gamma Base to continue their Hulkbusting mission is not yet known.

Hulkbuster equipment: When the Hulkbusters go after their prey, only the best will do — but even that's not always good enough.

Walker-Flyer vehicle: This vehicle consists of two linked battle machines, each with a two-man crew. The Walker Vehicle

is a two-legged construct which carries the jet-powered Flyer until the two are separated for scouting or battle. The vehicles have the following statistics:

Walker Vehicle _____

Type: Off-road
 Cost: MN (with Flyer)
 Control: RM
 Speed: EX
 Body: IN
 Protection: IN
 Armament: Valence Disruptor (5-area range); can be set for Amazing, Monstrous, and Unearthly energy damage.

Flyer Vehicle _____

Type: Air
 Cost: MN (with Walker)
 Control: TY
 Speed: IN
 Body: RM
 Protection: RM
 Armament: Hypersonic Screammers — 2-area range; inflicts Unearthly sonic damage

The Walker Vehicle, though heavily armored, proved ungainly in combat with Doc Samson; the Flyer Vehicle, more lightly armored, proved to be vulnerable to the

disruptor weapon of the Walker in the same fight. The resulting crash of the Flyer caused Carolyn Parmenter's death.

Hulkbuster Body Armor: This black metal battlesuit is an apparent variation on the Mandroid armor design, upgunned to handle the Hulk.

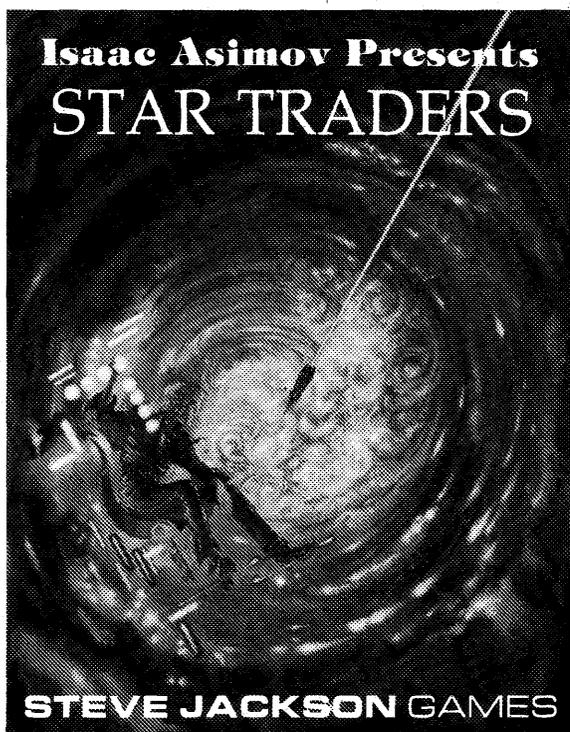
ABILITY MODIFIERS:

Raises Agility by 1 rank
 (Maximum of EXCELLENT)
 Raises Strength by 2 ranks
 (Maximum of of REMARKABLE)
 Raises Endurance by 1 rank
 (Maximum of REMARKABLE)

The armor's osmium-steel hide provides Amazing protection from physical and energy attacks. Most other systems and sensors have been bypassed to provide an Unearthly-strength neuro-stunner, with a range of two areas, which inflicts full energy damage on its target.

Neuro-Neutralizer: This yoke-shaped device emits a low-frequency wave which neutralizes brain activity with Amazing ability. The being so neutralized must first be subdued and placed into the yoke, which is not the easiest thing to do with a thousand pounds of enraged Hulk. Ω

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The Marvel[®] -Phile



From Abomination[™] to Zzzax[™]

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by Jeff Grubb

The last time we met, we reviewed the new, improved, meaner-than-ever Hulk. The new Hulk is twice as nasty but not as strong as the old Hulk. But what about the Hulk's old foes who could give old Jade Jaws a run for his money in their day?

Read on — from Abomination to Zzzax, as the saying goes (with a bonus here: the good Doc Samson).

ABOMINATION[™]

Tyrannus of Subterranea

F	EX (20)	Health: 240
A	EX (20)	
S	UN (100)	Karma: 110
E	UN (100)	
R	AM (50)	Resources: FE (2)*
I	EX (20)	
P	IN (40)	Popularity: - 40

* Tyrannus, in his original form, controlled the resources of the underground kingdom of Subterranea (Shift Y Resources), which are presently denied him in his monstrous form.

KNOWN POWERS:

Body Armor: Abomination's scaly skin provides Amazing protection against physical and energy attacks. He has Unearthly resistance to cold, heat, fire, and disease. Extreme temperatures or lack of oxygen can force him to go into a comalike state until more hospitable conditions return.

Leaping: Like the Hulk, the Abomination has overly developed leg muscles. These allow him to leap with Class 5000 ability, covering two miles in a single bound.

Mind-Scanning: This is an ability of Tyrannus brought over into his new form. Tyrannus can probe the thoughts of others with Amazing intensity.

Note: The Abomination, while more powerful than the Hulk, does not have the adrenaline surge ability that in the past permitted the Hulk to beat him.

TALENTS: The original Abomination, Emil Blonsky, had the espionage skill. The current incarnation is skilled with engineering, robotics, and weaponry.

CONTACTS: The original Abomination had numerous criminal contacts, including the now-deceased Modok. Tyrannus was leader of the Subterraneans, an underground race. In his long absence, his people have been ruled by the Mole Man.

ABOMINATION'S STORY: The original Abomination was Emil Blonsky, a spy for a foreign power, who discovered some

gamma-radiation equipment left behind by Bruce Banner. Unaware that the equipment was intended to overdose the Hulk with gamma radiation, Blonsky used the equipment on himself, transforming his body into the reptilian Abomination. The Abomination kept Emil's personality but, unlike the Hulk, could neither increase his own strength level through adrenaline nor transform back into Blonsky.

The Blonsky Abomination battled the Hulk on a number of occasions, usually as the minion of some more powerful force such as the Stranger, the Galaxy Master, or Modok. After several defeats by the Hulk, the Abomination was disintegrated by Modok as punishment. The component atoms of Abomination drifted off into the night.

Sometime earlier, the leader of the Subterranean people, Tyrannus, sought to conquer the surface world and was defeated by the Hulk and the criminal Goldbug. Tyrannus linked his life-force with the Flame of Life, a cobalt-powered eternal pyre of great power in mythical El Dorado. When the Hulk destroyed the ancient machinery controlling that flame, Tyrannus's life-force was forced into space.

Tyrannus, now a disembodied form, discovered the floating gamma-irradiated particles that once formed Blonsky's Abomination. Using the last of his powers, Tyrannus merged his form with that of the particles. This combined the two into a single entity which landed in the American Southwest. Army soldiers investigating the crash discovered that the Abomination, now dominated by Tyrannus's personality, had returned.

Tyrannus and Blonsky both existed in the new Abomination, but Tyrannus had a plan to return to a more human form by separating Blonsky's body from the Abomination in a fashion similar to Banner's separation from the Hulk. In his case, however, Tyrannus's spirit would be in Blonsky's human body, leaving Blonsky behind as the Abomination, a slave to Tyrannus.

To complete this plan, the Tyrannus/Blonsky Abomination invaded Gamma Base and captured Bruce Banner, holding his wife Betty Ross Banner captive to ensure his aid. Tyrannus separated Blonsky and the Abomination, but Tyrannus's consciousness remained in the Abomination form, effectively curing Blonsky of his curse. The Tyrannus Abomination now attacked Banner, but Banner (as the Hulk) defeated him, damaging the machines capable of working the same wonder on himself in the process.

Blonsky is currently under arrest for his espionage activities and crimes as the Abomination. The Tyrannus Abomination recently escaped custody, battling (and losing to) Wonder Man in California. The effects of being trapped in the hideous form of the Abomination have seriously weakened Tyrannus's already unstable hold on reality.

ZZZAX™

F	IN (40)	Health: 230
A	AM (50)	
S	IN (40)	Karma: 62
E	UN (100)	
R	TY (6)	Resources: NA
I	TY (6)	
P	AM (50)	Popularity: - 20

KNOWN POWERS:

Electric Body: Zzzax has no physical form; he is an intelligent electromagnetic construct of psionic energy. This provides him with several major advantages and disadvantages. Zzzax has Unearthly protection from physical and kinetic attacks, since such attacks pass through his electrically

ject to normal attacks, though killing the host body merely allows Zzzax to go free. The host body must make an Endurance FEAT to avoid incineration.

- * Fire bolts of Monstrous energy damage with a 15-area range.
- * Use magnetic force of Monstrous intensity within a 15-area range.
- * Travel through electrical lines at Unearthly speed.

Zzzax's electrical body has a number of limitations. He can be affected by other forms of energy and is particularly subject to being grounded by a great amount of water (a fire hose's spray will dol. An Endurance FEAT allows Zzzax to avoid grounding. Zzzax also radiates his own energy away over time, at a loss of one Health point per turn. Overlong isolation causes Zzzax to "die away," so he often



charged body. In addition, Zzzax can automatically make a successful energy attack on those touching his body, inflicting up to Unearthly damage. Various power stunts Zzzax has developed include:

- * Flight at Amazing speed.
- * The ability to possess the bodies of others through psionic means. Zzzax must hit the target and make two Psyche FEAT rolls against the intensity of the target's own Psyche. Success of the first FEAT indicates possession; the second FEAT means that Zzzax is in control of the body. While possessing the body, Zzzax is sub-

recharges from electrical sites as well as from the psionic energies of others. Individuals who have been possessed or incinerated by Zzzax "heal" Zzzax's losses by amounts equal to their Psyche scores.

ZZZAX'S STORY: The being known as Zzzax was created in a nuclear accident when a group of terrorists took over a Con Ed nuclear reactor. Stray gunfire in the reactor chamber caused a small chain reaction, which in turn formed the initial Zzzax creature. The creature absorbed the minds of the terrorists (incinerating them

least Typical level).

Zzzax's initial attacks were stopped by Hulk and the Avenger Hawkeye, who disrupted Zzzax's energy field by "grounding" Zzzax with a long, arrow-shot, conductive cable leading to the East River. Zzzax was re-formed some time later by an experiment to monitor past and present human brain-wave patterns: Soul Star Research. The creature reformed in the generator and again ran amuck, battling the Hulk until it was disrupted by being grounded in a thunderstorm.

A portion of Zzzax's power was left in the Soul Star Research device, however. When the generator was purchased by Stark International to equip Bruce Banner's Northwind research lab, the creature escaped once again. This time, Zzzax was defeated by an intelligent Hulk with Banner's personality and mind. The Banner Hulk drained Zzzax's power into a generator and shot the creature's energy into space.

Zzzax recently reappeared on Earth, working with a team of villains assembled by Graviton to defeat the West Coast.

Avengers. Zzzax was once again grounded and dispersed, but on this occasion was later captured by SHIELD and brought to Gamma Base for testing. Zzzax possessed the body of General "Thunderbolt" Ross but failed to exert complete control, so that Ross's personality overwhelmed Zzzax's own natural tendencies. The Zzzax/Ross being battled the Hulk and a gamma-irradiated Rick Jones, but fled when the Ross persona was made to understand that, as Zzzax, he was a monster, too.

Shortly thereafter, Ross's spirit returned to his original body, bringing with him some of Zzzax's electrical abilities. Ross used these abilities against another monster, a brain-controlling beast known as the Nevermind. The massive overload of electricity killed both the Nevermind and Ross as well.

Zzzax's current whereabouts and power levels are unknown. Further, former General Ross's body has disappeared, and its present location is unknown. Whether either of these foes of the Hulk will reappear is as yet unknown.

DOC SAMSON™

Dr. Leonard Samson

F	IN (40)	Health: 230
A	IN (40)	
S	AM (50)	Karma: 60
E	UN (100)	
R	EX (20)	Resources: GD (10)
I	EX (20)	
P	EX (20)	Popularity: 5

KNOWN POWERS:

Body Armor: Doc Samson's gamma-irradiated skin provides incredible protection against physical and energy attacks. Unlike the Hulk and Abomination, he has no particular resistances to heat and cold.

Leaping: Doc Samson has Shift Z leaping power, such that he can leap 33 floors (500') straight up and four areas across.

TALENTS: Samson is a doctor of psychiatry and a self-educated expert on the Hulk and gamma radiation. After many tussles with the green-skinned monster and others, Samson has become a master of Martial Arts A, C, and E.

CONTACTS: Doc Samson is on shaky terms with most of his contacts. SHIELD regards him as a menace, the Hulkbusters regard him as a threat, and the University of Chicago has denied him tenure.

DOC SAMSON'S STORY: Doctor Leonard Samson first became involved with the Hulk when he proposed a cure for Betty Ross when she had been turned to a living crystalline being after a blood transfusion with another Hulk foe, the Sandman. Doc Samson invented a device to drain the psionic energy of the Hulk

into a cathexis-ray device and used that device to cure both the Hulk and Betty.

The experiment worked, and Bruce Banner and Betty Ross were both restored to normal form. Samson then turned the ray on himself, out of scientific interest and a desire to become super-powered in his own right. The limited amount of gamma-irradiated psionic energy transformed Doc Samson into a green-haired super-hero. When Samson began romancing Betty away from the now-ordinary Banner, Dr. Banner subjected himself to gamma radiation again, once more becoming the Hulk.

Samson has made the Hulk and gamma radiation in general the centerpiece for his studies. With the Hulk's return from another dimension to this Earth, Samson discovered a method to "sift" the atoms of Banner from his Hulk persona, restoring Banner to normality. The Bannerless Hulk was then "acquired" by SHIELD, with the intention of destroying the monster. Samson thought the Hulk could be turned to good and so freed the creature — only to discover that without Banner's personality, the creature acted out of pure rage.

Feeling responsible for setting this murderous new Hulk free, Samson tried to recapture the monster. This obsession brought him into conflict with both of the Avengers teams and Banner's own Hulkbusters group. Both Banner and Hulk were restored as one being, and Samson's machinery was broken up in a clash between the Abomination and the Hulk. Samson worked with SHIELD in its attempts to recapture the Hulk, but with the complete destruction of Gamma Base (partially at his own hands), Doc Samson's present situation is uncertain.

in the process) and gained both a measure of intelligence and its evil disposition. It sees the destruction of thinking beings as a method of increasing its intelligence (perhaps by one point for every hundred points of intelligence so consumed of at

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Big Drac Attack

by Jeff Grubb

Elsewhere in this issue, you can find the AD&D[®] game statistics of the Lord of the Vampires, that sterling member of the undead: Dracula. His Undeadliness has also had a long and checkered career in the Marvel Universe as well, a series of deaths and resurrections that has only recently been put to a permanent end at

DRACULA™

Vlad Dracula (destroyed)
Ruler of Earth's vampires

F	RM (30)	Health: 210
A	AM (50)	
S	RM (30)	Karma: 110
E	UN (100)	
R	GD (10)	Resources: RM
I	AM (50)	
P	AM (50)	Popularity: -30

KNOWN POWERS:

Vampirism: All of Dracula's abilities stemmed from his identities as a vampire and as king of the vampires. These abilities exceeded the levels of "ordinary" vampires (see below) because of Dracula's many centuries of existence and absorption of the powers of the last Atlantean vampire.

Resistances: Under normal circumstances, vampires did not age. They could be poisoned, though not killed by poison (ignoring all "Kill" results). They could not be damaged by most physical attacks, though they could be affected by Stuns and Slams (and, in some cases, "Kills"). Most energy attacks had similar limitations. See below for those attacks which specifically affected vampires.

Transformation: Dracula could, at will, transform himself into a number of different shapes, each taking but a single round to assume. These included:

- * A mistlike cloud which allowed him passage through tight spaces and allowed him to fly at 1 area/round (he could not be harmed by physical attacks in this form);
- * A bat with Dracula's normal intelligence,

the hands of Doctor Strange. Without further ado, here is the worst of the vampires – Vlad Dracula, best known as Dracula. Note that what follows will not precisely match the information published for the AD&D game. The latter article draws from classical sources, while this article is from Dracula's experiences in the Marvel Universe. A fine difference, but a difference nonetheless.

having bite attacks (Good damage) and the ability to fly at 6 areas/round;

- * A wolf with Dracula's normal intelligence, having the abilities to bite (Remarkable damage), move at 3 areas/round, and use its Intuition at +1CS to reflect its enhanced senses; and,
- * A man-sized bat capable of flying at 4 areas/round, with claw and biting attacks (for Excellent damage each).

Summoning and Controlling: Dracula had a number of summoning and controlling powers, given below:

- * Animal control allowed him to summon up to his Psyche in number of bats, rats, and wolves.
- * Summoning thunderstorms required a Red Psyche FEAT roll that left Dracula unable to use other vampiric abilities for 1-10 hours.
- * As Lord of the Vampires, Dracula could control the actions of another vampire by making a Psyche FEAT against the other vampire's Psyche.
- * Dracula had the ability to hypnotize ordinary humans, even if he had caught the victim's eye for only three seconds.
- * Dracula could communicate telepathically with any individual from whom he had drained blood, anywhere in the world.

Vampire Bite: Dracula's canines were enlarged so that he could deliver the classic "vampire bite." This bite inflicted 6 points of damage per turn. If the victim was killed in the attack, an enzyme in the vampire's saliva caused the body to produce a greenish ichor which replaced its blood. In three days, sufficient ichor existed to turn the victim's body into a vampire. If the victim was not slain by the

vampire, the victim remained weak (-1CS on all FEATS) until an Endurance FEAT was made, checked once each week. During this time, the vampire had a limited hypnotic control over the victim, so that any FEATs against that control could not add Karma.

Regeneration: Dracula had Excellent regenerative abilities.

LIMITATIONS: Dracula and other vampires were unstoppable if opponents used most normal weapons and attacks. A number of attack forms and weaknesses did inflict damage to a vampire:

- * Blood Dependency. Vampires needed human blood to survive. Voluntary or involuntary deprivation of blood resulted in weakness (-1CS on all stats for every two days without blood) and an overwhelming desire for blood. A Psyche FEAT put off that desire for one day, but the need remained.
- * Soil Dependency. Vampires could not go 100 miles beyond their places of human birth without taking a pound of soil with them. This soil, usually used to line a coffin, offset the negative effects of the sun (see below).
- * Direct Sunlight. The rays of the sun caused Amazing damage per round to vampires. If reduced to zero Health points, a vampire dehydrated and turned to powder. Sunlight also caused vampires not under its effects to become comatose unless in contact with native soil. Energy attacks which duplicated solar radiation (such as the new Captain Marvel's powers) could affect vampires.
- * Garlic Plants. A vampire could not directly attack a victim wearing a clove of garlic (the vampire could push a wall over on the garlic-wearer, though, or perform similar actions). Further, a vampire's transformation abilities could not function within 1 area of garlic.
- * Religious Objects. Vampires had an allergy of sorts to objects of religious faith, such that any religious symbol (such as the cross or the Star of David) held by someone who had great faith in that symbol would keep a vampire at bay. Such a symbol inflicted normal damage (as a club, sword, or shuriken) to the vampire.
- * Mirrors. Vampires did not reflect an

image in mirrors, nor show up on photographic plates or similar mediums.

* Houses. Most vampires were bound by a code that prevented them from entering a dwelling unless freely invited. Dracula could counter that by making a Psyche FEAT roll.

* Silver. Silver weaponry could inflict normal damage on and could even "kill" vampire.

* Wood. A wooden stake through the heart produced an automatic "kill" result against a vampire. Of course, this meant holding the vampire down and getting a "Red" result with the attack. A wood stake or silver blade through the heart caused a vampire to decay into dust, but the dust reassembled and the vampire started to heal as soon as the stake or blade was removed.

* Permanent Destruction. All vampires had a tendency to regenerate lost damage over time, even if chopped into tiny pieces. Three methods of slaying a vampire were known to "kill" it forever:

1. Exposure to sunlight until the vampire becomes dust, followed by scattering the ashes.

2. Piercing the heart of and beheading the vampire, burning the head and body in two separate pyres, then scattering the ashes.

3. Using the Montesi Formula. This last method was how Dracula was finally destroyed.

TALENTS: Dracula was a trained swordsman and had Martial Arts A and B. He amassed a large quantity of mystic lore in his travels, and could be said to have occult lore from first-hand encounters.

CONTACTS: Dracula was Lord of the Vampires and could use his rulership to command other vampires, whether they were "his" or not.

IMPORTANT NOTE: Vampires were undead, and as such were not living creatures. No Karma was lost by killing a vampire.

DRACULA'S STORY: Long ago, powerful proto-deities roamed the surface of the cooling Earth. Most of these were forced into other dimensions, but one, Cthon, left



behind a store of dark lore and magic, which was gathered together and is now known as the Darkhold. The Darkhold found its way to Atlantis before that continent's destruction, where a sect of evil magicians discovered in its text a method of reviving the dead as blood-drinking bat warriors. These Atlantean Darkholders created the first vampires, who promptly slew their creators and escaped Atlantis.

The vampires spread over the Earth in the next 15,000 years, working their way into the mythos of mankind long before the coming of Dracula. They had a loose organization run by a self-styled king who, at the time of Dracula, was Nimrod the First.

Vlad Dracula was the second son of a Transylvanian nobleman. Vlad and his younger brother were captured by invading Turks, and the latter died in their hands. Vlad learned much from this experience in the ways of power and of the inhumanity of humanity.

Dracula eventually retook his father's throne and fought the Turks, earning the

name Vlad "the Impaler" from his habit of skewering his foes. During this time, he married the Hungarian noblewoman Zofia, and they had a daughter. Vlad later dissolved the marriage and sent Zofia away. His daughter in time became a vampire as well – Lilith, one of Dracula's long-time foes. Vlad later married a woman named Maria, and through this line the descendants of Dracula came.

In a battle with a Turkish warlord, Vlad was mortally wounded and Castle Dracula was taken. The warlord took Vlad to a gypsy healer to recover, but the gypsy was a vampire and killed Vlad, turning him into a vampire. The warlord killed the gypsy, but was in turn slain and transformed into a vampire by Dracula.

Dracula's ascent to the top of vampire hierarchy was swift. He defeated the current king of the vampires, Nimrod, and soon afterwards absorbed the power of Varnae, who by that time was the sole survivor of the original Atlantean vampires. This absorption of powers gave Dracula a number of abilities over and

above those that were standard for "normal" vampires.

Dracula had a number of adventures recorded in the Marvel Universe over the next 500 years, including the following:

* Two run-ins in the 16th century with the Puritan Solomon Kane. Kane was the first person reported to have killed (however temporarily) the vampire Dracula.

* Battles in the 18th century with the sorcerer Cagliostro in France, though Dracula fled the nation during the French Revolution.

* A battle with Baron Russoff soon after leaving France. Russoff killed Dracula, but he was in turn wounded by a werewolf. The present-day descendant of Russoff is a werewolf as a result. [See "A Marvel® *Monster-Phile*," by Douglas Lent, in this issue.]

* Several battles with Abraham Van Helsing in the 19th century.

* An encounter in which he was slain by an American using silver buckshot in the late 19th century.

* Battles with Van Helsing, aided by Jonathan Harker, which were later described by Bram Stoker in his book *Dracula*, which is believed by most people to be a work of fiction. Soon after the events recorded in that book, Dracula was again revived and slain by Frankenstein's Monster [Again, see "A Marvel *Monster-Phile*" in this issue.]

In the early 20th century, Dracula killed Lord John Falsworth of England, turning him into a vampire that would soon become Baron Blood [see "Sudden Dawn," by William Tracy, in DRAGON® issue #104 for details.] In recent years, Dracula's chief opponents were Quincy Harker, descendant of Jonathan Harker, and a number of other vampire hunters, including the Indian Taj Nitai, the American named Blade (an expert at throwing wooden stakes), Rachel Van Helsing, Frank Drake (Dracula's one living descendant), and Hannibal King, a vampire and detective. Harker killed Dracula at the cost of his own life, but Dracula was soon brought back yet again. Dracula battled a number of supernatural and super-powered foes as well, including the demon Mephisto, the disembodied brain called Doctor Sun, the Sorcerer Supreme Doctor Strange, and the X-Men.

A group of mystics devoted to the Darkhold found mystic means of further increasing Dracula's power in recent years, eliminating his vulnerabilities to silver, garlic, and religious artifacts. Soon afterward, however, Doctor Strange, aided by King, Blade, and Drake (Van Helsing was turned into a vampire by Dracula and killed by Wolverine), recovered the Darkhold and, from Castle Mordo, destroyed both Dracula and all other vampires on Earth. King was spared

because he had never taken human blood, and a complete blood transfusion replaced the ichor in his veins.

The Montesi Formula destroyed all vampires on Earth's dimension, and not only prevents the creation of new vampires, but the entrance into this dimension by vampiric beings from other dimensions. The magic of the Darkhold may be able to reverse the formula, but that book is currently in the hands of the alien sorcerer Urthona.

Vampires in the Marvel Universe

Not all vampires had the power of Dracula, though most such creatures had abilities over and above those of normal mortals. Conversion into a vampire modified one's abilities as follows:

Agility: + 1CS (maximum Remarkable),
Strength: + 1CS (maximum Remarkable);
Endurance: + 2CS (maximum Amazing);

and,

Health: modified accordingly.

A vampire in the Marvel Universe had the ability to transform as noted for Dracula, and gained Typical regenerative abilities. It suffered all the effects noted above under Limitations. It could also be controlled by the vampire who bit (and created) it, should the victim fail a Psyche



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LEADING EDGE

G A M E S

The Marvel-Phile



by Warren Spector

Everybody loves the ever-lovin', blue-eyed Thing, also known as Benjamin J. Grimm, Bashful Benjamin, or good ol' Benji. He was one of Marvel Comics' first and best characters, introduced back in the good ol' Stan and Jack days as one of the strongest creatures ever to walk the face of the Earth. But, like every other memorable Marvel character since, his superpowers never overshadowed his basic humanity. He may have been a rocky, orange-skinned nightmare creature, but he was always, above all, a man.

For years, the best writers in comics plumbed the depths of Ben Grimm's soul, poking, probing, investigating this man trapped in the body of a monster. The Thing appeared in book after book, story

One Thing[™] After Another



after story, his popularity increasing all the time. Nobody seemed to notice just how one-dimensional a character he was, is, and probably always will be.

I can hear the screams of protest already, but it's true — for all the years of character "development," Ben Grimm remains today what he was when he first appeared — a guy who beats up foes and then broods about being a monster. (I guess beating and brooding makes him two-dimensional — so sue me!)

If you're getting the idea I don't like the Thing, you're wrong. Dead wrong. I love the big orange gorilla. And when I got the chance to write a MARVEL SUPER HEROES® adventure gamebook, there was no other character (with the possible exception of Iron Man) I was as hot to tackle as the Thing. I leaped at the chance, signed the contract, and reread every Thing adventure I could get my hands on.

Then, with visions of the Thing, his pals in the Fantastic Four, the Inhumans, and the Unlimited Class Wrestlers dancing in my brain, I sat down at my computer, waiting for the Muse to strike. I waited . . . and waited . . . and waited. For weeks, nothing resembling a plot came to mind.

After what seemed like forever, I had an

epiphanic moment — all the Thing could do was punch. I was trying to come up with a brilliant, daring new story about a character who doesn't think (much), doesn't use weapons or equipment (which would have lent a little variety to the inevitable fight scenes), and has no arch-villains to call his own.

As an adventure gamebook hero, the Thing was shaping up to be a bust. Then, it hit me: The Thing as we knew him, in this world, was one-dimensional, but the character always seemed to have hidden depths. Why, for example, did he act like an idiot all the time? Here's a college graduate, ace test pilot, and rocket jockey talking like a grade-school dropout. How come? Were there circumstances that could force Ben Grimm to use his head rather than his muscles?

And that was just the beginning. I got to thinking about how Ben Grimm's life might have changed if fate had dealt him a slightly different hand. Before I knew it, I was playing "What If?" in the finest Marvel Comics tradition. Not long after, with some help from Allen Varney and my wife, Caroline, I had my adventure gamebook, *One Thing After Another*, plotted out.

To find out exactly what happens, you'll have to read *One Thing After Another*, but it isn't giving too much away to say the plot involves travel to other dimensions and encounters with Things (and Ben Grimms) that you — and our own beloved Thing — never dreamed of.

What does all of this have to do with The Marvel-Phile? We're getting there. It was right about the time I finished the Thing gamebook that Roger Moore, the esteemed editor of this publication, asked me if I'd be interested in writing a Marvel-Phile article. Being steeped in Thing-lore at the time, I naturally mentioned all my "What If?" Things and asked if he'd be interested in game statistics for them. Being weird by nature, Roger said, "Sure, I love 'What If?' stories." So that's why you're about to read an article about Things you've never heard of before.

First, let's go over the basics on our Thing, the one we all know and love (trust me; things get weirder as we go along).

Born as Benjamin J. Grimm, the world knows him as the Thing, one of Earth's mightiest heroes and a member of the renowned supergroup, the Fantastic Four. He grew up on Yancy Street, one of New York's worst slums, a place where alcoholics (like his father) end up, a place where gang members (like his brother) often die violently in battles over "turf." For a while, it looked as if Ben would come to a bad end, too, but then his Uncle Jake stepped in. With Jake's support and encouragement, Ben got into a good high school and found that he had a brain in his head. Ben also found that he was a pretty good football player — good enough to get a scholarship to Empire State College.

At State, Grimm became a gridiron star. His roommate — Reed Richards — was a

star of a different sort. A real egghead, Ben called him; a stick-in-the-mud. Despite their differences, Ben and Reed became the best of friends. One day, Reed told Grimm his greatest dream — he wanted to build a spaceship capable of taking mankind to the stars. Ben jokingly offered to pilot the ship for him.

After graduation, Grimm became an Air Force fighter pilot, then an ace test pilot. Reed became a research scientist, working to make his dream of spaceflight a reality. Finally, the dream came true. Reed had developed a rocket ship capable of traveling through outer space and, remembering Ben's promise, asked him to pilot the ship on its maiden flight. That's when things got complicated. The government wouldn't allow Reed to go up in the ship he had designed, so Reed planned a secret test flight of his own.

It was a fateful decision — one that changed the course of Ben Grimm's life and, some would say, of human history. One night, Grimm, Reed Richards, Sue Storm (soon to become Reed's wife), and Johnny Storm (Sue's teenaged brother) crept aboard the spaceship and took off! All went well for a time, but then the ship was bombarded by unexpectedly high levels of cosmic radiation. The rays sliced through the ship's untested shields, exposing the crew to the unknown effects of the mysterious radiation. One effect was obvious: The ship went out of control and plummeted earthward. Only Ben Grimm's piloting skill managed to prevent a disastrous crash. The spaceship was demolished, but the passengers were unhurt.

Unhurt, yes, but changed, both by the experience and by exposure to cosmic rays. The rays gave Reed Richards the ability to stretch his body into fantastic shapes. Sue Storm found that she could become invisible and project impenetrable force fields. The cosmic rays gave Johnny Storm the ability to burst into flame; in his flame-form, he could even fly!

Grimm was the most changed of all, though. He turned into a 500-pound, orange-colored, rocky-skinned monster, capable of uprooting trees and lifting cars as if they were toys. In fact, he is now capable of lifting up to 85 tons!

That day, Reed Richards became Mr. Fantastic, Sue Storm became the Invisible Woman, Johnny Storm became the Human Torch, and Ben became the everlovin', blue-eyed Thing. Together, they formed the Fantastic Four, and they've been fighting evil and injustice ever since. That's the way historians of the Marvel Universe tell the story — but what if things had gone differently? That, in large part, is what *One Thing After Another* is all about.

For example, imagine a world in which Reed Richards bowed to the government's wishes and didn't go up in his spaceship, a world in which Sue and Johnny Storm died in the ship's crash — but Ben survived as the Thing, with no control over his fury. That would have left a rampaging

Thing with no one around to calm him down. This Thing might have become the monster everyone expects a rocky, orange-skinned horror to be. Anyone who's read *Fantastic Four* #1 knows how crazed the Thing was right after the crash. What if he never calmed down? The Hulk might have had some competition for most out-of-control, superstrong freak the world's ever seen!

From there, it was easy to imagine that the "normal" Reed Richards would devote his life to curing his old friend. What if one of the attempted "cures" backfired, exposing the Thing to further doses of cosmic radiation? The result might be an even stronger, more monstrous Thing about 40' tall: a Thing Kong!

This Thing Kong is even stronger than everybody's favorite rocky, orange superhero, and he's got the brain of a five-year-old. It's not that he's a villain - he just doesn't know his own strength (sort of like Dragon Man, only bigger and stronger). Like all Things everywhere, he's got a thing for Alicia Masters - he'll do anything to get his paws on her, up to and including climbing the Empire State Building! (This fixation with Alicia can be a good way to introduce the brute into your campaign.)

In addition to a 40' Thing, there are some other oddities about this alternate world: Dr. Doom is a good guy, and the VVD (Victor Von Doom) Enterprises building is on the site of 4 Freedoms Plaza - but you'll have to read the book for more about that. Here are the Advanced MARVEL SUPER HEROES game statistics for Thing Kong:

THING KONG™

Divergent universe menace

F IN (40)	Health: 222
A TY (7)	
S UN (100)	Karma: 18
E MN (75)	
R PR (4)	Resources: 0
I PR (4)	
P GD (10)	Popularity: 0

KNOWN POWERS:

Body Armor: Thing Kong's hide is even denser and more protective than the Thing's. It provides Amazing protection against physical attacks, Remarkable protection against energy attacks, and has Amazing protection against fire.

Protected Senses: Thing Kong has the same basic physical makeup as the Thing we all know and love, but like a child, he tends to be sensitive to loud noises - or sonic attacks. He has only Excellent protection from sonic attacks.

TALENTS: None (aside from wreaking Hulklike havoc and climbing tall buildings with beautiful women in his paws).

CONTACTS: None.

Continuing our whirlwind tour of the dimensions, we come upon one in which the Thing, perhaps driven slightly insane by his outer-space experience, returns to behavioral patterns established during his childhood days on Yancy Street. Ben Grimm, the punk kid and gang fighter grows up to become a super-strong crime boss.

The streetwise Ben Grimm of this world used his great strength not for good, but to forge a criminal empire second only to the Kingpin's. Reed, Sue, and Johnny (perhaps with Spider-Man providing a little help) are the Thingpin's bitterest enemies. The Thing of our world arrives in this alternate dimension to find the "Thingpin's" criminal headquarters in a skyscraper on Yancy Street. A gang war between Kingpin and Thingpin is about to start, and all New York quakes in fear. Alicia Masters has been kidnapped - the first casualty in the bloody war to come. It's a mess only the Thing can put right.

The Thingpin is orange, rocky, and strong, but he's gotten a little soft. Not being the sort to go off saving the world and fighting bad guys, he's built an army to do the real work of running a criminal empire. He's a little out of shape, a little soft around the edges, but has a mind honed to a keen, cruel, criminal edge. He's bad news!

THINGPIN™

Divergent universe villain

F RM (30)	Health: 164
A GD (8)	
S MN (63)	Karma: 76
E MN (63)	
R EX (20)	Resources: RM (35)
I RM (26)	
P RM (30)	Popularity: 0

KNOWN POWERS:

Body Armor: Like the Thing of our world, the Thingpin has dense, rocky armor, and it's every bit as effective as the Thing's own - Incredible protection against physical attacks and Excellent protection against energy attacks, with Incredible resistance to fire.

Protected Senses: The Thingpin's senses equal our Thing's, giving him Remarkable protection against sonic attacks.

TALENTS: The Thingpin was a pilot once, long enough ago to have lost the keen edge necessary to be more than a fair jet jockey (he now has underlings to do his flying for him). The same is true of his fighting abilities: The Thingpin had military training in his youth, but his tendency to let others do his fighting has made him a less effective martial artist than the Thing of our world.

CONTACTS: The Thingpin has friends in high places everywhere: politicians, contractors, and movie stars all flock to him because not doing so can be disastrous. He knows everybody and pulls just about everybody's strings. Those who don't give in to his subtle pressures find themselves face to face with members of his personal army of thugs.

The last Thing we'll meet may be the oddest - he's not rocky, or orange, or super-strong at all, but he may be my favorite "alternate Thing" of all. Imagine an alternate world just like the Marvel Universe, with a Fantastic Four and a Thing like the ones we know - but this Thing used Doctor Doom's time machine to go back in time to the night before the fateful rocket flight that created the Fantastic Four. Imagine the Thing preventing his younger, human self from going on that flight. All it would take would be a tap on the jaw, and Ben Grimm would be out like a light; Reed, Sue, and Johnny would either go up in the ship and return as the Fantastic Three (the Terrific Trio?) or call off the flight because they didn't have a pilot. In either event, Ben Grimm would never become the Thing, and would never worry about being a monster ever again.

Well, the plan sounds good on paper, but in *One Thing After Another*, it has some unexpected side effects. Without a qualified pilot, the ship crashed, killing Reed, Sue, and Johnny! Obviously, Ben Grimm couldn't become the Thing if he didn't go up in the ship. Imagine, then, a world without a Fantastic Four or a Thing, a world in which a lonely Ben Grimm had to survive on his wits and natural talents, rather than on his cosmic-ray enhanced muscles.

Such a man might drift from job to job, trying out as a professional football player or giving thought to a career as a military fighter jock. What would happen, though, if he ended up working as a test pilot for a private firm - like Stark Enterprises?

A man like Ben Grimm - strong, streetwise, intelligent, an ace pilot - might become Tony Stark's right-hand man. He might fly his boss to Southeast Asia, might watch his boss die of shrapnel wounds to the heart. He might find himself captured by the Communists and thrown into a cell with a brilliant research scientist who creates a suit of powered armor. Ben Grimm might become the Iron Man of such a world!

Using the powered armor, the Ben Grimm of this world returned home to become the head of Stark Enterprises. Working with Stark Enterprises' researchers, he improved the armor's basic design and changed its outer form. Wanting something that would strike fear into the hearts of evildoers, he'd naturally emulate the form of the person (or Thing) which terrified him the most: the form of the orange-skinned, rocky creature that had stopped him from going up in the rocket

ship with Reed Richards years before!

Thus, Ben Grimm became an armored Thing - a high-tech, one-man army, complete with repulsor rays, rocket-powered roller skates, gas defenses, and, of course, great strength.

The Ben Grimm of this world is a great hero and a brilliant man, but he is not without troubles. Remember, his best friends died in an accident he could have prevented, if the Thing of his future hadn't prevented him from being on Reed's ship. He watched as Tony Stark died at the hands of the Communists. His whole life is built on the deaths of others, and that's driven him a little over the edge. The Ben Grimm of this world is a little bit of a fruitcake, but that only makes him more interesting.

DOCTOR GRIMM™

Divergent universe hero

F EX (25)	Health: 180
A RM (30)	
S AM (50)	Karma: 86
E MN (75)	
R IN (36)	Resources: EX (20)
I EX (20)	
P RM (30)	Popularity: RM (35)

KNOWN POWERS:

Body Armor: The Thing Armor used by Doctor Grimm provides Amazing protection from physical attacks, as well as from heat and cold. Its resistance to corrosives is Incredible. The armor provides Monstrous protection from energy attacks, radiation, and electricity. Without the Thing Armor, Doctor Grimm's FASE scores are all Good (10).

Repulsors: These rays emanate from gloves of the Thing Armor and can do Amazing damage at a range of 10 areas.

Roller Skates: Rocket-powered roller-skate wheels can be lowered from the Thing Armor's foot-shaped boots. These allow him to move at Excellent speeds (up to 10 areas per turn). Note that the Thing Armor of this world is too bulky to fly like the Iron Man of our world - this is the trade-off for the Thing's terrifying visage.

Gas Defenses: If anyone tries to remove the Thing Armor from its wearer, the suit emits a knock-out gas of Remarkable intensity.

NOTE: These are the powers possessed by the suit of Thing Armor in *One Thing After Another*. Doctor Grimm has other suits of armor available which may give

him far different powers - anything in Iron Man's arsenal (and a couple of things Tony Stark never imagined) is possible!

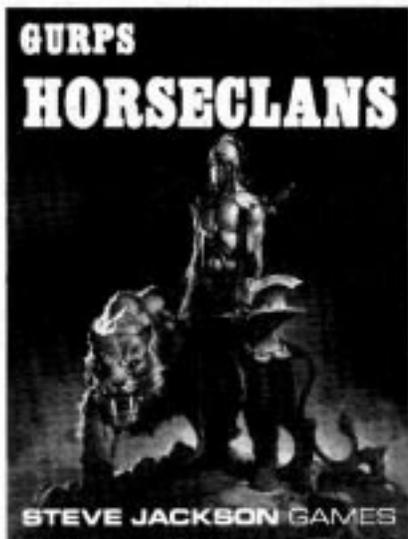
TALENTS: In addition to Ben Grimm's natural abilities as a pilot, the Ben Grimm of this world is skilled in electronics and business.

CONTACTS: Ben Grimm has good connections with the government and the military. He often does research and design work for the S.H.I.E.L.D. of this world.

There you have it: three of the Things you can encounter in *One Thing After Another*. Incorporating them into your campaign isn't as hard as you might think - the Marvel Universe is chockful of interdimensional travel devices, and time machines are a dime a dozen.

And if you don't like my Things, you can always do your own Thing. You can send your characters back in time to see if they can prevent Reed, Sue, Johnny, and Ben from going up in the ship without suffering the consequences I've proposed. You can think up alternate versions of other Marvel heroes. Or, you can throw your characters into an alternate dimension (like our own, but subtly different), and watch as they come to grips with the differences and try to figure out (ahem) how Things came to be as they are.

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The Marvel-Phile



Illustrations by Marvel Bulpen

American dreams and nightmares

by Jon D. Martin

Deadline doom and the need to further research his massive article on the victims of Scourge has led Jeff Grubb to step down for one more month from "The Marvel-Phile" – but he'll be back soon with the largest roster of Marvel Super Villains yet published in these pages. Meanwhile, Jon Martin (who wrote up the original Warlock and friends in DRAGON® issue #118) presents the current players in the life of Captain America, both friends and foes.

CAPTAIN AMERICA®

John Walker, former member of the U.S. Armed Forces, formerly known as the Super-Patriot

F	IN (40)	Health: 140
A	EX (20)	
S	IN (40)	K a r m a : 2 2 *
E	IN (40)	
R	TY (6)	Resources: EX* *
I	GD (10)	
P	TY (6)	Popularity: 100 * * *

* Reduced to zero following killing of Anthony Power (see below).

** The new Captain America is supported by the U.S. government.

*** People still believe him to be the original Captain America, since the fact that he isn't has yet to be disclosed to the public.

KNOWN POWERS:

Unique Weapon: Walker uses the same shield that Rogers used during his career as Captain America, though he is not as proficient in its use as Rogers was. The shield is made of a unique adamantium-vibranium alloy. Its composition renders it immune to harm from all forms of energy save the psionic or magical. The material rank of the shield is Class 1000.

Used defensively, the shield can absorb up to 90 points of damage in one round, but when the wielder employs it in such fashion, no attacks are possible during that round. If charging and attacking, Walker may use his shield to deflect up to Remarkable (30 points) damage. Even when using the shield, Cap is subject to specific battle effects such as Slam or Stun. Used offensively, the shield can be hurled in boomerang fashion to make multiple attacks, to then return to the thrower's hand (an Agility Power Stunt). When using the shield in this manner, Walker has Remarkable Agility, thanks to training which he received from the imprisoned Taskmaster, as part of a sentence-reduction deal made with the government. The shield causes Remark-

able blunt or edged damage, as the user desires.

After years of loyal and heroic duty, the original Captain America, Steve Rogers, had a falling out with the U.S. government. The disagreement stemmed from his refusal to cooperate with the Commission to Coordinate Super-Human Activities and his discovery of U.S. Army involvement with a known criminal named Curtiss Jackson, better known as the Power Broker. Heated words were exchanged between Rogers and members of the Committee. The result of the confrontation was that Rogers left his post as Captain America, leaving the government with a shield and an empty costume.

For decades, Rogers wore his costume in

able blunt or edged damage, as the user desires.

Body Armor: Thanks to the augmentation process he underwent prior to becoming Super-Patriot, Walker possesses a dense muscle and bone structure which provides him with Typical protection from physical attacks (bullets, knives, fists, and any parked cars he might be thrown through). His costume, which includes the original Cap's chain-mail shirt, is Excellent Body Armor, also lending Typical protection against heat, cold, and electricity.

TALENTS: Walker has Martial Arts A, B, and E, as well as Acrobatics, Sharp Weapons, and Thrown Weapons skills. As Super-Patriot, he used a short torch sword with an energy blade (Remarkable material strength and damage) and five-pointed shuriken (Excellent damage; thrown three at a time). He has a + 1 CS (as noted above) with his shield.

CONTACTS: As Super-Patriot, John Walker had contacts with the organization called Power Broker, Inc., and (to a lesser extent) the Unlimited Class Wrestling Federation (UCWF). Since becoming Captain America, he has gained contacts with the Commission to Coordinate Super-Human Activities, most notably with its director, Valerie Cooper. The only contacts that he retains from his days as Super-Patriot are with his former manager, Ethan Thurm, and his friend and fellow augment Lemar Hoskins, the new Bucky.

HISTORY: John Walker grew up on a farm near the small town of Custer's Grove, Georgia. Little is known of his early life, though it seems likely that he was an accomplished athlete in his high-school years. After his older brother Mike was killed in Vietnam, Walker joined the Armed Forces in his late teens or early twenties, where he met Lemar Hoskins. Walker hoped to make a name for himself

defense of the ideals of freedom, justice, and liberty, becoming a living legend in the process. Having a walking, talking symbol of the ideals upon which the nation was founded had become a public-relations asset that the government found itself unwilling to do without. With Rogers gone, someone had to be found who could put forth the proper image for both the nation and the office of Captain America. Finding a replacement for Rogers was made even more difficult by the fact that any such person would have to be physically able to perform like the original Captain America. Fortunately, such a man was available at the time!

as well as to serve his country as an "all-American hero like my brother."

Following his time in the armed forces, Walker became involved with the California-based criminal organization known as Power Broker, Inc. Through the physiological augmentation process perfected by Dr. Karl Malus (see below) during his work for the Power Broker, John Walker gained his superhuman abilities. Donning a red, white, and blue costume, Walker began traveling the country under the management of Ethan Thurm. John took the name of Super-Patriot, using the name and his abilities to espouse his own radical views of patriotism. Part of his activities as Super-Patriot included backing a gang of augmented thugs called the Bold Urban Commandos – Buckyies for short. One of the Buckyies was Lemar Hoskins, who would go on to serve as Bucky to John's rendition of Captain America.

John's career as Super-Patriot ironically brought him into conflict with the living symbol of the values he espoused – the original Captain America. The two fought on different occasions, with neither claiming a decisive victory. During this time, Walker's attitude toward the original Cap was one of open contempt, as he believed Cap was out of touch with the times.

When Steve Rogers gave up his career as Captain America, the government went looking for suitable replacements and found Walker to be a made-to-order candidate for the job. He accepted the offer and began a long stretch of intense training designed to match his fighting style with that of Rogers as closely as possible. On his first field mission, Walker was sent to his hometown to infiltrate a radical group of men who called themselves the Watchdogs, who were responsible for various terrorist acts in Georgia. Once Walker and Hoskins (as Bucky) dealt with the Watchdogs, it was revealed that the entire mission had been a test of Walker's fighting prowess and his dedication to duty; fighting the Watchdogs had meant fighting old

friends. The incident set Walker to questioning the ethics of the U.S. government and the ethics of his own past activities.

Though he is somewhat egotistical, John Walker is a man of integrity. He is honest and has made a vow to himself to live up to the highest personal standards of morality and honor in his post as Captain America. His heart is in the right place, but only time will tell if he lives up to those standards. John Walker is patriotic to the point of fanaticism, a factor in his personality which has served as his motivation as both Super-Patriot and Captain America. He also has strong fundamentalist beliefs. His recent killing of the criminal Anthony (Professor) Power greatly strained his sense of morality; he does not wish to be a government executioner, and the strain of his role is telling on him. Still, he is a ferocious and unforgiving fighter.

BUCKY™

Lemar Hoskins; former member of the Armed Forces and of the Bold Urban Commandos (Buckies)

F	RM (30)	Health: 130
A	EX (20)	
S	IN (40)	Karma: 46
E	IN (40)	
R	TY (6)	Resources: EX*
I	EX (20)	
P	EX (20)	Popularity: 50 **

* The new Bucky is supported by the U.S. government.

** Again, this is largely due to name association, and it will likely change after he receives more public exposure.

KNOWN POWERS:

Shield: The new Bucky was given an Incredible-strength shield by the government. This shield, which resembles the one originally used by Captain America during World War II, cannot be hurled. However, it can be used defensively in the usual manner and also as a smashing weapon (+ 1 CS to Lemar's Fighting ability when using it; Incredible damage). When not in use, the shield may be slung over Bucky's back.

Body Armor: Lemar Hoskins underwent the same physiological augmentation process as John Walker, and as a result was granted the same sort of dense bone and muscle structure. He has Typical protection from physical attacks, and his costume extends that protection to apply against heat, cold, and electricity.

TALENTS: Lemar has received combat training which grants him Martial Arts A, B, and E, and Acrobatics skill. At present,

he is attending classes to obtain a GED (Graduation Equivalency Diploma), having dropped out of high school.

CONTACTS: Not surprisingly, Lemar shares the same contacts as his partner.

HISTORY: Little is known of Hoskins's past. It is known that he grew up in an economically disadvantaged area of a large American city, and he is apparently a high-school dropout who served in the Armed Forces, where he met John Walker. Hoskins and Walker have been close friends for quite some time, Lemar having worked with John as one of the Buckies during John's brief career as Super-Patriot. The two men look out for each other and share many of the same attitudes, though Hoskins doesn't seem quite as driven as his partner. He is quick-tempered but possesses enough self-control to keep from getting too far out of line.

Hoskins's major motivation at this time is serving his country, though he doesn't mind the media attention he expects to receive or the steady income he is already receiving. He is somewhat unsure of himself but hopes that he can make good in his new role. Though prone to act impetuously, he is able to deal with any situation that arises from his actions. He has a more casual attitude about the "fair use" of his augmented strength against unpowered opponents than does John Walker.

DR. KARL MALUS™

Karl Malus; creator of supervillains

F	PR (4)	Health: 24
A	GD (10)	
S	TY (6)	Karma: 70
E	PR (4)	
R	RM (30)	Resources: FE/RM*
I	EX (20)	
P	EX (20)	Popularity: - 10

* Feeble at present; Remarkable when employed by Power Broker, Inc.

KNOWN POWERS: None.

TALENTS: Dr. Malus has a doctorate-level degree in biology and has Incredible Reason in that field. He has great knowledge in the fields of chemistry and radiology as well, and these talents give him Amazing Reason when applied to the study of superhuman physiology and genetic manipulation techniques, such as those he used to create the augmentation process undergone by Walker, Hoskins, D-Man (see below), and many others [see *DRAGON* issue #121, "The Marvel®-Phile"].

CONTACTS: Malus is a well-known figure in the Los Angeles underworld, where his services are much sought after. When Power Broker, Inc., was in operation, Malus had close ties with that group, and any members of the organization are likely to remember Malus as a valuable employee. In particular, Malus is known to Curtiss Jackson, the man behind both



Power Broker, Inc., and the long-defunct Corporation. In addition, Malus apparently knows at least one good lawyer and a bail-bondsman or two.

HISTORY: From the time that he first read of the Fantastic Four in the newspaper, Dr. Malus was fascinated by the subject of superhuman powers. Upon his graduation from UCLA, Dr. Malus applied

to several institutions for funds to finance an in-depth study of supernormal capacities. Failing to achieve his goal through legal means, Malus turned to the Los Angeles underworld in search of potential investors. In short order, he was set up with adequate laboratory facilities with the understanding that his "investors" would be allowed to exploit the results of his work. Those same investors provided Malus with human test subjects.

None of Malus's early test subjects survived, though his research did lead him to creating a number of chemical-based weapons which he sold to Los Angeles criminals such as the Enforcer. His first major break came when the criminal called the Fly approached him seeking a way to bolster his waning powers. His encounter with the Fly led him to a run-in with the original Spider-Woman, which in turn led Malus to jail following a brief stay in the hospital.

Following his short stay in prison, Malus worked free-lance for a time, renewing the powers of the original Power Man and giving him a new name (Goliath) and costume. His creation of the Armadillo and

subsequent attempt to use the Armadillo to free Goliath for the purpose of forming a team of superhuman henchmen led to his arrest and his second prison term. While serving time, Malus was contacted by Power Broker, Inc., and he agreed to work for the company in return for his freedom. While employed by Power Broker, Inc., Malus performed the same physiological augmentation process he had used on Goliath, now augmenting many men, most of them members of the UCWF or employees of Power Broker, Inc. It should be noted that Malus still hasn't perfected his augmentation process, and that roughly half of those who undergo the treatment end up brain-damaged or disfigured (as noted in DRAGON issue #121).

Malus's current stay in prison resulted from an investigation by Captain America into the source of Super-Patriot's superhuman abilities. With the help of Demolition Man, a UCWF wrestler who had been augmented by Malus, Cap located and exposed Malus's illegal lab. Exactly how long Malus will remain incarcerated is a question for the courts to decide.

investigation of that organization, cannot be said to have friendly contacts within the company's personnel. He is on good terms with several of his former fellow UCWF wrestlers, most notably the Thing. Dennis has become a close friend of Steve Rogers as a result of their brief partnership during his investigation of the Power Broker and, as a result of this association, recently met the Falcon, Nomad, and Nomads female companion, Vagabond.

LIMITATION: Dennis Dunphy has had severe heart trouble and may reinjure himself if strained to his limits. Any attempt at a Red Strength or Endurance FEAT causes him to make a second Endurance FEAT immediately afterward. Any result other than a Red or Yellow result allows him to perform normally; a Yellow result causes him to rest for 1-10 rounds, with some chest pain and shortness of breath. A Red result is treated as a Kill result with an edged (sharp) weapon, requiring immediate hospitalization from a major heart attack. See the Advanced Set *Players' Book* for the MARVEL SUPER HEROES® game, page 29.

DEMOLITION MAN™

Dennis "Demolition" Dunphy, alias D-Man; former pro wrestler, now crimefighting adventurer

F	IN (40)	Health: 136
A	TY (6)	
S	IN (40)	Karma: 36
E	AM (50)	
R	GD (10)	Resources: RM
I	EX (20)	
P	TY (6)	Popularity: 20/6 *

* 20 as Demolition Dunphy, 6 as D-Man (he has yet to make public his identity as an adventurer).

KNOWN POWERS:

Body Armor: Prior to entering the UCWF, Dunphy underwent the physiological augmentation process employed by Dr. Malus under the auspices of Power Broker, Inc. The treatment gave him Excellent protection from physical attacks and Typical resistance to heat and cold.

TALENTS: As a member of the UCWF, Dennis trained enough to gain Wrestling talent as well as Martial Arts A and C. He also possesses a fair degree of knowledge in the area of professional wrestling organization and management. Dunphy rides a motorcycle as do Nomad and Steve Rogers.

CONTACTS: Dunphy has had dealings with Power Broker, Inc., but because of his role in aiding Captain America in his



HISTORY: Dennis Dunphy is a former professional wrestler who took advantage of the strength-enhancing process offered by Power Broker, Inc., to be able to compete in the UCWF. Calling himself Demolition Dunphy, he soon became one of the UCWF's top wrestlers. He enjoyed life as a wrestler and amassed a small fortune in winnings, building an estate in the Santa Monica Mountains near Los Angeles.

The Demolition Man identity was created by Dunphy to provide him with a cover while he aided Captain America in his investigation into the activities of Power Broker, Inc. In the course of their investigation, D-Man was captured by several strength-augmented men who worked for the Power Broker. As a captive of the organization, he was subjected to augmentation to a point that nearly destroyed his muscles; he was then injected with a drug which caused him to go berserk and attack Captain America, who had been locked in an augmentation chamber with him. Eventually, Dunphy collapsed from heart failure but was saved by the quick action of Cap and subsequently returned to a stable physiological condition by Dr. Malus.

Following his recovery and Roger's retirement from his post as Captain America, Dunphy opted to quit the UCWF and become a full-time masked adventurer. He handled the major calls from Cap's hot line service until he, Nomad, Falcon, and Vagabond joined forces with Steve Rogers to fight crime. Steve Rogers uses a black, white, and red uniform designed by Dunphy, and calls himself simply "Cap."

FLAG-SMASHER™

Real name known to the authorities but not publicly revealed; former student, now terrorist

F	RM (30)	Health: 80
A	GD (10)	
S	EX (20)	Karma: 46
E	EX (20)	
R	GD (10)	Resources: FE/IN*
I	RM (30)	
P	TY (6)	Popularity: - 20

* Feeble at present; Incredible with backing of ULTIMATUM (see below).

KNOWN POWERS: None.



WEAPONS: In the past, Flag-Smasher has employed the following weapons and devices:

Costume: His costume is made of highly resilient fibrous materials, providing him with Good protection from physical attacks and Typical protection from heat and cold. The lenses in the mask of his costume give him Excellent resistance to light-based blinding attacks.

Flamethrower pistol: Flag-Smasher uses a cut-down version of a standard military flamethrower which conforms to the statistics given for such weapons (as per the Advanced Set *Players'Book*, page 43), but with Typical range and Excellent damage on the first round (and Typical

damage for 1-10 rounds afterward unless the flames are extinguished).

Tear gas gun: This weapon has the following combat statistics: Good range; one shot per turn; eight-shot magazine; and, fires Remarkable-strength tear gas requiring an Endurance FEAT to resist its effects (which last for 1-10 rounds after victims are removed from exposure to the gas).

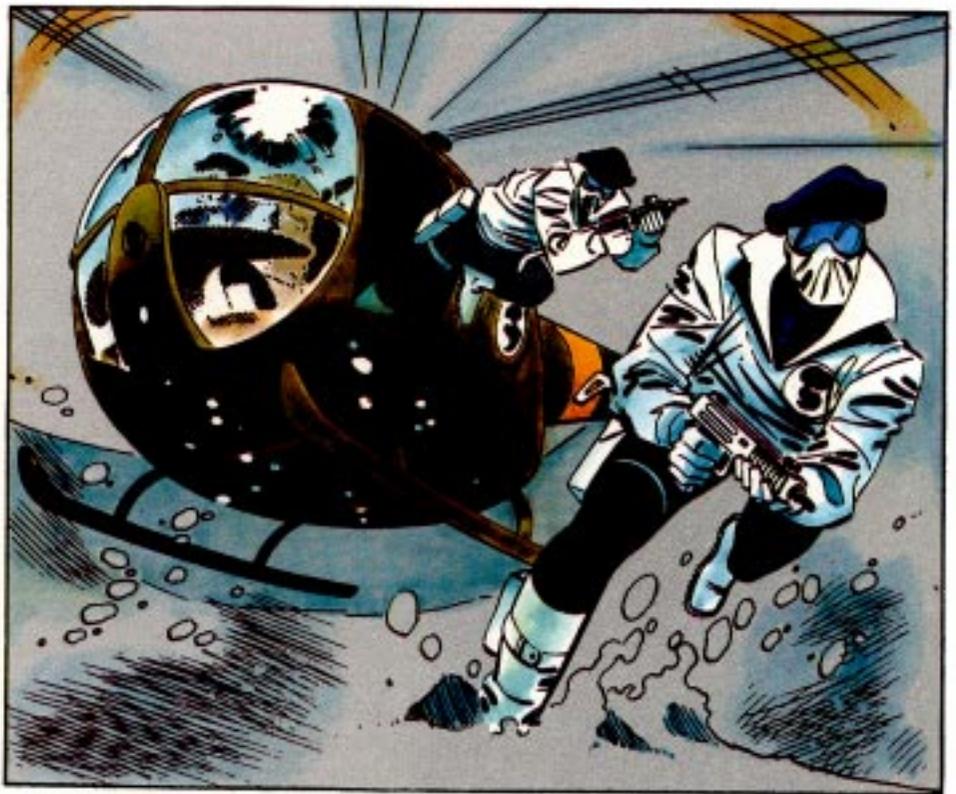
Mace: Flag-Smasher's trademark weapon is a spiked mace made of Incredible-strength steel. He may employ it to inflict either blunt or edged damage, but in either case it inflicts Remarkable damage. Flag-Smasher's Fighting is Incredible when using the mace.

Hovercraft: When he first appeared,

es: French, German, Italian, Russian, English, Japanese, and Esperanto.

CONTACTS: Flag-Smasher is currently affiliated with the terrorist organization called ULTIMATUM and can gain any manpower that he might need through his ties to ULTIMATUM. It is apparent that he has access to at least one black-market weapons dealer, and he may have further ties in the international underworld.

HISTORY: The father of the young man who eventually became the Flag-Smasher was a wealthy Swiss banker and diplomat. He allowed his son to accompany him on many of his missions to foreign companies,



Flag-Smasher drove a rocket-propelled, ATV-like hovercraft which was severely damaged during his first battle with Captain America. The vehicle was equipped with a remote control (Excellent range) and, when in working order, had the following statistics: Excellent control; Incredible speed; Incredible body; and, Good armor protection.

TALENTS: Flag-Smasher is a gifted hand-to-hand combatant, with Martial Arts A and E tucked firmly under his black belt. As noted above, he is skilled in the use of the mace and has Remarkable Agility when using handguns. Furthermore, he was once a student of international diplomacy and as such learned several language

which proved to be a sort of mixed blessing in terms of its influence on the boy's social development. While he did learn a lot about foreign cultures and the need to promote international understanding, the boy often encountered prejudice, which made him grow introverted and angry. While living in Tokyo, he learned to channel his anger into the practice of the martial arts - shotokan karate-do in particular. At the age of 15, he achieved a black belt. At the age of 19, his father was trampled to death in a protest outside of the Latvian embassy in New York City.

It was the death of his father which prompted Flag-Smasher to begin his career of terrorism. He felt that his father had pursued the goals of world peace and

unity too passively, so he decided to spread the word using the universal language of violence. He started off by attacking national embassies and symbols of nations, decrying nationalism and patriotism as dangerous concepts which promoted world disorder. His first major press coverage came when he attacked Captain America at a press conference in which Cap was announcing the creation of his nationwide hot line. Flag-Smasher used the opportunity to present his view of world politics to a captive audience, but found his regularly scheduled program interrupted by a police SWAT team. He was subsequently apprehended by Captain America.

In his second attempt to enlighten the world, Flag-Smasher fared no better, in spite of the aid of several dozen operatives of ULTIMATUM. The second attempt began with the skyjacking of an American airliner from London and ended with Cap and the European branch of SHIELD safely freeing the passengers of the airliner, capturing Flag-Smasher and his forces. At present, Flag-Smasher and a sizable portion of the membership of ULTIMATUM are in SHIELD custody. Steve Rogers is especially irritated with Flag-Smasher and company as Rogers was forced to kill an ULTIMATUM operative while rescuing the

airline passengers, thus violating one of Cap's most cherished points of honor - the preservation of human life. Cap has suffered serious repercussions from unfavorable media attention as a result (as would be expected with a complete loss of Karma in game terms); his situation could be compared in some ways with John Walker's following the latter's killing of Professor Power, though in the latter case, Walker lost his temper and could have avoided killing his foe.

ULTIMATUM™ Terrorist organization

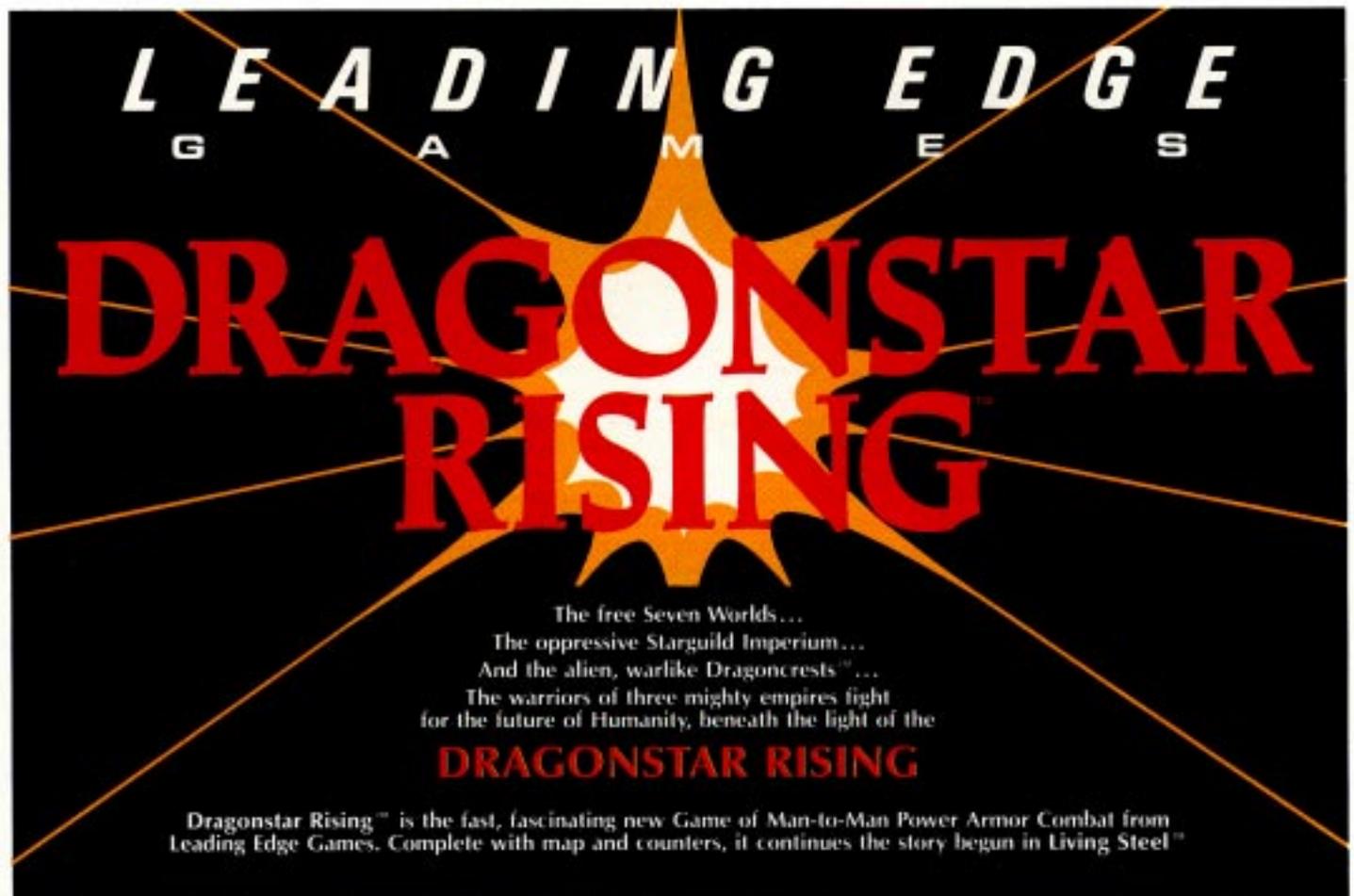
ULTIMATUM is an acronym which stands for Underground Liberated Totally Integrated Mobile Army To Unite Mankind. The organization is ideologically opposed to the concepts of nationalism and countries, and its activities are designed to subvert the governments and political structures of all nations. The full origins of ULTIMATUM have yet to be disclosed, but it is known that the bulk of its membership is culled from the ranks of experienced agents of HYDRA who suddenly found themselves unemployed in the wake of the demise of that long-extant terrorist group. Agents of ULTIMATUM have the following game statistics:

F	EX (20)	Health: 50
A	GD (10)	
S	GD (10)	Karma: 22
E	GD (10)	
R	TY (6)	Resources: TY/IN*
I	GD (10)	
P	TY (6)	Popularity: 0/-10* *

* Typical Resources as individuals; Incredible Resources if backed by ULTIMATUM.
** The former statistic applies to individuals normally; the latter applies to those acting while wearing ULTIMATUM suits.

EQUIPMENT: Members of ULTIMATUM wear black and white uniforms which are made of ballistic cloth and provide Typical protection from physical attacks. The goggles of their uniforms grant them Good protection from light-based blinding attacks. All soldiers of ULTIMATUM are equipped with submachine guns and knives, the statistics for which can be found respectively on pages 43 and 45 of the Advanced Set *Players' Book*. They also carry at least one spare clip of ammo for the submachine guns.

TALENTS: Standard-issue ULTIMATUM troops are trained in Guns and Martial Arts B talents. Of course, Judges are free to create nonstandard, agents as well. 



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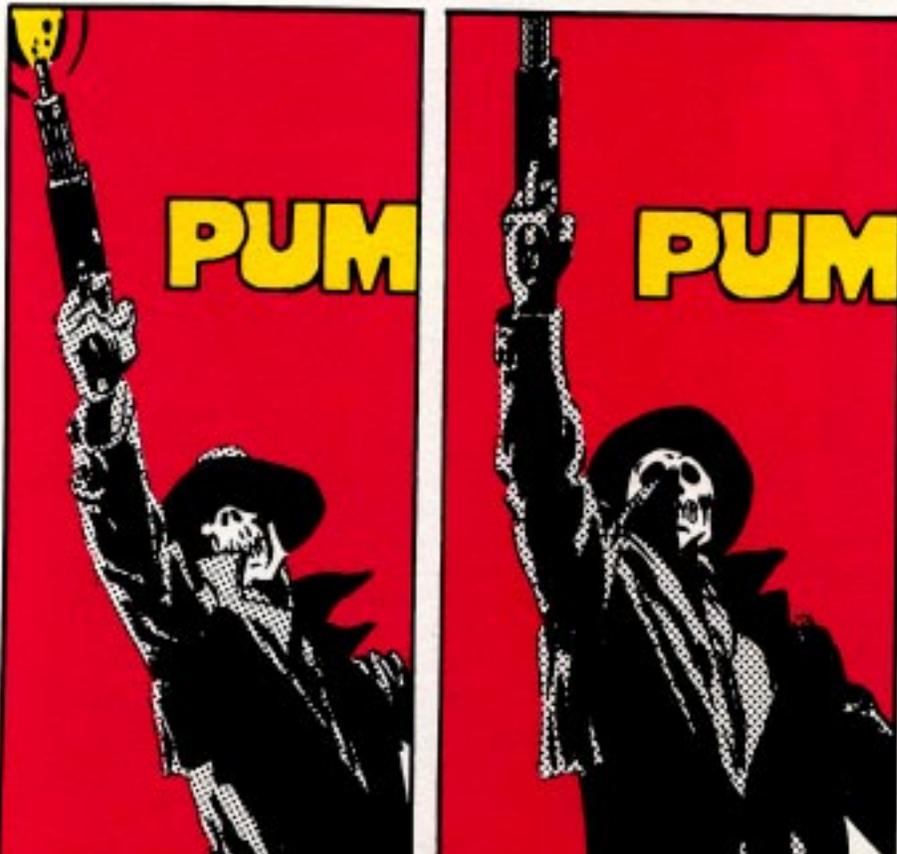
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for the future of Humanity, beneath the light of the

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The Marvel[®]-Phile

Justice is served! (Part 1)



by Jeff Grubb

The results are in on our informal poll on whether or not to do *all* of the victims of the recent slayer of Marvel Super Villains: Scourge. The readers made two points: First, the majority of people said "Yes, let's see everyone that Scourge has bumped off." Apparently, being dead doesn't count against your popularity in the Marvel Universe. But strongly voiced, too, was: "Don't take up too much room, or use multiple 'Marvel-Philes,' in order to do it." [We had to split this into two parts. The list was too long! - Editor]

Hmm. What follows is the first part of "The Marvel®-Phile's Two-Minute Drill," in which I cram as much as I can into as small a space as possible. If we've covered a particular victim elsewhere in a MARVEL SUPER HEROES® game product, the reference is mentioned. Here, then, are the known victims of the Scourge of the Underworld - and (in the next issue) Scourge as well.



ENFORCER™ Charles L. Delazny, Jr.
 F A S E R I P
 EX GD GD EX GD GD EX
 Health: 60 Karma: 30
 Resources: TY Popularity: -10

KNOWN POWERS:

Body Armor: EX rank, with silver-nitrate-covered vest for werewolves (see DRAGON® issue #126, page 76).

Infravision: RM intensity.

Weapons: Two .45 caliber guns with special ammo:

- * Ordinary bullets (TY damage);
- * Silver bullets (TY damage, for werewolves);
- * Tranquilizer pellets (IN intensity);
- * Pyrogranulate capsules (RM-intensity fire damage); and,
- * IN-intensity "Tingler" that changes the victim's metabolism, causing the victim to burst into flame (IN intensity) by post-hypnotic command.

Disintegrator Amulet: Later a ring, lost before the Enforcer's death (IN intensity, 1-area range).

TALENTS: Handguns, Martial Arts A, and Hypnotism.

CONTACTS: No major contacts.

HIS LIFE: A criminal mercenary, the Enforcer fought the Ghost Rider, Spider-Woman, Spider-Man, and Werewolf, operating primarily on the West Coast.

HIS DEATH: On assignment to kill another criminal (the Termite), the Enforcer was shot by Scourge, who was disguised as a bag lady.

MIRACLE MAN™ Name unknown
 F A S E R I P
 PR GD TY TY EX EX UN
 Health: 26 Karma: 160
 Resources: PR Popularity: -30

KNOWN POWERS:

Mass Hypnotism: UN intensity; required eye contact to maintain and worked over TV screens; mildly telepathic in nature.

Psionic Powers: Powers taught to Miracle Man by Cheemuzwa Indians:

- * Increase his Strength to the MN rank;
- * Produce power blasts of AM energy or force; and,
- * Rearrange nonliving matter with AM ability.

LIMITATION: These psionic powers had the negative effect of reducing the stability of Earth's radioactive materials, such that those materials within 50 miles were +1CS in damage and -1CS in stability per hour of exposure.

TALENTS: None.

CONTACTS: No major contacts.

HIS LIFE: An egotistical world conqueror, Miracle Man used his hypnotic powers to fight the Fantastic Four. He gained psionic abilities from an ancient Indian tribe and battled the Thing, Ghost Rider, and the Defenders.

HIS DEATH: Miracle Man was shot by Scourge, who was disguised as a fellow bus passenger, after causing a battle between the Thing and the Rhino.

MORE INFO: MA4 *The Fantastic Four™ Compendium*.



HATE-MONGER III™ "H.M. Unger"
 F A S E R I P
 TY TY TY GD PR PR MN
 Health: 28 Karma: 83
 Resources: NA Popularity: -40

KNOWN POWERS:

Emotion Control: Hate generation in others, at a range of 2 areas (AM intensity) or on touch (UN intensity).

Shape Changing: IN rank.

TALENTS: None.

CONTACTS: Psycho-Man.

HIS LIFE: Created by the Psycho-Man as his agent in creating havoc in our dimension by stirring up hate, Hate-Monger fought the Fantastic Four. Note that Hate-Monger I was a clone of Adolf Hitler, and Hate-Monger II was the Man-Beast, a creature from Counter-Earth.

HIS DEATH: The Hate-Monger was killed from the shadows by Scourge after being abandoned by his master.

MORE INFO: MHSP2 *Secret Wars™ II*.

MEGATAK™ Gregory Nettles
 F A S E R I P
 EX EX RM AM TY TY TY
 Health: 130 Karma: 18
 Resources: TY Popularity: 0

KNOWN POWERS:

Electrical Power: MN intensity; could create video images in 3D, which could then attack (RM material strength and damage); could also inflict MN electrical damage on touch or up to 1 area away.

TALENTS: Espionage.

CONTACTS: None.

HIS LIFE: An industrial spy, Nettles was inside an experimental video display and thus gained his powers. He was defeated by Thor and Sif.

HIS DEATH: It is unknown if Megatak regained his electrical abilities, which were drained by Thor. As soon as he reappeared in New York, he was gunned down by Scourge.



MELTER™ Bruno Horgan
 F A S E R I P
 GD TY TY GD EX TY TY
 Health: 32 Karma: 32
 Resources: EX Popularity: -20

KNOWN POWERS:

Melting Ray: Microwave device which could "melt" (actually liquify) stone, wood, metal, and flesh on the separate settings, with RM effects and range; more powerful version of this ray rumored to exist.

TALENTS: Engineering, Repair/Tinkering, and Business/Finance.

CONTACTS: Masters of Evil I and II, and Justin Hammer.

HIS LIFE: A madman inventor, the Melter was a former competitor of Tony Stark who usually fought Iron Man and the Avengers. He became quite infamous as a result.

HIS DEATH: The Melter was slain by Scourge, disguised as a lab assistant, on the eve of the Melter's latest plot against the Avengers. His latest Melter device was destroyed by Scourge. The Melter was probably Scourge's most important victim.

MORE INFO: MA2 *Avengers™ Coast-to-Coast*.

TITANIA™ Davida DeVito
 F A S E R I P
 RM EX RM EX TY TY TY
 Health: 100 Karma: 18
 Resources: GD Popularity: 5

KNOWN POWERS: None.

TALENTS: Martial Arts A, B, C, and E.

CONTACTS: The Power Broker, the UCWF's Grapplers, and Roxxon Oil.

HER LIFE: A mercenary and former wrestler turned criminal agent for Roxxon, Titania fought the Thing, Giant-Man, Quasar, and Dazzler before going straight and joining the Unlimited Class Wrestling Federation with her former teammates.

HER DEATH: Titania was killed in the shower by Scourge, who was disguised as another female wrestler named Golddigger. This hit lends support to the possibility that there were multiple Scourges, at least one of whom was a woman.



BASILISK™ Basil Elks
 F A S E R I P
 TY GD EX RM GD TY TY
 Health: 66 Karma: 18
 Resources: PR Popularity: -5

KNOWN POWERS:

Body Armor: GD rank.

Resistance to Heat: AM intensity.

Force Blasts: MN intensity force.

Heat Blasts: AM intensity energy.

Ice Blasts: IN intensity, GD Strength ice (all "blasts" came from Basilisk's eyes).

Flight: Shift Z rank.

TALENTS: None.

CONTACTS: None.

HIS LIFE: A former burglar given special abilities by the Kree Alpha-Stone and Omega-Stone, Basilisk fought Spider-Man, the Thing, Captain Mar-Vell, and Mr. Fantastic.

HIS DEATH: Basilisk found his way into the subbasement of the FF's new HQ, but was killed in the building by Scourge, who was disguised as a construction worker.

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PUM

HAMMER™ Leroy Jackson
ANVIL™ John Anvil
 F A S E R I P
 RM EX EX RM PR TY TY
 RM EX EX RM PR TY TY
 Health: 100 each, 200 combined
 Karma: 16 each Popularity: -5
 Resources: PR

KNOWN POWERS:

Synthecon: This was an alien device that linked the two men at the wrist, allowing them to absorb physical (slugfest or force) damage without harm, and to use that rank of Strength for the next 10 turns. Those coming in contact with the device (other than Hammer and Anvil) took that strength rank of energy damage. Energy and missile attacks were unaffected by this protection.

TALENTS: None.

CONTACTS: Deterrence Research Corporation.

THEIR LIVES: Chain-gang prisoners who escaped and inadvertently rescued an alien who gave them the Synthecon device, Hammer and Anvil usually fought the Hulk, but also fought Spider-Man, Spider-Woman, and the Guardians of the Galaxy.

THEIR DEATHS: Lured into the desert to fight the Hulk, Hammer was shot by Scourge, disguised as an Indian shaman. Linked by the Synthecon to his dead ally, Anvil died soon afterward.



FLY™ Richard Deacon
 F A S E R I P
 EX IN RM IN PR MN GD
 Health: 130 Karma: 91
 Resources: PR Popularity: -5

KNOWN POWERS:

Flight: EX (10 areas/turn).

Wall Crawling: RM intensity.

TALENTS: None.

CONTACTS: None.

HIS LIFE: Given his abilities by a criminal scientist who merged Deacon's genetic makeup with that of a fly, Deacon killed the scientist but discovered that his own personality was being taken over by flylike behavior. In his last few months of life, he was a mad man-monster.

HIS DEATH: The Fly escaped from confinement and was immediately slain by Scourge.

MORE INFO: MHAC7 *Concrete Jungle*.

DEATH ADDER™ Roland Burroughs
 F A S E R I P
 RM GD RM GD TY GD TY
 Health: 80 Karma: 22
 Resources: GD Popularity: -5

KNOWN POWERS:

Body Armor: EX rank.

Gills: Could breath water.

Swimming: 4 areas/turn.

Bionic Tail: Fully functional fifth limb that could inflict IN damage.

Poison: On claws, AM intensity.

LIMITATION: Death Adder was mute.

TALENTS: None.

CONTACTS: Roxxon Oil and the Serpent Society.

HIS LIFE: Created by Roxxon Oil to be a member of the Serpent Squad, Burroughs fought the Thing, Stingray, and Captain America. He later joined the independent Serpent Society.

HIS DEATH: His "Serpent Saucer" damaged, Death Adder was forced to take a cab. Scourge was the cabbie. Following the recovery of Death Adder's body from a police morgue, the Serpent Society did all in its power to find and slay Scourge.

MORE INFO: MHAC7 *Concrete Jungle*.



BLUE STREAK™
 F A S E R I P
 TY EX TY GD TY TY TY
 Health: 42 Karma: 18
 Resources: TY Popularity: 0

KNOWN POWERS:

Rocket Skates: AM ground speed, forward and backward, allowing GD leaping.

Body Armor: GD rank.

Lasers: Mounted on arms of suit, doing IN damage.

Caltraps: Used to puncture tires of pursuing cars.

TALENTS: Espionage.

CONTACTS: The Corporation.

HIS LIFE: A foreign spy who infiltrated the SHIELD "super-agents" program, Blue Streak pursued a career as a freelance criminal in the Midwest after his prison term. He usually fought Captain America and once worked with Vamp (see next month's "The Marvel-Phile").

HIS DEATH: After a battle with Cap, one of Blue Streaks rocket skates was damaged. Hitching a ride with a trucker, Blue Streak found out too late that the trucker was Scourge.



WRAITH™ Brian DeWolff
 F A S E R I P
 GD GD GD GD GD EX IN
 Health: 40 Karma: 70
 Resources: TY Popularity: 0

KNOWN POWERS:

Thought Reading: AM intensity.

Image Projection: MN intensity, 3-area range; used to make himself invisible and undetectable as a power stunt.

Telekinesis: AM intensity.

Mental Attack: 2-area range, MN intensity, affected Health without harming someone's physical body.

Mind Control: MN intensity.

TALENTS: Law Enforcement and Hand-guns.

CONTACTS: Tony Stark/Iron Man and the NYPD.

HIS LIFE: Patrolman Brian DeWolff was shot by criminals and rescued by his father, who used experimental technologies to restore Brian's health and to give him both psionic abilities and a link with his father's mind. Controlled by his father, Brian killed several criminals and fought Spider-Man, Iron Man, and Doctor Strange. Brian was found innocent of the crimes, but his father was sent to prison. The Wraith became a costumed adventurer and an ally of the original Iron Man.

HIS DEATH: Driven mad by the murder of his sister Jean, the Wraith returned to New York to attack the New York Police Department. He arrived at a station house as Scourge was leaving (having failed to kill Flash Thompson, believed by Scourge to be the Hobgoblin). Scourge shot down Wraith down instead. While Wraith had criminal intent when Scourge shot him, Brian DeWolff had no criminal record.

Next month, we visit the "bar with no name" – and say good-bye to more Marvel Super Villains.



Justice is served!
(Part 2)

The Marvel-Phile

by Jeff Grubb

Well, I'm steamed. After all my work to put everything on Scourge under one roof, the editor of this fine magazine, Roger of the Retreating Hairline [Ouch!], cut it into two parts. Even "The Marvel-Phile" has its limitations. Our apologies to all and sundry.

In any event, this second section does allow me the chance to extend thank-yous to people who have helped me put this sucker together. Special thanks go to

Mark Gruenwald, the writer/producer of *The Official Handbook of the Marvel Universe*. Thanks also go to The Turning Page comics shop in Milwaukee, and to the Tomorrow is Yesterday and Toad Hall shops in Rockford, Ill., for their help in locating many of the long-forgotten back issues in which these particular ex-villains first appeared.

And now, the final selection of Scourge's villains, featuring the victims of the "bar with no name" massacre - and Scourge himself.



BIRD-MAN II™ Achille DiBacco

F A S E R I P
EX EX GD GD TY TY TY

Health: 60 Karma: 18
Resources: PR Popularity: - 4

KNOWN POWERS:

Flight: EX (10 areas/turn).

Blaster: RM intensity force, Z-area range.

TALENTS: None.

CONTACTS: None.

HIS LIFE: The original Ani-Men (and the original Bird-Man) were killed in a battle between Count Nefaria and Iron Man. The second Bird-Man, Cat-Man, and Ape-Man were recruited by Death-Stalker, a foe of Daredevil. All were normal humans with superpowered costumes. Ape-Man and Cat-Man were killed by Death-Stalker, but Bird-Man, defeated earlier by Black Widow, escaped.

HIS DEATH: Bird-Man was among the many villains who attended a meeting hosted by Gary Gilbert at the criminal "bar with no name" (see Firebrand for details). He was slain there by Scourge in a massacre of 17 criminals.



TURNER D. CENTURY™

Clifford F. Michaels

F A S E R I P
PR TY TY TY GD TY PR

Health: 20 Karma: 20
Resources: IN Popularity: - 1

KNOWN POWERS:

Flamethrower Umbrella: EX flame damage, 1-area range.

Flying Bicycle Built For Two: EX speed.

Time Horn: Device intended to kill those under age 65 by ultrasonic waves, but instead induced unconsciousness within 10-area radius, affecting same victim type; MN intensity.

TALENTS: History and Invention.

CONTACTS: None.

HIS LIFE: Clifford Michaels was raised to

believe in the values of the early 20th century, and he sought to force those values on the modern world, first trying to "clean up." San Francisco, then attempting to kill everyone under the age of 65 in New York with his "Time Horn," which failed to perform as he hoped. He was defeated in the first case by Spider-Woman, and later by Spider-Man and Dominic Fortune.

HIS DEATH: Turner D. Century, mentally unstable but branded a criminal, was a victim at the "bar with no name" massacre that claimed Bird-Man and many others.

CHEETAH™ Esteban Carracus

F A S E R I P
RM RM IN RM TY EX GD

Health: 140 Karma: 36
Resources: TY Popularity: - 6

KNOWN POWERS:

Superhuman Abilities: The above stats are for Cheetah at his most powerful, as an agent of the Kree race. At the time of his death, each of Cheetahs FASE abilities were EX (Health: 80).

Claws: RM material strength, both when superpowered and later as part of his costume.

Speed: EX (5 areas/turn) as an agent of the Kree.

TALENTS: None.

CONTACTS: Ronan the Accuser and the Kree.

HIS LIFE: A petty thief, Carracus was endowed with superhuman powers by a Kree Sentry, and was used as a pawn in combat between Ronan the Accuser and the original Captain Mar-Vell. His powers were destroyed with the Kree Sentry, but he retained his name and costume.

HIS DEATH: The nonpowered Cheetah was killed in the "bar with no name" massacre mentioned above.



COMMANDER KRAKEN™

Name unknown

F A S E R I P
RM GD GD TY GD GD TY

Health: 56 Karma: 26
Resources: GD Popularity: 0

KNOWN POWERS:

Bionic Left Hand: Originally a hook capable of emitting a RM-intensity electrical shock; replaced by HYDRA with a functional bionic hand of RM strength.

Bionic Left Leg: Functioned as normal leg; allowed flight at TY speed (6 areas/turn).

Electro-Sword: Device capable of firing AM-intensity electricity (3-area range); could reflect up to AM-intensity force and energy attacks.

Sea Vessels: Squid-shaped submarines which fired shells of AM damage, and had tentacles of AM material strength. Other stats: watercraft, Control EX, Speed RM (6 areas/turn), Body AM, Protection AM.

TALENTS: Handguns and Edged Weapons.

CONTACTS: HYDRA.

HIS LIFE: A modern-day pirate who sold his services to HYDRA, Commander Kraken fought and lost against Sub-Mariner and Iron Man.

HIS DEATH: Unable to rebuild his seagoing ships after his last defeat by Iron Man, Commander Kraken retired to commit smaller crimes in the Midwest. He was slain in the "bar with no name" by Scourge.

CYCLONE™ Name unknown

F A S E R I P
GD GD TY EX GD GD TY

Health: 46 Karma: 16

Resources: GD Popularity: - 5

KNOWN POWERS:

Wind Control: Cyclone's sole power derived from the costume he wore, which allowed him to control air with AM ability. He could perform the following power stunts:

- * Fly at GD speed (8 areas/turn);
- * Disrupt other fliers (AM intensity);
- * Lift others into air (AM intensity);
- * Attack all in one area for RM damage from wind blasts; and,
- * Create vacuum around one target (AM intensity).

TALENTS: Engineering and Invention.

CONTACTS: The Maggia.

HIS LIFE: A NATO engineer, Cyclone turned his invention of a wind-controlling device into a tool for the Maggia. Cyclone fought and lost to both Spider-Man and Moon Knight.

HIS DEATH: Unable to use his device, Cyclone died in the "bar with no name" massacre.

MORE INFO: MHAC6 New York, New York.



FIREBRAND™ Gary Gilbert

F A S E R I P
GD GD IN EX EX GD TY

Health: 80 Karma: 36

Resources: TY Popularity: - 12

KNOWN POWERS:

Costume: Firebrand's suit gave him his high strength. Without it, his Strength was

GD and his Health 50. The suit gave him MN resistance to Fire.

Flamethrowers: One mounted on each wrist; projected AM-intensity heat and flame at 3-area range.

Flight: GD (8 areas/turn).

TALENTS: Physics and Invention.

CONTACTS: None.

HIS LIFE: A radical agitator who used his talents to further criminal ends, Firebrand was a longtime foe of Iron Man.

HIS DEATH: Gilbert retired his costumed identity to become a business agent for other criminals, usually meeting them at an abandoned bar in Medina County, Ohio, known only as the "bar with no name" As Scourge had already made early successes against low-level criminals such as Gilbert and his clients, Gary called a meeting of criminals to discuss the problem. Seventeen other criminals made the meeting (Water Wizard was late with a flat tire, which saved his life). All weapons were checked at the door, but Scourge infiltrated the meeting disguised as the bartender. Gilbert and the other 17 were shot down by Scourge, wielding a cut-down .50 machine gun in each hand.

GRAPPLER™ Name unknown

F A S E R I P
RM GD TY GD GD GD TY

Health: 56 Karma: 26

Resources: RM Popularity: 0

KNOWN POWERS:

Battle Staff: A flexible steel rod of EX material strength, used as a battle staff and wielded with IN ability to inflict RM damage. Blunt end of the staff contained a coil of RM-strength cable, which could be fired with 2-area range to either entangle an opponent or serve as a cable, to be reeled in.

Radio-Controlled Plane: As private plane in Advanced Set MARVEL SUPER HEROES® rules book, with IN control.

TALENTS: Martial Arts A, C, and E; Finances; and, Boxing.

CONTACTS: None.

HIS LIFE: Advised as a youth to study "leverage," the Grappler became a master at the idea, both in a physical and financial sense. His single attempt to put "leverage" to criminal use by stealing an armored car filled with gold was halted by She-Hulk.

HIS DEATH: Grappler was a victim of the "bar with no name" massacre.

HELLRAZOR™ Name unknown

F A S E R I P
RM EX GD RM TY PR TY

Health: 90 Karma: 16

Resources: PR Popularity: - 2

KNOWN POWERS:

Wrist Blades: Hellrazor's primary weapon; IN material strength bracelets which had sharpened edges, inflicting IN edged-attack damage; could also fire a stream of sharp razors, IN damage, with Z-area range.

TALENTS: Martial Arts B and E.

CONTACTS: Roxxon Oil.

HIS LIFE: An agent of Roxxon Oil hired to defame and kill the Black Panther, he was defeated (once deprived of his wrist-weapons) by T'Challa and Spider-Man.

HIS DEATH: Caught without his weapons, Hellrazor was killed at the "bar with no name."



HIJACKER™ Name unknown

F A S E R I P
TY GD TY GD RM GD GD

Health: 32 Karma: 50

Resources: GD Popularity: 0

KNOWN POWERS:

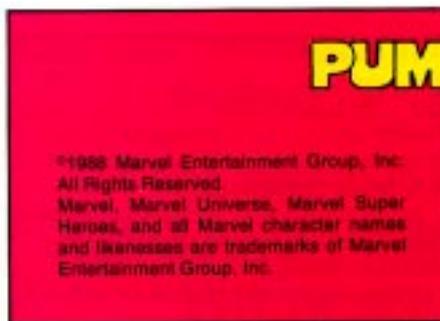
Body Suit: Hijacker had no superhuman powers, instead gaining his abilities from his heavy body-suit, which provided the power for his weapons. His heavy, brown, reinforced fabric suit provided RM protection against physical, energy, heat, fire, and cold attacks. When sealed with his odd-looking helmet, Hijacker had his own 4-hour oxygen supply and was immune to gases.

Vario-Blaster: Hijacker's main weapon was a multifunction gun attached to the belt of his outfit by a cable. With this 2-area-range weapon, Hijacker could fire:

- * "Nuclear flame" for AM fire damage;
- * Knock-out nerve gas of IN intensity;
- * Projectiles for RM damage;
- * "Ionic blasts" for RM energy damage; and,

* An "Activator Beam" of IN intensity, which activated any nearby machinery.

Crime-Tank: A heavily armored fort on treads, Hijacker's mobile base was an off-road vehicle with EX control, TY speed,



AM body, and IN protection. Its spiked treads inflicted IN damage, and it had electromagnets of AM intensity with a 4-area range. This tank was destroyed by the Thing and Black Goliath.

TALENTS: EX Agility with Vario-Blaster.
CONTACTS: None.

HIS LIFE: A gimmick-laden villain who specialized in stealing technology for later resale in criminal auctions, Hijacker was first defeated by Ant-Man, and later by Black Goliath and the Thing. He was good at last-moment "rabbits out of the hat" tricks that no one expected.

HIS DEATH: Hijacker unfortunately attended the "bar with no name" massacre. Without his gimmicks and protection, he proved easy prey for Scourge.

JAGUAR™ Ramon De Rico

F A S E R I P
RM RM EX EX TY EX TY
Health: 100 Karma: 32
Resources: TY Popularity: - 6

KNOWN POWERS:

Infravision: RM intensity.

Claws: Worn on gloves; inflicted RM edged attack damage, and were used to scale buildings (1 floor/turn).

TALENTS: Martial Arts A and C.

CONTACTS: HYDRA.

HIS LIFE: Head of the Commando Division of HYDRA under Silvermane, El Jaguar was a devoted leader who took pride in leading his crack troops into battle, until his defeat by Daredevil and Nick Fury's SHIELD forces.

HIS DEATH: El Jaguar was just one more tombstone outside the "bar with no name."



LETHA™ Hellen Feliciano

F A S E R I P
RM EX RM EX TY TY TY
Health: 100 Karma: 18
Resources: GD Popularity: 5

KNOWN POWERS: None.

TALENTS: Wrestling, and Martial Arts A, C, and E.

CONTACTS: Roxxon, the Power Broker, and the UCWF's Grapplers.

HER LIFE: Female wrestlers recruited by Roxxon to break into Project Pegasus, Letha and Titania were stopped and served time in prison before going straight. Letha's strength was boosted by the Power Broker, and she and her cohorts, the Grapplers (not to be confused with the Grappler, above) joined the UCWF.

HER DEATH: Letha attended the meeting at the "bar with no name" in order to find Titania's killer. She succeeded and paid for that information with her life (see last months "The Marvel-Phile" for information on Titania).

MIND-WAVE™ Name unknown

F A S E R I P
TY TY TY TY EX GD RM
Health: 24 Karma: 60
Resources: EX Popularity: - 8

KNOWN POWERS:

Psionic Powers: Mind-Wave's natural mind powers were boosted by a helmet of his own design, which gave him the following abilities:

* ESP, with which he could blindside a nontelepathic opponent at will; and

* Mental communication with others wearing similar helmets, his "think tank," or with other ESPers.

Think Tank: A large, heavily armed vehicle controlled by Mind-Wave's mental powers, and used to rob banks. The vehicle had AM control, EX speed, EX body, and had GD armor. It had heat-ray cannons which inflicted IN damage at a 3-area range.

Heat Ray: Hand-held version; inflicted RM damage at a 2-area range.

TALENTS: None.

CONTACTS: None.

HIS LIFE: A criminal possessing mental abilities heightened by his own inventions, the megalomaniac Mind-Wave robbed banks in Europe and America until stopped by Daredevil and Uri Geller.

HIS DEATH: Mind-Wave's mental abilities failed to warn him about Scourge. He died in the "bar with no name" massacre.



MIRAGE™ Desmond Charne

F A S E R I P
GD TY GD TY EX TY GD
Health: 32 Karma: 36
Resources: TY Popularity: - 3

KNOWN POWERS:

Image Generation: Mirage's suit allowed him to produce several MN-rank Power Stunts involving illusion. He could:

* Disguise himself and others within a 1-area range;

* Use invisibility; and,

* Project multiple images (up to 8) within 1-area range.

TALENTS: Handguns (often carried one).

CONTACTS: None.

HIS LIFE: A holography technician with delusions of criminal success, Mirage was defeated by Spider-Man and Daredevil on separate occasions.

HIS DEATH: Mirage attended the "bar with no name" at the time of the massacre. Though a victim, he was reported to have survived as part of a ploy to lure Scourge into a trap. Dressed as Mirage, Captain America captured Scourge, who was then shot to death by *another* mysterious assailant, who may be yet another Scourge.

RAPIER™ Dominic Tyrone

F A S E R I P
IN EX GD GD GD TY GD
Health: 80 Karma: 26
Resources: EX Popularity: 6

KNOWN POWERS:

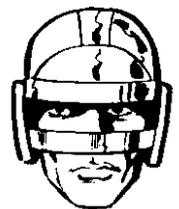
Electro-Stun Sword: Delivered EX-intensity electrical shock that caused unconsciousness; 1-area range.

TALENTS: Fencing and Martial Arts A.

CONTACTS: None.

HIS LIFE: A former partner of Silvermane, Tyrone achieved recognition as the heroic Rapier while planning revenge against his crime-boss partner. He fought Spider-Man inconclusively.

HIS DEATH: Like so many others, he died at the "bar with no name."



RINGER™ Anthony Davis

F A S E R I P
GD GD GD TY GD TY TY
Health: 36 Karma: 22
Resources: GD Popularity: - 4

KNOWN POWERS:

Rings: Devices on Ringer's wrist fired a variety of rings, including: Explosive Rings of RM damage; Freezing Rings of RM cold; and, Constriction Rings of IN material strength and damage. In later versions of his suits, he had a "particulate-matter condenser," which could form rings of IN strength from soot in the air.

TALENTS: None.

CONTACTS: None.

HIS LIFE: Ringer made his entry into the criminal life by battling with Nighthawk of the Defenders. Severely beaten, he vowed never to fight again, but he was later captured by the Beetle and forced to fight

Spider-Man. Afterwards, he moved to the Midwest.

HIS DEATH: Believing he had finally hit the big time, Ringer was instead shot to death at the "bar with no name."

SHELLSHOCK™^M Name unknown

F A S E R I P
GD EX TY TY GD TY TY

Health: 42 Karma: 22
Resources: TY Popularity: - 4

KNOWN POWERS:

Special Handgun: RM material strength, 3-area range, fired assorted projectiles (including IN explosive projectiles, IN heat-seeking and guided projectiles, and an expanding yeast-putty of AM strength which entangled opponents).

TALENTS: Handguns.

CONTACTS: Psycho-Man.

HIS LIFE: A former flunky of Psycho-Man, Shellshock kept the weapon designed for him and teamed up with Livewire (another former flunky) to steal Alicia Master's statues. They were defeated by the Thing.

HIS DEATH: Shellshock was present at the "bar with no name," and there met his end, thanks to Scourge.



STEEPLEJACK II™ Maxwell Plumm

F A S E R I P
GD EX GD GD GD TY GD

Health: 50 Karma: 26
Resources: GD Popularity: - 3

KNOWN POWERS:

Body Suit: RM protection from physical attack.

Acetylene Gun: A multipurpose weapon that could fire:

- * RM-damage force;
- * RM-damage energy;
- * Wire slipknot of RM strength; and,
- * Heat and light of RM intensity.

TALENTS: None.

CONTACTS: None.

HIS LIFE: Taking the designs and outfit of the first Steeplejack (Jake Mallard, who died fighting Power Man), Max Plumm fought Ms. Marvel - and lost.

HIS DEATH: Steeplejack attended the final bash at the "bar with no name."

VAMP™ Name unknown

F A S E R I P
RM EX GD GD GD GD RM

Health: 70 Karma: 50
Resources: GD Popularity: - 4

KNOWN POWERS:

Absorbo-belt: A SHIELD device which permitted Vamp to duplicate the physical non-superhuman abilities of other individuals within 1 area of her. These included:

- * Duplication of Strength, up to RM rank, with no effect on Health; and
- * Duplication of Fighting and Weapon Talents.

Telepathy: Vamp had EX telepathy.

ALTER EGO: Vamp was a superpowered villain who actually had *another* super-powered villain identity as her alter ego: the Animus, a huge-headed primitive with great powers:

F A S E R I P
RM RM IN IN RM EX IN

Health: 140 Karma: 90
The powers of Animus once included the following:

Mental Bolts: IN-damage force;

Crystal Club: EX material strength; if used as a focus for mental abilities, it raised them by one rank;

Telekinesis: IN rank.

Animate Objects: IN intensity.

The Transformation from Vamp to Animus was remote-controlled by a device held by the criminal Corporation. All damage taken in one form did not carry over to the other, though long-term effects (Stun, Slam, or Kill) did.

TALENTS: Espionage.

CONTACTS: The Corporation, Blue Streak, SHIELD (temporarily).

HER LIFE: Vamp and Blue Streak were double agents for the Corporation who infiltrated the SHIELD "super-agent" program. Vamp battled Captain America both as Vamp and Animus, but lost.

HER DEATH: Without her absorbo-belt (confiscated by SHIELD), and being either unable to use or lacking the control device to become Animus, Vamp died at the "bar with no name."



SCOURGE™ Name unknown

F A S E R I P
TY EX TY EX TY RM GD

Health: 52 Karma: 46
Resources: EX Popularity: - 5

KNOWN POWERS:

Scourge's Gun: One shot did EX damage; 5-shot burst, RM damage; 5-area range, EX material strength. Fired an explosive bullet that lowered an opponent's physical protection by - 2CS. Scourge preferred to use this weapon at point-blank range, and could use one such weapon in either or both hands with perfect facility. Weapon

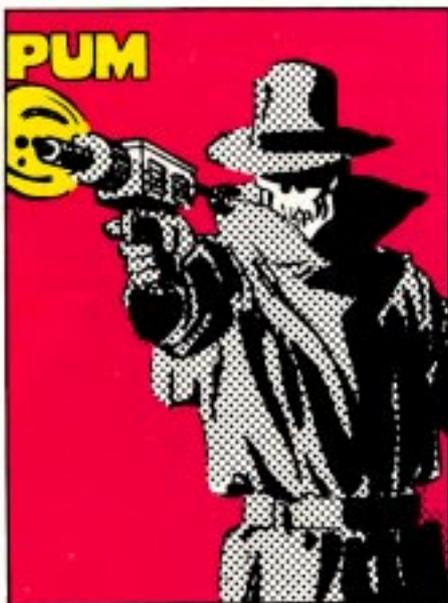
was easily concealed .50-cal. Thompson machine gun with sawed-off barrel and stock (folding wire stock used). A 5-round clip was used; extra clips probably kept on Scourge's person.

Scourge's Van: Control TY, speed EX, body GD, armor GD. Carried spare weapons, ammo, disguises, computerized crime file, television communications gear.

TALENTS: Weapon Specialist with own gun (In Agility), Criminology, Disguise, and Marksman.

CONTACTS: Domino, a masked detective who had MN contacts in the criminal underworld.

HIS LIFE: Appearing out of nowhere to eliminate the Enforcer, Scourge cut a wide swath through the criminal ranks of the Marvel Universe. He concentrated on active costumed criminals of medium-to-low power, keying on many lesser-known villains whose abilities were based more on devices than natural or artificial mutations. Blindsiding nearly all of his victims and allowing for no warning at all, he was startlingly successful before either the criminal community or any heroes caught on to his activity. His few "missed opportunities" included failed attacks against Constrictor (foiled by Captain America), Kraven (accidentally foiled by Tigra), Hobgoblin (foiled by Spider-Man, but Scourge killed Wraith instead), Cobra and



Diamondback (missed fuel tank on their ship), and Water Wizard (see Firebrand, above). It is possible that there were or are multiple Scourges on the loose (see text below and entry on Titania in last month's "The Marvel-Phile").

HIS DEATH: Following the massacre at the "bar with no name," Water Wizard - a late arrival - contacted Captain America

for help. Cap took the costume of the deceased Mirage to set a trap for Scourge, and he managed to capture the murderer - but Scourge was shot by an unknown assailant in the shadows, using a gun similar to Scourge's and calling out the same "Justice is served!" cry. Before he was shot, Scourge made a confession of his origins - but his story has since proved to be false. The true origins of Scourge, and whether there are others of his ilk, are unknown.

101 uses for a dead villain

Scourge's victims were generally (though not always) individuals who derived their abilities from high technology, which granted them powers or enhanced already existing abilities. Scourge destroyed these items when possible, but criminals tend to leave multiple caches of equipment or plans. Many items were confiscated from slain villains by Ohio police following the massacre at the "bar with no name." Certain slain criminals may have left relatives or criminal allies who will take up their identities and causes in the future. It is possible in gaming campaigns for a "new" Firebrand or Blue Streak to appear and bedevil your heroes. By the same token, Scourge (or someone like him) may return to bump off more criminals in your Marvel Universe.

Ω

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 BT12 — Healer with star
 BT14 — Army Trooper in riot gear with auto rifle
 BT18 — Kid with pistol
 BT20 — Gang Member with chain and spear

A further 10 figures will be released shortly

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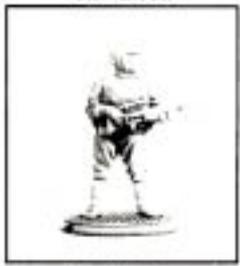
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BT4 — Gang Leader



BT6 — Girl Punk



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PRINCE AUGUST

The Marvel®-Phile

*By the Immeasurable Girth of
Volstagg!*

by Jeff Grubb

Thor, hero of the extradimensional realm of Asgard, is unique in that most of his allies know him as his "heroic" self, as opposed to knowing him only in whatever secret identity he maintains at the time. Spider-Man is a bit of a loner, but his alter-ego Peter Parker has had the *Daily Bugle* staff, his Aunt May, and a long string of lady-friends culminating in his bride, Mary Jane Watson, as friend and associates. It's the same with Iron Man, who operates on his own as a hero and with a huge group of friends and allies as the president



of Stark Enterprises. Even the Hulk has more friends as puny Bruce Banner than as his monstrous self.

But not Thor. Thor's old secret identity of lame Doctor Don Blake had Jane Foster as a friend, but that's about it. No, Thor's best supporting-cast members are natives of his home, Asgard: Sif, Odin, Heimdall, Balder — and Grim Hogun, Dashing Fandral, and Volstagg the Enormous.

Fair ladies and noble lords, we present the guys who stand at Thor's side in battles of Asgard: The Warriors Three.

HOGUN THE GRIM™

F AM Health: 205
A RM
S AM Karma: 80
E MN
R EX Resources: IN
I RM
P RM Popularity: EX in Asgard

KNOWN POWERS:

Body Armor: The massive cell structure of Asgardians provides Hogun with Good protection against physical and energy attacks.

Hogun's Mace: Hogun's mace is made of Amazing-strength materials, and he wields the weapon with +1 CS on attack rolls. The weapon is nonmagical, though it was built using the magic of Asgardian craftsmen, and has no special powers.

TALENTS: Hogun is a master in the use of his mace (as noted above), and in addition has the Horsemanship (+1 CS for all FEATS involving horses) and Martial Arts A talents.

CONTACTS: Hogun is a member of the Court of Asgard and, as a member of the Warriors Three, is a close friend of Thor.

HOGUN'S STORY: Hogun is called "the grim" for his dour attitude and pessimistic outlook. He is more of a fighter than a talker, letting his mace speak volumes in combat. Hogun is not a native of Asgard proper, but of another land in the Asgardian dimension. He has, however, proved time and again his loyalty to the throne of Asgard and to Thor, the son of Odin.

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FANDRAL THE DASHING™

F IN Health: 195
A RM
S AM Karma: 70
E MN
R GD Resources: RM
I EX
P IN Popularity: RM in Asgard,
IN with Asgardian women

KNOWN POWERS:

Body Armor: Like all Asgardians, Fandral has a dense body that provides Good protection against physical and energy attacks.

Fandral's Sword: Fandral's sword, like Hogun's mace, is not enchanted but is made of the strong metals wrought by the smiths of Asgard. It is made of Incredible-strength material, and Fandral fights at the Amazing level when using it. Fandral may use both the edge of his sword (for edged attacks) and the flat of the blade (for blunt attacks) in combat.

VOLSTAGG THE ENORMOUS™

F RM Health: 250
A EX
S AM Karma: 60
E Shift X
R GD Resources: RM
I GD
P IN Popularity: IN in Asgard if
he's paid his bar bill; RM
otherwise

KNOWN POWERS:

Body Armor: Volstagg has the natural body density of most Asgardians, and in addition has much more "body" than usual to serve as armor. Volstagg's exact weight is a tightly held secret in the circles of Asgard, but may be safely said to be over one ton, depending on whether he has just walked away from a big meal or not. His flesh serves as Excellent armor against physical and energy attacks.

TALENTS: Volstagg was a mighty swordsman in his prime, and still has the Swordsman and Wrestling talents. Volstagg uses his incredible girth to his advantage in combat, and a successful wrestling hold usually indicates that the massive Asgardian is sitting on his opponent.

CONTACTS: Volstagg maintains the same contacts as Fandral and Hogun, and in

TALENTS: Fandral is a master of the sword (+1 CS in combat as noted above) and has the Horsemanship talent (+1 on FEATS involving riding and dealing with horses).

CONTACTS: As an Asgardian of note, and a good friend and ally of the mighty Thor, Fandral has the Court of Asgard, its rulers, and Thor himself as contacts. He has no real contacts on Earth.

FANDRAL'S STORY: Fandral is a native Asgardian who, with Hogun and Volstagg, helped Thor put down a mutiny inspired by Thor's evil and malicious brother Loki. Fandral's good looks and courtly manners make him the "lady's man" of the Warriors Three. His tendency to court several young women simultaneously has gotten him into deep trouble, and he has fore-sworn his philandering life for the time being. Whether he keeps to this vow when confronted by the comely maidens of Asgard remains to be seen.

addition has met and befriended Sunspot of the New Mutants and the young group Power Pack.

VOLSTAGG'S STORY: Long ago (by Asgardian time; by the way mere mortals figure time, it was long, long, long ago), Volstagg was among the most powerful fighters in the land, earning him the title "Lion of Asgard." Many centuries of feasting and drinking have spread his waistline, if not his fame, to even greater dimensions. He still asserts himself to be one of the premier warriors of Asgard, but in combat he seeks less-strenuous forms of conflict than direct attack. When storming a castle, for example, his first point of attack is the larder, to see if any enemies are hiding among the breads, cheeses, and meats. Volstagg is no coward, however, nor is he unwilling to confront opponents, as many a young Asgardian gallant has discovered when he challenged the Lion and was sat upon after a short scuffle.

In a short trip to Earth, Volstagg made the acquaintance of the children in the Power Pack, and he knows their true identities. He has also adopted into his large and child-filled home two Earth boys who lost their mother to an enemy of Thor. Volstagg has a large family, and though he loves each and every one of them a great deal, he finds that he must escape domestic confines in the cause of high adventure. Of course, he must explain this to his wife upon his return. 

Looks very much like

The Marvel-Phile



Animal crackers

Hey, True Believers: I want to take this opportunity to introduce the latest, greatest, and overrated-est character to come down from the House of Ideas in a long time! It's got passion, it's got power, it's got legs. It's *The Life and Times of Rocket Raccoon!*

Yes, I know you've all been waiting for this classic Copper Age character to return to the pages of the Mighty Marvel Universe, and here's his complete story. It

begins as Young Rocket, jettisoned from his dying planet, lands on Earth and is adopted as the kid brother Spider-Man never knew he had. Developing powers over and above those of normal raccoons, he is branded a mutant and persecuted. Rocket, in a series of *Annuals* over the next two years, joins the X-Men, X-Factor, the New Mutants, the Avengers, the West Coast Avengers, the Rangers, the Champions, SHIELD, and Power Pack, using

assumed names. He is then captured by the dreaded Doctor Doom and, his mind altered by the Power Cosmic, joins Hydra, the Masters of Evil, Heavy Metal, the Serpent Society, AIM, Freedom Force, and the Irving Forbush Fan Club, again using assumed names!

[Jeff, wait a sec.]

Then, when all the societies and groups have a sock hop on the same night, Rocket suffers an identity crisis and a complete mental collapse. In a soul-inspiring rewriting of his origins, Rocket retreats to the Savage Land near the South Pole, where only the mighty Wolverine (aided by Katey Power) can bring him to his senses.

[Jeff? This isn't in the—]

The Life and Times of Rocket Raccoon is no ordinary story, and it's now available in a 50-issue limited series, each with a flexidisk centerfold containing that great Beatles hit, "Rock—

[Yo, Jeff!]

Yes, Roger?

[Is this April Fool stuff, or what?]

Well, now that you mention it, yes.

[Wonderful, wonderful. Very good. Now let's see the character.]

Uh, yeah. Okay, ladies and gents, here's the Animal Hero of the Marvel Universe: Rocket Raccoon (no joke).

ROCKET RACCOON™

F	IN Health: 110
A	RM
S	GD Karma: 50
E	RM
R	GD Popularity: 40 (on Halfworld)
I	RM
P	GD Resources: EX

KNOWN POWERS:

Acute sense: Like the Earthly mammal he resembles, Rocket has Excellent senses of smell and vision, including night (light-intensifying) sight.

Weapons: Rocket has a number of weapons and weapon systems available to him, but usually packs a laser pistol that does Remarkable-rank force damage (Remarkable energy damage to robots) and has a range of three areas.

Flight: Rocket wears a set of rocket-powered jets on his feet that allow him to move at Excellent speed (10 areas/round).

TALENTS: Marksmanship, Martial Arts A, Piloting, Acrobatics.

CONTACTS: The Loonies (human natives of Halfworld), robots of Halfworld, most of the animal population of Halfworld, and the Incredible Hulk.

ROCKET'S STORY: Rocket Raccoon is a native of Halfworld, an odd planet in the

distant section of space known as the Keystone Quadrant. Halfworld was originally settled by human or humanoid beings, who established the colony as an asylum for its mentally unbalanced members. These unbalanced humans, or Loonies, were to be cared for by robots while other humans sought a cure for their problems. Animals were brought to the planet as pets for the patients.

The "sane" human doctors were recalled to their home planet by a cut in their funding, but they left behind the robots and an impenetrable force field around the section of space containing Halfworld. All this is recorded in the Halfworld Bible, the logbook of the *SS Gideon*, the starship that brought the human colonists. The log survived through the ages to become a holy tome — the "Gideon's Bible" of the land. Some time after the doctors departed, a nearby supernova caused the robots to achieve a degree of sentience. Chaffing at their chores as watchmen for the human Loonies, they in turn genetically manipulated the animal stock, gave them prosthetic devices, and turned them into the Loonies' keepers. The robots then retired to the far side of the globe, stripping its natural resources to produce a mammoth factory complex. The complex then produced toys to keep the human patients amused, as well as a gigantic, human-shaped ship. The robotic activity produced the "half-world" feature of the planet: Half is a green and pleasant home to the animal and human population, and half is a wasteland.

Ranger Rocket Raccoon, whose ancestors were manipulated by the robots, rose in rank to become the chief law officer of Halfworld and protector of its human population. His chief opponent in these matters was Judson Jakes, a mole who took over the main toy-manufacturing operation for the planet. Jakes conspired on a number of occasions to steal Gideon's Bible and use the knowledge within it to rule the world. Rocky's allies included his friend Wal Russ (a walrus with prosthetic tusks that could be used as weapons), the Lady Lylla (an otter), Pyko (a tortoise who served as Jake's chief toy designer), and the Incredible Hulk, who was in the neighborhood at the time.

The final confrontation on Halfworld resulted from a conflict between Jakes and Lord Dyvyne, a lizardlike rival toymaker. The two battled over control of Halfworld, its toy industry, and the Lady Lylla, and were only defeated when Rocket, working in conjunction with the robots of the metallic half of Halfworld, deciphered Gideon's Bible and devised a cure for the human inhabitants. The fully-cognizant humans, robots, and good animals defeated the combined armies controlled by Jake and Dyvyne, who were killed in a fall afterward. The animals and robots then left the humans to settle Halfworld, their task done. Using the huge, man-shaped rocket, the animals and

robots left Keystone Quadrant, searching for new adventures.

Typical Halfworld robot

F A S E R I P
TY TY EX EX GD TY TY

Typical Halfworld human (uncured)

F A S E R I P
PR GD TY TY FE FE FE

"Cured" humans have Typical Reason, Intuition, and Psyche.

Typical Halfworld animal

F A S E R I P
TY GD PR GD TY TY TY

Wal Russ (genetically altered walrus)

F A S E R I P
TY GD TY EX GD TY TY

Rocket's pal, Wal, has a number of prosthetic tusks that can serve as tools, hands, and weapons (firing force or energy bolts of Remarkable damage).

Uncle Pyko (genetically altered tortoise)

F A S E R I P
PR TY TY EX IN GD GD

The greatest animal mind on Halfworld, Pyko translated the bulk of the Halfworld Bible, in addition to once being Jake's chief toy designer. He has a laser (Remarkable range and damage) built into his shell, along with wheels for his armored carapace (Excellent ground speed). The shell itself provides Good protection.

Judson Jakes (genetically altered mole)

F A S E R I P
PR TY TY EX EX GD GD

Jakes was the owner and operator of Mayhem Mekaniks, one of the two major toy companies on Halfworld — now defunct. (With the human population cured now, the demand for entertaining toys has been drastically reduced.) Jakes and his competitor Dyvyne were insane and dreamed of ruling all the factions of Halfworld. His malicious toys included:

* *Killer Clowns*: Robots with deadly dispositions, killer clowns carried juggling-ball

bombs (Remarkable damage), electrified hammers (Remarkable damage), and other deadly but funny-looking weapons. Their statistics were:

F A S E
EX GD GD GD

* *Prank Tanks*: These clown-headed tanks fired Incredible-strength force beams, used Incredible-strength armor, took 40 points of damage before destroyed, and moved three areas per turn.

* *Drakillers*: These mutated flying beasts had the following statistics:

F A S E R I P
GD GD GD GD PR PR PR

Drakillers had claws and teeth, and flew at Excellent speeds.

Lord Dyvyne (genetically altered lizard)

F A S E R I P
TY PR TY TY RM EX TY

Jakes' lizardlike competitor, Dyvyne, was just as merciless as his opponent, and let nothing get in the way of his power. His more dangerous toys and allies included:

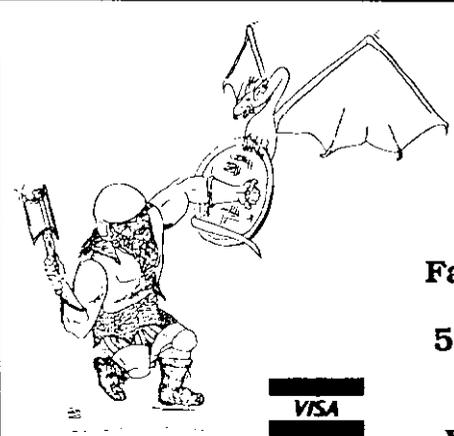
* *Ape Guards*: Armed with Remarkable-strength force lasers, apes made up the bulk of Dyvyne's forces, as the robotic clowns did for Jakes.

* *Chimp Blimp*: An airborne dreadnaught of the Dyvyne forces, this airship had Typical control, Excellent speed, and Good body and protection. The simian sentries on board dropped banana bombs (Incredible-strength force damage) on their foes.

* *Red Breath*: The last invention of one of Dyvyne's toy-makers, this mutated, mystical creature was a red cloud that was immune to normal physical or energy attacks. Those swallowed by the cloud made an Endurance FEAT or were "erased" forever. Dispersing the cloud (with vacuum cleaners or strong winds) caused it to be destroyed, bringing back those who had been erased.

Next time: The return of the Complete Marvel-Phile Index for the Marvel Universe. And that's no joke.

Ω



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The Marvel-Phile

Four years later



This month marks the fourth anniversary of the release of the original MARVEL SUPER HEROES® role-playing game. Since that time, we've chronicled the changes in the ever-evolving Marvel Universe, with the demise and rebirth of heroes and villains alike. Some villains have become forces for good (Magneto), and some heroes have fallen from grace (Quicksilver). Longstanding heroes such as Captain America, Thor, the Thing, and Iron Man have all gone through a number of basic changes during our stewardship.

It's been two years since our last update on everyone we've covered in magazine articles, adventure modules, and supplements. Therefore, we're kicking off our fifth year with a complete list of all the heroes and villains we've covered so far.

This index notes each character from the Marvel Universe that was described in one or more MARVEL SUPER HEROES game products. The abbreviations used herein follow. A single number indicates that the character was mentioned in that issue of DRAGON® Magazine (issues #88 to present). The letter P, followed by a number, indicates the given issue number of POLYHEDRON™ Newszine in which a character was mentioned (issues #27 to present). Some products listed did not mention specific heroes or villains, but are included here to show the complete line of MARVEL SUPER HEROES game products.

MSH MARVEL SUPER HEROES®
Original Set (yellow box)

BB MH-1 *The Breeder Bombs*
TT MH-2 *Time Trap*
MW MH-3 *Murder-world!*
LW MH-4 *Lone Wolves*
CP MH-5 *Cat's-Paw*
TJ MH-6 *Thunder over Jotenheim*
LR MH-7 *The Last Resort*
FL MH-8 *Faultline*
WI MH-9 *Gates of What If?*™

- MHAC-1 *Referee's Screen*
AA MHAC-2 *Avengers™ Assembled!*
- MHAC-3 *Adventure Fold-Up™ Figures*
PV MHAC-4 *Pit of the Viper™*
PW MHAC-5 *Project: Wideawake™*
NY MHAC-6 *New York, New York*
CJ MHAC-7 *Concrete Jungle*
WL MHAC-8 *Weapons Locker*
RM MHAC-9 *Realms of Magic*

SW MHSP-1 *Secret Wars™*
SW2 MHSP-2 *Secret Wars II*

MA MARVEL SUPER HEROES
Advanced Set (blue box)

CA MA-1 *Children of the Atom*
AC MA-2 *Avengers Coast-to-Coast*
- MA-3 *The Ultimate Powers Book*
FF MA-4 *The Fantastic Four™*
Compendium

NFP MX-1 *Nightmares of Futures Past*
- MX-2 *The X-Potential*

RW.....MX-3 *Reap the Whirlwind*
 FD.....MX-4 *Flames of Doom*

CC.....ME-1 *Cosmos, Cubed*
 RR.....ME-2 *Ragnarok and Roll*
 —.....ME-3 *Left Hand of Eternity*

Some entries are different races of creatures from the Marvel Universe, and others are groups of heroes or villains. Brief clarifications are given for characters with the same names or with multiple names to help tell which entry is for which character. Additionally, some characters presented here are variants that are either wholly original or are drawn from alternate worlds and divergent futures. These are noted using the abbreviations here:

(af): Alternate-future character.
 (du): Divergent-universe character.
 (oc): Original character created by TSR.

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DESTINY?

Tristan Kendrick, Prince of Corwell, doesn't know what he's going to do with the rest of his life.

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FORGOTTEN REALMS
 Book Two: The Moonshae Trilogy
BLACK WIZARDS
 Douglas Niles

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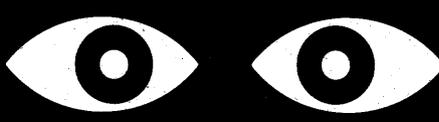
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Postscript

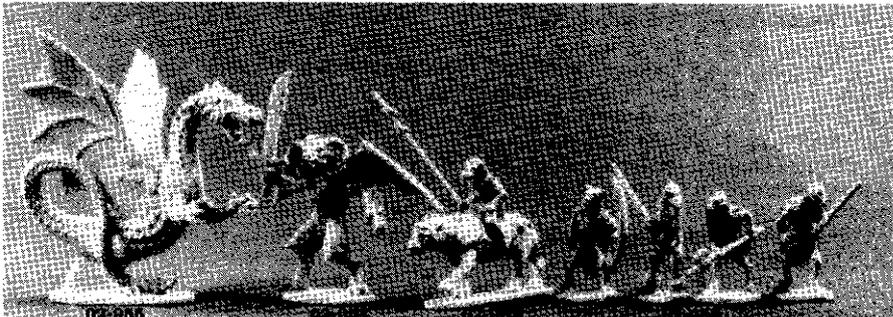
Okay, that was the past. What do you guys want to see in future issues of DRAGON Magazine? Send your suggestions and comments to:

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Until later - Excelsior! Ω

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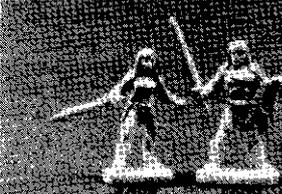
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by Skip Williams

The Marvel[®] -Phile

A visit from the sage and Uatu™ the Watcher



Jeff Grubb's other duties at TSR, Inc., have prevented him from detailing more of the superpowered heroes of the Marvel Universe® — but "The Marvel-Phile" is back, with a little help from the "Sage Advice" sage and Uatu™ the Watcher.

What exactly is a FEAT roll, and when and how is it made?

The term FEAT is an acronym for Function of Exceptional Ability or Talent. A FEAT roll is made every time a hero tries to do something heroic, like dodging a bullet, bending a steel girder, or attacking an enemy. When a FEAT roll is to be made, the referee must decide which of the hero's abilities will come into play; a bare-handed attack, for example, uses the Fighting ability. Once this is done, simply turn to the Universal Table, find the column for the ability's rank, and roll the dice. For more information on FEAT rolls, see the Basic Set Battle Book, pages 6-7, or the Advanced Set Players' Book, pages 14-19.

On page 28 of the Advanced Set Players' Book, it says: "The character using a block may take no other action." What does this mean?

It means that a character blocking an attack cannot perform any other action that turn, such as moving, attacking, or defending himself in any other manner.

How do you convert a character's Resources rank into money in the new system presented in the Advanced Set?

You don't need to; that's why we use the new system. When a character wants to buy something, he attempts a Resource FEAT roll.

How did the designer arrive at the distances for the leaping table on page 24 of the Advanced Set Players' Book?

According to designer Jeff Grubb, this information was extrapolated from real-world numbers and existing game data.

Is there any way to detect invisible characters?

There are all kinds of ways. Successful Intuition FEATs will allow a hero to judge an invisible opponent's approximate location. Characters with acute senses of hearing or smell will also be able to locate invisible opponents. In addition, there are several common-sense methods. An invisible creature walking across dust or wet paint will leave visible footprints. A cloud of flour will coat everything in it, leaving visible outlines. Curtains will move when an invisible creature passes through them. The list goes on.

Just how big is an "area"? I've looked through several books and modules and have come to the conclusion that areas have no fixed size.

Areas do vary in size, though a “standard” area is 44 yards square. See the *Advanced Set Players’ Book*, page 20, for more details.

Do player-generated characters use the Ability Modifier Table (on page 6 of the *Advanced Set Players’ Book*) after they have generated their primary abilities? If not, when do you use the table?

New characters of any type do not use this table. The ability modifier table is used to modify existing characters. Consult this table when mutating a mutant, determining the effect of a serum, etc.

I’ve noticed that there is considerable variance in the rank numbers of characters with named ranks. I’ve seen characters with Monstrous abilities have scores as low as 63, but most published characters have scores of 75 when their abilities are Monstrous. How are rank numbers assigned to characters with named ranks? How does the rank number affect the Karma cost for Rank advancement?

A rank name covers a range of rank scores. The Monstrous rank starts at a low of 63 and goes to a high of 87. A newly created character starts with the lowest number for each rank (see the *Advanced Set Players’ Book*, page 6). Pregenerated characters have standard rank scores (see the *Advanced Set Players’ Book*, page 2). The full range of scores for each rank is given on the Universal Tables provided with the *Advanced Set*. In order to advance to the next highest rank, a character must first increase his score to the maximum for his present rank, spend Karma to raise that score to the minimum for the next rank, then spend an additional 400 Karma points. See pages 38-39 of the *Advanced Set Players’ Book* for details.

What would the statistics of a giant prehistoric shark (a *Megalodon*) be?

The common shark is described on page 59 of the *Advanced Set Judge’s Book*. The text suggests a +1CS in all physical statistics for Great White sharks, so a +2CS would be appropriate for a *Megalodon*, giving the animal the following statistics:
F A S E R I P
Rm Rm Am Mn Fb Fb Fb
Health: 185 Karma: 6

Please send me statistics for my favorite characters and their enemies. [List with 1-100 names enclosed.]

This sort of letter is often sent to the “Sage Advice” column, where such statistics are not published. However, many Marvel characters have been published in “The Marvel-Phile” column here and in *POLYHEDRON™* Newszine, as well as in the regular modules and rule books. An

index of these heroes and villains was published in *DRAGON®* issue #133, pages 88-93. Also check the MU1-4 Gamer’s *Handbook of the Marvel Universe™* series, appearing this year from TSR, Inc. While we cannot send statistics for *MARVEL SUPER HEROES®* game characters to you, the statistics might appear in this column. Write to: The Marvel-Phile, c/o *DRAGON Magazine*, P.O. Box 110, Lake Geneva WI 53147, U.S.A.

The rules say that a falling character takes damage “equivalent to the distance” (*Advanced Set Players’ Book*, page 21). What distance is this — the total distance fallen?

This refers to the character’s current falling speed; if a character hits the ground while falling at a rate of 10 floors per round, he or she will suffer Good damage (10 points). Since the maximum falling speed is 20 floors per round, maximum falling damage is Excellent (20 points).

Can a character with a high Agility score move his full rate and attack in the same round if he makes a successful FEAT roll?

No. The only way for any character to move fully and attack is by charging, which is an Endurance FEAT.

Do characters get any bonuses when fighting hated enemies? For example, I notice Wolverine™ always seems to do exceptionally well when he meets Sabretooth™.

No. The extra ferocity Wolverine shows when fighting Sabretooth comes from his tendency to spend lots of Karma in order to defeat this archenemy.

Is there any limit to the number of personalities that Rogue™ can temporarily absorb?

This is unrevealed — Rogue hasn’t exceeded her limit yet, if she has one.

A damage rating is given for the repulsors that Iron Man uses. Does this rating apply when he uses one or both repulsors? What about the damage rating given for his pulse bolts?

Two repulsors or pulse bolts do the same damage as one, but Iron Man gets a +1CS to his Agility rank when using each of these weapons as a pair.

Can gaseous life forms be attacked mentally?

Anything that has a mind — including gaseous life — is subject to mental attack. Very large gas beings might get a defensive CS simply because the “brain” is too difficult to locate or too far away for an effective attack.

How many troops guard Fort Knox? What kind of equipment do

they have?

This information is unrevealed. It’s a sure bet that the troops guarding the Marvel Universe’s Fort Knox are equipped with powerful armor, possibly Mandroid™ or Guardsman™ armor (see *MHAC-8 Weapons Locker* for details).

How do you build an object from Class 1000 or better material?

This is beyond the power of any character except certain Asgardians or those who are lucky enough to stumble onto an unduplicatable formula by accident (such as the formula that created the shield Captain America® uses).

If a character has Body Armor of higher rank than an opponent’s Phasing ability, can he attack while the opponent is Phasing?

Phasing characters are not subject to physical attacks. Such characters are insubstantial even if they are unable to Phase through an opponent. Note that energy life forms (see *MA3 The Ultimate Powers Book*, page 8) with Body Armor ranks that exceed the character’s Phasing rank can successfully attack.

Is there an addenda available for *MA3 The Ultimate Powers Book*?

Addenda to *The Ultimate Powers Book* was published in *DRAGON* issue #122, page 82 — and the addenda to the addenda was published in *DRAGON* issue #134, page 88.

How can a character who has turned himself into electricity using the Body Transformation—Self power (S8, from *The Ultimate Powers Book*) make charging attacks? Since electricity has no mass, how can the character harm anyone just by moving into them?

The question is academic since Body Transformation—Self allows the hero to alter the type of matter in his body. Electricity is energy, not matter. To answer your question: Ever heard of lightning? Obviously, if the new form has no mass the character inflicts damage based on his current Endurance, not Body Armor, and you might wish to disallow slams or stuns (but electricity has been known to knock people head over heels).

I don’t understand how to use the Regeneration ability (P9, from *The Ultimate Powers Book*). Just how fast does the character heal, and how is the ability rank applied?

Use the healing table on page 11 of the *Advanced Set Judge’s Book*, but reduce the time required by the rank of the Regeneration power, as described on page 79 of *The Ultimate Powers Book*. Note that the character’s Endurance rank determines the base rate of healing, and the Regeneration rank determines the amount that the healing is increased. Ω

by David Edward Martin

The Marvel[®] -Phile

Back from Earth-S: the Redeemers™ (Part 1)

This month, our exploration of the Marvel Universe takes a detour to a divergent world. Our destination is an alternate world called both "Other-Earth" and "Earth-S," the world of the Squadron Supreme. This world has far fewer superbeings than the Marvel Earth. Also, the villains tend to be few and weak, while the heroes are so few in number that a single team can incorporate them all. During the 1940s, this team was the illustrious Golden Agency. In modern times, they have been replaced by the younger, more powerful, and more active Squadron Supreme. This team ended up plunging their world into chaos, then tried to make amends by transforming America into a

paradise by means of the Utopia Program. However, we will not discuss the Squadron Supreme itself. Details of their lives and powers are found in the *Gamer's Handbook of the Marvel Universe, Vol. 4*. Instead, we'll concentrate on their adversaries, the last hope of Earth-S, the Redeemers.

The Redeemers were the brainchild of Nighthawk (Kyle Richmond, formerly Squadron Supreme cofounder and ex-President of Earth-S's United States). When Nighthawk realized the potential for abuse in the Utopia Program, he left the Squadron Supreme and began his covert war against his former friends. He found new allies in a variety of places. One was a

former Golden Agency member, now retired; another was an expelled Squadron Supreme member; others were newly discovered superhumans. The rest were villains who were more afraid of being captured than of working with their nemesis Nighthawk. The Redeemers' final roster included Black Archer (formerly the Golden Archer), Foxfire, Haywire, Inertia, Lamprey, Master Menace, Mink, Moon-glow, Nighthawk, Pinball, Professor Imam, Redstone, Remnant, and Thermite. As some of these characters infiltrated the Squadron Supreme, they were included in that team's entry in *MU4 Gamer's Handbook of the Marvel Universe, Vol. IV*. Here, we will concentrate on two members of that crew: Master Menace and Professor Imam. Next issue, we will conclude this two-part series, as we look at three other members of the Redeemers: Mink, Pinball, and Remnant.

MASTER MENACE™

Dr. Emil Burbank

Normal In Armor
F GD(10) RM(30) Health: 36/130
A TY(6) EX(20)
S GD(10) RM(30) Karma: 90/90
E GD(10) AM(50)
R IN(40) IN(40) Resources: AM
I IN(40) IN(40)
P GD(10) GD(10) Popularity: -30

KNOWN POWERS

Hyperinvention: Master Menace has the Amazing ability to build about anything he wants to. He and Tom Thumb are equally the most inventive men on Earth-S, although their technological quests have taken them in different directions. Anything one man builds, the other can counter with a new device. The rest of Master Menace's powers are derived from his variation inventions, many of which are incorporated into his battle armor.

EQUIPMENT

Battle Armor: Master Menace wears a steel suit designed to give him protection, powers, and enhanced abilities. It is the functional equivalent of Dr. Doom's or Iron Man's armor. Master Menace's suit has Incredible Material Strength and gives him Incredible protection from physical attacks and extreme environments. The suit contains a variety of useful devices as well as a number of modules and circuits that Master Menace can reconfigure to perform any desired task. The suit is normally powered by a small nuclear generator; if removed from the armor, the generator could easily supply a large building's power needs. An induction coil hidden within the suit's chest insignia serves as an auxiliary power source. The induction coil has the equivalent of Amazing-rank absorption power, and it



can convert external energy into power for special tasks. The battle armor can recycle air, water, and food for several weeks survival.

Dimension Travel: Master Menace's "D-Ray" has the Feeble ability to transport a chosen subject to any preset dimension. A large D-Ray is secured on a platform in Master Menace's secret headquarters. This ray can automatically home in on Master Menace's armor, no matter what dimension he is in. Master Menace's portable bazookalike D-Rays can transport a single person to a preset dimension. The ray has a range of one area. Using it is treated as an attack, and the intended target can try to evade it through normal means. A scanner connected to his main D-Ray enables Master Menace to view scenes in other dimensions.

Force Field: Master Menace possesses two types of force fields, both of Monstrous strength. One of these force fields is designed to give Master Menace's armor enhanced protection; the other is located in his headquarters. The latter acts as a booby trap; it encloses intruders in individual force-bubbles, which float in midair and travel throughout the lair at Master Menace's control. The bubbles are completely energy resistant and allow only visible light of normal intensities to penetrate them. If Master Menace wants to interrogate a captive, he must reduce the diameter of the sphere so that the captive's head emerges.

Levitation: Several of Master Menace's devices are equipped with Feeble antigravity powers. These are primarily used to help him move bulky loads. Curiously, no such device is included in his armor. This may be due to unknown technological problems.

Teleportation: A variation of his D-Ray can teleport Master Menace up to 1,000 miles. The teleport beam has a Good power rank. A homing device in Master Menace's armor enables the beam to automatically return him home from any location within its range.

Spaceship: Master Menace's flier performs a variety of functions: it can hover, fly through air, and orbit at low altitudes. In addition, it can be surrounded by other materials to disguise its true nature. For example, Master Menace once covered the exterior with rock when he wanted the ship to be mistaken for a meteor. The functions of this spaceship are assigned the following values:

Control	Speed	Body	Protection
RM	Y	EX	EX

Secret Headquarters: Master Menace works out of a mountaintop site that is disguised as an observatory. The head-

quarters complex contains a well-stocked warehouse and automated factory complex. Operations are overseen by Cerebrac, an advanced computer system. Cerebrac has the equivalent of Amazing Reason for purposes of data processing, but it is not self-aware. The exterior walls of the headquarters have Amazing material strength.

HISTORY

Dr. Emil Burbank is perhaps the most dangerous man on Earth-S. He is the proverbial mad scientist out to conquer the world. While he is a brilliant physicist and inventor, he is also an egomaniac. He feels contempt toward other people and sees them as little more than ignorant peasants (at best) or as prey (at worst). Dr. Burbank is a solitary man. He sees few people as worthy of even serving him, let alone remaining in his presence. He does not enter into alliances proposed by others. For this reason, Master Menace originally chose not to actively assist the Redeemers. Instead, he undertook an independent plot involving the android Hyperion from Marvel Earth. When that plot failed, Master Menace grudgingly agreed to assist the Redeemers by building a device capable of undoing the effects of the Behavior Modification Machine. (The Behavior Modification Machine was built by Tom Thumb to alter the brain patterns of criminals, thus changing villains into super heroes. As mentioned, the Redeemers found a way around this and changed the villains back to normal.) Master Menace chose to sit out the final battle, however, and observe the results from afar.

Post-Squadron Adventures: The defeat of the Squadron Supreme means that the way is clear for Master Menace to continue his program of eventual world conquest. However, he first has a minor security problem to solve: Hyperion, Mink, and Remnant know the location of his headquarters. As a result, Master Menace must either move to a new lair or somehow silence those three.

PROFESSOR IMAM™

F	FE (2)	Health: 110
A	PR (4)	
S	PR (4)	Karma: 180
E	UN (100)	
R	IN (40)	Popularity: GD (10)
I	IN (40)	
P	UN (100)	Resources: AM (50)

KNOWN POWERS

Professor Imam's full range of powers is unknown. Because he is Earth-S's Sorcerer Supreme, we can reasonably assume that, when he was in his prime, his powers were equal to those of Doctor Strange and other, more familiar Sorcerers Supreme. Now, however, Professor Imam is an old man who no longer has any real control over the physical world. He hoards his remaining powers in the simple effort to stay alive long enough to train his replacement (who will appear centuries from now). The following are the few powers he currently employs.

Clairaudience, Clairvoyance, and Remote Sensing: Although he remains sequestered within his hidden sanctum, Professor Imam uses these Remarkable powers to monitor conditions in the outside world. He has a maximum range of 250,000 miles with these powers, although he rarely has reason to extend his senses beyond the atmosphere.

Cosmic Awareness: Professor Imam retains his Shift-Z awareness of the cosmos. He is able to observe the patterns of events on a number of dimensional planes. Professor Imam is able to perform a Power Stunt by extrapolating events centuries into the future.



Dimension Travel: Professor Imam retains the Incredible ability to transport several people to other dimensions at will, while he remains within his sanctum. Such transportees must be within 10' of Professor Imam originally, although transportees can be retrieved from any location by the Professor.

Enchantment: Professor Imam retains the ability to endow items with specific useful powers. In his current state, he limits his enchantments to detection or sensory powers. For example, Professor Imam gave Nighthawk a small crystal pyramid capable of detecting superhuman allies at a range of 1,000 miles. For game purposes, such enchanted items can have a single power of up to Amazing rank.

The Third Eye: This magical talisman is worn by Professor Imam on his chest. This item appears as an open eye within an inverted triangle. The Third Eye may be similar in nature and powers to Dr. Strange's Eye of Agamotto. When Professor Imam uses a power, it is focused through this triangle.

HISTORY

The professor was one of the original members of the Golden Squadron. Although he originally championed the American cause, he later expanded his

concerns to encompass the entire world. Professor Imam grew increasingly remote from the daily, mundane crime fighting of the Golden Agency. He eventually retired from the world to concentrate on his final task — staying alive long enough to train his successor, who will appear 443 years from now. It is unknown how and why his physical powers waned. He retains his mental powers and uses them to monitor the world and to await his successor's birth. Because of his weakened condition, Professor Imam was unable to actively aid Nighthawk when he came seeking allies. Instead, Professor Imam transported Nighthawk to Marvel Earth, then later returned him (along with his allies Mink, Pinball, and Remnant). As a final gift, Professor Imam gave Nighthawk an enchanted pyramid that enabled him to locate more allies on Earth-S. These allies included Haywire, Inertia, Moonglow, Redstone, and Thermite.

Post-Squadron Adventures: Conditions on Earth-S rarely affect Professor Imam. Most often, he remains sitting in his Temple of Contemplation. His only concern is his survival and the training of his successor. If a dire emergency threatens his current existence or his successor's eventual birth, Professor Imam may summon the aid of other heroes. Likewise, he may give marginal support to requests for aid from

other heroes, mostly in the form of enchanted devices.

Next month, we'll conclude this two-part installment of "The Marvel-Phile" by listing three other members of the Redeemers: Pinball, Remnant, and the Mink. □

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by David Edward Martin

The Marvel[®]-Phile

Back from Earth-S: the Redeemers™ (Part 2)

This month, we return to Earth-S (which we last visited in issue #141) and examine three other members of the supergroup that fought the Squadron Supreme for the fate of their world. These three freedom-fighters had less-than-heroic beginnings, however, and were once troublesome villains in their own right. Once the Squadron Supreme began its program of brainwashing criminals, these three fled to an alternate Earth — the Marvel Universe Earth — but were soon recruited by the leader of the Redeemers, Nighthawk, in the coming battle against Nighthawk's former allies in the Squadron. Fight they did — but only two of the three survived.

MINK™ Real name unrevealed

F EX (20) Health: 66
A RM (30)
S TY (6) Karma: 36
E GD (10)
R GD (10) Resources: GD (10)
I EX (20)
P TY (6) Popularity: 2

POWERS: None.

EQUIPMENT: Mink's normal costume consists of calf-high boots, a leotard, and a mink tunic. The tunic is slightly padded to give her Poor protection from physical attacks. The tunic also gives her torso Poor protection from the cold, but her bare legs and low-cut costume otherwise negate this protection.

Claws: Mink originally wore large metallic bracelets on each wrist. When she jerked her hand downward in a specific manner, three large steel claws (Remarkable material strength; Excellent edged damage) popped out. The claws retracted with a different hand movement. The bracelets were later incorporated directly into her Mink-Stink cannisters.

Mink-Stink: Cannisters around Mink's forearms contain a nauseating perfume of Excellent potency. When she jerks her hand upward in a specific manner, the gas jets out over two areas to form an ochre cloud. Victims within this zone must make an Endurance FEAT or suffer incapacitating nausea. A successful FEAT enables the victim to fight at -1CS. The ochre color temporarily blinds a victim for two turns (Fighting reduced by -3CS). The cannisters provide Excellent protection against

any attacks aimed at her arms. Mink is immune to the nauseating effects of her Mink-Stink.

SKILLS: Mink is a peerless cat-burglar. She has Amazing criminal skills, as well as Excellent acrobatic, acting, and disguise skills. She has a Remarkable knowledge of gemology and can accurately appraise the value of any gem or jewelry. She has an Excellent knowledge of chemistry, a skill she uses to modify her chemical weaponry.

HISTORY: Mink was one of Nighthawk's oldest and most glamorous adversaries. Originally a spoiled rich girl, she was an heiress who turned to crime because she craved excitement. Crime also fueled her considerable ego; she felt naturally superior to those she so easily preyed upon.

Mink was primarily a jewel thief and cat burglar. Although her claws give her deadly combat skills, she preferred not to kill but rather to maim (after all, how can a dead man remember the Mink defeated him?). She maintains her preference for the finer things in life, especially jewelry, and still mingles with the well-to-do. She can often be found in expensive restaurants and haunts of the very rich, which remind her of her past (she was also able to scout out targets for future heists).

When the Squadron Supreme announced its Utopia Program, Mink realized her probable fate was eventual capture and reprogramming by the Behavior Modification Machine. She joined forces with two other longtime foes of Nighthawk (Remnant and Pinball), then sought out Master Menace (see "The Marvel-Phile," issue #141). They were sent to the Marvel Earth where, coincidentally, Nighthawk had come seeking help. After a brief battle for old-times' sake, Mink agreed to join Nighthawk. During the six months she worked alongside Nighthawk, her attitude toward him changed. She felt "real" and felt that she was finally accomplishing something meaningful. Then, too, even when they were foes, Mink was physically attracted to Nighthawk. By the time of the Redeemers' battle with the Squadron Supreme, they were well on the way to becoming lovers. But during the final battle with the Squadron Supreme, Foxfire killed Nighthawk. Enraged over his death, Mink broke her normal aversion to killing and gored Foxfire, who died shortly thereafter.

FUTURE ADVENTURES: Mink's future actions are unclear. Because of Nighthawk's effect on her, it is unlikely she would return to her previous lifestyle as an elegant burglar. She may adopt a crime-fighting life in Nighthawk's memory. Quite possibly she might combine the two paths and become an apparent outlaw secretly working on the side of the law.

During her brief foray on Marvel Earth, she encountered Captain America (Steve

Rogers) and felt she could trust him. She also thought he was attractive. If Mink should travel to Marvel Earth, she may seek out whoever wears the Captain America uniform. Should Steve Rogers discover her presence, he may come looking for her, if for no other reason than to find out what happened duping the crisis on Earth-S.

PINBALL™

Real name unrevealed

F TY (6) Health: 32
A GD (10)
S TY (6) Karma: 56
E GD (10)
R EX (20) Resources: PR (4)
I TY (6)
P RM (30) Popularity: 0

POWERS: None.

EQUIPMENT

Inflatable suit: By pulling a neck cord, Pinball could inflate his suit to become a human pinball 7' in diameter. Partial inflation took two seconds; in this form, he

resembled an incredibly obese man with stumpy arms and legs. He was normally able to move at a slow waddling speed and had Good Body Armor at this point. Full inflation took five seconds; in this form, his arms and legs withdrew completely into the sphere, his head was locked in place, and he gained full use of the suit's abilities. Deflation occurred automatically if the suit was punctured. He could voluntarily vent the suit completely in 10 rounds. Capsules stored within the suit provided the volatile, nonflammable gas for inflation; Pinball's suit had room for six capsules. A pocket held a patch kit to repair punctures or leaks. Repairs took 10 minutes for each leak.

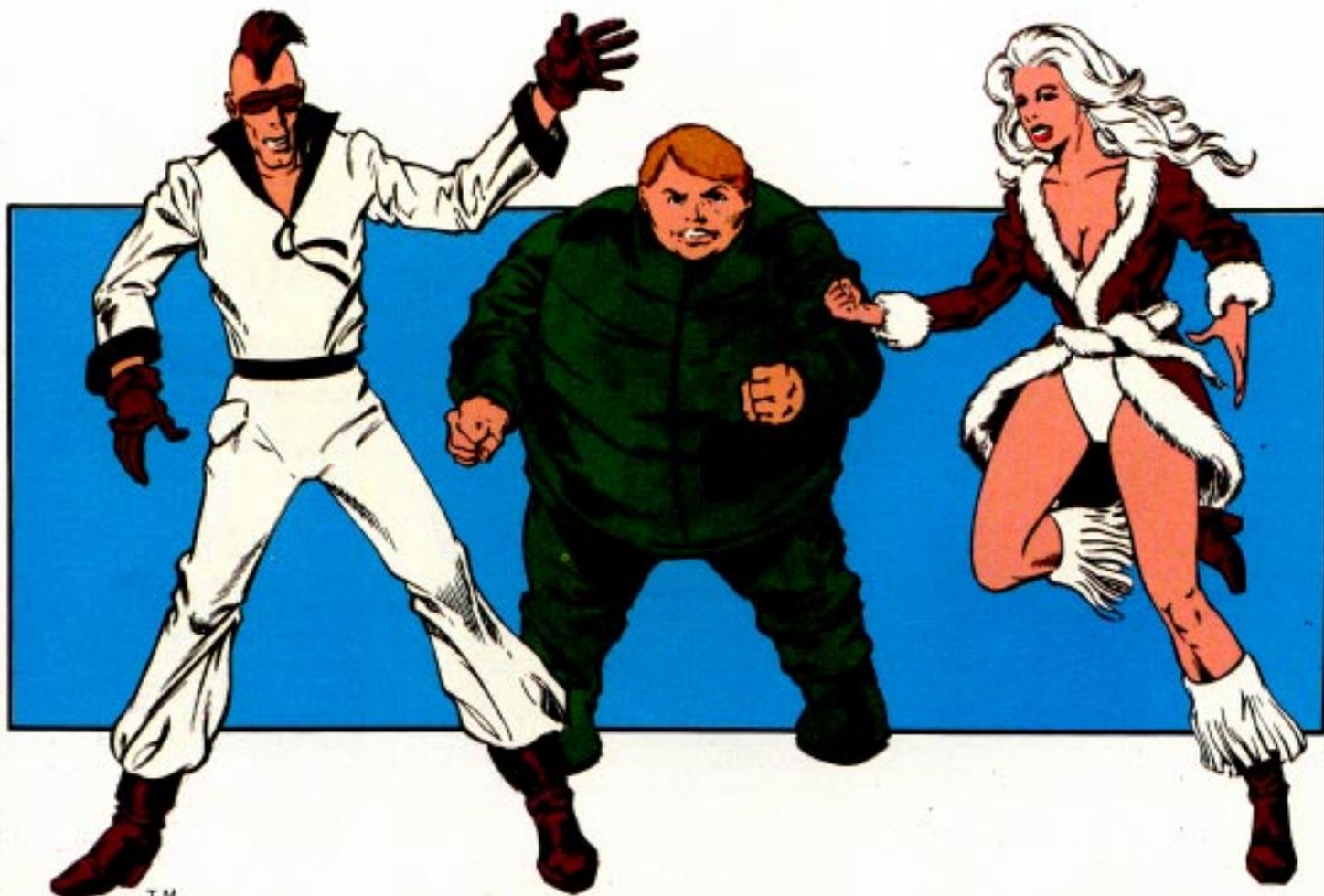
Within the fully inflated sphere, Pinball was able to shift his weight enough to rotate the sphere and travel at Poor speed (30 MPH). He accelerated at 2 MPH per turn. Steering was difficult at best; he could shift only 10° per turn. Rebounding against an immovable object automatically changed his direction. A Green Agility FEAT enabled him to choose a specific direction; otherwise he simply vectored off in an uncontrolled flight. When rolling against a human target, Pinball did Excellent stunning damage to anyone who

failed an Agility FEAT.

While inflated, his suit provided him with Good protection against physical attacks. Special padding could deflect normal police ammunition. He could survive falls of up to five stories by bouncing. Subsequent rebounds each decreased his speed by 5 MPH. Unfortunately, Pinball could not control the direction of these rebounds and he was in danger of receiving a head injury unless he could make a Yellow Agility FEAT with each bounce. His suit would bounce 1-6 times per story fallen, with one bounce per turn, even after his speed was reduced to zero.

SKILLS: Pinball was naturally resistant to vertigo and dizziness. He had Good Reason in the field of inflation devices and had Excellent acrobatic skills, although these talents applied only to his control of his inflatable suit.

HISTORY: Pinball was one of Nighthawks' more bizarre foes. He was an obese man who was frequently mocked because of his ball-like body ("We don't want you to play, we just wanna use you for a ball!"). An inspired bit of inflatable engineering gave him the means to avenge himself



against society ("No more will I be mocked as a 'rubber ball.' Instead, I shall wreak terror as . . . THE PINBALL!"). Unfortunately, Pinball was still a jerk whose career was limited by his single gimmick. He was rejected by the Institute of Evil and was in near-retirement when the Squadron Supreme took over Earth-S. Pinball sought out his only friend, Remnant, another of Nighthawks foes. When Nighthawk recruited Remnant for the Redeemers, Pinball went along because he knew he was no match for the Squadron.

During the final battle with the Squadron Supreme, Pinball was knocked out by the Whizzer. The blow also inflated his suit. When Blue Eagle's wings were rendered powerless by Lamprey, Blue Eagle spotted Pinball and thought that the inflatable suit might cushion his fall. He was wrong. The crash proved fatal to both characters; Pinball died without regaining consciousness.

FUTURE ADVENTURES: Pinball is d-e-a-d and is thus unlikely to have any more adventures, unless someone is tacky enough to make him into a zombie. Pinball was probably buried in his costume, but other copies of the suit may exist. As Pinballs only friend, Remnant may know of such duplicates' locations. Duplicates may be hidden in the Redeemers' lair as well. Should a duplicate inflatable suit be found, a new adventurer may take on the fearsome identity of . . . the Pinball!

REMNANT™

Real name unrevealed

F TY (6) Health: 24
 A TY (6)
 S TY (6) Karma: 36
 E TY (6)
 R GD (10) Resources: TY (6)
 I TY (6)
 P EX (20) Popularity: 0

POWERS: Remnant has no obvious natural powers, but he may have unconscious magical or super powers. If magical, consider his powers to be forms of Enchantment specifically oriented toward manipulating cloth. If treated as super powers, consider them forms of Matter Control and Power Creation, again specifically directed toward manipulating his special cloth.

EQUIPMENT

Magical fabric: This multipurpose fabric is the key to Remnant's powers. It is a maroon cloth of possibly infinite supply. The fabric has the potential to develop one of a variety of powers. By choosing a length of fabric, then cutting and sewing it into shape, Remnant can cause that piece to have a specific power. Evidently the cloth responds to Remnant's mental com-

mands (see "Powers"). It is not known how wide a variety of effects Remnant can gain with his cloth, but he is extremely ingenious. Past examples of his special cloth include:

* *Flying carpets* — These are various rugs able to carry different passenger loads. A one-passenger rug flies at Poor airspeed (60 MPH). Two- to four-passenger rugs travel at Feeble airspeed (30 MPH). Larger rugs travel at proportionally slower speeds. The rugs are controlled by Remnant's mental commands.

* *Concussion grenades* — These are napkin-size swatches thrown a maximum of one area. They do Good stunning damage to everyone within a 10' radius (or within one area).

* *Incendiaries* — These are napkin-size swatches thrown up to one area and doing Good fire damage.

* *Bindings* — Each binding is a 20' strip of cloth that ensnares a target with Excellent Strength.

* *Cages* — These are nonflying rugs that can surround 1-4 victims in a bundle of Excellent material strength.

* *Punchers* — These are napkin-size swatches thrown up to one area. Each does the equivalent of an Excellent blow to a single target.

* *Whips* — These are 6' strips that are used like normal whips. They strike for Poor damage. If they strike a target, an Agility FEAT twists them around the target for one turn. This permits Remnant to pull people over to him, yank weapons from opponents, and so on.

Players may create additional cloth weapons by means of Power Stunts.

Bottomless pocket: This is a pocket dimension sewn into the left leg of Remnant's costume. The exact size of the pocket is unknown. Remnant can store his supply of magic fabric here, as well as previously sewn items and more mundane materials. Searching the pocket and removing the desired item takes 1-4 turns. The bottomless pocket may in some way be similar to Shaman's medicine pouch. If so, turning his pocket inside-out may have disastrous consequences.

HISTORY: Remnant was a longtime foe of Nighthawk. He is an eccentric man with a bizarre appearance, and considers himself an amiable, society-mocking lunatic. He disliked the newer, more savage super villains of the now-disbanded Institute of Evil and prefers the company of established, "gentler" villains like Pinball and Mink. How he came by his magic cloth and bottomless pocket remains a mystery; they may be magical or scientific in nature. Regardless, Remnant used his tools to maintain a profitable, albeit illegal, lifestyle.

Remnant was bright enough to realize that society was turning against him in a very serious way when the Utopia Program began. He almost welcomed Night-

hawks offer to join the Redeemers; besides, he didn't really have any other option. Remnant was a valuable member of the Redeemers, especially when providing resources like transportation and costumes (Redstone's suit, for example, is made from magical fabric).

Note that Remnant has a preference for places and targets whose names or natures are somehow related to cloth. For example: The Magic Carpet disco might be his hangout; a rare Persian rug possible booty; or banker Steven Tweed a kidnap victim.

FUTURE ADVENTURES: Remnant's future plans could go in any direction. With the disbanding of the Squadron Supreme, he could reenter his moderately criminal lifestyle. On the other hand, his disgust at the more violent super villains like Lamprey might well turn him toward superheroics of his own unique style. In such a case, he might possibly ally himself with Mink. Like Mink, Remnant met Captain America (Rogers) during his brief sojourn on Marvel Earth. If seeking help, he would look for whomever was in the Captain America uniform. Ω

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The Marvel®-Phile

by Skip Williams

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MONDAY, MAY 1ST, 1989

Aunt May: Threat or menace?TM



This month, we present more questions and answers for the MARVEL SUPER HEROES® Advanced Set game, courtesy of our all-knowing sage. Our first question concerns the battle of the century — between Galactus and who?



I have a problem with Karma use. I mean, for 100 points of Karma (or less), you can get any special result you want. Heck, Aunt May, wielding a kitchen knife, could spend 100 Karma points and get a Kill result on Galactus! Shouldn't Karma use be limited to just hitting or missing?

While it is theoretically possible for Aunt May to spend 100 Karma points and get a Kill result on Galactus, such an event is, as a practical matter, impossible in a well-run game. In your example, Galactus would be killed only if Aunt May's attack gets through Galactus's Body Armor, and then only if Galactus fails a Class 1000 Endurance check (and Galactus also can opt to spend Karma to pass the Endurance check). Furthermore, sweet old Aunt May is in no position to collect 100 Karma points in the first place.

The introductions in module ME1 Cosmos Cubed and in several other modules say that you should use the Advanced Set Judge's Book for PC statistics. However, I own several products with different - and more recent - statistics. I'd like to use these statistics, but my players object.

According to MARVEL SUPER HEROES game designer Jeff Grubb, most modules suggest using statistics in the Advanced Set Judge's Book only because it is assumed that every serious MARVEL SUPER HEROES game referee owns the Advanced Set. So, feel free to use the most recent statistics you have. If the play balance in a module depends on a specific set of statistics, these statistics will be given in the module.

A character generated in my campaign can cast Eldritch Bolts. How are Body Armor, Force Fields, Body Resistance, and other defensive powers affected by Eldritch Bolts? Is magical Body Armor the only protection that works against this power?

The answer to your question depends on the type of Eldritch Bolt being used (see MHAC9 *Realms of Magic*, Manual of Magic, page 19). For example, Body Armor is effective only against Impact Bolts, and general force fields (like the one Sue

Richards has) are effective against all bolts. For more information on types of force fields, see MA3 *The Ultimate Powers Book*, page 17.

Which table is used for power ranges — the one in the Advanced Set Players' Book, page 16, or the one on page 26 of the same book?

The table on page 16 is for power range. The table on page 26 is for thrown objects. Use the former.

How do you determine a generated character's Resource Rank?

Resources are a secondary ability; see page 7 of the Advanced Set Players' Book. Note that this is the only ability which may be changed for new characters, using the Ability Modifier Table on page 6 of the same book.

When is the next *Gamer's Handbook of the Marvel Universe*™ coming out?

MU4 (TSR product #6884) is available now. MU5 (#6887) is due out in October (see the next question).

Please send me the new statistics for my favorite character, [name given], now that his/her/its most recent epic adventures in the comics have made the game statistics for him/her/it obsolete. And why was my favorite character and/or favorite ruthless villain left out of the *Gamer's Handbook of the Marvel Universe*?

Marvel Super Heroes change all the time, and we update them whenever practical, but only in products or in this column — we cannot send you their statistics. Space limitations and a few errors kept some characters out of the current *Gamer's Handbooks*. The fifth *Gamer's Handbook* will contain any characters that were missed in the first four volumes, and will list characters who have changed or made their debut after the previous volumes were released. Additional *Gamer's Handbooks* might be released from time to time as more old characters change and new characters appear.

When two characters attempt a combined FEAT, the rules say that the character with the higher ability or power score gets a + 1CS to the FEAT roll. Is the + 1CS still given if the two characters have the same score?

Yes, two characters with the same ability rank still get the + 1CS when attempting a combined FEAT.

The descriptions of the Limb, Organ, and Exoskeleton Cyborgs in *The Ultimate Powers Book* do not say what column to use when generating abilities on the Random Ranks table.

The Cyborgs roll on column 1.

My players and I are having trouble keeping track of flying characters during our games.

Try keeping a paper record of each flying character's exact altitude. Putting the figure or cutout on a six-sided die will help remind everyone that the character is flying.

Exactly what does the Luck Manipulation power let a character do?

To my knowledge, there is no power called Luck Manipulation. However, the second addenda to *The Ultimate Powers Book* (in DRAGON® issue #134) lists a power called Probability Control, which is probably what you're looking for. (The first addenda appeared in DRAGON issue #122).

The rules say that a foe's Karma value depends on his or her highest ability score. If a hero arrests or defeats a supercriminal who has an Invulnerability power, would the criminal be worth 1,000 Karma points?

No. Generally, only offensive powers are considered when calculating a foe's Karma value. However, the Judge might rule that a powerful defensive ability makes a foe a serious threat. This must be considered on a case-by-case basis. However, Invulnerability, since it only works against one particular thing, is too limited a power to be considered in a foe's Karma value.

Why don't characters like Tigra, Sabretooth, and Spider-Man have higher Intuition scores? These characters have extremely powerful reflexes and senses.

Intuition depends on more than acute senses and fast reflexes, although they do help (hence Spider-Man's Amazing combat sense). To have a very high Intuition score, a character must have a strong will, excellent deductive powers, common sense, quick wits, and great reflexes. If one or more of these is lacking, the character's Intuition score suffers.

How can I get more maps for my game without buying a whole new module or boxed set?

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Is a FEAT roll needed when a character tries to use his full movement?

No. Any character can automatically move his full movement every round but can do nothing else (except make a charging attack, as per the Advanced Set Players' Book, page 27).

The rules say that AP (armor-piercing) shot reduces Body Armor by two ranks. Is this permanent? Does it cause any extra damage?

There is no permanent reduction and no damage increase. AP shot affects a target as though its Body Armor is two ranks less than it actually is. This simply means that the armor absorbs less damage when AP shot hits it, but the shot does not do any extra damage.

How is a Power Stunt established? What is the Karma cost for using an established stunt?

A Power Stunt becomes established after it is tried ten times. Once established, no Karma need be spent to use the stunt.

Why was the Resource system changed? The new system doesn't work. There are times when Tony Stark can't even buy a pen!

A quick rereading of the Resource FEAT section in the Advanced Set Players' Book, pages 18-19, shows that Tony Stark always

can buy a pen (it's an automatic FEAT). Still, Tony Stark's Resources rank is probably underrated (the Advanced Set listing reflects his period as an alcoholic). Tony Stark's Resources rank probably should be Incredible now that he is running Stark Enterprises again.

I have a problem player in my group. Every character he plays winds up dead. He doesn't seem to do it on purpose, but his accidental hero-slaughtering is a real pain.

This is a problem for the Judge and for the group. If the player is simply unlucky, the Judge can give him a break from time to time, but not so often as to give the player an unfair advantage over the others. Or you can do nothing and hope the player's luck will change. If the player makes bad decisions, try to politely give him some advice and help him avoid repeating his worst mistakes — he'll probably enjoy the game more if you help him play better. If the player is simply being inattentive or careless, tell him to take the game more seriously or clear out. The Judge and the players should do all they can to help each other enjoy the game and to feel welcome, but an incorrigibly uninterested player just spoils the game for everybody else.

PCs, how do you decide which character gets attacked?

Most villains attack the hero who is considered to be the biggest threat to them. This can be a common-sense decision or it can be an emotional one based on the villain's fears and dislikes. For example, Scorpion always attacks Spider-Man first. Very smart villains (such as Doctor Doom) try to incapacitate one hero quickly to even the odds.

I'm having problems finding all the locations in the MHSP2 Secret Wars II module. Is there supposed to be more than one map?

The Secret Wars II module contains one map, printed on both sides. If you have the correct map but are still having trouble finding things, double check the text — some encounters might refer to the maps in the Basic or Advanced Sets. Ω

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When a villain attacks a group of

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THE MARVEL[®] - PHILE

Dipped in magic, clothed in science

by Dale A. Donovan

Yes, it's back. After a year's absence, the column devoted to the best and the baddest characters of the Marvel Universe again graces the pages of DRAGON® Magazine. Why? Simple—I believe it deserves a spot here. The MARVEL SUPER HEROES™ Advanced Set is one of my favorite game systems, and I always looked forward to the next "Phile" column. Now "The Marvel-Phile" has returned and is here to stay. What I hope to do is to keep you informed on the ever-changing characters of the Marvel Universe, with character updates and statistics for some of the new or more offbeat individuals that appear in Marvel comics.

To start things off on the proper foot, this month I'll give you an update on Captain Britain, a man who's learned an awful lot about himself lately, and I'll introduce you to Roma, a lady who has been getting around the Marvel Universe quite a bit these days.

CAPTAIN BRITAIN™ Brian Braddock

F IN (40) Health: 245
A RE (30)
S UN (100) Karma: 70
E MN (75)
R GD (10) Resources: GD (10)
I IN (40)
P EX (20) Popularity: 100 in Britain, 20 elsewhere

POWERS: Until recently, Braddock believed his powers were derived from his costume. This is untrue, as noted in "Limitations."

Force Field Generation: Captain Britain (Cap) has Incredible protection versus physical, Force, and magical attacks. Cap is still subject to Slam and Stun effects from these attacks.

True Flight: Cap can fly at up to Shift-X speed.

Limitations: Cap's powers are limited in that they are directly linked to the mystical energies inherent in the British Isles. The farther he journeys from his home islands, the weaker he becomes. His current costume stores these energies within itself, allowing a certain leeway before power degeneration sets in (see "Costume").

EQUIPMENT

Costume: Cap formerly believed that all his powers were granted by his red, blue, and white costume. He recently discovered that his suits (he has worn several throughout his career) merely amplified his own intrinsic superhuman abilities. Each such costume stores the mystical energy that gives Cap his powers. Allow a 6-8 hour lag time before Cap is detrimentally affected by his absence from Britain; after that, decrease Cap's strength, endurance, force field, and flight by -1CS for each hour he spends away. It is possible for his force field and flight capabilities to virtually disappear, while his strength and endurance drop to "normal" levels for a man of his build (S: EX (20), E: RM (30)).

SKILLS: Brian Braddock has an Excellent knowledge of physics and of British folklore.

HISTORY: Brian Braddock was employed as a research assistant at the Darkmoor Research Centre when a criminal named Reaver attacked. Braddock attempted to escape on a motorcycle, but he ran off a cliff and lay near death. In a vision, Merlin the Magician and the Goddess of the Northern Skies (Roma) appeared to him and bade him to choose between the two mystical objects they presented: the Sword of Might or the Amulet of Right. Braddock chose the amulet and was instantly bombarded with the mystical energy that awakened his latent powers. Merlin and the Goddess declared that Braddock would be Britain's champion, garbed him in a

costume symbolic of his role, and gave him a mystic star-scepter to amplify his abilities.

Cap battled various criminals and superhuman menaces for a time, then mysteriously disappeared. He was subsequently found by the Black Knight. A victim of amnesia, Cap accompanied the Black Knight on a quest to save Camelot, a journey that took them across various dimensions. During this quest, Merlin returned Cap and his then-companion, the elf Jackdaw, to Earth. En route, Merlin transformed Cap's star-scepter into a lattice of mystical "micro-circuitry" and inlaid that into what was until recently his current costume.

Once back on Earth, Cap battled an extradimensional madman, Jaspers, and his foul machinations. Cap eventually triumphed, saving the world, although part of the price of victory was Jackdaw's death. Cap returned to England and was soon reunited with his sister, Betsy (Psylocke, Lady Mandarin). He also met and eventually became the lover of the young adventuress Meggan.

Soon after that, Cap learned his father was from Merlin's home plane, Otherworld, and that his super-powers came from within him, not his costume. This allowed him to realize his full potential and greatly increased the levels of his abilities.

Meanwhile, the former X-Men Nightcrawler and Shadowcat were recuperating on Muir Isle, Scotland, from injuries suffered in battle, when another former X-Man, the second Phoenix, returned to Earth from extradimensional entrapment. Arriving in England, Phoenix was pursued by the Warwolves, agents of her recent captor, Mojo. Phoenix was also the target of the villainous mercenary group, the Technet. Cap, Meggan, Nightcrawler, and Shadowcat aided Phoenix in fighting off her assailants.

Having learned of the X-Men's apparent

deaths (see Roma's entry for details), these five heroes decided to join forces in an attempt to battle evil and live up to the heroic legend of the X-Men. They took the group name "Excalibur" from King Arthur Pendragon's famous sword, hoping to

carry on its tradition of battling evil.

Recently, when Excalibur was accidentally transported by Widget (a new "member" of the team) across dimensions, Cap was without his costume. In an alternate England that had recently lost its own

champion, Captain Marshall, the Queen rewarded Cap for a service he and Excalibur had performed by bestowing upon him Marshall's costume. This is the costume he currently wears.



ROMA™ Guardian of the Multiverse

F GD (10) Health: 80
A EX (20)
S GD (10) Karma: 155
E IN (40)
R RM (30) Resources: UN (100)
I AM (50)
P MN (75) Popularity: 5

POWERS: The full extent of Roma's powers is not known at this time. The following are abilities she has demonstrated in the past; individual Judges must flesh out Roma's powers. As a cosmic being, she should be a mystery to any heroes who meet her. Keep in mind that Roma must be very powerful to fulfill her role as Guardian of the Multiverse, and should therefore have access to most spells and magical devices in any of a number of dimensions.

Roma's magical powers are given in a form compatible with the MHAC9 *Realms of Magic* supplement. If you do not use this supplement in your campaign, treat each spell simply as a mystical Power operating at same rank as the spell.

Mastery Level: Master of the Order School of Magic

Personal

Astral Projection: Monstrous (75).

Foretelling: Monstrous (75).

Mental Barrier: Amazing (50).

Shield—individual: Amazing (50).

Any other personal spells Roma may possess should be ranked from Incredible to Monstrous.

Universal

Invisibility to Mechanisms: Monstrous (75). This spell allows the recipient to become totally undetectable by any mechanical means. Cameras would not register an image, tape recorders would not record the voice of the recipient, etc.

Restore Life: Unearthly (100). Roma can use this spell to restore the vital forces of life to one or more recently deceased beings. Roma has resurrected up to nine people at once.

Teleportation: Unearthly (100).

Any other Universal spells Roma may possess should be ranked from Incredible to Monstrous.

Dimensional

Dimensional Aperture: Unearthly (100).
Shape-Shifting —Unlimited: Amazing (50).

Group Spell-Scrying: Monstrous (50).

Group Spell-Sensing: Incredible (40).

Any other Dimensional spells Roma may possess should be ranked from Incredible to Monstrous.

EQUIPMENT

Siege Perilous: This device was in Roma's possession until recently, when she "loaned" it to the X-Men. Whether it's a unique device or whether Roma has access to others like it is unknown at this time. This device was apparently destroyed by Donald Pierce, the leader of the evil cyborg group known as the Reavers.

The Siege Perilous, a large red gem in a gold frame, is a mystical gateway that somehow "transforms" anyone who passes through it. The result of the transformation is determined by the life and deeds of the one passing through. Little else about this device is known at this time.

HISTORY: Roma is the daughter of Merlin and lived together with him in Otherworld, their home dimension and that of Captain Britain's father. It has not been resolved at this time whether Merlin is the same sorcerer who aided the original Black Knight in King Arthur's legendary Camelot.

Merlin and Roma (in her guise as Goddess of the Northern Skies) played a pivotal role in the life of Brian Braddock. They acted as Cap's patrons and advisors in addition to their other duties, such as watching over a number of other universes and each world's own version of Cap (such as Captain U.K.).

Years later, Merlin was killed when his mystical might had been depleted after a fierce magical battle, and Roma succeeded him as Guardian of the Multiverse. She guided Captain U.K. (who had migrated to Marvel Earth) to an alternate Earth that was in need of a champion, and reunited Captain U.K. with her husband, whom Roma had saved from death on their native Earth.

More recently, Roma was made a prisoner in her own Starlight Citadel by the being known as the Adversary. Roma succeeded in contacting Colossus of the X-Men, and the X-Men, plus the inventor/sorcerer called Forge and then-ally Madelyne Pryor, eventually defeated the Adversary—though it cost the X-Men, Pryor, and Forge their lives.

Free once more, Roma returned her rescuers to life, a fact unknown to the world that had witnessed their sacrifice on televi-

sion. To maintain the illusion, Roma cast a spell on her rescuers, rendering them completely invisible to all mechanical sensors. She also lent them the use of the Siege Perilous, a mysterious mystical gateway.

Well, that's it for this month. I'd like to know what you think of "The Marvel-Phile" in general and this column in particular. I'd also like to know who (or what) else you'd like to see in these pages. Send

your comments and requests to:

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Well, hello again. Last month I extolled the abilities of two heroes, Captain Britain and Roma, so I thought this month's column would be a good opportunity to take a look at some of Cap's villains—and in keeping with this month's light tone, I hereby present to you the Crazy Gang!

The Crazy Gang is a group of five professional (inept, but professional) criminals who all resemble characters from the storybooks most of us read when we were young. They were created by an other-dimensional madman, James Jaspers, as part of his plan to take over his world, designated as Earth 238. (Note: This is also the home dimension of Linda McQuillan, a.k.a. Captain U.K.) The Jaspers of Earth 238 possessed vast psionic powers and did succeed in dominating his home world.

Jaspers was eventually defeated, though, and the Crazy Gang should have ceased to exist, as it was only a construct of Jaspers'

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HE MARVEL® - PHILE

"Orf wiv its 'ead!"

by Dale A. Donovan

(obviously) deranged mind. But the gang was transported, through unknown means, to Marvel-Earth—more specifically, to England. Once the Gang arrived, it made several abortive efforts at crime, with the Jester acting as de facto leader of this motley crew. The Jester took most of his criminal inspiration from the television, but TV didn't translate into reality very well. With almost no imagination of their own, the Gang members' criminal careers foundered (big surprise). That is, until the Jester put an advertisement in a London newspaper, announcing their need for a clever leader.

Captain Britain's foe, Slaymaster, answered their ad and masterminded a series of spectacular crimes, including robberies of the British Museum and the Royal Mint. As Slaymaster expected, this crime spree gained the attention of Captain Britain. Slaymaster and the Crazy Gang subsequently defeated Cap in battle, and Slaymaster delivered Cap to his employer, the Vixen. Having achieved his own end, Slaymaster dismissed the Gang from his employ.

The Gang has since found a new employer: the assassin Arcade. Recently, Arcade sent the Gang to abduct Courtney Ross, an influ-

ential British banker and an old flame of Cap's. Excalibur, the team of which Cap is now a member, came to Ross's aid and did battle with the Gang and Arcade's many contraptions. At one point in the battle, Tweedlelope used a device, which he had apparently invented, that switched the psyches and personalities of the following pairs of combatants: Nightcrawler and the Jester; Cap and Tweedlelope; and Meggan and the Knave. Phoenix destroyed the Executioner's robotic body but was possessed by its consciousness.

Eventually, the mind exchanges were reversed, Phoenix broke free of the Executioner's possession, Ross was rescued, and Arcade and the Gang were captured. As of this writing, the four surviving members of the Crazy Gang are in the custody of the British authorities.



EXECUTIONER™ Robot (destroyed)

F	GD(10)	Health: 54
A	PR(4)	
S	GD(10)	Karma: 34
E	RM(30)	
R	FB(2)	Resources: Feeble
I	FB(2)	
P	RM(30)	Popularity: 0

Note: At this time, the Executioner has no material body. What happened to its consciousness after Phoenix broke its hold on her is unknown. It is possible that the consciousness has ceased to exist, or that it is searching for (or has found) another body to possess. The Executioner may be working for its compatriots' freedom even now (no, please).

POWERS: The only true superpower that the Executioner had thus far displayed was the ability to possess another's body and control its actions. It did this at Amazing level.

EQUIPMENT: The Executioner wielded a great axe in combat that did 15 points of damage and attacked on the Edged Attacks column. It was made of Excellent strength material.

SKILLS: The only skills that the Executioner possessed were Excellent skill

wielding its axe, and a dogged determination in pursuing its intended target.



JESTER™ Criminal acrobat (looks scary)

F	EX(20)	Health: 66
A	RM(30)	
S	TY(6)	Karma: 20
E	GD(10)	
R	PR(4)	Resources: Feeble
I	TY(6)	
P	GD(10)	Popularity: 0

POWERS: None.

EQUIPMENT: The Jester normally carries no weapons on his person, although he is quite adept at using a sword in combat (see Skills below).

SKILLS: The Jester is by far the most talented member of the group (that's not saying much, really), in that he has Incredible skill in acrobatics, tumbling, juggling, and fencing.



KNAVE™ Inept criminal

F	GD(10)	Health: 70
A	GD(10)	
S	RM(30)	Karma: 18
E	EX(20)	
R	TY(6)	Resources: Feeble
I	TY(6)	
P	TY(6)	Popularity: 0

POWERS: Other than his exceptional strength, the Knave's only other power is his armor, which provides Good protection from physical attacks.

EQUIPMENT: None.

SKILLS: The Knave knows Martial Arts A.



RED QUEEN™ All but useless criminal

F	PR(4)	Health: 16
A	PR(4)	
S	PR(4)	Karma: 10
E	PR(4)	
R	FB(2)	Resources: Feeble
I	PR(4)	
P	PR(4)	Popularity: 0

POWERS: None.

EQUIPMENT: The Red Queen usually carries a hybrid royal scepter/rolling pin that can inflict Typical damage, plus a check for possible Stunning.

SKILLS: Beyond wielding her "scepter" in combat with Typical ability, the Red Queen's only talent (?) lies in bellowing the Gang's battle cry, "Orf wiv its 'ead!"



TWEEDLEDOPE™ Savage criminal

F	PR(4)	Health: 38
A	PR(4)	
S	GD(10)	Karma: 10
E	EX(20)	
R	FB(2)	Resources: Feeble
I	PR(4)	
P	PR(4)	Popularity: 0

POWERS: Tweedlelope is a savant, an individual with otherwise-limited faculties, but with one uncanny knack. In Tweedlelope's case, this knack is for inventing things. His Reason when inventing is Amazing. His surroundings help determine the finished product's level of technology. For example, when the Gang was holed up in an abandoned building, Tweedlelope took some wood, string, hubcaps, and a few rats, and constructed a functional rat-powered chariot for himself. On another occasion, he apparently built the dimen-

Continued on page 73

does require certain hardware. However, most people who own and operate computers already have that hardware. I have found that a hard drive is a must for enough memory to load several sequences of drawings and to cut waiting time.

To give you an idea of how effective this method is, to date I have about five 3½" diskettes full of various drawings. I pluck out and alter the drawings as needed, so that putting together a dungeon is merely a case of plugging in the right hall or the right room. I have enclosed my address at the end of this letter; anyone who wishes more information on this system I have devised can drop me a line with a phone number enclosed, and I'll be glad to give a call and explain it in further detail. I would also be more than willing to supply anyone interested with the drawings I have created. However, writers will have to furnish their own diskettes, naturally.

R. L. Brown
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The Marvel®-Phile

Continued from page 49

sional portal/living being known as Widget. If Tweedledope has access to advanced technology, look out—literally *anything* could happen!

EQUIPMENT: Tweedledope needs few tools when he is inventing; he just invents any tools he requires.

SKILLS: Beyond his *savant* ability, the only skill he possesses is an Excellent (20) ability to bite in combat. Treat this as an attempted hold on the Grappling column. If successful, this attack does Excellent damage until the hold is broken.

Now, despite appearances, this bunch of losers could be a viable (if stupid) villain team if led by a intelligent being. This group stacks up well (believe it or not) against a lone hero or a few lower-powered heroes such as Daredevil, Black Panther, or Henry Pym, the Crazy Gang's weight of numbers and unique (I'll say) abilities make them an interesting—and silly if played with the style these five deserve—addition to your campaign.

If you have any comments, questions, or suggestions for "The Marvel-Phile," mail them to: The Marvel-Phile, c/o DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147 U.S.A.

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How To Avoid BEING LOWERED SLOWLY INTO A CAULDRON OF BOILING SZIGLION OIL...



In Flux players compete against one another for the title of Master of Wizards. This annual event, held on the Great Plains of Grob during the month of Forthauary is used to select the Loremaster for the Associated & Amalgamated Guild of Wizards, Warlocks, Witches & Magic Users (1978) for the coming year.

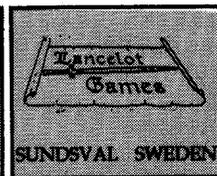
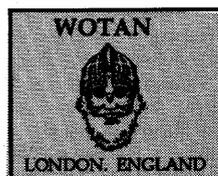
Using the flux globes scattered over the Great Plains aspiring Loremasters caste either Earth (forest, marsh, mountains etc.) or Animate (troll, gnome, manticores, great dragons, knights etc.) spells in their battle to claim the most territory while disputing the territory of others.

Thankfully the days when the losers were lowered slowly into a cauldron of boiling sziglion oil laced with bat's wings and viper droppings are long gone.

Nowadays they leave out the bat's wings.



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An empath and an apprentice

by Dale A. Donovan

I'm baaaack. The first thing I must do this month is to thank everyone who wrote in with comments and suggestions for the new "MARVEL-Phile." The amount of mail I received forced me to roll on the Stun table, but I made my roll. Thank you all for your input. You will be seeing some of your suggestions in upcoming months.

There are two areas on which I received quite a few questions, so I thought I'd take the time to address them now. Several people asked why there was no "MARVEL-Phile" in issues #157 or #158, and just how often would the column appear in the future? In May, I decided to take the month off from doing the column, and this column was originally slated to appear in the June issue, but a lack of time on my part and space in the magazine pushed

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HE MARVEL[®]-PHILE

the column back to this issue. I plan for the column to appear bi-monthly, so you can look for another one in issue #161.

I also received quite a bit of mail from those who disagreed with some of my ideas on attributes and Powers. The perfect example of this is Captain Britain. *The Official Handbook of the MARVEL UNIVERSE*[®], Update '89, stated that Cap was able to press 90 tons. In the game, that qualifies as Unearthly Strength, so that is the rank I gave him. I do use the *Handbook* as well as the comics themselves for my sources, so I have reasons for assigning the ranks I do. But if you disagree with my decisions on Cap or any character, that's okay. If you want Cap to only have Incredible Strength in your campaign, go ahead. It is your game, after all.

This month, I'll discuss two of Doctor Strange's right-hand beings: the empath Topaz, and Doc's current apprentice, Rintrah.



TOPAZ™
Empath

F	TY (6)	Health:	42
A	GD (10)		
S	TY (6)	Karma:	90
E	EX (20)		
R	GD (10)	Resources:	TY (6)
I	IN (40)		
P	IN (40)	Popularity:	3

POWERS: Topaz has numerous psychic powers, the full extent of which are not known at this time. She has the potential to be one of the most powerful psychics on Earth, and has demonstrated extraordinary abilities in times of crisis during her life. As all of her abilities are psychic, they utilize Topaz's Incredible Psyche as their Power rank.

Telepathy: Topaz can perform the Mental Probe Power Stunt as well as normal Telepathy.

Psionic Attack: Topaz possesses this power at Incredible rank for range and intensity.

Empathy: Topaz is also an empath, able to read the emotions of others.

Emotion Control: Topaz can instill or drain emotions from people. Although she can influence multiple targets (in the same area she is in), she can work with only one emotion at a time.

Telekinesis: Topaz is also able to use this power at Incredible range and intensity.

Healing: Topaz can heal damage to herself and others, using her Psyche score to replace the subject's Endurance. She can heal any number of subjects once per day. Her abilities are such that she can even reunite a person's soul with his body, if the two should become separated.

HISTORY: Topaz has no knowledge of her parents or even if Topaz is her real name. Her first memories are of growing up as a street urchin in India. When war broke out, she was placed in a prison camp where she met the sorcerer, Taboo. It was under Taboo's tutelage that Topaz discovered her powers, and she subsequently used them to help Taboo and herself escape from the camp.

As Topaz grew to adulthood, she acted as a familiar for Taboo and his sorcery. They eventually moved to take up residence in southern California. At one point, Taboo tried to force Jack Russell (the Werewolf; see DRAGON® issue #126, "A MARVEL® Monster-Phile") to hand over to Taboo a book of black magic known as the Darkhold (see issue #126, "The MARVEL-Phile"). Neither Russell nor his family possessed the book, and Taboo ordered Topaz to kill Jack Russell. Sensing the goodness within Jack, Topaz refused. Taboo then ordered Russell and Topaz out of his home.

Topaz was soon attacked by Taboo, who stole a portion of her soul for arcane purposes. Taboo was killed soon thereafter, and the missing portion of Topaz's soul returned to her. She subsequently moved in with Russell and his family, and she and Jack fell in love, but neither ever acknowledged the extent of their feelings. It was not long thereafter that Topaz and Russell traveled to Transylvania to visit one of Russell's relatives, and they came into conflict with the master vampire himself, Dracula (see issue #126, "The MARVEL-Phile").

Topaz's powers began to fade after this, and she returned to India in an attempt to restore them. There she encountered a sorcerer, Doctor Glitternight, who put her

into a trance and removed the "dark side" of her soul. Topaz fainted, but later recovered to the point where at least some of her abilities returned. Glitternight took his portion of Topaz's soul and infused it with black magical energy from his own body, then transformed the whole into a beast that would do his bidding. Topaz returned to California with Glitternight's monster trailing her. Upon discovering it, Jack Russell changed into his werewolf shape to fight and destroy the beast.

Still later, Glitternight returned and transformed Topaz into a winged harpy-like being under his control. Topaz's true personality reasserted itself, though, and she returned to her human form. Glitternight later vanished as a result of a mystical battle with another being.

Many months later, the demon Mephisto transported Topaz to his dimension and informed her that on her upcoming 21st birthday her powers would reach their peak. She would be so powerful, he told her, that she would even be able to destroy Mephisto himself. As Mephisto tried to kill her, Topaz gained full control over her powers and unleashed energy that ripped Mephisto apart.

Mephisto eventually reformed himself and sent his demonic minions after Topaz. They overpowered her and cast a spell upon her that would remove the portion of her soul that contained her powers, were she ever to escape. The demons then placed her within bedrock to imprison her physical body. It was here that she spent her 21st birthday.

Later, Topaz's physical body was released by an energy outburst from another of Mephisto's captives, Franklin Richards. The now rock-encrusted form of Topaz made its way to Earth, where it battled Earth's Sorcerer Supreme, Doctor Strange. Realizing that a human was trapped within this form, Strange released Topaz and brought her to his home in New York City, but she was now missing the empathic portion of her soul, as per the demons' spell. Topaz had trouble controlling her own emotions as well, and her sanity suffered. (It is unclear whether the missing portion of her soul was the same portion that Glitternight stole. There is no clear evidence that Topaz regained the portion that Glitternight stole, even after Jack Russell destroyed the beast that Glitternight created with it.)

The alien sorcerer, Urthona, captured the missing portion of her soul and sought to use it and Topaz as part of his scheme to kill Doctor Strange and become the Sorcerer Supreme himself. To this end, he contacted Topaz, showed her what he possessed, and offered to return her soul to her if she betrayed Doctor Strange. In her unstable frame of mind, Topaz agreed,

allowing Urthona to transport Strange's home and all his mystical talismans to Urthona's home planet. There, Urthona took both Topaz and Strange's servant, Wong, prisoner.

Strange, who was wounded in one of Urthona's attacks, now shared the body of the being known as Rintrah (see below) and journeyed to Urthona's planet. During the ensuing mystical battle, the bottle containing Topaz's lost soul was broken, and Topaz's powers returned to her in full. Urthona was defeated, and Strange, Rintrah, Wong, and Topaz returned to Earth.

More recently, Topaz traveled to Britain and became involved with the mystic Sisters of Glastonbury Tor, the descendants of those women who had cared for King Arthur after his final confrontation with Modred. The Sisters tried to instruct Topaz in the use of her great powers. Topaz has subsequently returned to New York, the outcome of her instruction unknown. Whole once more, Topaz continues to be a staunch ally of Doctor Strange, Wong, and Rintrah.

Role-playing Notes: In your campaign, Topaz might appear when she is on an errand or mission for Doctor Strange. Despite her powers, Strange would not send her on what he considered to be an overly dangerous mission. Topaz is not a hero in the typical sense; she does not put on a costume and fight villains. She is a background character, using her mental abilities and her healing to help others (heroes included). She could appear and save a dying hero, then ask for his help with *her* mission.

RINTRAH™ Apprentice

F	GD (10)	Health: 80
A	GD (10)	
S	RM (30)	Karma: 60
E	RM (30)	
R	GD (10)	Resources: PR (4)
I	EX (20)	
P	RM (30)	Popularity: 0

POWERS: At present, Rintrah has the ability to perform only a handful of magical feats. He does qualify as a Disciple of the Order School of Magic, and he has the potential to become a great sorcerer, especially if he remains a student of the Sorcerer Supreme, Doctor Strange.

As with Roma (issue #155), Rintrah's magical powers are given in a format compatible with MHAC9, *Realms of Magic*. If you do not own this supplement, simply treat each spell as a mystical Power operating at the same rank.

Mastery Level: Disciple of the Order School of Magic

Personal

Alteration—Appearance: Remarkable (30).

Astral Projection: Good (10).

Shield—Individual: Excellent (20).

Universal

Eldritch Bolts (Bolt of Bedevilment): Excellent (20).

Dimensional

Dimensional Aperture: Excellent (20).

HISTORY: Rintrah is a sentient, other-dimensional being who is sensitive to the presence of magical forces and has the potential to become a powerful sorcerer. Through unknown circumstances, Rintrah became the apprentice of the other dimensional sorcerer known as Enitharmon the Weaver. It was during this time that Doctor Strange first encountered Rintrah. Strange took his magical Cloak of Levitation, which had been damaged in battle, to be repaired by Enitharmon. After the repairs were made, Enitharmon bade Rintrah to return Strange's cloak to him, back on Earth.

Rintrah encountered Strange not long after Strange's body had been gravely wounded by a servant of the alien sorcerer, Urthona. Rintrah returned the cloak and gave his permission for Strange's astral form (as per the spell) to enter his body. The two consciousnesses now sharing Rintrah's body took Strange's own healing body, borrowed a starship from Reed Richards, and traveled to Urthona's planet. Here, Rintrah/Strange battled and defeated Urthona, thereby releasing his captives, Wong and Topaz. They all then returned to Earth.

Rintrah subsequently accompanied Strange on a few of his exploits, then returned to Enitharmon. Recently, however, Rintrah has returned to Earth and has asked Strange to take him on as an apprentice. Strange agreed, and Rintrah has taken up residence in Strange's home in New York City.

Role-playing Notes: Rintrah would most likely appear in a campaign accompanied by Doctor Strange or while on a mission for his mentor. Rintrah is the type of being who might well bite off more than he could chew with regard to villains. Somewhat headstrong, he could get himself into a situation where he might need help from the heroes. He's not afraid to mix it up in melee; his Strength serves him well in this instance.



One other item of interest is the fact that *The Gamer's Handbook to the MARVEL UNIVERSE, Vol. 6*, should be in your stores by the time you read this. Pick it up and get lots of new characters and updates of some of your old favorites.

That's it for now. If you have any comments or suggestions for this column, send them to: The MARVEL-Phile, DRAGON Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A.

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“I love leftovers!”

By now, you've all gone out and purchased the MU6 *Gamer's Handbook of the MARVEL UNIVERSE™ 1990 Character Updates* book. This 256-page compendium contains a myriad of Marvel characters never before put into the game's statistics, plus important updates on your favorite characters, like Spider-Man's Captain Universe powers. The designers, however, had more characters than they had room for in the book, so DRAGON® Magazine has grabbed up four of the characters that didn't make the final cut. We present two heroes this month and will publish two villains in November tissue #163). Also look for a special Halloween "MARVEL-Phile" next month by Dale A. Donovan.

Special thanks to Steven Schend, Judy Gifford, Peggy Cooper, and Barb Nish for their assistance in compiling this column.

T

HE MARVEL®-PHILE

by David E. Martin, Chris Mortika, Scott Davis, and William Tracy



NORTH, DAKOTA™

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

Health: 66
 Karma: 46
 Resources: EX(20)
 Popularity: 20

TM

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BACKGROUND

Real Name: Dakota North

Occupation: Private investigator

Legal Status: U.S. citizen with no criminal record

Identity: Publicly known

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Samuel "S. J.," father; Richard, brother

Base of Operations: Mobile, with branch offices in New York City; Paris, France; Rome, Italy; and Tokyo, Japan

Past Group Affiliations: Head of Dakota North Investigations

Present Group Affiliation: None

KNOWN POWERS

Talents: Dakota North has Martial Arts E, Guns, and Marksman skills. Her Reason is Remarkable as a Detective. She gets a +1CS to her Agility rank when performing gymnastic maneuvers.

Contacts: Through her dad, Dakota has connections with the CIA. The international scope of her business has also led to her cooperation with Interpol. She knows the Punisher and the pre-teen super hero group, Power Pack.

ROLE-PLAYING NOTES

Dakota North is a determined young woman with good business sense and superb detective skills. Because of her many talents and successful exploits, North has gained world fame as a private investigator.

North could be encountered when she opens an office in your campaign's major city. She could meet your heroes while working on the same case, or she could be hired by the heroes to do some investigative legwork that they cannot perform themselves. North could—unknowingly—accept a case from a nondescript villain to investigate the civilian identity of one or more of your campaign's heroes.

HISTORY

Dakota North is the daughter of Samuel J. North, a retired agent of the CIA. Little is known of Dakota's early life other than at a relatively young age, she chose a career as a freelance private investigator. Her business is apparently quite successful in that it currently supports four branch offices around the world.

In North's earliest recorded case, she was hired by Major George C. Cooper, a former intelligence agent and associate of North's father, to protect Cooper from the operatives of an international arms dealer, Sheik Ibn Bheik. Fearing for his safety, Cooper passed a cartridge of experimental quickly dissipating nerve gas hidden inside a pen case to North's younger brother, Ricky. After chasing her wayward brother

across most of Europe, North was captured by Bheik along with her brother and an associate, Amos. In escaping, North lost the pen to Bheik, who subsequently accidentally released its deadly contents. Bheik and his men were killed.

A subsequent case of North's involved the pre-teen super hero group, Power Pack, and the vigilante known as the Punisher.

STICK™

F AM(50)

A RM(30)

S GD(10)

E RM(30)

R TY(6)

I UN(100)

P MN(75)

Health: 120

Karma: 181

Resources: PR(4)

Popularity: 0 (25 to martial-arts experts)

BACKGROUND

Real Name: Unknown

Occupation: Leader of order of martial artists, sensei, pool hustler

Legal Status: Unknown

Aliases: Master

Identity: The general public was unaware of Stick's fighting abilities.

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: New York City and atop a mountain at an unknown location

Past Group Affiliations: Unnamed order of martial-arts masters

Present Group Affiliations: None

KNOWN POWERS

Proximity Sense. Unearthly rank combat sense. Stick could not be blindsided, and this ability worked even in darkness.

Enhanced Senses. Applied to taste, touch, hearing, and smell (Stick was blind);

Amazing power rank

Telepathy. Excellent power rank

Bio-Energy Drain. Amazing power rank, three area radius. By mentally linking with another member of his martial-arts group, Stick and his fellow member could drain 50 Health points each, per round, from every enemy within three areas. After draining 1,000 points of bio-energy, the drainer's body exploded. Stick and his partner could do nothing else while draining life energy. If less than 1,000 Health points were drained, Stick and his helper each made an Endurance check on the Stun column.

Weapons: Stick's weapon of choice was a

quarterstaff with which he could do Good damage. When fighting with the staff, his Fighting rank was considered to be Unearthly. Stick could use his staff to deflect arrows and thrown weapons such as shurikens. This action requires a successful Agility FEAT roll.

Talents: Stick was a martial-arts master and knew all five types of Martial Arts (A through E). He was also a Weapons Master and a Weapons Specialist with his "stick" (quarterstaff). He had the Trance and First Aid talents.

Contacts: Stick was the leader of a group of six other marital-arts masters. He helped Daredevil when the latter was learning how to use his radar sense. Stick also knew Black Widow, and he taught some skills to Elektra.

ROLE-PLAYING NOTES

Stick was a taciturn, stern fellow. He was a harsh taskmaster when training someone, crankily pointing out a person's mistakes no matter how well that person did. But he was also a brave and generous man who was willing to give up his life to save his friends.

In your campaign, Stick might have been the trainer of any martial artist or weapon-using hero or any hero with proximity sense or heightened senses. Although he died in the comics, he could still be alive in a game-campaign world. He could act as a counselor for heroes, guiding them and occasionally providing them with important information. He and his group of martial-arts masters could also provide a great place in which injured or hunted heroes or NPCs could hide.

HISTORY

Nothing is really known about Stick's early life before he befriended Matt Murdock (Daredevil). Stick was a blind man who had somehow developed a special "proximity sense" and enhanced his remaining senses. These abilities allowed him to sense far more than a normal human could.

Stick became the leader of an elite group of warriors based on the top of an unnamed mountain. Stick was a master of martial arts and was especially adept in using a long stick in combat, from which he took his name. The members of the order developed a number of mental powers that were either psionic or mystical in nature. Each member of the order was required to rid himself of all destructive emotions.

Stick's group spent many years fighting the Hand, a Japanese-based group of ninjas who hired themselves out as mercenaries and assassins. The members of the Hand served a demonic entity known as the Beast.

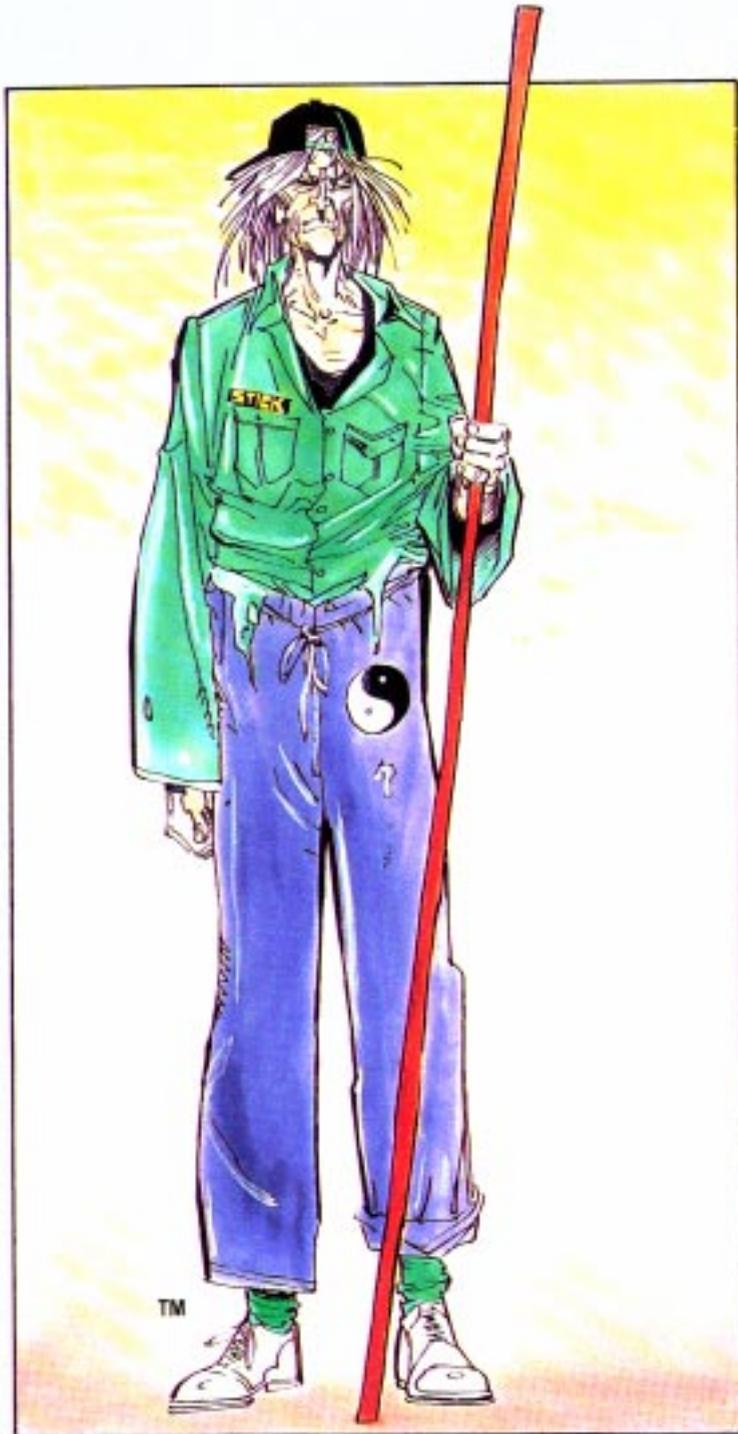
Long ago in New York City, a young man named Matt Murdock was accidentally struck in the face by a canister containing radioactive waste. The radiation blinded him but also provided him with a unique "radar sense." After leaving the hospital, Matt was found by Stick, who taught Matt how to use his new radar sense, which was similar to Stick's proximity sense. Stick also taught Matt various methods of hand-to-hand combat.

Later, while enrolled at Columbia University, Matt met Elektra Natchios and fell in love with her. After Elektra's father, a Greek Ambassador, was killed by terrorists, Elektra left Matt and the United States, going to Japan. There she was trained under a sensei who had been thrown out of Stick's order because he had not been able to completely rid himself of all his destructive emotions. Elektra reached a high level of martial prowess, but she was still filled with hate because of the death of her father. Elektra's sensei told her about Stick's order, hoping that it could teach Elektra to achieve inner peace.

Stick accepted Elektra as a pupil and trained her for one year. She became even better at combat and began to develop the mental powers that the members of the order possessed. Stick eventually had to expel her as she had still not been able to rid herself of her hatred. Elektra joined the Hand for a time, then became a freelance assassin.

Years later, Matt Murdock (as Daredevil) met Elektra again. Shortly after that, Murdock lost his radar sense after being caught in the concussive force of a bomb blast. Murdock found Stick, who was pool-hustling in New York City, and Stick helped Matt develop his radar sense again.

A while after that, the Hand began a campaign to kill all the members of Stick's secret order, which at that time had only seven members, including Stick. After Stick was attacked by four Hand assassins in New York City, he summoned the other members there. Only three other members arrived: Claw, Shaft, and Stone (the other members had apparently already been killed). Stick and his fellow members were able to kill Kirgi, the Hand's deadliest warrior. Later that night, a horde of Hand assassins attacked Stick and his friends at Matt Murdock's apartment. Daredevil and the Black Widow were also involved in the battle. Claw was killed during the fight. Stick and Shaft then joined hands to drain the life force of the remaining Hand members. Stick ordered Stone to help Daredevil and the Black Widow escape. Stone fled with his two charges, reluctantly leaving Stick and Shaft behind. The bodies of Stick and Shaft exploded shortly thereafter, having been filled with more life energy than they could contain.



“Hi. My dad’s Vlad.”

by Dale A. Donovan

LILITH™
Daughter of Dracula

F	EX (20)	Health: 186
A	IN (40)	
S	RM (26)	Karma: 96
E	UN (100)	
R	GD (10)	Resources: GD (10)
I	IN (40)	
P	AM (46)	Popularity: - 20

THE MARVEL-PHILE®



If you haven't been following the latest story line in Marvel's Doctor Strange comic, you might not know that the spell Doc Strange cast awhile back that wiped out vampires on Earth (the Montesi Formula) has been invalidated, and vampires are back in the MARVEL UNIVERSE®. In brief, here's how it happened:

Many years ago, when Stephen Strange was a mere apprentice to his mentor, the Ancient One, Strange cast a spell he was not familiar with (the Vampiric Verses) in order to save his dying brother, Victor. Victor's life was saved, but he was transformed into a vampire. Using his medical expertise, Strange had Victor put into suspended animation for safekeeping and stored him in an empty warehouse that Strange owned.

It was after this point that Doc Strange cast the Montesi Formula from the Darkhold (a book of "black magic"), banishing all vampires from Earth. This spell did not affect Victor Strange, however, as being in suspended animation apparently protected him.

More recently, after Doc Strange's apparent death, his associate Sara Wolfe sold the land on which the warehouse was built. When the empty warehouse was torn down, the suspended animation equipment was damaged, and Victor revived. This event, and those that followed, have seemingly "broken" the Montesi Formula, opening the door for vampires to again plague the mortals of Earth.

This month, I'll give the statistics for my favorite MARVEL UNIVERSE vamp, Lilith, and discuss using vampires in your Marvel campaign. For more information on MARVEL UNIVERSE vampires, see Dracula's statistics in either DRAGON® issue #126 or the *Gamer's Handbook of the MARVEL UNIVERSE®*, Vol. 1, and see DRAGON issue #104 for the MARVEL SUPER HEROES™ module, *Sudden Dawn*, which details the Nazi vampire, Baron Blood.

POWERS: All of Lilith's vampiric powers stemmed from a spell cast on her by a gypsy when Lilith was a normal child (see "History"). Lilith possessed all of the standard abilities of a vampire, almost none of the limitations, and one extra power. Due to the spell, Lilith's vampiric powers exceeded the levels of all other vampires, with the possible exception of her father,

Resistances: Lilith could not be permanently harmed by most physical or energy attacks. She could be poisoned but could not die from poison. (Ignore Kill results against her, but Lilith can be Slammed and Stunned. For specific weaknesses, see "Limitations" below.)

Transformation: Lilith could change her shape to any of the following forms in one round, with Amazing ability:

— A visible cloud of mist that could pass through very small cracks and openings. Lilith could fly at Feeble airspeed in this form and was immune to physical attacks. She could transform discrete portions of her body into mist as well.

— A normal-size bat that retained Lilith's intellect. In this form, she could fly at Poor airspeed and attacked on the Edged Attacks column, doing Poor damage (but couldn't score any Kill results). See page 58 of the MARVEL SUPER HEROES Advanced Set Judge's Book for more on bats.

Vampire's Bite: Although Lilith did not need to ingest blood to survive (see "Limitations"), she did savor the taste and would often bite the neck of a victim to obtain it. Her bite did Typical (6) damage per round. As she fed, Lilith also injected an enzyme into her victim's body that would add to his weakness (due to blood loss) and make him susceptible to Lilith's hypnotic commands, even over long distances (see "Summoning and Controlling" and "Limited Telepathy" below). If the victim died from blood loss, the enzyme would cause him to arise three nights later as a normal vampire. This vampire would have all the traditional weaknesses of vampires (sunlight, garlic, holy symbols, etc.) even

though Lilith did not.

Summoning and Controlling: Lilith had several powers in these areas:

–Lilith could summon and control up to her Psyche number in rats, mice, bats, dogs, or wolves with a successful Psyche FEAT roll. The type of animals summoned depended upon the environment in which Lilith was encountered.

–She also had the ability to hypnotize an ordinary mortal when she caught the victim's eye, even for a few seconds (one round). Lilith could then command successfully hypnotized victims into performing virtually any act short of outright murder or suicide. Lilith could perform no other actions in the round she attempted to hypnotize.

–Lilith could control the weather with a red Psyche FEAT roll. The effects varied from thick fog to powerful rain, snow, wind, or electrical storms, all equal to Lilith's Psyche in strength. This act drained Lilith, however, and left her unable to use any other vampiric abilities for 1-10 hours.

Immortality: Even if Lilith's body was destroyed, her spirit would escape and eventually enter the body of an innocent woman who wished her own father dead. Lilith could then, using certain mystic rituals, transform her "new" body into a duplicate of her own. Lilith could not be permanently destroyed as long as her father, Dracula, existed. Lilith also possessed Excellent (20) regenerative abilities in any body she inhabited.

Limited Telepathy: Lilith could telepathically command any person anywhere on Earth from whom she had drained blood, whether that victim was still alive or had died and arisen as a vampire himself.

LIMITATIONS: Because Lilith's vampirism was due to the spell cast upon her, she was immune to most of the traditional banes of vampires. Lilith did not need to rest during the daylight hours, had no dependence on her native soil, and could withstand direct sunlight. She also did not need blood to sustain herself (but she did enjoy the taste). She was not repulsed or harmed by religious objects, and she could use them against other vampires. She was also immune to the effects of garlic.

Lilith was not totally invulnerable, however. Her body could be killed by driving a wooden stake through her heart. This would require restraining Lilith (getting at least a Partial Hold), and getting a Red result for the staking attack. Also, successfully attacking Lilith with silver weapons did normal damage to her.

TALENTS: Lilith had considerable knowledge about the occult, mystic lore, vampires in general, and her father in particular. Treat her Reason as Excellent (20) in these areas.

CONTACTS: Lilith had few contacts in the world of mortals, although she could

have contacts with Dracula (as a nemesis, not an ally) and Doctor Strange, as she was present when he cast the Montesi Formula.

NOTE: It is important to remember that Lilith is a member of the undead, and there is no Karma loss for destroying her. If Lilith is inhabiting a "captured" body, however, the PCs should be awarded extra Karma if they attempt to remove Lilith from the body she's inhabiting, rather than just killing Lilith outright.

HISTORY: Lilith was the daughter of Vlad Dracula and his first wife, a Hungarian noblewoman, Zofia. After Lilith was born, Dracula drove her and her mother away; Lilith was given to an old gypsy woman named Gretchin, and her mother committed suicide. A few years later, Dracula himself was mortally wounded in battle and was taken to a gypsy healer who was actually a vampire. The healer killed Vlad and transformed him into a vampire. As a result of this treachery, the now-undead Vlad Dracula went on a rampage, killing all the gypsies he could find.

The vengeful mother of one of the gypsies Dracula killed, Gretchin, cast a spell on Dracula's daughter, Lilith. This spell transformed the child into an adult vampire. Certain properties of this spell gave Lilith both the vampiric and unique abilities she possessed and granted her the status of Dracula's eternal foe. Lilith would exist, moving from body to body as each died, as long as Dracula roamed the Earth.

At first, Lilith attacked humans indiscriminately to feed her vampiric tastes. She eventually learned to control her bloodlust, only attacking those whom she considered evil. She also came to the realization that she didn't need blood to survive, thanks to Gretchin's spell.

Lilith wanted to punish Dracula for all the evil and suffering he had created in the world. After battling her father for centuries, the two eventually came to a truce, vowing never to meet again. They did not see each other until about 30 years ago. On the estate of Quincy Harker—Dracula's longtime nemesis—Harker's wife died from fear of Dracula. Harker took his revenge by killing Lilith.

Lilith's spirit wandered the British Isles for three decades searching for an innocent woman who wished her father dead. She finally found such a woman in Northern Ireland. A girl named Angel O'Brien, a Catholic, had married and become pregnant by a Protestant man named Ted Harnigan. Upon hearing this, Angel's father attacked both Angel and Ted. Ted was felled by the blow, struck his head, and died. At that moment Angel felt a murderous hatred for her father, and Lilith entered her body.

Angel/Lilith killed Angel's father (he did not become a vampire) and began a dual existence. Lilith often took over Angel's

body completely, even to the point of making it look like Lilith's original body. Angel had no memories of these episodes, although she realized she was experiencing "blackouts."

Bored with the British Isles, Lilith coerced Angel into moving to New York City, where Angel met, fell in love with, and lived with a man called Martin Gold. Lilith soon wearied of having to share a body, so she sought out Victor Benzel, a descendant of the gypsy, Gretchin. Benzel, who had inherited much of Gretchin's mystic lore, performed mystical ceremonies that removed Lilith from Angel's body and provided a duplicate of Lilith's own for her. Angel returned to her life under a spell so that she would never remember any part of her life and dealings with Lilith.

Lilith now sought out her father for a final confrontation. She found him at Castle Dracula, where they battled. Dracula finally bared his chest to Lilith and dared her to drive a stake into his heart. Lilith found that she could not do it. Dracula taunted her, saying that as a part of the spell that changed Lilith, Gretchin had made Lilith incapable of killing Dracula, which would then end Lilith's own existence. Lilith doubted this reasoning, but they parted soon after. It remains unclear whether Dracula's reasoning was true or whether he was exerting some kind of control over his daughter.

Lilith lost track of Dracula after this. Although she still longed to destroy Dracula should she ever find him, Lilith began to live an independent lifestyle. She eventually came to live in a villa in southern France, after adopting the surname Drake (the form the family name Dracula evolved into). She was present when Doctor Strange and his allies cast the Montesi Formula that ended her existence and her father's.

ROLE-PLAYING NOTES: Since vampires can again exist on Earth, it is possible for Lilith (and other vampires, including her father) to appear in your campaign. She could be searching for her father, perhaps aware of his (recent or impending) arrival in your campaign city. If so, she might even be inclined to work with the heroes to help eliminate her father's threat. She would, of course, do her best to keep her identity and powers secret—at least until the right moment.

Lilith need not be linked to her father, however. She could also come back as a ravaging monster, worse than her father, if her "death" by the Montesi Formula drove her mad. Lilith would be an extremely dangerous foe, given that she has so few weaknesses common to other vampires and is immortal.

OTHER VAMPIRES: Vast possibilities exist for encounters and even full campaigns featuring vampires. If vampires infest your city, your heroes could become

modern-day vampire-hunters, carrying around hammers and wooden stakes along with their splurge-guns and wakka-wakka devices. Imagine your players' faces the first time their characters encounter a vampire attacking some poor soul. They'll charge to the rescue, only to discover this being is no ordinary mugger!

For those Judges devilish enough to incorporate vampires into their campaigns, a brief conversion system is offered to transform characters into the vile, blood-sucking fiends we all love so much. Remember that very few vampires would have abilities at Lilith's level. She was definitely an exception to the rule. (Thanks to Jeff Grubb for the original conversion guidelines in DRAGON #126.)

Agility: +1CS (maximum Remarkable);
Strength: +1CS (maximum Remarkable);
Endurance: +2CS (maximum Amazing);
Health: modified accordingly.

A "normal" vampire can: transform into mist and at least one animal form; climb sheer surfaces (wall-crawling); use Typical (6) or better Regeneration; command certain animals; and control any vampire it creates if the target vampire fails a Psyche FEAT roll. It also has all weaknesses normally associated with vampires.

Feel free to adapt these conversions to fit the power level of your campaign and heroes. Just remember that vampires are some of the most dangerous beings in the MARVEL UNIVERSE, and any encounter with one should be extremely challenging for your heroes.

One more thing to remember about Lilith in particular, and MARVEL UNIVERSE vampires in general, is that through biting (but not killing) a victim, a vampire can control the victim's actions. This includes most PC heroes. Although Lilith certainly could attack and control one of your PCs, I personally don't recommend it. The heroes are really the "stars" of the campaign, and taking the control of a character from the player is a very tricky situation at best. To me, taking a character away from the player, especially in a super-hero game where the PCs have powers "beyond the ken of mortal men," just isn't right. If you decide to do this, do it very carefully. NPCs are another matter entirely. If a vampire attacks and controls an important NPC, maybe even a loved one of the hero(es), many interesting role-playing situations can develop.

That's it for now. Next month, look for "Leftovers II: The Villains," and I'll be back in issue #165. Send any comments or questions to: The MARVEL-Phile, DRAGON Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. Ω

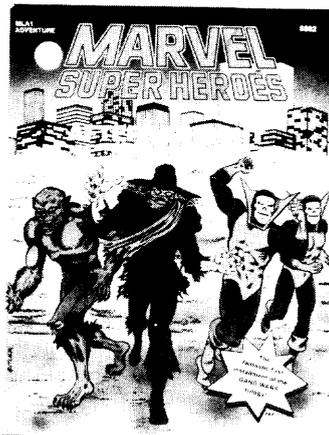
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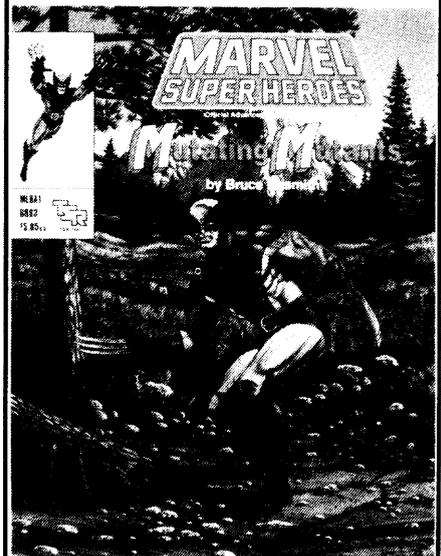
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by Bruce Nesmith
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T

HE MARVEL-PHILE

by David E. Martin, Chris Mortika, Scott Davis, and William Tracy

Leftovers II: The Villains

This month we'll take a look at two MARVEL UNIVERSE™ villains who didn't make the final cut to appear in MU6, *Gamer's Handbook of the MARVEL UNIVERSE 1990 Character Updates* book: Nebulon and Solarr. Enjoy!

Special thanks to Barb Nish, Peggy Cooper, Judy Gifford, and Steven Schend for their assistance in compiling this column.

NEBULON™

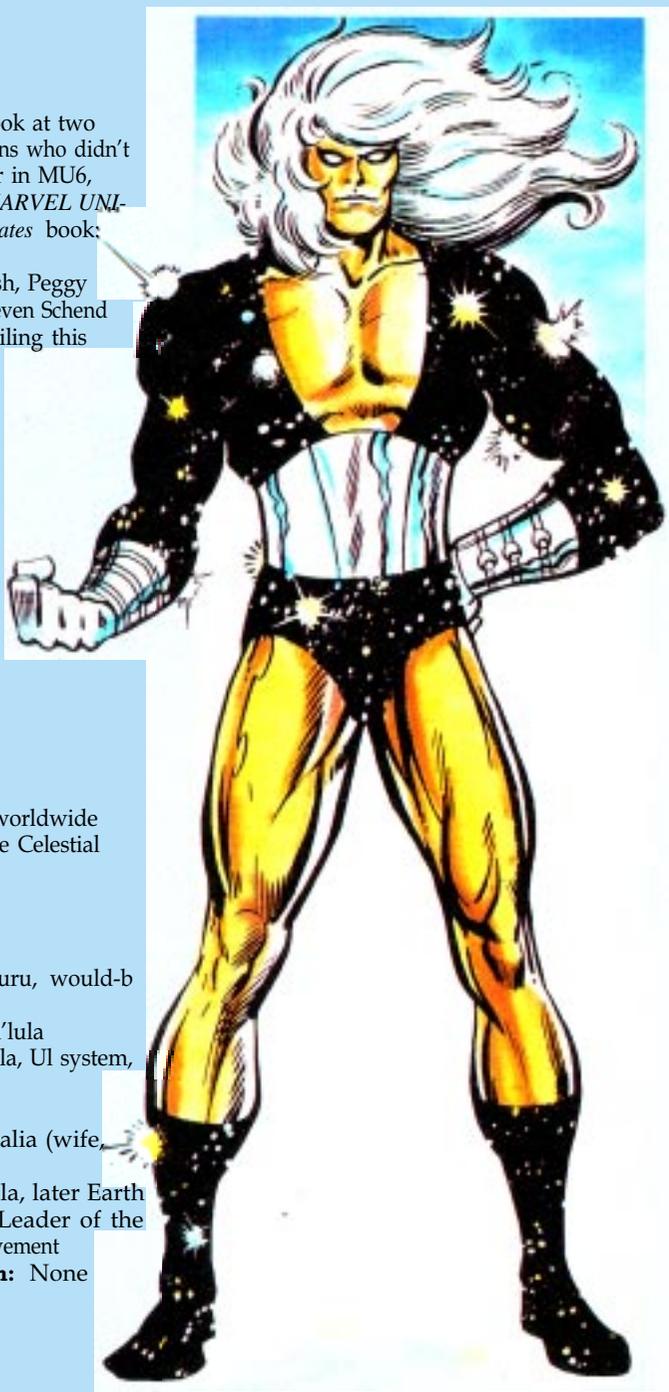
F GD(10)
A GD(10)
S MN(75)
E UN(100)
R IN(40)
I TY(6)
P MN(75)

Health: 195
Karma: 121
Resources: EX(20)
Popularity: - 10*

* Nebulon had Monstrous worldwide popularity while head of the Celestial Mind Control Movement.

BACKGROUND

Real Name: Unknown
Occupation: Prospector, guru, would-be conqueror
Legal Status: Citizen of Ul'lula
Place of Birth: Planet Ul'lula, Ul system, Milky Way galaxy
Marital Status: Married
Known Relatives: Supernalia (wife, deceased)
Base of Operations: Ul'lula, later Earth
Past Group Affiliations: Leader of the Celestial Mind Control movement
Present Group Affiliation: None



TM

KNOWN POWERS

Biospheric Energy Manipulation. Nebulon could manipulate the biospheric energy of planets at Unearthly rank. His power stunts included:

—**Energy Bolts:** Nebulon could project energy blasts of Amazing intensity with a range of five areas.

—**Defensive Shield:** Nebulon could create a protective energy shield at Incredible rank against all attacks.

—**Force Bolts:** Nebulon could project concussive force bolts at Shift X rank. Nebulon's force bolts had a range of 10 areas, **Shape-Shifting.** Nebulon had the ability to shape-change at Monstrous Rank into any form. The transformation process was very strenuous, though, requiring an Endurance FEAT roll to remain conscious, so Nebulon did not undertake it often. Any time Nebulon's Health dropped by more than 50 points in a single combat round, he had to make an Endurance FEAT roll or revert to his natural form.

Teleportation. Nebulon could teleport with Monstrous rank ability for a variety of effects. His power stunts included:

—**Teleport Self:** Nebulon could teleport anywhere on the surface of a planet,

—**Dimensional Travel:** Nebulon could travel to alternate worlds in parallel dimensions

—**Teleport Others:** Nebulon could transport others either across the planet or across the dimensions with a Psyche FEAT roll.

Weakness. If Nebulon were to go without contact with a biosphere long enough, his power level would be no more than that of a normal human being

ROLE-PLAYING NOTES

Nebulon was a powerful, shape-changing alien initially intent on finding a mineral-rich world for his starving people to exploit. The very survival of his race depended on his success and that of others like him. However, Nebulon fell in with a lot of super criminals and soon forgot the dire straits of his homeworld in pursuit of personal gain,

If you want to use Nebulon in your campaign, you will need to come up with an explanation of his “exaggerated death”—but in comics that’s not a big problem. A resurrected Nebulon is powerful enough to seriously threaten your heroes and their world. Perhaps he has returned to complete his original mission of trying to make Earth suitable for his race to colonize (see “History”), or maybe he just wants Earth for himself. He could organize a team of lesser villains to support him (this is great for bringing back old, hated enemies of the heroes). His teleportation ability is a built-in escape route. Your heroes finally manage to get Nebulon just where they want him and—BING! He’s gone!

HISTORY

Nebulon was a member of the alien Ul’lula’ns, a race of six-tentacled, finned, water-breathing non-humanoids, who had begun to deplete the mineral resources of their homeworld. To remedy the situation, the Ul’lula’n High Tribunal dispatched an undisclosed number of prospectors to locate and secure worlds with the appropriate mineral resources for the race’s survival.

Possessing vast biosphere-tapping power and the ability to assume other forms, Nebulon took a glistening golden humanoid form when he neared star systems with humanoid populations. He was not, however, particularly successful at prospecting. Unexpectedly, Nebulon came in contact with the misanthropic Hyperion of the Squadron Sinister, who had been imprisoned by the thunder god Thor in a glass sphere floating in space. Upon rescuing him, Nebulon told Hyperion of his mission.

Hyperion was seeking vengeance against the people of Earth for the imagined destruction of his world, and he offered to let Nebulon have Earth. Unaware of the alien’s true form, Hyperion directed the Ul’lula’n to Earth to reorganize Hyperion’s one-time comrades, the Squadron Sinister. Nebulon wished to take custody of the world with all of its land masses completely submerged under water. To effect this, the Squadron members pooled their resources to create a powerful laser cannon capable of melting Earth’s icecaps. The Squadron member Nighthawk was an unwilling accomplice to the proceedings, however, and took the first opportunity to summon help.

Contacting the Defenders, Nighthawk outlined the nature of the crisis and they swiftly traveled to the North Pole to en-

gage the Squadron in battle. In the course of events, Nebulon expended so much energy that he lost control of his humanoid form and allowed his allies and enemies to see his true self—a sight that dismayed even his allies. Nighthawk seized this moment of confusion to train the laser cannon on Nebulon, who seemingly imploded, taking along his three Squadron accomplices.

In actuality, Nebulon dispatched himself to the aquatic extradimensional world of Zaar, inhabited by a race of philosophers called the Ludberites. The Ludberites explained to Nebulon the essence of their philosophy—that it is the obligation of higher beings to improve the lot of their inferiors. For unknown reasons, Nebulon took this philosophy to heart, severed his loyalties to his people, and abandoned his original mission to instead save the beings of Earth from their own innate foibles. Returning to Earth, Nebulon assumed a less-imposing human guise than before and started a movement called Celestial Mind Control that promised to liberate the powers of the human mind but that actually robbed its participants of free will.

As Nebulon spread his movement across the world, the Defenders eventually tried to thwart him. In defense, Nebulon dispatched some of the Defenders to another dimension to prevent their interference. At the same time, the Headmen, a group of renegade scientists, undertook their own scheme to gain worldwide political power. Soon Nebulon and the Headmen found themselves working at cross purposes. After months of effort, the Defenders managed to expose the Headmen’s political machinations and to convince Nebulon it was a hopeless task to force humanity to better itself. Nebulon abandoned his mass movement and disappeared.

When the Tribunal of Ul’lula learned of Nebulon’s interference in Earth culture and abandonment of his mission, it tried and convicted Nebulon for treason against his race. But before he could be taken captive, Nebulon fled into Earth’s ocean where he used his shape-changing abilities to assume the form of Lady Dorma, the deceased bride of the Sub-Mariner. Convincing the Atlanteans that Dorma had survived, Nebulon used her popularity as well as his own powers to convince the Atlanteans to attack London. The Defenders then got involved since the Sub-Mariner was one of their original members and uncovered Nebulon’s deception. Soon afterward, an Ul’lula’n starcraft appeared and took custody of Nebulon, who was sentenced to be stripped of half

his biospheric power, entrapped within his humanoid form, and exiled on Earth. The Tribunal suggested to Nebulon that he commit suicide, the honorable alternative to disgrace according to his culture, but Nebulon flatly refused. Learning of Nebulon’s dishonor, Nebulon’s wife Supernalia traveled to Earth to force him to take the honorable action.

Nebulon had, in the meantime, made his way into the ranks of the Avengers with the hidden goal of using his technology to siphon power from them to replace that which he had lost. Supernalia enlisted the aid of the Defenders, and soon the two teams of champions were manipulated into battle. By the time Nebulon’s motives were revealed, the Earth heroes were already being drained of their energies. Supernalia was made to realize that her actions on Earth also constituted a violation of her people’s ethics, so she chose to commit suicide. In trying to stop her, Nebulon fell victim to the same energy-draining ray that was killing his wife. As Nebulon died, he admitted that at last he was acting honorably. The Avengers and Defenders buried the aliens where they died, in the snowy Himalayan mountains.

SOLARR™

F TY(6)
A GD(10)
S TY(6)
E GD(10)
R TY(6)
I TY(6)
P TY(6)

Health: 32
Karma: 18
Resources: TY(6)
Popularity: - 10

BACKGROUND

Real Name: Silas King
Occupation: Professional criminal
Legal Status: U.S. citizen with a criminal record
Identity: Publicly known
Place of Birth: Carson City, Nevada
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile; later Project: Pegasus complex
Past Group Affiliations: Former member of Egghead’s Emissaries of Evil, former ally of Klaw
Present Group Affiliation: None

KNOWN POWERS

Manipulate Light Energy. Solarr was a mutant with the Unearthly ability to absorb, store, and manipulate large amounts of energy from light, especially direct sunlight. This energy he then used for the following power stunt:

—**Heat Blast:** Solarr could project a blast of heat energy that would do Incredible damage and had a range of three areas. After 10 turns of continuous blasting, Solarr had to recharge for 45 minutes.

Heat Resistance. Solarr's mutation made him highly resistant to heat attacks. Heat attacks are reduced - 3CS versus Solarr, and then a Red FEAT roll was required to actually injure him.

Supplemental Power Source. Egghead once designed for Solarr an auxiliary power supply that allowed him to operate at full power at night.

ROLE-PLAYING NOTES

Silas King was a no-good drug-smuggling lowlife who unfortunately developed a mutant power and turned to crime.

Solarr, if alive in your campaign, is a simple, straightforward villain. He could be a wonderful nemesis for a lone hero or a small number of low-powered good guys. Since he is so simple, he also makes a wonderful "soldier" for a major villain (maybe even Nebulon). His heat-generating abilities could be in high demand among criminal masterminds; just think of all the safes, vaults, armored cars, etc., that he could melt. If Solarr develops a few more power stunts (light or heat-related; look to the Human Torch for ideas) and gets his hands on another supplemental power source, he could be quite nasty.

HISTORY

Silas King was born with latent mutant powers that might have remained dormant if he had not been exposed to prolonged solar radiation. A former smuggler of illicit narcotics, King was making one of his frequent runs from Los Angeles to New York City when his van broke down in the Mojave Desert. King spent several days in the desert trying to make his way back to civilization, marginally surviving on cactus pulp. The several days' exposure to the desert sun catalyzed the latent mutation within his body that enabled certain of his cells to store solar energy. When King eventually reached civilization he was immediately hospitalized for sunstroke and dehydration. While recovering, he accidentally discovered he could discharge the solar energy he had stored as heat blasts.

After recuperating, King made his way to New York City to take up a criminal career. He named himself "Solarr" and initially used his superhuman powers to rob banks. His criminal career brought him into partnership with Klaw and membership in the Emissaries of Evil, led by the criminal mastermind Egghead. However, Solarr repeatedly met defeat at the hands of such crimefighters as the Avengers, Captain America, Spider-Man, and the Thing. Eventually, the captured Solarr was imprisoned at the Project: Pegasus complex, a federal energy research center, in New York State. There his ability to store and discharge solar energy was studied by Project scientists.

Another captive and subject for study at the Project was Bres, a member of the superhuman other dimensional race known as the Fomor. Bres was held powerless by electromagnetic shackles that were fed a continual stream of charged particles that somehow neutralized his ability to employ his magical powers. As a result of a series of power failures at the complex, the flow of particles was interrupted long enough for Bres to stop it altogether without any Project personnel becoming aware that he had done so. Bres then secretly used his powers to try and take control of the minds of various persons at the complex by giving them mental visions in which each was forced to confront the evil side of his personality. One of Bres' victims, a guard named Harry Winslow, suffered heart failure as a result of his vision. Bres animated Winslow's corpse from afar to use it to commit murders at the complex.

To add to the confusion at the Project, Bres used his magical powers to free Solarr from his cell. Solarr hated Winslow, and upon finding his unmoving corpse, incinerated it using his powers. But then the charred corpse rose, animated by Bres' magic. Solarr fled in panic but could not escape the walking corpse that caught up with him and killed him. The costumed crimefighter Iron Fist soon defeated Bres, who was once again rendered powerless by the electromagnetic shackles. Winslow's corpse was safely buried.

Those of you who have purchased *MU6* have noticed by now that Moon Knight's updated statistics are not included, as the back covers claims. Marc Spector was bumped from *MU6* at the last minute, too late to change the back cover. You can find statistics on Moon Knight in *MU3*. All you need to note is that he no longer possesses the Power Boost ability, and he no longer

has anything to do with Khonshu or his paraphernalia, but his Health is the same as listed and his current primary weapon is nunchakus. Current statistics for Moon Knight do appear in *MLA2 Night Moves*, by Anthony Herring.

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THE MARVEL-PHILE

Girl trouble

by Dale A. Donovan



MARVEL

The Amazing Spider-Man® was the first comic book I ever read and collected on a regular basis. Of course, after a while, my interests changed and I stopped reading about Spidey's exploits. That was over 10 years ago, but recently, Jeff Grubb dropped a copy of *The Amazing Spider-Man* #340 on my desk and said the lady villains therein would make a great "MARVEL-Phile." I read through it and found myself caught up in the life of Peter Parker again, just like I was years ago.

Jeff was right, of course. The "Femme Fatales" really gave Spidey a run for his money in that issue, and now they can keep your campaign's heroes on their toes



KNOCKOUT™

Leader of the Femme Fatales

F	EX(20)	Health: 110
A	GD(10)	
S	IN(40)	Karma: 40
E	IN(40)	
R	EX(20)	Resources: Good
I	GD(10)	
P	GD(10)	Popularity: - 2

POWERS: Other than her strength, Knockout has no discernable powers. She does however, wear a suit of metallic armor that acts as Excellent (20) body armor against physical attacks.

TALENTS: Knockout has the Martial Arts A and Leadership skills.

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WHIPLASH™

Criminal (mercenary)

F	GD(10)	Health: 56
A	EX(20)	
S	TY(6)	Karma: 22
E	EX(20)	
R	TY(6)	Resources: Typical
I	TY(6)	
P	GD(10)	Popularity: - 2

POWERS: Whiplash has no known powers of her own. Her costume contains three retractable steel whips (Incredible (40) Material Strength) in each arm. In combat, they do Remarkable (30) Blunt Attacks damage. The whips are apparently stored in her gauntlets when not in use. Her padded costume also provides Good (10) body armor from physical attacks.

TALENTS: Whiplash is a Weapon Specialist with her whips.

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MINDBLAST™

Telekinetic criminal (mercenary)

F	TY(6)	Health: 28
A	TY(6)	
S	TY(6)	Karma: 61
E	GD(10)	
R	GD(10)	Resources: Typical
I	TY(6)	
P	IN(45)	Popularity: - 3

POWERS: Mindblast's lone power is Telekinesis. Her rank for this power is Incredible (451, but she has not (as of this writing) used it to directly attack a foe. It is probable that she has not yet developed that Power Stunt. She does possess the following Power Stunts, however:

–Flight for herself only at Typical (6) airspeed; and

–A coruscating energy shield that surrounds her body and provides her with Good (10) protection from physical and energy attacks.

TALENTS: Mindblast has displayed no particular talents.



BLOODLUST™ Criminal (mercenary)

F	EX(20)	Health: 92
A	RM(30)	
S	GD(12)	Karma: 34
E	RM(30)	
R	PR(4)	Resources: Typical
I	EX(20)	
P	GD(10)	Popularity: - 5

POWERS: Bloodlust's only power is her Excellent (20) Material Strength claws. In combat, Bloodlust inflicts Excellent (20) Edged Attacks damage. Also, Bloodlust's costume has enough padding to give her Typical (6) protection from physical attacks.

TALENTS: Bloodlust is a Weapon Specialist with her claws, and she possesses the Martial Arts E and Acrobatics skills.

FEMME FATALES™

CONTACTS: At the time of this writing, the only contact revealed for the Femme Fatales is a mysterious scientist named Dr. Turner. He employed the Femme Fatales to harass Spider-Man, so that Spidey would return to Turner's lab. Turner's plans for the Web-slinger are unrevealed.

HISTORY: As this is the first appearance of the Femme Fatales as a team, they have only a brief history to report.

Recently, Spider-Man was asked to attend a public ceremony welcoming an ambassador from an Eastern European country. The Femme Fatales attacked Spidey at the airport. They directed a feint toward the ambassador, but their true target was Spider-Man. The Web-slinger fought them to a standstill, but as police reinforcements arrived, the Femme Fatales fled the scene. It is a safe bet, however, that the Femme Fatales and Spider-Man will meet again.

More information will doubtlessly be revealed about the Femme Fatales and their powers as time and plots move along. For more information on Whiplash and Bloodlust, see *Marvel Comics Presents* #49.

ROLE-PLAYING NOTES: In their battle against the Web-slinger, the Femme Fatales showed sound tactics. Bloodlust and Whiplash kept Spidey off guard and didn't allow him to take the offensive. Meanwhile, Knockout and Mindblast prepared to administer the *coup de grace*. They also took advantage of the situation, using the ambassador's arrival to cover up their true motive—attacking Spider-Man. Mindblast even attempted to roast Spidey by telekinetically holding him above the ambassador's plane, which was leaking fuel, while Knockout tossed a lit cigarette lighter into the pools of fuel.

In your campaign, the Femme Fatales should use similar techniques to beat your heroes. They work together very well and pair up to take on foes they outnumber (Bloodlust with Whiplash and Knockout

with Mindblast are suggested pairings). If your heroes mess up or underestimate these ladies, be sure that the Femme Fatales make them pay the price. These villains use their brains, not just their brawn.

The Femme Fatales might appear in your campaign as hired muscle on any of a number of missions. Perhaps the local Maggia boss has someone—probably your heroes—that he wants taken out of the picture. Maybe a mastermind villain is looking for some super-powered muscle to protect him or to help him wipe out those pesky heroes who keep cropping up at all the worst times. Or maybe the Femme Fatales just arrived in your heroes' town and want to show everyone just what they can do. And what better way than by trashing the local heroes?

A note to those of you who have written to me requesting stats on all the amazing mutants hopping around the MARVEL UNIVERSE™ these days: Pick up *The Uncanny X-MEN™ Special!* boxed set (TSR Product No. 6896) by Jeff Grubb. In it, you'll find a Roster Book full of up-to-date stats on everyone from the Mutant Liberation Front, the Brood Mutants, and the Resistants to the X-Men, X-Factor, and the Reavers. Also included is a campaign book for running your own all-mutant campaign, an adventure book containing the adventure "School's Out," by Rick Swan, plus four full-color maps of such legendary locations as the X-Men's Mansion, Excalibur's lighthouse, and more!

Send any comments or questions to: The MARVEL-Phile, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. 

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HE MARVEL®-PHILE

The lads from Liverpool

by Steven E. Schend

In DRAGON® issue #165, "The MARVEL®-Phile" gave you a look at some of Spider-Man's latest foes, the Femme Fatales. This month we're continuing the trend with more new Spider-foes. In the summer of 1990, Spider-Man had a rough time in England with two gangland enforcers of extraordinary power: Knight Fogg. These two are currently based in England, but they have accepted contracts in America; perh aps they'll be hired to track down heroes in your campaign.



KNIGHT™

Malcolm Knight, enforcer

(Statistics given after slashes are for Knight's armored form.)

F	EX(20)	Health: 80/110
A	GD(10)	
S	EX(20)/IN(40)	Karma: 16
E	RM(30)/IN(40)	
R	PR (4)	Resources: GD(10)
I	TY (6)	
P	TY (6)	Popularity: 0

POWERS: As Malcolm Knight, this villain has no powers. Only when he transforms into his alter ego are any metahuman abilities exhibited.

Alter Ego/Armored Form: Knight can instantly change his skin and clothes into a suit of heavy armor that provides him with Incredible (40) protection from physical attacks. His armored form also grants him the following powers and equipment:

–**Growth:** Knight's armored form has an uncontrolled Feeble growth power, making him 8' tall while armored.

–**Sword:** Knight's golden sword is built into his armor, snapping out from a hous-

ing in the left forearm. The sword is of Unearthly (100) material and inflicts Remarkable (30) edged damage on living and nonliving targets.

WEAKNESSES/LIMITATIONS: Knight's armor is vulnerable to electricity; attacks of this sort add +2CS against him. Also, when Knight is unconscious or sleeping, he automatically reverts to his normal human form.

TALENTS: Knight is skilled in the use of his sword in combat, giving him a +1CS when using it.

HISTORY: Malcolm Knight and his brother, Leo, were orphans raised in Liverpool, adopted by an old alcoholic, Edgar

Fogg. Malcolm Knight's only friend was Edgar's son, Thomas Fogg, and the two were bullies in their younger days. While Malcolm tried to maintain a certain level of propriety around Evelyn Fogg, Thomas's sister, he was a lonely boy and to him his friendship with Thomas mattered more than anything else.

The pair grew older and became contract killers for a Liverpoolian mobster. Knight and Fogg accepted a contract on Professor Henry Lewis, a prize-winning physicist whose love for gambling and horseracing led to mounting debts. At the North Umbrage Energy Research Laboratory, Knight and Fogg cornered the professor late one night. When Lewis was shot by Fogg, he fell back against his equipment, disturbing the delicate machinery

and causing a wild, stray power to be released. Fogg and Knight were caught in the energy backlash and were allegedly reduced to their quantum structures by Professor Lewis's particle cannon. The powerful release of energies caused the laboratory to explode, yet Knight and Fogg walked out of the ruins, alive but now more than human.

Knight and Fogg allegedly became what they each were in their minds' eyes. Malcolm Knight now could become a knight in shining armor, and Thomas Fogg was now as slippery and elusive as the mists that regularly shroud London. These powers made them quite valuable to their employers, from whom they kept no secret of their new-found powers.

Recently, Knight and Fogg were contracted by the Kingpin to eliminate the Arranger, the Kingpin's former right-hand man. The Arranger asked Spider-Man for help but was refused because Spider-Man thought it was a trap. After Fogg murdered the Arranger, Spider-Man arrived and fought the pair, meeting defeat.

Using his contact with Thomas Fireheart (a.k.a. Puma), Spider-Man flew to England to pursue Knight and Fogg and bring them to justice. Tracking the pair to Liverpool, Spider-Man again met defeat at the grasp

of the elusive Fogg; Knight was about to kill Spider-Man when Evelyn Fogg happened upon the scene and begged Knight not to kill him. Knight hurled Spider-Man into the river, where Spidey hit his head, causing him to lose his memory.

Spider-Man was pulled from the water and attended by Leo Knight, Malcolm's brother. Stripping Peter Parker of his costume, Leo hoped to prevent any harm from coming to his brother by keeping Peter from remembering who he was; he later changed his mind and attempted to trigger Peter's memory by returning the costume to him.

After a number of mishaps, Fogg guessed that Leo's amnesiac friend was Spider-Man and made plans to finish the job of killing him. Fogg tracked Spider-Man down at Leo Knight's house and attacked them both, throwing Spider-Man outside and strangling Leo. During the fight, Knight's and Fogg's powered identities were revealed to their families. Leo was thought to be dead, and Knight mistakenly blamed Spider-Man for the murder. After it was revealed that Fogg had attacked Leo, Knight attacked his former partner in a rage, but Spider-Man knocked them both out with an exposed electric power cable.

Knight and Fogg are currently under arrest and possibly in prison in England for their crimes, though it is quite possible that they can escape, given their powers. Because of Fogg's attack on Leo, it is doubtful that these two villains are still partners in crime.

ROLE-PLAYING NOTES: Knight, despite his questionable occupation, sees himself as an honorable man. He is a no-nonsense person, living by his word or by the exact wording of the contract under which he is currently working. His world is divided into two parts: Fogg's world of killing, and his own world of peace in his home of Liverpool. He suppresses many of his emotions on a mission and simply "follows the contract."

In your campaigns, Knight can still be a contract killer, perhaps signing on with the Kingpin to avoid connections with his old partner or signing on with someone else to hunt down your heroes and eliminate them. He might become an anti-hero, ruthlessly hunting down Fogg; the two of them would leave much destruction in their wake. Knight might also try to make up for his past by becoming a hero. If he is already established as a villain, this could make the next meeting of Knight and your heroes *very* interesting.

FOGG™

Thomas Fogg, enforcer

F	GD(10)	Health: 70
A	RM(30)	
S	GD(10)	Karma: 22
E	EX(20)	
R	TY (6)	Resources: GD(10)
I	GD(10)	
P	TY (6)	Popularity: 0

POWERS: Fogg, like Knight, exhibits no powers in his normal, human form.

Alter Ego/Gaseous Form: Fogg can instantly alter his body into a green, semi-solid mist. His gaseous form grants him the following powers and equipment:

– *Density Manipulation – Self:* Fogg can manipulate his density with a Good ability, changing his density from Shift 0 to normal body density. This density power allows Fogg to solidify his hands and face while maintaining his body in its misty form.

– *Elongation:* Fogg has the ability to allow his misty form (either his whole body or only parts of it) to stretch up to one area away. This Incredible rank power allows him to attack characters in adjacent areas, with strangulation being his standard mode of attack. A victim of such an attack must make a successful Endurance FEAT roll vs. Fogg's strength to remain conscious; treat failure as an automatic Stun. Remember that Fogg inflicts normal Strength damage in addition to the above.

– *Vision Restriction:* While Fogg is elongating his misty form, the normal vision of anyone surrounded or attacked by him is restricted to that person's area alone, due to Fogg's opaque form.

– *Flight:* While in gaseous form, Fogg can fly at Poor rank. This allows an air speed of 4 areas/round.

Weakness/Limitation: When Fogg is unconscious or sleeping, he automatically reverts to his normal human form. For unknown reasons, Fogg is vulnerable to electricity; attacks of this sort add +2CS against him.

TALENTS: Fogg has the Crime and Wrestling (+2CS to choking attacks) talents.

HISTORY: See the notes given for Knight.

ROLE-PLAYING NOTES: Thomas Fogg is an unscrupulous, cruel psychopath. He enjoys killing and takes great enjoyment in taunting and scaring his targets. He is totally ruthless, killing for the fun (and profit) of it.

Fogg is still a reliable contract killer for your campaigns, though his partnership with Knight has soured. Fogg will probably work for any established crimelords or even some super villains. How Fogg may change from the loss of his only friend is up to the Judge; Fogg can bitterly hunt Knight down to kill him, or can avoid all contact whatsoever with the "traitor." Ω

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by Steven Schend

THE MARVEL-PHILE

The times, they are a-changing....

Despite the recent overflow of new characters in the MARVEL UNIVERSE®, the creators of these comics continually change their existing characters, as I found when I looked through my binders of the *Gamer's Handbooks of the MARVEL UNIVERSE*. Many characters have had minor and major changes take place since they appeared in "The MARVEL-Phile" or any of the *Gamer's Handbooks*. These changes would not merit a new *Handbook* page, nor are they enough to devote an entire 'Phile column to (e.g., Quasar's new costume, or the Hulk's new/old look). I volunteered to put a lot of the chaos of the last few years of Marvel into one column, and it rests before you now.

Team changes

Alpha Flight: After a few long and arduous years on the outs with the government, Alpha Flight has finally reconciled its differences with Canadian officials. Department H is once again fully operational and is based, along with the team's headquarters, in Toronto. Gamma Flight is now an administrative service for the study of superhumans, and Beta Flight continues its status as a center for the recruitment and training of new heroes.

The team's current roster of active and on-call heroes is the largest in its history, dwarfing even the Avengers' sometimes unwieldy membership. The team is led by Heather MacDonald Hudson, now known as Guardian. Vindicator is also a member—yes, James MacDonald Hudson is back from the dead and sports some new powers. The membership roster also includes the following: Aurora, Box, Diamond Lil, Northstar, Persuasion, Puck (yes, he's back, too!), Sasquatch, Shaman, Talisman, Windshear, and Witchfire.

Avengers: These folks have really had a few bad years! After the Avengers Mansion was destroyed by the Masters of Evil (IV) the group moved to Hydro-Base, a floating island and oceanographic research station, and set up a new mansion there. Just as things began to settle down, Dr. Doom (influenced by Loki during the "Acts of Vengeance" story line) used a large squadron of robots to destroy Hydro-Base. Well, the Avengers finally built a massive

headquarters on the site of the old mansion—then the U.S. government revoked their charter! The Avengers need not have worried; the United Nations quickly reinstated the Avengers' charter with a few revisions, and the Avengers are now a branch of the U.N. peacekeeping forces worldwide.

All past and present members retain Avengers' membership and some benefits, but the structure and coordination of the team has been changed. The "primary team" consists of active and on-call members; the "reserve substitutes" are the second string, called in by any primary team member who cannot answer the call to assemble. All others are considered "inactive reserve," maintaining certain benefits but not being in line to be called to duty without extenuating circumstances. This is all fine and good, but it leaves me wondering one thing: How does this change affect the West Coast contingent? Only time will tell.

The primary team is led by Captain America; its lineup includes the Black Widow, Quasar, Sersi, She-Hulk, Thor, and the Vision. The reserve substitutes are the Black Knight, Captain Marvel, the Falcon, Hercules, Spider-Man, and the two probationary Avengers: Rage and the Sandman.

New Mutants: The New Mutants have been disbanded, both as students and as a training group for young mutants. Of the original members, only Cannonball remains as an active hero; he and Boom-Boom now work alongside the mysterious Cable and Domino in X-Force. Sunspot has inherited his father's business and now runs a multimillion dollar corporation. Mirage is recovering from severe wounds, staying with her sister Valkyries in Asgard. Karma is once again under the sway of her uncle Nguyen Ngoc Coy, and she works for him in Madripoor. Wolfsbane is in Genosha; her powers are boosted in lupine form, but her will is sapped and she is a slave while human. Rictor left the New Mutants to help Rahne escape from Genosha. Rusty and Skids are MIA with the Mutant Liberation Front.

X-Men: This team takes the prize for major changes; not many super teams die and then come back for more! The X-Men

died on national television while fighting the Adversary in Dallas, but they were all brought back to life by Roma. The X-Men then operated out of the Australian outback for a number of months, returning to New York for the Inferno and reuniting with their allies in X-Factor.

After Wolverine and Longshot left the team, and Rogue was pulled through the Siege Perilous by Master Mold, and Storm was "accidentally killed" by Havok, Psylocke sent what remained of the X-Men through the Siege Perilous, fearing they would not survive an encounter with the cyborg assassins, the Reavers. The magical portal returned Dazzler to Hollywood and the path of fame, wiped out Colossus' memory and made him an American artist in Greenwich Village, and cured Rogue by depowering her and separating her memories from those of the original Ms. Marvel. Havok became a Genoshan native and a Magistrate (ironic for a mutant to become a mutant-hunter). Psylocke found herself transformed into an Oriental woman, and she became the ultimate psionic assassin for the Hand and the Mandarin.

Wolverine escaped the clutches of the Reavers and teamed up with Jubilee to rescue Psylocke from the Mandarin. Storm was reduced to childhood by Nanny and the Orphan Maker, but fled and fell in with Gambit, a mutant cat burglar. After a number of adventures, both teams of X-Men regrouped when they invaded Genosha. Storm was freed from Genoshan slavery, and Havok's true memories returned. The team returned to New York without Havok, who remained in Genosha to reform the system from within.

The X-Men now consists of Storm as team leader, Wolverine, Banshee, Forge, Gambit, Psylocke, and Jubilee. Members of unknown status are Lorna Dane and Amanda Sefton, both currently captured or enslaved by the mysterious Shadow King on Muir Isle.

Whew! Score cards all updated and notes scribbled onto your *Gamer's Handbook* pages? Well, we're done with only the team changes. The really strange stuff is yet to come.

Character changes

The following covers only the most recent changes and alterations of Marvel characters, from 1989 through January 1991. Also note that the survival possibilities given here are merely educated guesses on the part of the author (if no body is found, there is a strong possibility that the character is not truly dead).

Deaths-Heroes

Warlock: Killed in Genosha by Commander Hodge, Warlock has a questionable chance for survival despite his powerful mechanical form, as his body is currently in the form of metallic powder scattered over the grave of Douglas Ramsey, also known as Cypher.

Deaths-Villains

The Arranger: Killed by Knight and Fogg on the orders of the Kingpin; possibility of survival nil.

Destiny: Killed by the Reavers in an assault on Muir Isle; possibility of survival nil.

Mandrill: Killed by the Grim Reaper, who was on a rampage; possibility of survival nil.

Master Man I & II: Killed in an explosion of suspended-animation equipment in

Berlin; possibilities of survival high, as no bodies were recovered after the blast.

Mister Sinister: Killed by Cyclops's eyebeams; possibility of survival high due to his mastery of cloning techniques.

Mystique: Killed in Washington by Val Cooper, a new servant of the Shadow King; possibility of survival nil since her body was found.

Nekra: Killed by the Grim Reaper upon the latter's resurrection; possibility of survival nil.

Stonewall: Killed by the Reavers in an assault on Muir Isle; possibility of survival nil.

Tombstone: Killed in an ammunition-shed explosion outside Hammerhead's headquarters; possibility of survival high due to his new powers and the lack of a body at the scene.

Warrior Woman: Killed in an explosion of suspended-animation equipment in Berlin; possibility of survival high, as her body was not recovered after the blast.

Resurrected-Heroes

Adam Warlock: This poor guy will never rest easy in that green gem of his until Thanos gets his just desserts.

Drax the Destroyer: Of course he's back!

He's always dogged Thanos' steps, and death didn't stop him before.

Ghost Rider: He wasn't dead, but the demon Zarathos is back in action with another host, meting out vengeance and hellfire as the flaming skull of the biker set.

Puck: Not only is he back from being the Master's plaything, he's bounced back with all the resilience of his namesake.

Storm: Yes, we all know the X-Men were only dead a short time, but Ororo "died" again at the hands of Havok, and has only recently returned to her now-adult self.

Vindicator: Remember when Delphine Courtney impersonated the "dead" James MacDonald Hudson? Well, it seems her crazy story about his return from death about five years ago (involving aliens on Ganymede) was true, but only now has he awakened.

Resurrected-Villains

Commander Hedge: Not many people survive decapitation by the deadly wings of Archangel, but this guy returned in the ugliest cyborg body yet created in the MARVEL UNIVERSE. He's been decapitated once again during the X-Tinction Agenda and is now auditioning for the part of Yorick in *Hamlet* (just kidding about the last part, folks).

Grim Reaper: This man comes back from the dead with an attitude! Not only does he kill the woman who brought him back to "life" in the first place (Nekra), he now feeds on the energy of those he kills!

Master Man & Warrior Woman: Two more major villains from World War II managed to find their way out of yet two more suspended-animation chambers before they died (maybe).

Thanos: The comeback of the year! Not only does the evil son of Titan return to the living, he again takes steps to become the ruler of the universe.

Power changes-Heroes

Doctor Druid: Doc's powers are boosted (if only by his renewed self confidence), and he's got hair now, too! The ex-Avenger now stands revealed as the forerunner to the Sorcerer Supreme, Doctor Strange. Apparently, the lama who gave Doctor Druid his powers and awakened his mystic heritage was actually the Ancient One, Dr. Strange's mentor. Doctor Druid was the Ancient One's first attempt at giving a disciple a degree of his own powers. Druid's power of Druidic Spellcasting should be considered at Incredible rank.

Hulk: Bruce Banner's alter-egos are now unified into one persona. The Hulk is green again, though he's not the emerald Defender that you once knew. The Hulk now has Bruce Banner's intellect, the battle savvy and ruthlessness of the Gray Hulk, and the strength and power of the



old Green Hulk. As such, the Hulk's statistics are as follows:

F	IN(40)	Health: 225
A	GD(10)	
S	UN(100)	Karma: 70
E	MN(75)	
R	RM(30)	Resources: GD(10)
I	GD(10)	
P	RM(30)	Popularity: -10

It may now be assumed that the Hulks physical powers follow the same parameters of his old green form, with the lack of the Telelocation ability that constantly drew him to New Mexico.

Human Torch I: In a valiant effort to save the life of an old ally, the android Torch had much of his artificial blood transfused into Lady Jacqueline Falsworth Crichton. As a result of this transfusion, the Torch has apparently lost his flame powers. He is believed to be dead by the public at large, but he is simply seeing the world as "Jim Hammond," an alias he used while active in the 1940s.

Lorna Dane: Malice, the evil persona that formerly occupied Polaris's body, no longer controls her, and Lorna has been stripped of her magnetic powers by Zaladane. She seems to have inherited a number of other abilities to compensate for this loss. The full extent and her control over these new powers is unknown, as she has been a prisoner of the Shadow King since her new powers manifested. Lorna Dane has displayed the following powers: Incredible (40) Strength; Remarkable (35) Endurance; Remarkable (30) Body Armor vs. physical attacks; Good (10) Body Armor vs. energy attacks; Feeble Growth.

Master Man I: Willie Lohmer, the original Master Man, was revived from suspended animation and put back into action against Namor, the Sub-Mariner. Unfortunately, he was double-crossed by his ally, Herr Nacht, and his powers were drained away. After losing both his wife and his powers, Willie Lohmer apparently killed himself, Master Man II (Nacht), and Warrior Woman in an explosion. Their final fates, however, are likely not yet written.

Puck: His molecular structure has been tampered with and condensed down into his dwarven stature again. Now his body is as tough and resilient as a hockey puck!

Red Wolf: After nearly dying while battling the Bengal, Red Wolf returned renewed and revived by the spirit of Owayodata, the Cheyenne Wolf Spirit, and has exhibited enhanced abilities since his reawakening. His Agility is now Incredible (40), his Strength Remarkable (30), his Endurance Incredible (40), his Intuition Monstrous (75), and his Psyche Remarkable (30). As a result of Red Wolf's enhanced abilities, he now has 140 Health points and a Karma of 115. He also has Enhanced Senses (sight, hearing, and

smell) and the Tracking ability, all at Monstrous (75) rank.

Rogue: This little Southern lady has finally gotten her wish. She has been separated from the memories and persona of Carol Danvers, the original Ms. Marvel, and she has lost her powers. She still has her spunk and training, however, and is now aiding Magneto and Ka-Zar in the Savage Land against Zaladane. Rogue's Strength and Endurance are now down to Good (10) and Remarkable (30), respectively.

Spitfire: Lady Jacqueline Falsworth Crichton nearly died in a battle against the revived Master Man and Warrior Woman. After an emergency blood transfusion from the android Human Torch, Lady Crichton's metabolism returned to superhuman levels and her Spitfire powers have reactivated. A side effect of her returning powers caused her to become young again, and the 70-year-old English noblewoman now has the body and stamina of a 16-year-old girl (use her statistics listed in MU6). Whether this marks her return to adventuring is unknown at this time.

Union Jack III: Union Jack has been granted superhuman abilities by the Green Knight. The extent of Jack's powers are

unknown, but consider his Strength and Endurance to be Incredible (40).

Vindicator: Vindicator has been saved from his death in 1984, and his body is now a cyborg mixture of technology and biology. This has resulted in some new powers for the original "Major Maple Leaf" but has given him a cool, stone-faced attitude rivaling that of the Vision.

Wolfsbane: Rahne Sinclair has had it rough, and now she's in a fix. She's now a Genoshan mutate, captured and programmed during the X-Tinction Agenda. While human, she has Feeble (2) Reason, Intuition, and Psyche. If so ordered, she will transform into her new lupine forms, both of which have gained a Size Change power of Feeble rank and are 8' in size. Her new forms and any changed abilities are given in the Wolfsbane Table. Rahne regains her original personality and mind when she shapechanges, but she is encoded to be a Genoshan slave when in her human form.

Power changes-Villains

Commander Hodge: This man is the ultimate hater of mutants, yet he mutates more than those he abhors! Hodge has changed so much that his powers and



ability changes cannot be quantified here. Look for him in an upcoming 'Phile.

Grim Reaper: Eric Williams returns from the dead a second time, and now he has the power to truly be the Grim Reaper. Look for more on him in the future.

Thanos: Thanos's return from death is not as surprising as his current powers. Physically, he retains his original abilities and powers, but he is now in command of the six Soul Gems/Infinity Gems. With the power of the gems at his disposal, all his abilities are at least Class 1000, if not higher. Thanos now is equivalent to the Beyonder and can gain any Power or Talent he wishes. Individual GMs are encouraged to manipulate Thanos's levels of power within their own games, but be warned: Thanos has almost always been one of the most dangerous foes of the MARVEL UNIVERSE, no matter what his power level.

Tombstone: After escaping from prison, becoming the bodyguard of Hammerhead, and attempting to kill Robbie Robertson, Tombstone was shot by Robertson and exposed to an experimental preservative chemical in an accident at the Osborn Chemical Company. From that accident, he gained the following abilities and powers: Incredible (40) Strength and Endurance; Amazing (50) Body Armor (skin "hard as marble"); Good (10) Lightning Speed (covers 4 areas/round); Feeble (2) Cold Generation, limited to touch

Miscellaneous changes

With all the major specifics done, we're now left with the minor changes within the MARVEL UNIVERSE. Despite their minor status, these changes might have some effect on your games.

Deathlok has a new brain. A scientist named Michael Collins was shot by his unscrupulous Roxxon employers, and his mind was placed inside the Deathlok cyborg. Collins now controls Deathlok and he hopes to one day be restored to human form.

Hawkeye is now a cyborg, thanks to Ultron's latest scheme. The adamantium Oedipus exposed Hawk to a "gallium arsenide" gas that turned him partially into a robot. He is subservient to Ultron's will due to his robot components, but Hawkeye has shown no new powers due to his mechanization. Much of the damage has been repaired, though Hawkeye's right arm has not returned to its normal flesh and blood appearance.

Magneto left the company of the X-Men and the New Mutants, and is now attempting to forge a large number of alliances to prepare for the coming strife amongst the mutants for power and supremacy (or so he foresees in the current world state). He briefly reformed the Brotherhood of Evil

Mutants with Quicksilver and the Scarlet Witch; Wanda was mentally ill, and Pietro was leading Magneto into the hands of the Avengers. Magneto's other alliances are in limbo; the status of his work with the Hellfire Club and the White and Black Queens remains a mystery. Needless to say, he has once again turned to being the villain. He sees himself in nobler terms, however, and acts as a hero against greater evils, such as Zaladane's armies in the Savage Land.

Mark Raxton, the Molten Man, turned over a new leaf and reformed after his latest release from prison. He is working with his brother-in-law, Harry Osborn, and has aided Spider-Man in one case against Tombstone.

Namor, the Sub-Mariner, recently lost his ankle wings. Whether these growths will

regenerate remains to be seen, but Namor currently lacks his Flight power.

The Phantom Blonde may be one of Marvel's newest heroines, if her mother doesn't stop her official crime-fighting duties, Wanda Mason, daughter of Louise Grant Mason (the original Blonde Phantom), is attempting to follow in the path of her mother's crime-fighting career with a name and costume change, if "Weezy" doesn't insist on her finishing college first. Consider all her statistics to be within the normal human range, the one exception being a Good (10) Fighting score.

Quicksilver has returned to Earth and is fighting alongside the Avengers' West Coast contingent. All traces of his mental illnesses seem to be gone (a little time on the Moon apparently steadies the nerves).

The Vision, after experiencing key-systems failures, sought the aid of Miles Lipton, a researcher in artificial intelligence. Dr. Lipton deduced the need for human brain patterns to be incorporated with the Vision's computer brain in order for him to function. The Vision's mind is now based on a template of Alexander Lipton, Miles' deceased son. The Vision has also incorporated a holographic Image Inducer into his form, allowing him to visually alter his form and appear as "Victor Shade," his new alias (count this as an Illusion Generation power, Feeble rank, with no range beyond the Vision's body).



Wolfsbane Table

Wolf form		"Wolfoid"/Werewolf form	
F	EX(20)	F	EX(20)
A	EX(20)	A	EX(20)
S	EX(20)	S	RM(30)
E	RM(30)	E	IN(40)
R	PR(4)	R	PR(4)
I	RM(30)	I	RM(30)
P	GD(10)	P	GD(10)
Health:	90	Health:	110
Bite:	EX(20) edged damage	Bite:	GD(10) edged damage
Move:	Springs at EX(20) speed (5 areas/rd.)	Claws:	EX(20) edged damage



Warrior Woman spent the last 46 years in suspended animation in Germany, but it appears the maintenance equipment keeping her life signs stable had malfunctioned an untold number of times. As a result, she has suffered some brain damage, the degree of which is not accurately defined at this time. How well this woman of the '40s adapts to the world of the '90s is another mystery waiting to unfold. Ω

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by Dale A. Donovan

THE MARVEL-PHILE

Two ghosts with the most

As those by-line readers out there already know, the two most recent "MARVEL®-Phile" columns were written not by me, but by Steven E. Schend, an editor in TSR's Games Department. Steven was the in-house editor on MU6 *The Gamer's Handbook of the MARVEL UNIVERSE™*, 1990 *Character Updates* and will perform the same duties on this year's MU7, which is due to hit your stores in late November.

From here on, Steven and I will share the writing duties for this column, and I think we'll make a pretty good team. Steven knows the vast MARVEL UNIVERSE better than I do, but I am more familiar with the game system than he is; we should compliment each other well.

This month, I'll detail one spooky guy—the Ghost, a foe of Iron Man—and update you on the new Ghost Rider. I was tempted to wait until the Halloween issue to write up these two guys, but you have been clamoring for the Ghost Rider update, so here you go. Have fun!

GHOST™ Industrial Saboteur

F	GD(10)	Health: 70
A	EX(20)	
S	GD(10)	Karma: 66
E	RM(30)	
R	IN(36)	Resources: EX(20)
I	GD(10)	
P	EX(20)	Popularity: 0

POWERS: The brown-haired, blue-eyed man who is the Ghost has no powers of his own. All of his super-human abilities stem from his electrically powered battlesuit. Cybernetic circuitry in the suit's hood enables the Ghost to utilize his suit's various capabilities by mental commands. As a result, the Ghost must be able to concentrate to activate any of his suit's abilities, and he can be surprised normally. (I recommend an Intuition check to determine

whether or not any individual can react in the same round as a surprise attack.) The Ghost's suit gives him the powers noted here. Unless otherwise noted, the powers below all operate at the Amazing (46) rank.

—*Phasing:* Circuitry in his suit allows the Ghost to become intangible by putting his body slightly out of phase with this dimension. These circuits cannot operate at the same time as the suit's Invisibility circuits do, so the Ghost cannot be both immaterial and invisible in the same round. An evil businessman, Justin Hammer, has developed a synthetic material (perhaps a form of vibranium) that the Ghost cannot yet pass through. When the Ghost is immaterial, he is transparent. (See following note.)

—*Invisibility:* Certain circuits in his suit allow the Ghost to become invisible at will. The Ghost can easily switch between his invisibility and intangibility powers from round to round, but he can never have both sets of circuitry operating at the same time. The Ghost can turn other objects invisible also, as long as he is in contact with the object. Note that the Ghost has improved these circuits to render himself invisible to most mechanical and electronic sensors. Have the Ghost make a FEAT roll using his power rank of Amazing (46) versus the rank of the sensor. A successful roll means the Ghost has avoided being detected by that sensor. For example, in his last meeting with Iron Man, the Ghost was completely invisible to all the sensors in Iron Man's armor. (See following note.)

—*Computer control:* Circuits in the Ghost's suit allow him to control and reprogram computers by touching the computers or the equipment that contains the computers, with a successful FEAT roll against the rank of the computer.

—*Weapons and equipment:* The Ghost also uses personal weapons that are not parts of his suit. He carries handguns that can inflict Incredible (36) Force or Energy damage with a range of four areas, and

grenades capable of inflicting Amazing (46) Force damage to everyone in the area where a grenade explodes. The Ghost also carries "Anson grenades" doing Amazing (46) Force damage, but which also fly in random directions with Feeble (2) air speed. He can release three of these flying grenades in one round if he takes one round beforehand to prepare them (no other actions allowed). Otherwise, he can only release one per combat round. In addition, the Ghost possesses bombs (Amazing (46) Force damage) that can be activated by sound waves, and portable versions of his intangibility circuits that he can attach to people or objects.

NOTE: Phasing and Invisibility are difficult to judge with the power rank system in the MARVEL SUPER HEROES game. Is the Ghost, with Amazing (46) Invisibility *more invisible* than an individual with Typical (6) Invisibility? Is the old Red Ghost with Unearthly (100) Phasing *less tangible* than the Ghost with Amazing (46) Phasing? Well, yes and no. In my own campaign, here's how I handled powers like these.

An invisible person is just that—invisible to other people's eyes. The rank only comes into play against other kinds of sensors (mechanical equipment, animal senses, etc.). Have the invisible person make a FEAT roll versus the rank of the sensor, with the following strictures. If the sensor's rank is lower than the invisibility rank number of the person's power, a green result will mean the sensor does not detect the invisible person. For sensors that are the same rank number as the person's power, a yellow result is needed for the person to remain undetected. And if the sensor's rank is higher than the invisibility rank number, the invisible person needs a red result to not be detected by the sensor.

Phasing or intangibility works similarly. Compare the rank number of the power with the material strength rank number of the substance to be passed through, then

make a FEAT roll. If the phasing rank number is higher, a green result means the person can pass through the material. If the rank numbers are the same, a yellow result is necessary to pass through the material. If the material's rank number is higher than that of the person's power, then a red result is required for the person to pass through the substance.

I use this system any time the game calls for a "FEAT roll versus" a certain rank.

TALENTS: The Ghost has the Business/Finance, Engineering, Computers, and Electronics skills. He also possesses a Demolitions talent that gives him a +1CS for constructing and dealing with explosive devices.

HISTORY: Almost nothing is known about the man who is the industrial saboteur called the Ghost (see "Role-playing notes"). He was something of a legend in the electronics industry, but few who heard the story, including Anthony Stark (Iron Man), believed it—no one, that is, until Carrington Pax, a Roxxon Oil Corporation executive, hired the Ghost to drive Accutech Research and Development, an electronics firm in financial trouble, into bankruptcy. Roxxon had attempted to purchase Accutech, but that firm's executives wanted nothing to do with the disreputable Roxxon. Pax hoped that the weaken the Ghost did would further damage Accutech's financial standing, making it more amenable to Roxxon's next offer of purchase.

Accutech was indeed going bankrupt but had just been bought by Stark Enterprises, Anthony Stark's own electronics firm. It had cost Stark every

penny he and his company had, but Stark thought that the beta particle generator that Accutech was developing could become a tremendous source of cheap, clean energy. No sooner had Stark signed the final purchase papers than the Ghost attacked. Stark, as Iron Man, forced the Ghost to flee, but as he was escaping, the Ghost vowed to kill the man he believed to be Iron Man's employer, Tony Stark.

Pax was displeased that the Ghost had deviated from his mission of destroying Accutech by taking up a personal vendetta against Stark. Pax fired the Ghost and gave another operative, the Spymaster (see MU4 for his statistics) the mission to stop the Ghost and to destroy Accutech. This act enraged the Ghost and only made him more determined to kill Stark and destroy Accutech on his own.

The Ghost invaded Stark Enterprises and shot a man he thought to be Stark in Stark's office, but his victim was Spymaster, impersonating Stark. Spymaster attached an energy siphon to the Ghost's battlesuit, draining his circuits of the power to operate. Spymaster was about to kill the now-powerless Ghost but was stopped by Tony Stark, who shot the gun out of Spymaster's hand. The Ghost accessed an electrical power supply, burned out the siphon, recharged his circuits, and tried to escape. Spymaster gave chase, as did Stark in his Iron Man armor. Stark, as Iron Man, saved the Ghost's life again

with a repulsor blast that struck Spymaster, who was still trying to kill the Ghost. Recovering, the Ghost placed a circuit panel on spymaster that rendered him intangible. The Ghost said that this way they could

both escape from Iron Man. They fled through a wall. While Spymaster was still passing through the wall, the Ghost removed the circuit panel. The shock to Spymaster's system, due to his body materializing within a solid substance, was instantly fatal. The Ghost escaped again.

Finally, the Ghost returned, this time determined to kill Stark and destroy the prototype beta particle generator that had prompted Stark to purchase Accutech in the first place. If successful, this attack would have driven both Accutech and Stark Enterprises into bankruptcy. Stark anticipated this, however, and set a trap for the Ghost. Stark knew that the generator gave off an intense energy field that overloaded any electrical systems within 100 yards of it. As the human brain operates on electrical impulses, this field could prove dangerous (or even fatal) to people exposed to the field for long periods of time. Iron Man warned the Ghost of the danger, but the fanatically driven Ghost entered the field anyway. Iron Man realized that he could save the Ghost's life by turning off the generator. But if he did, the Ghost would destroy it, Stark Enterprises would go bankrupt, and all its employees would be out of work. After considering this and the fact that the Ghost was a cold-blooded murderer, Iron Man decided to not turn off the machine. Before the Ghost reached the generator, the overloading circuits in his suit melted the floor under him. When Iron Man went down to examine the remains, all he found were bits and pieces of melted plastic and circuitry. The Ghost was nowhere to be found.

As it turns out, the Ghost had escaped (of course) to plague Iron Man again. After destroying two more firms, the Ghost set his sights on Electronica Fabrizzi, an Italian company owned by the corrupt businessman and employer of super villains, Justin Hammer. Hammer knew that Stark wanted to rehabilitate one of Hammer's super-powered operatives, namely Donald Gill, the second Blizzard. Hammer offered to turn over Gill and have nothing further to do with him if Stark agreed to send Iron Man to help Hammer combat the Ghost. Stark agreed.

Iron Man and the Ghost clashed. In the fight, the Ghost attached one of his portable intangibility circuits to Iron Man. Now, only the Ghost, with special circuitry in his suit, could touch the intangible circuit panel and Iron Man. The Ghost intended to let Iron Man slowly die of starvation and thirst, but Iron Man managed to escape by generating an electromagnetic pulse that dampened all electrical circuits nearby. This included his armor and the Ghost's intangibility circuit. Stark's associate, James Rhodes, then shot the panel off Iron Man's armor.

Knowing they would clash again, Ham-



mer sent Blizzard, the Beetle, and Blacklash (statistics for these villains appear in MU1) to observe the next battle between Iron Man and the Ghost. They were instructed to aid whomever was losing the battle. At first, these three aided Iron Man and Rhodes against the Ghost, but soon switched sides. Iron Man and Rhodes managed to defeat Hammer's operatives, but the Ghost planted some bombs and tried to activate them as he escaped in his intangible form. Iron Man produced another electromagnetic pulse that dampened the bombs' circuits long enough for Iron Man and Rhodes to get Hammer's operatives and themselves to safety. The bombs then exploded, destroying the Electronica Fabrizzi complex where the battle had taken place.

The Ghost then tried to infiltrate Hammer's office to gloat over his accomplishment, only to discover that Hammer had lined his office walls with some synthetic material that the Ghost could not, at that time, pass through. The Ghost still managed to escape by blasting his way out, and has now sworn to kill both Hammer and Stark.

ROLE-PLAYING NOTES: The Ghost is a brilliant inventor who, for reasons unknown, attempts to destroy various high-tech electronics corporations. He appears to be motivated by vengeance, but what the electronics industry did to him to cause this feeling is not known. He has referred to the fact that he once was a business executive, and says that all such executives lie to people, but there are no other present leads pointing to why he acts in this manner. He is willing to destroy firms without financial compensation, but he does hire himself out to people or firms who wish to sabotage rival corporations.

In your campaign, the Ghost could attempt to sabotage some important local business or industry. He could also try to commit sabotage against local, state, or Federal law-enforcement agencies, or even SHIELD (if a version of that agency appears in your campaign). The Ghost could be hired by some villain to retrieve some well-guarded incriminating evidence or to kill a person currently in the hands of the law. Of course, your heroes are asked to protect that evidence or person. The Ghost could also be hired to steal some important new technological or electronic widget or weapon. With his portable intangibility circuits, the Ghost could be a very successful thief.

If you are feeling particularly nasty, have the Ghost learn the location of your heroes' headquarters. The Ghost could access valuable personal information about the heroes via any computers they have, recover any items formerly belong-

ing to super villains that the police don't feel safe guarding, steal some of the heroes' personal effects or weapons, or just plant enough bombs to blow the place to Greenland.

GHOST RIDER™

The Spirit of Vengeance

(The statistics to the left of the slashes represent Daniel Ketch, the young man whose body the Ghost Rider currently inhabits.)

F	TY(6)/EX(20)	Health: 32/190
A	GD(10)/RM(30)	
S	TY(6)/IN(40)	Karma: 40/80
E	GD(10)/UN(100)	
R	GD(10)/GD(10)	Resources: PR(4)
I	GD(10)/EX(20)	
P	EX(20)/AM(50)	Popularity: 0

POWERS: All of the following powers are usable only by this hero's Ghost Rider form, with the possible exception of Motorcycle Control. On at least one occasion, the cycle moved without assistance to Dan's location.



Alter Ego: Ghost Rider physically transforms the body of young Dan Ketch into the flaming-skulled avenger of innocents that we all know and love. The transformation is triggered when the mysterious emblem on the gas cap of the motorcycle Dan found glows and Dan touches it.

– *Motorcycle Control:* Ghost Rider seems to have psychic control over his motorcycle. Use Ghost Rider's Amazing (50) Psyche rank to determine the success of any attempted special maneuver with the motorcycle, or when Dan feels that he needs to transform into Ghost Rider but he, for some reason, cannot physically reach the cycle.

– *Body Armor:* Ghost Rider's mystical hellfire body is resistant to most forms of injury. He has Amazing (50) protection from physical attacks and Class 1000 protection from fire, heat, poisons, and radiation. Ghost Rider is also immune to any attack that affects a human (living) soul.

– *Hellfire:* Called his "Penance Stare" by the Ghost Rider and usable only when in physical contact with the target, this mystic energy inflicts no physical damage. However, the victim of this attack suffers emotional pain equal to the most severe pain he has caused others and must make a Psyche FEAT roll or lose one rank off his Psyche score. This is a permanent loss, although the Psyche can be raised by spending Karma (as found in the "Advancement" section in the MARVEL SUPER HEROES™ Advanced Set Player's Book). In addition, the victim must make an Endurance FEAT roll versus Amazing (50) intensity or pass out from the trauma of the attack. If a victim's Psyche is reduced to Shift 0, the person dies and his soul is irretrievably lost.

Weapons and equipment: Ghost Rider uses a length of heavy metallic chain with weighted ends and magical properties, wielding it as an entangling weapon. Treat the chain as Amazing (50) material strength; Ghost Rider uses that rank to attack on the Grappling or Grabbing columns. The chain can reach anywhere in the area that Ghost Rider occupies. The chain's links can also separate and transform into throwing stars. These stars have a range of three areas and do Remarkable (30) Throwing Edged damage with a one-area range. After reaching their target, the stars return to Ghost Rider and reform into the chain. The chain may have other abilities that are unknown at this time.

The Ghost Rider rides a large black motorcycle that has tires of flame. For information on cycles, see the Advanced Set Player's Book under "Vehicles." Note that the cycle is needed for Dan to become Ghost Rider, and it may have other mystic properties unknown as of this writing.

TALENTS: Dan Ketch is skilled in riding motorcycles. Give him a + 1CS to his Agility for controlling any cycle. Ghost Rider has mystic control over his cycle (see above) that essentially replaces Ketch's talent. The previous incarnation of Ghost Rider possessed the Occult Lore and Mystic Background talents; if this is the same Ghost Rider, he may have these talents, although he now seems to be suffering from amnesia.

HISTORY: For the history of Ghost Rider's previous appearances inhabiting the body of Johnny Blaze, see the "Ghost Rider III" entry in MU2, or "The MARVEL-Phile" in DRAGON® issue #110. A brief summary of the current Ghost Rider's history is as follows.

Dan Ketch found his mystical motorcycle in a junkyard, and he transformed into Ghost Rider for the first time when his sister and some friends confronted a villain, Deathwatch. Deathwatch was seeking three canisters of a virulent biotoxin that could kill vast numbers of people. Ghost Rider prevented him from finding the canisters, although Ketch's sister was seriously wounded by Deathwatch. Ghost Rider subsequently battled Blackout II, a partner of Deathwatch, who later killed Ketch's wounded sister. Other foes that Ghost Rider has fought in his current incarnation are Scarecrow, Flag-Smasher, Zodiak, and Mr. Hyde. Ghost Rider has also appeared as a "guest-ghost" in many popular MARVEL comic books.

Recently, Dan Ketch learned of the origin of Zarathos, the demon who was the Ghost Rider of Johnny Blaze, from Nightmare, Lord of Dream Dimension. No definite link between that Ghost Rider and the current one have been made at the time of this writing. I'm personally willing to bet, though, that this demonic Spirit of Vengeance is Zarathos. (How many flaming-skulled motorcyclists can there be?)

ROLE-PLAYING NOTES: Ghost Rider is motivated by a desire to avenge wrongs done to innocent people. How a demon came to have this particular motivation is not known, as demons are not noted for caring about innocents. The Ghost Rider often appears as a reaction to some attack against innocents, be it from a super villain or common muggers. It is interesting to speculate on whether or not Ghost Rider would appear, for example, to get a kitten out of a tree—something most heroes would be reluctant to perform. The other times that this Ghost Rider has appeared to is combat some foe who escaped his vengeance in the past.

I'd recommend that, in your campaign, Ghost Rider remain an NPC. He's an un-

sual hero with unusual powers that easily lend themselves to abuse. Unless there's a player you believe can role-play him well and fairly, keep Ghost Rider in the GM's hands. There are many things an imaginative GM could come up with to bring Ghost Rider into a campaign.

Ghost Rider is a great anti-hero who just doesn't care about most things heroic. His "Penance Stare" is not a normal heroic attack where the hero pounds the bad guy; this mystical attack is *nasty*. Also, Ghost Rider has no compunction about killing. He's killed several minor bad guys already, including several "ninja" employed by Deathwatch. Use Ghost Rider in ways that point out these philosophical differences with most heroes. Ghost Rider may wish to kill a minor villain that your heroes want alive, which could lead to an interesting confrontation. Since Ghost Rider often appears as a reaction to other events, he could show up to save your heroes' bacon. How would your heroes like owing their lives to a flaming-skulled demon?

A note to those who read or collected the old *Official Handbook of the MARVEL UNIVERSE* series. Marvel has begun a new version, out for several months now, called *The Master's Edition*. It has a new format: one character per three-hole-punched page, with color "three-view" art on one side and character information on the other. Although the art is high quality, I believe the "three-view" style to be a waste of space. But the character information is, for the most part, outstanding. Marvel has quantified its characters' physical attributes, as well as giving more biographical data and notes on any weapons or paraphernalia the character uses.

All these changes have a price, however. The detailed "History" section for each character is gone, replaced with a functional but less usable bibliography section. Personally, I felt that the History section was one of the most important sections of the old *Handbook* series. The reason I bought the *Handbooks* was because I wanted to learn about these characters *without* having to find and buy every issue the character appeared in. I can no longer do that, and I am disappointed. I appreciate the fact that Marvel is committed enough to its readers to publish the *Handbook* series and that it is working to improve it. I merely think it dropped the ball this time. If you are interested in some stats for your favorite heroes, I heartily recommend this series. Marvel is also selling a three-ring binder to hold the pages of the new *Handbook*.

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by Steven E. Schend

HE MARVEL[®]-PHILE

You can't keep a dead man down

Isn't it amazing just how temporary death is in comic books? Long-dead characters simply find their way back through the topsoil, brush themselves off, and continue to astound and aggravate the continuing characters of their respective comic books. Many deaths are pure speculation, as the hero's plane blows up in mid-air or the villain's master weapon explodes with him nearby, and all involved are led to believe the character's mail should be forwarded to Kingdom Come. Remember, folks, the penultimate rule of comics: If there's no body, the character might not be dead! It's a wonderful loophole, and it's become a tradition (if not a law) to use when resuscitating characters from comic-book limbo. (Anyone believe Bucky Barnes is living in England, playing host to Jim Morrison and Elvis? It could happen—in the comics, that is . . .)

Marvel Comics dusted off quite a few deceased yet dignified characters in 1990 and 1991, and these heroes and villains alike are adding new chapters to their once-closed memoirs. Detailed below are two of the meanest, nastiest villains ever to defy the inevitable and cheat death. They have returned from beyond with powers that shadow their former abilities. They are the perennial mutant-hater Commander Cameron Hodge and the undead death-dealer himself, the Grim Reaper.

COMMANDER HODGE™

Cameron Hodge, terrorist
(Previous published appearance: MU6 *The Gamer's Handbook of the MARVEL UNIVERSE™*, 1990 *Character Updates*)

F EX(20) Health: 120
A EX(20)
S IN(40) Karma: 50
E IN(40)
R GD(10) Resources: RM(30)
I EX(20)
P EX(20) Popularity: 0

POWERS: Thanks to a deal he made with a demon, N'astirh, during the "Inferno" story line, Commander Hodge is apparently immortal. All of Commander Hodge's other powers were a result of his cybernetic body, which was constructed by the



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Right (see, however, "Weaknesses/Limitations").

Immortality: If reduced to 0 Health and Shift 0 Endurance, Commander Hodge does not die but begins healing. His head, alone and isolated, has a Health total of 32, and it regenerates its lost Health with Incredible (40) speed (40 Health points in one minute). Thus, Hodge's head almost always remains active and immortal.

Psionic Reflection: Hodge, through unknown technology or his deal with N'astirh, is effectively immune to psionic attacks. He reflects any mental attacks back upon the attacker with a force equivalent to that used against him.

Cybernetic Body: Commander Hodges cyborg body was shaped like a spider's, having eight legs and a low squat body, but it also had various other attachments such as weapons systems and a scorpion-like tail. The cyborg body granted Hodge the following powers and equipment:

—**Body Armor:** Hodge had Incredible (40) protection against physical and energy attacks.

—**Computer Interface:** He could directly access computers with his cyborg body, granting him a Remarkable (30) ability to access and receive stored computer information.

—**Molecular Adhesive:** Hodge could spray this on opponents within a one-area range; it adhered to them, acting as a Remarkable (30) Grappling attack and negating any standard missile attacks (like Archangel's neural disrupter feathers).

—**Phasing:** A mechanical unit mounted on the back of his spider body allowed Hodge to phase with Excellent (20) ability.

—**Self-Repair Circuits:** His mechanical body could repair itself automatically with Incredible (40) ability, restoring 40 points of Health to the cyborg body every minute (four points per round). It is unknown if this ability allowed Hodge to regenerate lost Health if his head were removed from the body.

Weapon Systems: Hodge's spiderlike body had the following weapons mounted on it:

—**Bolas:** This weapon counted as an Excellent (20) strength Grappling attack; the bolas were made of Remarkable (30) strength metals.

—**Laser Blasters:** These dealt Remarkable (30) Energy damage to their targets.

—**Legs:** Each of his eight legs could inflict Excellent (20) Edged Attacks damage.

—**Saw Blade:** This circular blade was capable of reaching any target up to one area away and dealing Excellent (20) Edged Attacks damage.

—**Scorpion Tail:** The enormous cybernetic tail could pin down opponents with Remarkable (30) strength (counts as a Grappling attack) and could inflict Incredible (40) Edged Attacks damage with its pointed tip.

—**Spikes:** These spikes could be fired from mountings on Hodge's underside, causing Good (10) damage on the Throwing Edged column.

—**Tentacles:** Hodges primary attack mode utilized 1-10 tentacles of Remarkable (30) material strength, each able to entangle up to two targets with Remarkable (30) strength.

—**Elongation:** Hodges tentacles could stretch up to two areas away by using his Monstrous (75) Elongation power.

WEAKNESSES/LIMITATIONS: Hodge is currently immobilized following his second decapitation. Unless some outside force replaces his cybernetic body, Hodge is trapped underneath the ruins of the Genoshan Citadel for the foreseeable future.

TALENTS: Hodge formerly had the Leadership talent, but his current state of mental instability negates any use of this talent. He does retain his knowledge of psychiatry and uses that knowledge to inflict psychological torture on any whom he sees as his enemy.

HISTORY: Cameron Hodge was formerly a normal human with a deep and abiding hatred of mutants. He organized the Right, a fanatical antimutant terrorist group, with money he embezzled from his former friend, Warren Worthington III, and X-Factor. After founding and openly aligning himself with the Right, Hodge spent much time discrediting or destroying mutants, entering into open conflict with X-Factor and the New Mutants. During the time of the "Inferno," Hodge made a deal with the demon lord, N'astirh, for immortality.

Hodge later kidnapped Candy Southern, the paramour of Warren Worthington, and subjected her to experiments that ultimately killed her. Worthington, now resurrected in the form of the Archangel, tracked down and apparently killed Hodge by decapitating him with his razor-edged wings.

For more detailed information on Cameron Hodge and the beginning of the Right, consult the "Cameron Hodge and the Right" entry in TSR's MU6 *Gamer's Handbook of the MARVEL UNIVERSE™: 1990 Character Updates*.

Due to his dealings with N'astirh, Hodge was not killed by Archangel. His head allegedly was recovered by cybernetic experts of the Right, and they constructed a powerful mechanical body for Hodges head. Hodge resurfaced during what has come to be called the "X-Tinction Agenda." Hodge somehow became the power behind the leaders of Genosha, a small island nation east of Africa whose prosperity lies in its mutant-slave population. Hodge ensconced himself in the upper echelons of power of the small country, soon run-

ning everything as he saw fit. Hodge began sending strike forces of Genoshan "Magistrates" onto U.S. soil to locate and kidnap mutants for Genosha. One strike force collected Storm, Boom-Boom, Rictor, Wolvesbane, and Warlock after a brief firefight on the grounds of the ruined Xavier's School for Gifted Youngsters.

Hodge planned to utilize Warlock's "transmode-virus," a genetic virus that would allow Hodge to alter his cybernetic form into something more human. Before he succeeded in this plan, his mutant hostages escaped, and Warlock died from lack of energy. The remaining mutants were captured and sentenced to become Genoshan mutates, genetically and psychically modified to serve the Genoshan state. The release of this news, in addition to that of Warlock's death, provoked a coalition invasion of Genosha by X-Factor, the New Mutants, and the two splinter-groups of X-Men, as Hodge himself had planned.

The Genoshan Magistrates, including a mesmerized Alex Summers (Havok of the X-Men), encountered the invading mutants and were initially defeated. In separate groups, all the American mutants penetrated the Genoshan Citadel, though not in time to prevent Wolvesbane's or Storm's modifications into Genoshan mutates. Through the efforts of the Magistrates and Hodge himself, the mutants were captured and stripped of their mutant powers by the Genoshan Magistrate Wipeout. The mutants were then turned over to Hodge for experiments. Before Cyclops's capture, he managed to restore Havok's memory; Havok captured Cyclops and turned him over to Hodge, choosing to hide his returned memory and planning to rescue his friends later.

Hodge previously was a charismatic, strong-willed bigot, but his dealings with demons and alteration into a cybernetic monstrosity unhinged his mind and made him extremely cruel. He not only wanted to destroy X-Factor and its mutant allies, he wanted to torture them, too. Rahne's torture took the form of Genoshan slavery; her normal body was unable to act against the orders of her masters while her mind was free in her wolfoid and wolf forms. Hodge planned the same torture for Storm, though her mutate-state proved to be more than Hodge bargained for.

Hodge's insanity and utter disregard for the carefully balanced order of Genosha turned some highly placed Genoshans against him and his plans. Phillip Moreau, the Genegineer, altered Rahne during her modification process, allowing her autonomy when in her wolfoid and wolf forms. He also mutated Storm into appearing as a mutate, but granting her both eventual freedom and the ability to restore her fellow mutants' powers. Chief Magistrate Anderson also covertly aided Moreau in opposing Hodges plans. Both of these

people wanted to save Genosha from utter destruction by destroying Hodge and removing the now-insane President of Genosha from office.

By the efforts of Psylocke, the Genegineer, Chief Magistrate Anderson and Storm, all the members of the X-Men, New Mutants, and X-Factor escaped Hodge's clutches. In a series of battles, Hodge's cyborg body was damaged and many of the mutants were injured. Atop the pinnacle of the Genoshan Citadel, Hodge faced off against Havok and Cyclops. The mutant brothers' powers fueled each other to enormous amounts, and they destroyed the top of the Citadel with their force blasts. Hodge was soon reduced to a decapitated head again, and he fell off the side of the 160-story building. Checking to see his foe's demise, Havok leaned over the edge and was ensnared by Hodge, a metallic tentacle projecting from his mouth. Both heroes and Hodge were pulled over the edge of the building and fell to the ground; Cyclops and Havok were saved by Marvel Girl, while Hodge's head fell at the feet of Wolfsbane. She threw Hodge's head toward the Citadel while Rictor's mutant power shook the Citadel into rubble. Hodge's head was apparently buried under the ruins of the building.

Hodge's "X-Tinction Agenda" supposedly was to heighten the world's perception of Genosha into a world power, responsible for capturing and bringing to justice "mutant terrorists." The agenda, as Hodge saw it, called first for the destruction of X-Factor and all its mutant allies, and finally for the eradication of all mutant life on the Earth. It never progressed further than the alleged death of Warlock, and Hodge's agenda is as much rubble as the Genoshan Capitol building. Whether Hodge will be seen again is uncertain; his Immortality should protect him from death, though being buried under tons of rubble with no body will certainly deter him from any plans of death and destruction in the near future.

ROLE-PLAYING NOTES: Hodge became more of a monster than any of the mutants he claimed were the true monsters facing humanity. Though still quite clever, his plans are pursued with fanatic single-mindedness, and Hodge is manic in his desire to eradicate mutants to the exception of all else. To him, mutants and some humans are but puppets and toys, to be played with and destroyed on his whims.

In your campaign, Hodge could be resurrected by the Right, grafting his head to another body like the one detailed above. Hodge could then begin a methodical campaign to wipe out any mutant heroes in your campaign. He could work behind the scenes, even hiring some of your heroes' old foes to kill them. Hodge's head alone could also appear in your campaign

city, where he could serve as the "brains" of some criminal organization. Maybe his head could develop some mental powers.

GRIM REAPER™

Eric Williams, professional criminal
(Previous published appearance: MU2 *The Gamer's Handbook of the MARVEL UNIVERSE™*, Volume Two

F	GD(10)	Health: 100
A	EX(20)	
S	RM(30)	Karma: 18
E	IN(40)	
R	TY(6)	Resources: 0
I	TY(6)	
P	TY(6)	Popularity: -15

POWERS: Eric Williams gains his powers from two sources: his battle scythe and

the fact that he is dead

Battle Scythe: The scythe is made of Incredible (40) material-strength steel and inflicts Excellent (20) Edged damage (or Remarkable (30) Blunt damage when using the flat of the blade). The scythe, despite its original construction and material strength, can now cut into any target having human life-force energy in it. Therefore, natural Body Armor (like the Thing's or Colossus's) is reduced by -2CS, while external or separate Body Armor (like Iron Man's or the Guardsmen's) protects against the scythe with normal effectiveness. Ultron's adamantium armor was penetrated by the Reaper's scythe due to the large amounts of human life-energy Ultron was absorbing. The scythe also has these powers:

—**Blaster:** This does Remarkable (30) Force damage with a range of five areas.



—**Knock-Out Gas:** Excellent (20) intensity gas fills one area at the Grim Reaper's command.

—**Rotor:** The blade can act as a small helicopter blade (which allows him to fall through an atmosphere from any height without harm), a buzz saw doing Excellent (20) damage, and a shield (it can whirl in front of the Reaper to provide Excellent (20) protection against thrown objects and projectiles, such as bullets).

—**Stunner:** Finally, the scythe can make a Monstrous (75) intensity Stun attack by touch; this can be reversed to cancel the stun effect.

Zombie Powers: After falling in love with the living Grim Reaper, Nekra twice reanimated the Reaper's body as a zombie. In its first incarnation, the zombie had the same abilities and ranks of the living Eric Williams, with an additional Body Armor power. Most recently, Nekra reanimated the Grim Reaper as a zombie of enhanced Strength and Endurance with the following additional powers:

—**Body Armor:** This armor is ranked as Excellent (20) vs. physical or energy attacks.

—**Health-Drain Touch:** Eric now does Incredible (40) rank absorption of Health from living targets. The Reaper can absorb

more Health than his normal maximum Health total. Divide additional absorbed amounts of Health by three, and add these points to his Health, Strength, and Endurance. These enhanced scores naturally diminish by 10 points every hour until reduced to their standard levels (given previously). The Reaper's normal Health points also decrease 10 points every hour until reduced to normal, and the Grim Reaper can maintain his normal Health point level for 12 hours without absorbing any life energy. After 12 hours without feeding, his Health can wane away to zero at the rate of five Health points every hour until he absorbs enough life-energy to return his Health to normal.

—**Mummifying Touch:** As a side-effect of the Reaper's Health draining, his victim's body dries up and becomes desiccated.

—**Invulnerability:** The Reaper is unaffected by heat, cold, radiation, toxins, and disease.

WEAKNESSES/LIMITATIONS: The Grim Reaper must absorb the life force of at least one human (having a minimum of 24 Health points) per day to maintain his undead existence.

Due to unknown factors in his life-

maintaining spell, the Grim Reaper cannot absorb the life-force of Wonder Man (Simon Williams, the Reaper's brother). If the Grim Reaper's scythe comes into contact with Wonder Man's skin, there is an uncontrolled and immediate life-energy drain of Remarkable (30) intensity from the Reaper. into Wonder Man.

TALENTS: As a Weapons Specialist with his Battle Scythe, the Grim Reaper has Remarkable (30) skill with this weapon.

HISTORY: The Grim Reaper began as Eric Williams, a member of the Las Vegas Maggia and brother of Simon Williams, a.k.a. Wonder Man. Upon hearing of his brother's "death," Eric vowed to avenge Simon and held the Avengers responsible, becoming the costumed villain, the Grim Reaper. For years, he continued his campaign of vengeance against the Avengers, and his hatred focused on the Vision (who, at the time, had Simon's brain-wave pattern) and the revived Wonder Man; many of his plots involved attempts to kill his brother's "imposters." After he finally realized that Wonder Man was truly Simon Williams, the Reaper died by falling off a high cliff.

The Grim Reaper was revived by his lover, Nekra, and became a zombie, although he believed himself to still be alive. He died a second time in battle against Wonder Man and Magneto, after finally realizing his state of undeath.

Recently, the Grim Reaper was once again brought back to unlife by Nekra; this time, her spell revived his body and made it more powerful, but her spell also demanded that the Reaper absorb the energy of one living human a day to maintain his current existence. The Grim Reaper claimed Nekra as his first victim, preferring to be under no one's control and insuring his freedom by killing her.

Eric's slaying of a cult of Sattanian brought him to the attention of Wonder Man and the Avengers West. The Reaper stabbed Simon with his scythe, but found that he couldn't drain his brother's life energy. In fact, the Reaper's absorbed life energy inexplicably drained from him and into Wonder Man. The Grim Reaper fled before he could be apprehended.

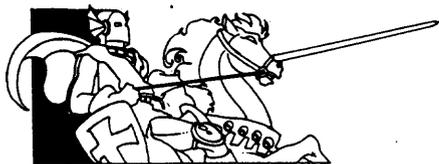
One night, Wonder Man found the Grim Reaper absorbing the life of a homeless person. After a brief fight, the Grim Reaper defeated his brother and prepared to collapse a building on top of him when the Reaper was attacked by the Mandrill, Nekra's brother. The Mandrill was killed before he could be saved by Wonder Man, and the Grim Reaper escaped again.

During the Reaper's killing spree, Ultron-13 cultivated a plan to turn humans into robots susceptible to control by the "psychic currents of my incomparable artificial brain." Confronting Ultron in his lair be-

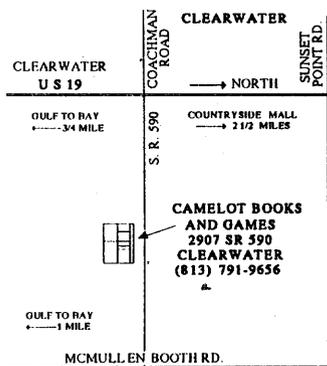
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fore three captive Avengers (Hawkeye, Tigra, and Quicksilver), the Reaper attacked the robot in self-defense and managed to sever one of Ultron's arm tendons. Ultron fused the battle scythe to the Reaper's arm, making it an extension of his arm instead of a prosthetic device. The Reaper then temporarily joined forces with Ultron—two mockeries of life, respectively undead and synthetic.

But the Grim Reaper double-crossed Ultron and set up a plan to betray him to Wonder Man and the Avengers, provided Simon agreed never to oppose him again. The deal also included the stipulation that the Reaper would never kill more than one person a day. Simon agreed to the deal and Eric directed him to Ultron's blimp headquarters where the robot planned to spray the Rose Bowl Parade crowd with his spray to turn them all into robots. Once aboard, the Reaper attacked Ultron and absorbed all the life energy from the adamantine robot. Having defeated Ultron, the Reaper turned on Wonder Man.

Ultron-13 recovered, though, and resumed his attack on the Reaper, interrupted by the entrance of Hawkeye (who had been enslaved by Ultron; see "The MARVEL-Phile," DRAGON® issue #168).

Hawkeye attempted to attack Ultron, his will freed from Ultron's robotization and control; but his attack was thwarted by the Grim Reaper. The archer was attacked on both sides by the robot and the Reaper, both villains attempting to absorb Hawkeye's life energy. Wonder Man pulled Hawkeye away, and both villains collided with each other in a burst of energy, knocking each other out.

No record of his arrest has been recorded, but it can be assumed that the Grim Reaper is currently being held in maximum security at the Vault.

ROLE-PLAYING NOTES: Eric Williams was a psychotic villain when he was simply a normal man wielding a prosthetic scythe. His bigotries and obsessions ruled his life until he died. After death, Eric has simply become even more psychotic, though no less cunning, and his only obsession is killing for his survival. Now in his undead state, he is the embodiment of his name: the Grim Reaper.

The Grim Reaper could wreak much havoc in your campaign city. Since his abilities mimic, to a degree, those of a vampire, your heroes could be misled into thinking there's some blood-sucking fiend abroad. Undoubtedly, they'll stock up on stakes, garlic, and religious items, only to find they have no effect on old Eric. The Reaper could also become a hired assassin, working for anyone who doesn't mind a corpse on the payroll.

Starting this month, "The MARVEL®-Phile" adds a continuing feature for our readers: an up-to-date "bulletin board" of events in the MARVEL UNIVERSE that pertain to your games. This "Bulletin Box" features brief notes on major changes in characters (such as Baron Strucker's resur-

rection) and provide new statistics and powers for heroes and villains alike as warranted. Now, you can update your existing Marvel characters quickly and rest assured that your Marvel campaign is as fast paced and up-to-date as the comics themselves!

MARVEL® Bulletin Box

Avengers West Coast

The Avengers West Coast recently chose its current "Active Membership": Dr. Pym, Hawkeye, Iron Man, Scarlet Witch, Tigra, Wonder Man, and the Wasp. This membership has been amended with the addition of Spider-Woman II into the Avengers' ranks, as well as the announced resignations of Dr. Pym and the Wasp. The modified list then is: Hawkeye, Wonder Man, Iron Man, Scarlet Witch, Tigra, and Spider-Woman II. The West Coast Reserve consists of the Human Torch I, Machine Man, Mocking bird, and Quicksilver, though which member will fill the remaining opening left by the resigning founders is unrevealed.

Baron Wolfgang Von Strucker

The Baron died in the destruction of Hydra Island by the Death Spore virus bomb years ago. He was recently resurrected by isolated agents of Hydra, and he is currently purging the ranks of Hydra of those "unfit for duty" and is scouring Hydra bases world-wide "to offer my hand to those who will take it—and to those worthy enough to stand by my side."

His body now contains an irradiated form of the Death Spore virus that animates and preserves his previously unliving body. He can release the virus at will

and control those whom it strikes. If the Baron is killed again, the spores will be released from his body, "set free from my control, racing out from my body to revenge me on my killers-and everyone else." This new power is as follows:

—*Plague/Disease Control:* The Baron's Death Spore virus can be released at will, causing Amazing (50) intensity damage to any living target(s) within one area. Unless immune to disease or in possession of an antidote, victims continue to take damage from the virus for 1-10 rounds or until dead.

Vindicator

James MacDonald Hudson is back and sporting some new powers along with some cybernetic implants. He wields all his old powers (see *Gamer's Handbook of the MARVEL UNIVERSE™: Volume Two*, under "Guardian") as well as the following new powers:

—*Computer Links:* RM (30) (mental connection and communication with computer systems)

—*Energy Detection:* AM (50) (detection, identification, and tracking of any electromagnetic energy at any wavelength within 20 areas)

—*Mechanical Override:* MN (75) (take-over and control of any external mechanical, electrical, or cybernetic systems within two areas with a FEAT roll against the complexity of the target system). Ω

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DESPERADOS

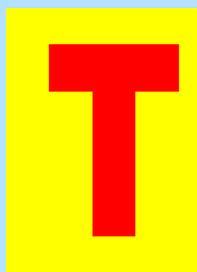
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by Steven E. Schend

THE MARVEL[®]-PHILE

Be careful what you wish for

This month, "The MARVEL[®]-Phile" takes a look at the newest hero on the block: Darkhawk. He is the latest of Marvel's inner-city heroes, taking on local crime lords for justice (and just a little revenge). He's attracted the attention of the Hobgoblin and Spider-Man with his powers and deeds, and both are trying to decide which side he's on. Darkhawk's a mystery to the citizens and law enforcers of New York, but he's just as much a mystery to himself!

DARKHAWK[™]

**Chris Powell/
Darkhawk**

F	PR (4)/TY (6)	Health: 22/96
A	TY (6)/RM (30)	
S	TY (6)/RM (30)	Karma: 30
E	TY (6)/RM (30)	
R	PR (4)/PR (4)	Resc.: GD (10)
I	TY (6)/TY (6)	
P	EX (20)/EX (20)	Pop.: 0

POWERS: Chris Powell has no super powers, but his alter ego Darkhawk does.

Alter Ego: When Chris Powell grasps his mysterious amulet and wills it, his body transforms into a super-powered alter ego, Darkhawk. The two bodies seem wholly distinct and separate, as one body can be injured while the other is unharmed, but both bodies have the mind of Chris Powell. Darkhawk's costume seems to be part of his body, and the amulet becomes a chest emblem, though various costume parts (such as his helmet and his retractable glider wings) can be removed. At present, Chris Powell has just recently seen Darkhawk's face under the helmet, but what lies under the helmet, however shocking, is yet a mystery to readers. The powers that follow are for Chris's Darkhawk persona.

—Power Blasts: Darkhawk has the ability to fire Remarkable (30) strength blue force blasts from the amulet on his chest. The beam presently has a wide focus and affects a one-quarter-area-diameter cone with a two-area range. With a Yellow Psyche FEAT roll, Darkhawk should be able to limit the blasts to one particular



target. He cannot fire blasts while his shield is functioning.

—Force Field: When Darkhawk wishes for protection, a red energy shield emerges from the amulet. The shield offers Incredible (40) physical protection and Remarkable (30) energy protection. It can affect only one area, and it exclusively protects Darkhawk's front. A Psyche FEAT must be made every round to maintain this protective shield. It cannot be maintained if Darkhawk fires a force blast.

—Gliding: Darkhawk has Typical (6) air speed when his glider wings are extended, allowing him up to six areas per round of gliding.

—Grappling Hook: On Darkhawk's right wrist is mounted a grappling hook and firing mechanism. Darkhawk can fire this with Incredible (40) accuracy (see "Talents"), and its clawlike hook can inflict Good (10) Edged damage. It can grasp small objects or entangle larger objects on an Agility FEAT roll. The hidden mecha-

nisms within Darkhawk's forearm housing allow the hook to be fired at will, and it can rewind itself almost immediately.

—**Elongation:** The grappling hook can stretch its cable to allow Poor (4) elongation, granting Darkhawk a range of two areas with his grappling hook.

—**Telescopic Vision:** Darkhawk has exhibited a Good (10) range Enhanced Vision power that he has used in targeting his claw-cable (+1CS to attacks and grapples). It allows him to fire his hook without range penalties. For other purposes, consider this power to allow him to see objects or people two areas closer than they truly are (e.g., Darkhawk could see a person three areas away as if the person were only one area distant, and could see an open book two areas away as if he were holding it in his hand).

—**Regeneration:** When Darkhawk transforms back into Chris Powell, a hidden regeneration power activates, healing any injuries to his body with Incredible ability. Within three rounds, Darkhawk's body is healed of any injuries sustained during combat. This ability apparently does not apply to Chris Powell's body while in Darkhawk form, nor does it occur while Darkhawk is active.

TALENTS: Darkhawk has the Marksman talent with his grappling hook (Incredible (40) accuracy with the hook). No further talents have been revealed for either form.

HISTORY: Darkhawk's history begins recently when Christopher Powell, the eldest son of an attorney and a policeman, was in the abandoned funhouse of the Wonderland Amusement Park in Queens, New York, searching for his two little brothers. The three of them discovered their policeman father receiving money from Phillippe Bazin, a local criminal. The boys rushed to protect their father after he was beaten by Bazin's goons, and they quickly became targets, too.

Fleeing the goons, Chris secured the boys in a closet and delayed Bazin's hitmen with by throwing everything he could find at them. While clearing away shelves, he came across a diamond-shaped amulet. Grasping the amulet, he thought of needing "an edge" and the power to defeat the hoods. Suddenly, Chris transformed into the form now known as Darkhawk.

He speedily defeated Bazin's men, though one of them died when the goon attempted to electrocute Darkhawk but

the electrical cable he was holding came into contact with the voltage box. Chris got his little brothers out safely, but his father left abruptly after being caught "on the take."

In his short career, Darkhawk has made some very powerful enemies. After his first encounter with the hit men, Darkhawk has shadowed many of Bazin's illegal operations, doing everything he can to destroy the man's criminal empire. Darkhawk has even personally threatened Bazin and doesn't seem to care about the consequences.

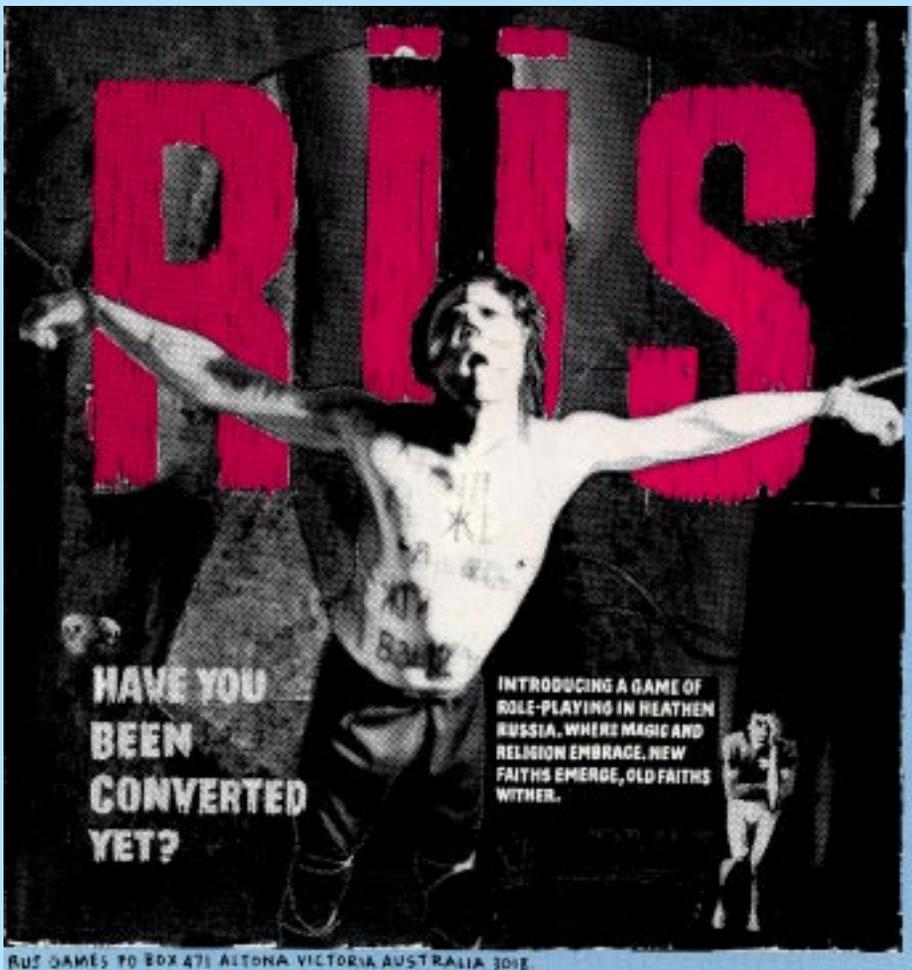
Darkhawk's most deadly foe is the Hobgoblin, the demonic mercenary currently on Bazin's payroll. Hobgoblin is searching for an "object of power," and he believes Darkhawk's amulet to be it. They have clashed twice, but Spider-Man has interfered in both fights, and the confrontations ended in stalemates. Darkhawk nearly choked Hobgoblin to death with his claw-cable in their last encounter, but Spider-Man let Hobgoblin get away alive and rebuked Darkhawk for using such unnecessary force.

Chris is now worried about his use of force, since he lost his temper against Savage Steel, an armored vigilante working with some policemen. Chris is trying to control himself when in his alter ego, but he has not shared his secret identity with anyone yet.

Christopher Powell was a normal teenager, raised with a strong belief in the law and the feeling that the forces of good needed an edge against crime. When he gained the power of the Darkhawk, his wish for an edge came true. Unfortunately, the power came with costs. Chris has alienated his friends and is now much more short-tempered. His nerves are further stretched by the threats of the Bazin mob and by ominous phone calls and notes that indicate someone knows his secret identity and wants him to retire Darkhawk quickly.

Finally, there are the appearances of Saint Johnny, a homeless man, around the old Wonderland property; he was around the first night Chris became Darkhawk and actually suggested the name to him—Chris had initially introduced himself as the Edge-Man, but luckily abandoned this name quickly. The vagrant seems to know more about Darkhawk than Chris does, though his connection is unrevealed.

ROLE-PLAYING NOTES: Chris Powell is a typical New York adolescent in a very atypical situation. He is brave and a quick thinker under pressure, but he is prone to making rash and sometimes careless decisions. After seeing his policeman father on the payroll of a local criminal, Chris is disheartened by the law enforcement and



legal system and works as a vigilante. He strongly believes in the fight of justice against criminals (his most common phrase is "Justice needs a razor-sharp edge"), but he is unsure as to where the line between justice and vengeance is drawn. Darkhawk tends to use excessive force, but Chris is trying to keep his temper and thirst for revenge in check.

Darkhawk could appear in your campaign while trailing Bazin or some of his men. Your heroes could intercede in a conflict between them and would then have to decide who is the villain: a normal-looking man or the dark-costumed man roughing him up. If the Hobgoblin is in your campaign, perhaps Darkhawk comes hunting for him, or perhaps the Hobgoblin captures Darkhawk in an attempt to wrest the amulet from him. If your heroes are well respected (have high Popularity scores), perhaps Darkhawk will come to them for training and help in controlling his temper.

MARVEL BULLETIN BOX

Puck

Alpha Flight's dwarf gymnast has new powers due to the genetic manipulations of the Master. Puck now has Remarkable (30) Strength, Amazing (50) Endurance, and Excellent (20) strength Body Armor vs. physical damage.

Super-errors

Two errors crept into "The MARVEL®-Phile" in DRAGON® issue #169. In the first paragraph of the Ghost's History section, there's a sentence that begins, "Pax hoped that . . ." In that sentence, the words "weaken" and "damage" were reversed. The sentence should read, "Pax hoped that the damage the Ghost did would further *weaken* Accutech's financial standing, making it more amenable to Roxxon's next offer of purchase."

Also, the word "not" was dropped from a sentence in the first paragraph of the

"Role-playing Notes" section of Ghost Rider's entry. The sentence that begins, "It is interesting to speculate . . ." should read, "It is interesting to speculate on whether or not Ghost Rider would appear, for example, to get a kitten out of a tree—something most heroes would *not* be reluctant to perform."

Now you can put away your red pens and get back to enjoying the magazine.

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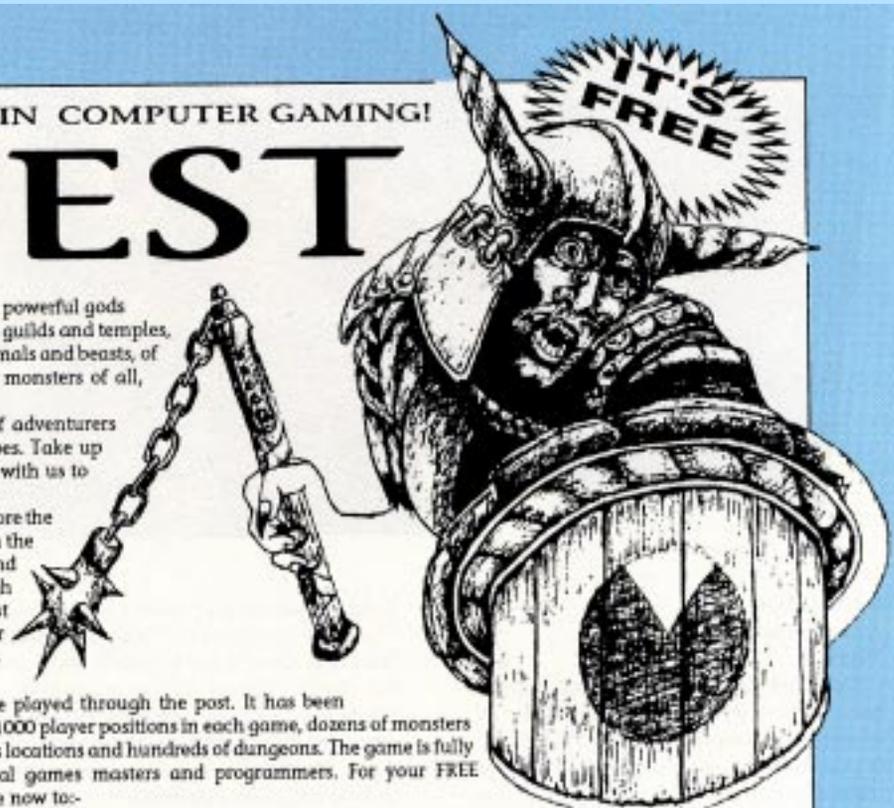
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THE MARVEL-PHILE

I'd never thought I'd grow nostalgic over some of my old comic books so soon. Believe it or not, I miss the "old days" of Marvel Comics when I was growing up. I miss the strange, convoluted adjectives; everything was uncanny, stellar, stupendous, or gregarious. I miss the subtitles the villains and heroes used to accentuate their identities; wasn't it terrifying to face off against Krakoa, the Island That Walked Like a Man? Anyone remember when Kang was "the Conqueror" and not just one of a tribunal of beings in time-travel gear? And I miss Medusa being "the most fabulous super-powered glamazon in the history of comicdom!"

The times have changed, and we've all changed with them. Marvel Comics and the MARVEL SUPER HEROES™ role-playing game are still lots of fun, but something is different. The villains are harsher, the heroes less confident of their morality, and many mysteries have been uncovered. One of the great mysteries was what Captain America's shield was made of, and I enjoyed it when we didn't know who the Hobgoblin was. (We still haven't seen the face of Dr. Doom, and they haven't named the Nameless Ones yet.)

In honor of days gone by, "The MARVEL@-Phile" begins a short trip down memory lane, knee-deep in nostalgia (the menace that lurks beneath the dust). This month we present Equinox, the Thermodynamic Man! (Doesn't that name strike deadly fear into your heart?) His only appearances were in Marvel Team-Up issues #23, #59, and #60, the last published in 1977. Even without hundreds of appearances, he's a wonderful villain with lots of potential, so blow the dust off him and put him into the game. Only your players' heroes will regret it.

EQUINOX™

Terry Sorenson, criminal

F	GD(10)	Health: 80
A	GD(10)	
S	IN(40)	Karma: 42
E	EX(20)	
R	TY(6)	Resources: PR(4)
I	TY(6)	
P	RM(30)	Popularity: 0

Lesser lights, part 1: A villain for all seasons



POWERS:

Body Armor: Equinox's altered and condensed body tissue grants him Excellent (20) resistance to physical damage, and Good (10) resistance to energy damage.

Thermodynamic Flux: Equinox's body is in a constant state of thermodynamic flux. Theoretically, his body is constantly absorbing and expelling heat energy in massive amounts, resulting in coruscating flame and ice over his body. While his torso is covered in flames, Equinox fires ice bolts from his hands; the flames show that his body is absorbing the heat around him to reflexively create ice. When covered in ice, he fires bolts of fire; he is expelling all the heat within his body through his flame blasts. The thermic changes and fluxes within Equinox's body have affected his mind, making him unstable, relatively amoral, and hostile.

These thermal changes grant him the following powers:

—*Flame/Ice Corona:* The rippling fire and ice coverings that appear during Equinox's thermal changes grant him Class 1000 resistance to fire/heat and ice/cold attacks. He is not resistant to the physical effects of solid ice (such as the loss of traction), but normal temperatures and hot or cold energy attacks have little effect on him. However, if attacked by Excellent or greater intensity fire and ice simultaneously, Equinox's thermodynamic energy erupts in a Remarkable-force explosion that affects everything in Equinox's area. The flame corona melts any material in contact with it of less than Excellent material strength.

—*Fire & Ice Generation:* Equinox generates Remarkable-intensity fire and ice with a range of two areas. The only power stunts Equinox has developed are to use ice to create slides and entangle foes.

EQUIPMENT:

Shielding Suit: Equinox formerly wore a "protective shielding suit" made of an unknown metal. Presumably, this full-body suit contained and controlled Equinox's temperature fluxes and thus kept him mentally stable. The only times Equinox was capable of firing both fire and ice bolts at once was while wearing this suit. Unless he comes into possession of another such suit, he is incapable of firing both types of bolts at once. The suit was made of Good-rank materials but did not grant more protection from attacks.

TALENTS: None known.

HISTORY: Equinox was born Terrance "Terry" Sorenson, the son of Drs. David and Margay Sorenson. While Terry grew up, his mother became a famous figure in the natural science division at Bard College in New York. His father, however, did not gain the same fame his wife did, due to his unconventional theories on thermodynam-

ics. He began taking out his frustrations on his wife, physically abusing her. Margay soon left her husband and son to escape the abuse.

David began drinking in his basement lab, its confines filled with makeshift computers and jury-rigged systems to test his theories. Margay returned in time to see an entire wall of the house shatter from an explosion. Making their way to the basement, Terry and Margay found the lab engulfed in flames and David pinned under fallen equipment, his leg broken. Terry rushed in to help his father when unidentified energy beams erupted from David's damaged equipment. The energy killed David but transformed Terry into the being who would soon be called Equinox.

Dr. Sorenson took a leave of absence to care for her son and to search for a cure for his condition. She had to reconstruct David's notes and teach herself a new physical science from the ground up. One of her early attempts to cure Terry was the creation of his "protective shielding suit." But soon her money reserves ran out, and Terry began to steal the equipment they needed for his cure.

The Human Torch, acting on a tip from Spider-Man, was inspecting Faversham's Jewelry Store when he found a patch of ice that hadn't melted in the heat of the day. The Torch was then blindsided by an ice bolt, and his assailant escaped.

Acting on the evidence he'd gathered, the Torch confronted Iceman, convinced he'd been the one who robbed Faversham's store. After a minor battle between the Torch and Iceman was broken up by the original X-Men, the pair teamed up to solve the mystery.

Returning to the jewelry store, they arrived to see a blast demolish one wall of the store. Entering through the hole, they found its edges were hot and smooth, as if someone had melted through the wall. In the darkened store, the two heroes were simultaneously hit by bolts of fire and ice fired by Equinox.

As Equinox attempted to flee with a package of stolen goods, Iceman felled him with an ice blast that tore his protective suit. Apparently, the suit regulated Terry's temperature changes, and the tear canceled that property of the suit. As his temperature changes returned, the changes caused him to become more aggressive and hostile; before the suit was damaged, Terry just wanted to get away with his package and work on a cure for his condition. Equinox ripped off the remainder of his shielding suit and battled the Torch and Iceman.

Equinox managed to escape with his package, but the two heroes caught up with him later. Simultaneously firing blasts of ice and fire, Iceman and Torch hit Equinox (quote) "at the precise moment of his molecular change." This temporarily halted Equinox's internal fluctuations, and his

stored excess energy caused an explosion. All that remained was his package—an atomic clock used to regulate time intervals—and a crater in the street leading to the sewers. Equinox was presumed dead, but he actually escaped through the sewers to safety.

Months later, Spider-Man was attacked over the Queensborough Bridge by a blast of fire that changed to ice as it traveled toward him. The blast of fire/ice was spotted from a nearby apartment by Hank and Janet Pym, a.k.a. Yellowjacket and the Wasp. Yellowjacket rescued the unconscious Spider-Man from the East River, and the couple brought him to their home.

Spider-Man was revived and deduced his assailant's identity as Equinox. The villain soon attacked the trio at the apartment. The battle destroyed much of the Pym's penthouse, and the resulting rubble and commotion caused a massive traffic jam on the streets below. Yellowjacket used his "improved disruptor stings" to blast Equinox out the window. The Thermodynamic Man created an ice slide to break his fall and brought the fight down to the street.

As the heroes pursued Equinox and continued the battle, Dr. Sorenson arrived with her latest invention, intending to stop Terry's mad rampage. Equinox responded by throwing a car at her in an attempt to kill her. She was pulled from its path by Spider-Man, but its gas tank exploded, and the Wasp was knocked unconscious from the blast.

Fighting Equinox alone, Yellowjacket managed to move the fight away from much of the traffic and his injured wife. Equinox blasted a nearby fuel truck with a fire blast, and the truck exploded. Equinox survived, but it appeared that Yellowjacket had died in the explosion.

Dr. Sorenson used her latest invention—a thermic stabilizer gun—to attempt to cure Equinox, but the gun's energy had no effect on him at all. The heroes and the doctor left Equinox and went to the Baxter Building to use the Fantastic Four's laboratory to attempt to discover a better cure for Equinox.

The fight in midtown caused a power surge and outage throughout Manhattan, but power was soon restored. Unfortunately, the heroes were inside the Baxter Building, and the surge caused the security computers to see them as a threat. Spider-Man and Dr. Sorenson made it safely to the lab, while the Wasp was trapped in the ventilation shafts. She quickly made her way to the control center and shut off the security systems before the building was flooded with gas.

Spider-Man managed to jury-rig Dr. Sorenson's gun with a harness to increase the effectiveness of the thermic stabilizing energy. Equinox attacked the lab (with no resistance from the disabled security systems) and was on the verge of defeating Spider-Man when Yellowjacket appeared.

Yellowjacket's "death" and reappearance caused the Wasp to produce adrenalin, the final ingredient needed to complete some adaptations Yellowjacket had made to her powers. These events triggered her increased powers, a birthday gift from her husband, and she used her more powerful "wasp's sting" to nearly knock out Equinox. Yellowjacket placed the stabilizer harness on the stunned Equinox, which temporarily neutralized his powers.

Equinox was last seen being taken to police headquarters by the Pym's and his mother. It has been a number of years in Marvel time since he has been seen, cured or not. Equinox's current condition and whereabouts are unknown.

ROLE-PLAYING NOTES: Equinox generally acts like a typical, megalomaniacal supervillain, lashing out forcefully and dangerously at anything in his path. He is in his late teens or early twenties, and he is becoming insane. His speech patterns frequently switch from a sophisticated adult to a slang-using teenager. Early in his career as Equinox, Terry simply wanted to be cured of his condition. His constant

changes affected his mind, and he became cruel, vindictive, amoral, and generally hostile. Any frustrations or feelings of defeat are attacked with ferocity, including his own mother's attempts to cure him.

In your campaigns, Equinox might still not be cured, and he might escape to rob various establishments for the electronics he needs to cure his condition. This scenario makes him a desperate villain with much to lose if he is arrested by your heroes. A slightly different option is that Terry was at least temporarily cured of his condition, which explains his absence from the comics. Only recently has he reverted to being the Thermodynamic Man. In this state, he could be quite desperate or even paranoid. It will be up to your heroes to either try to help him or just treat him like a common thug and beat the tar out of him.

Another scenario is that Equinox's mind has further deteriorated from his still-occurring changes, and he is a powerful, mindless menace loose in your heroes' city. A fourth option is that Terry has managed to gain control over his changes. He could be recruited as a villain (by the Masters of

Evil or the Kingpin, for example) or, if his mind is returned to normal, a hero (perhaps by the New Warriors or your own players' hero team).

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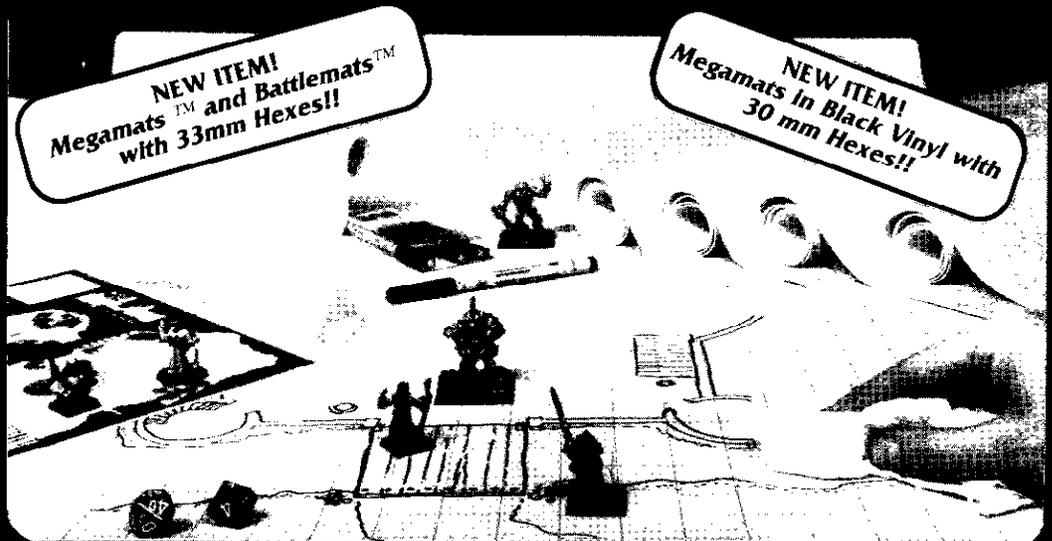
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by Steven E. Schend and Dale A. Donovan

THE MARVEL-PHILE

Lesser Lights II: Long-lost heroes

This past summer has seen the reemergence of some Marvel characters who haven't been seen in action since the early 1980s. Of course, I'm speaking of Adam Warlock and Thanos, the major players in the cosmic epic Infinity Gauntlet miniseries. It's great to see these old characters back in their four-color glory, and I'm sure there are some great plans with these characters forthcoming.

Nostalgia, the lowly terror of night-forgotten days, is alive still in "The MARVEL-Phile" in this, the second half of our quest to bring you characters from the dusty pages of Marvel Comics past. As the aforementioned miniseries is showing readers new and old, just because a character hasn't been seen in a while certainly doesn't mean he lacks potential. This is the case with our two intrepid heroes for this month, 3-D Man and the Blue Shield. They may not have set the world aflame when they first appeared, nor are they as cosmically powerful as Warlock and his entourage, but hey—their costumes are bright and colorful, their spirits are strong and noble, and they deserve a second chance in the spotlight. In a world full of cosmic destroyers and ageless amphibians, these heroes are a bit more down to earth, and your players' heroes could learn a thing or two from them (and vice versa). Look out world, these heroes may be making a comeback in a MARVEL SUPER HEROES™ game campaign near you!

3-D MAN™
Gestalt being

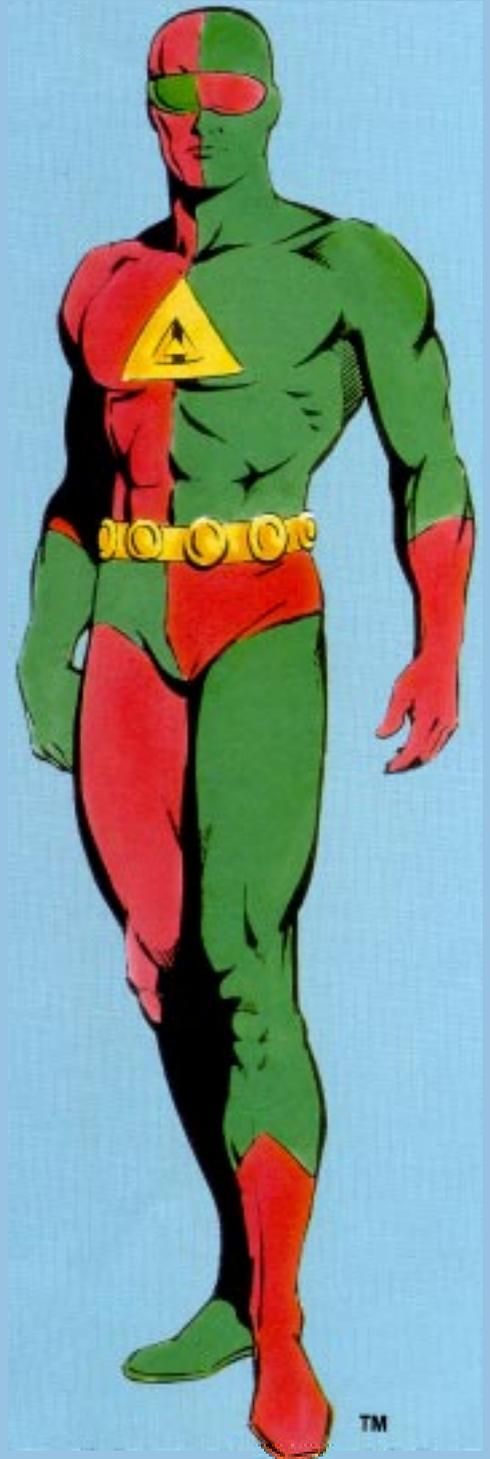
POWERS:

Alter ego: Hal Chandler owns a pair of special glasses that have identical red and green images of a human figure on each lens. When Hal dons the glasses and focuses on merging the two figures, he triggers a dimensional transfer that places him in a trancelike state. His mind and the two images from his glasses of his elder brother, Chuck, merge into a gestalt being known as 3-D Man.

3-D Man can remain active for only three hours at a time, after which he must split into his composite images and return Hal's mind to his body. While active, 3-D Man's brain is a composite of the minds of both Hal and Chuck Chandler, with Chuck usually being the dominant mind in the merging. 3-D Man's body is based primarily on Chucks original form, including the experimental flight suit that was changed into the two-tone red/green suit (see "History"). Chuck's body was altered by radiation from an exploding Skrull ship, and 3-D Man has a number of powers in addition to his enhanced statistics:

—*Leaping:* 3-D Man has an Amazing rank Leaping ability, able to leap up 3 areas from a standing start.

—*Running:* 3-D Man has a ground speed of Good, enabling him to run at approximately 60 MPH (4 areas/round).



Color by Steve Sullivan

3-D MAN™ game statistics

	Chuck Chandler	Hal Chandler	3-D Man
F	GD(10)	PR(4)	RM(30)
A	GD(10)	PR(4)	RM(30)
S	GD(10)	PR(4)	RM(30)
E	EX(20)	GD(10)	AM(60)
R	GD(10)	GD(10)	GD(10)
I	GD(10)	EX(20)	IN(40)
P	EX(20)	GD(10)	IN(40)
Health:	50	22	150
Karma:	40	40	90
Resources:	GD(10)	PR(4)	PR(4)
Popularity:	0 (10 in 1958)	0 (5 in 1958)	0 in either era

—*Skrull sense*: Thanks to exposure to Skrull radiation while escaping the exploding space craft, 3-D Man has an Excellent ability to detect the presence of Skrulls within six areas.

TALENTS: Chuck Chandler has the Piloting and Martial Arts B skills. Hal has exhibited no particular talents. The 3-D Man could potentially tap into either brother's talents while active.

HISTORY: During the late 1950s, NASA's hopes in the space race were pinned on a number of experimental projects designed to put a man into orbit around Earth: One of the most important projects involved the XF-13 rocket plane, a machine capable of propelling itself and its pilot into the upper atmosphere. Its pilot was one of America's best test-pilots: Chuck Chandler.

Chuck Chandler was a former star football quarterback at La Brea University who rejected a professional football offer to become a test pilot. Given his athletic background and his piloting skills, he was constantly compared to another of America's best pilots—Ben Grimm. The night before Chuck's flight, he was attacked by foreign agents looking for information on the XF-13. With some help from his younger brother, Hal, Chuck escaped and proceeded with the XF-13's test flight. Chuck wore an experimental body-temperature suit specially designed for this flight, though its exact purpose remained unexplained.

Upon reaching the higher atmosphere, Chuck encountered a flying saucer that was hidden from the radar screens of the NASA base. He radioed his sighting in just as he disappeared from the base's monitoring radar screens. Chuck soon learned that his abduction was by a race of aliens known as Skrulls, who were interested in both Earth's military potential in their war against the Kree, and in the native Earth space programs of both the Americans and the Soviets. The Skrulls had, in fact, been behind the attack on Chuck at his home the night before the flight. Knowing that Chandler wouldn't freely divulge information, the aliens prepared to use a mind-probe device on him.

Chuck managed to break free and damage some of the saucer's internal systems. He escaped in the XF-13 just as the saucer's drive engines exploded, bathing him and the experimental craft in unknown radiation. Chuck crash-landed in the Mojave desert near a traditional meeting place he had with his brother. He fled the crash site and ran toward his approaching brother; suddenly, the alien radiation flared up, and Chuck disappeared in a flash of light. Hal had fallen in his rush to see Chuck, and he picked up his glasses only to find red and green images of Chuck imprinted upon the lenses.

Hal returned to NASA and then to Los Angeles to inform his parents of Chuck's

seeming death. He didn't mention the images on his glasses to anyone. When he was alone, Hal put on his glasses, focused on a blank wall, and visually merged the two images into one form. This triggered a dimensional transfer, and Chuck Chandler jumped back into three-dimensional reality a changed man. His experimental flight suit had become part of his skin, and it and his body had become divided into shades of red and green. Chuck quickly discovered his new abilities and powers in this new form.

It was 3-D Man's ability to sense Skrulls that brought him into conflict with a variety of their schemes in 1958. The Skrulls were using their shape-changing abilities to infiltrate and undermine Earth's scientific advancements. The aliens had managed to take over high governmental positions and influence normal humans to aid them in their plots to destabilize society. One of their strangest operations was a mind-control gambit using a young rock-and-roll star, Vince Rivers, to control the minds of young teenagers in the Los Angeles area. This plot was quickly foiled by 3-D Man's attendance at one of Rivers' local concerts.

The 3-D Man's exploits were remarkable in the fact that he uncovered and neutralized a number of Skrull power bases while he could only be active for three hours at a time. After this time period, he had to return to Hal Chandler's comatose form and split into composite images again. During one such transformation, a Skrull blasted at Hal's form just as 3-D Man triggered the dimensional transfer. The only immediate result was that, upon summoning the gestalt form later, Hal's mind was in control of 3-D Man instead of Chuck. While in control of the two-tone hero, Hal defeated the Cold Warrior, an American scientist with artificial cold and ice powers who was duped into thinking 3-D Man was a Communist by a Skrull disguised as then-Vice President Richard M. Nixon.

After the battle and returning to his own form, Hal wrongly assumed Chuck's presence had been destroyed. The Skrulls' operations were crippled by 3-D Man's exploits, and the alien shape-changers would not launch another major assault on Earth for years to come. This, coupled with a growing affection for Chuck's former girlfriend, Peggy, caused Hal to decide to retire 3-D Man. The hero's constant presence could become a threat to Hal's burgeoning romance, and Hal and Peggy were married.

Twenty years later, Hal was forced to resurrect 3-D Man for what seemed to be his final adventure. Hal had inadvertently invited Dr. Bruce Banner to stay with his family without realizing his guest's identity or dangerous alter-ego. Upon discovering the danger to his family if Banner were to become angry, Hal triggered the dimen-

sional transfer and summoned 3-D Man into being for the first time in 20 years. Inexplicably, Chuck's mind was back in control of the hero's form and quickly surmised the situation, including the reasons for his long hiatus.

Ironically, it was the presence of 3-D Man himself that triggered Banner's transformation into the Hulk. After a fruitless battle, 3-D Man realized he was out-matched by the sheer power of the Hulk. He also determined that the Hulk was not an inherent threat to his family, but instead was simply misunderstood and persecuted. He helped the Hulk escape the authorities and later returned to his brother's glasses.

It is unknown whether Hal and Chuck Chandler will ever again revive their 3-D persona. It is also unknown whether the alien radiation that created 3-D Man has affected Hal's children. His two boys are approaching puberty, the prime time for mutant powers to surface. For now, Hal Chandler and his family reside peacefully in Los Alamos, New Mexico.

ROLE-PLAYING NOTES:

Chuck Chandler: Chuck was always highly enthusiastic about whatever he did, focusing all his energy toward his goals. Aside from Ben Grimm, he was the best test pilot in the U.S.A. in 1958, and he carried himself proudly with his reputation. He shared a close rapport with his younger brother, Hal, and treasured their friendship greatly. Chuck is quick to anger and deals with his problems aggressively. Being a physically active person makes his temporary and (ahem) two-dimensional existence hard on Chuck, though he remembers very little about his time spent as a double image and only comes to full consciousness as 3-D Man.

Hal Chandler: Hal, as a young man, was moody and believed himself inferior in others' eyes due to his polio-crippled leg and need for a crutch. He was also intensely loyal to his older brother, Chuck. Despite his disability, Hal tended to be independent, not wanting others' pity or help unless absolutely necessary. Hal is now a quiet, studious man who has settled into a peaceful life with his wife and family. He may have kept 3-D Man in forced retirement simply to keep Chuck from seeing Hal's new relationship with Peggy, Chuck's former girlfriend and now Hal's wife. After their last adventure, Hal reconciled his jealousy, but now considers himself a bit too old for the costumed hero circuit.

The 3-D Man: 3-D Man is a composite of both Hal and Chuck, but Chuck's mind was usually dominant and active while in this form. Therefore, 3-D Man had Chuck's aggressiveness, patriotism, and temper, but he also drew upon some of Hal's intuition and skills of observation.

3-D Man sometimes spoke of both Hal and Chuck as people other than himself, suggesting the possibility of a third gestalt personality. There is the possibility of a unique personality developing for the gestalt form if it is active more than three or four times in 30 years.

In your game campaigns, extenuating circumstances that threaten his home life and family may cause Hal to once again invoke 3-D Man. Given the past time limitations on his existence, 3-D Man could hardly become much more than a part-time superhero. It is unknown if the Skrulls are still interested in eliminating this hero, though the presence of Skrulls might cause Hal to bring the hero back.

Another option is to have another person don the glasses and focus on the images of 3-D Man and become the composite hero with Chuck. Hal's youngest son certainly seemed interested enough in his father's old glasses to try the stunt; imagine a 30-year-old hero appearing younger than he was in 1958!

A final option: Given the high incidence of mutations in the Marvel Universe, there are distinct possibilities of Hal Jr., or Chuck Jr., being mutants. Imagine the possibilities of a latent mutant invoking the strange Skrull energies involved in the dimensional transfer that generates 3-D Man. The merging could create entirely new powers and abilities for the gestalt form. While the glasses still exist, there is always the possibility for 3-D Man to return. Of course, only the Watcher knows what would happen to Chuck's personality and mind if the glasses were broken.

BLUE SHIELD™

Joseph Cartelli, security chief

F GD (10) Health: 105
 A RM (30)
 S EX (25) Karma: 26
 E IN (40)
 R TY (6) Popularity: 0
 I GD (10)
 P GD (10) Resources: EX (20)

POWERS: Originally, Blue Shield derived his powers from the microcircuitry-lined belt that he wore when in costume. The belt heightened his physical abilities and allowed him to project a personal force field. Over time, exposure to the belt (or perhaps its unknown power source) apparently mutated Cartelli's genetic structure to the point where no longer needs the belt to use his powers. The origin, designer, and current status of the belt are unknown. Blue Shield displays these powers:

Force field: Blue Shield is able to project a personal force field of Amazing (50) strength around his body. The field is impervious to all harmful gases and toxins

while allowing Blue Shield to breathe normally. The field also provides him with Incredible (40) resistance to heat- and cold-based attacks.

Lighting speed: Blue Shield's heightened metabolism allows him to move at Good (10) land speed—four areas per round.

TALENTS: Blue Shield possesses the Martial Arts B and C, Acrobatics, Tumbling, and Law-Enforcement skills.

HISTORY: It is likely that due to his costume design, undercover work, and his present position as Project: Pegasus Security Director, Blue Shield has some form of law-enforcement duty in his past. Blue Shield began his career masquerading as a mobster in the Bo Barrigan crime family, which brought him into conflict with Dazzler. He later attempted to join the Avengers but did not succeed. He eventu-

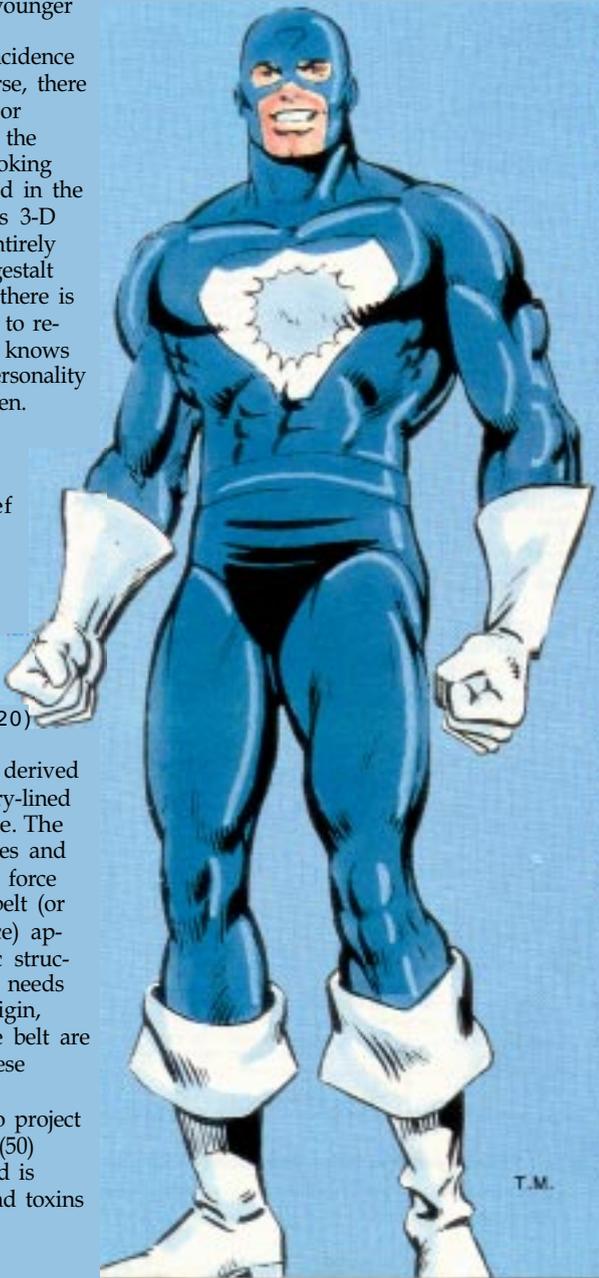
ally took the position of Security Director for Project: Pegasus in upstate New York. Project: Pegasus was devoted to finding new, alternative sources of energy. This included experimenting on convicted energy-using super villains, hence the need for a superpowered chief of security. When he failed to protect Project: Pegasus from the alien life form, Omnivore, Blue Shield resigned his commission. He did eventually accept reinstatement as the head of security for Project: Pegasus, and he continues in that capacity today.

ROLE-PLAYING NOTES: Joey Cartelli is just an average guy trying to do the best he can with his abilities. He is not as high-minded as Captain America, nor is he as psychotic as the Punisher in his pursuit of justice. Blue Shield does occasionally lose his temper and can be short with others when he is under stress. Perhaps these traits reveal a degree of self doubt.

Your heroes could meet Blue Shield if they have business with Project: Pegasus (perhaps discussing new energy-collecting or energy-saving device that your heroes have devised), or he could seek the heroes' assistance in apprehending a superpowered thief who has some stolen Project: Pegasus gadget. It could be that the government has asked the heroes to work with Project: Pegasus staff, including Blue Shield, to help protect some amazing new widget while it is tested, transported to a new lab, etc. Foes could include super villains, terrorists, or unfriendly foreign governments.

Perhaps, since Blue Shield no longer needs his belt, it could be stolen and used for illegal purposes. Then your heroes would fight a villain with powers similar to Blue Shield's. This thief could also impersonate Blue Shield and send your heroes on a wild goose chase after the real Blue Shield. Or, the true Blue Shield could learn of the impostor and seek to stop him. If your heroes arrive during a battle between two Blue Shields, who will they aid?

Another option is that the secrets of the belt could be revealed and belt mass-produced (preferably at a lower power level than the original). The "Blue Shield Corps" could then become a true "super police" force, escorting superpowered prisoners to the Vault, standing guard duty during their trials, working with SHIELD, etc. Or (horrors!), perhaps the belt's powers are unraveled by a criminal genius who then starts mass-producing low-powered versions for his henchmen. That would almost certainly demand the attentions of your heroes and of the original Blue Shield!



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by Scott Davis and Steven E. Schend

THE MARVEL®-PHILE

Castaways I: Rookies of the MARVEL UNIVERSE™

The “castaways” columns may yet become an annual event for readers of “The MARVEL®Phile,” as we present characters who were written up for MU7 *The Gamer’s Handbook to the MARVEL UNIVERSE™*, 1991 *Character Updates*, but who just couldn’t be shoe-horned into that 128-page product. These characters were set adrift in an editorial life boat, and they just washed up outside our offices at DRAGON® Magazine. We hereby introduce them to you now that they’ve dried off and cleaned themselves up a bit (more characters will appear in later columns). Also, MU7 should be in stores now, so hurry to get your hands on the newest update sheets for your MARVEL SUPER HEROES™ game, including some of the hottest characters of 1990 and 1991 (Cable, Calypso, the Mutant Liberation Front, and the new Ghost Rider) and some of Marvel’s greatest classic characters (Thor, Mr. Hyde, all the Spider-Slayers, and Odin).

This month, we have Bandera (from *Wolverine* #19-21) and Windshear and Witchfire (from recent issues of *Alpha Flight*), all of them fledgling heroes. Their inexperience makes them unpredictable and daring against their foes, but it also gets them into trouble that might be more than they can handle! Will these rookies survive to gain the experience to become major heroes of the 21st century? Pick up the dice and find out!

LA BANDERA™
Real name unrevealed
Revolutionary

F EX(20) Health: 80
A EX(20)
S GD(10) Karma: 36
E RM(30)
R Ty (6) Resources: TY (6)
I GD(10)
P EX(20) Popularity: 20 (see text)

POWERS:

Leadership: La Bandera has the remarkable-rank mutant ability of leadership. She harnesses peoples’ beliefs and unites them in a common cause, while she gains power from their beliefs. She can

influence and draw power from all people within a two-area radius of her body. These targets must be willing to support her on some level and cannot be hostile toward her in any way. With this popular support, she can perform the following power stunts:

—*Rally:* She can rally the group she is with to fight alongside her for her cause, but never simply for her benefit.

—*Energy Conversion:* Bandera can fire a bolt of energy from her staff, inflicting force or energy damage equal to the number of her supporters (e.g., 26 supporters = 26 points of damage), to a maximum of Amazing (50) intensity.

—La Bandera’s supporters treat her as if she has a Popularity of 100. Of course, popularity doesn’t preclude common sense; if the supporters meet some threat beyond their ability to fight, they will leave.

WEAPONS: Bandera wields a staff, both as a blunt weapon and as the focus of her power blasts. Made of Incredible strength materials, the staff inflicts Good (10) blunt damage when used as a weapon.

TALENTS: Bandera is a Weapons Specialist with her staff. Bandera is also an excellent speaker, able to arouse strong emotions from her intended audience.

ROLE-PLAYING NOTES: Bandera is a young heroine, prone to exuberance and the mistakes that come with youth. She is highly dedicated to a cause once committed to it, and she possesses a strong desire to accomplish the goals she sets for herself. With her determined sense of right and wrong, this young woman will be quite a heroine after gaining some needed experience.

In MARVEL SUPER HEROES campaigns, your heroes might be called in by an unscrupulous city official who wants you to stop this young lady from inciting riots among his dock workers or other employees. This problem of not knowing who to trust is a standard in comic books, and works quite well in game situations. Play upon the heroes’ doubts over who is right and wrong in this case; this can always

extend into longer campaign goals of uncovering the city official’s illegal activities (e.g., the real reason Bandera is after him).

Perhaps the heroes themselves, whether in civilian identities or in costume, get swept up by Bandera’s power and find themselves fighting alongside her against a common evil. As stated before, Bandera is highly enthusiastic and doesn’t always pay heed to how much danger she is in; the heroes may find themselves saving La Bandera from overwhelming foes.



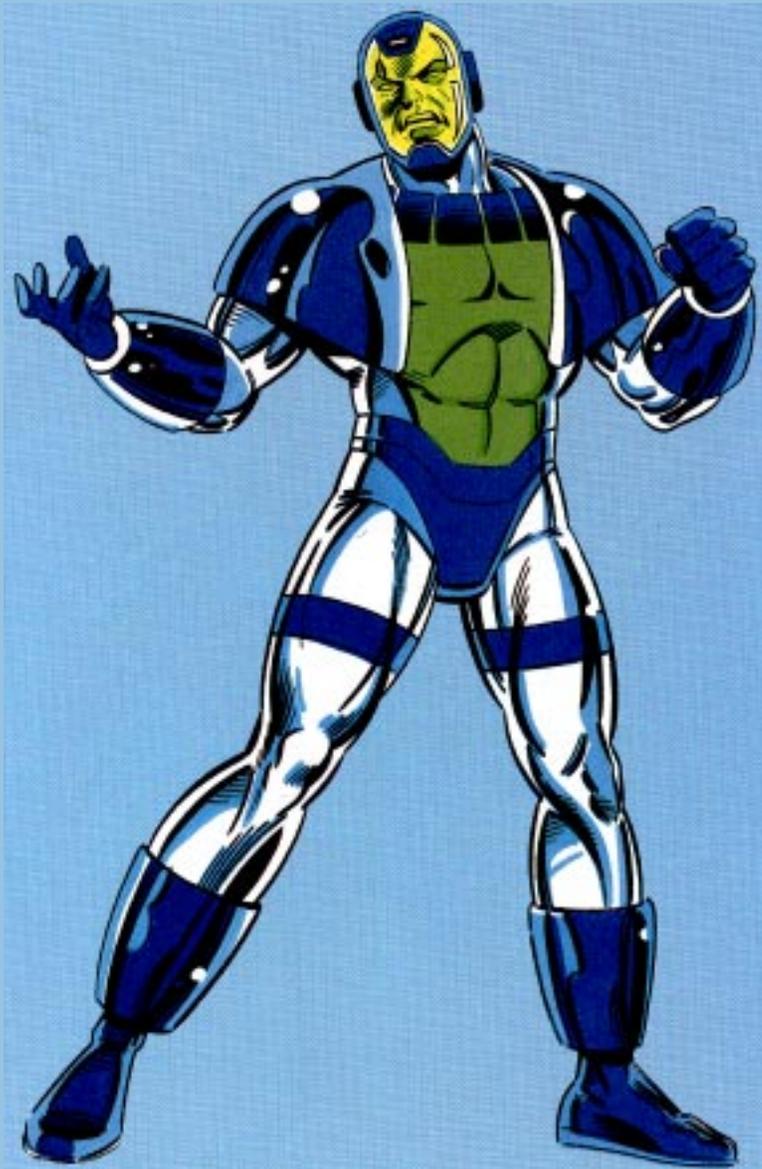
HISTORY: Bandera's early history has not been revealed yet. It is known that her father was a "big deal" in Fidel Castro's revolution in Cuba, but he became disillusioned soon after Fidel gained power. He fled to Florida, became hooked on drugs, and eventually died a junkie. It can be assumed that Bandera's vehemence and determination while fighting the corrupt ruler of the country of Tierra Verde can be traced back to her father's tragic life.

Bandera began her public super-hero career by taking on the powerful villain Tiger Shark in the city of Puerto Verde. With the timely assistance of Wolverine, Tiger Shark was driven off. Bandera then led a short-lived revolution against Caridad, the corrupt ruler of Tierra Verde. During this attempt, she crossed paths with Wolverine again. They lost a battle against the villains Geist and Tiger Shark, but managed to escape in a helicopter with Sister Salvation (Caridad's wife, who

has a healing touch) and a reformed villain, Roughhouse. Again, Bandera split with the group to gather factions of her people together to continue the battle against Caridad.

Wolverine and his group were captured when Sister Salvation betrayed them to the forces of Caridad. Her son was still with the army, and to protect him she turned in her companions. Bandera, with her new allies, attacked the complex in which Wolverine was being held captive. This time, her revolution succeeded, but it forced a creature created by the Deviant race, Spore, to reveal itself. It had been hiding in the body of Caridad. Wolverine and Bandera fought the Deviant-created creature but it was ultimately defeated by the healing touch of Sister Salvation.

When last seen, Bandera was in meetings with her rebel partners, trying to iron out the new government—a task that she's not sure she's capable of.



WINDSHEAR™

Colin Ashworth Hume
Alpha Flight operative

F EX(20) Health 70
A EX(20)
S EX(20) Karma: 22
E GD(10)
R GD(10) Resources: EX(20) w/Alpha Flight
I TY (6)
P TY (6) Popularity: 0

POWERS:

"Hard Air" Generation and Control: Windshear can manipulate the properties of the air molecules around him, giving him the following powers.

—*Flight:* By propelling "hard" (compressed) air molecules behind him at a fast rate, Windshear can fly up to eight areas per round (Remarkable air speed).

—*Explosions:* Windshear can compress large amounts of air within his area, then forcibly release all of it at once, causing an explosion of Remarkable (30) force that affects all targets except Windshear within the area.

—*Force Field:* Windshear can erect a hard-air screen that grants him Amazing (50) rank protection against physical attacks, and Remarkable (30) protection against energy attacks. This screen can be generated only within two areas of Windshear's position. Windshear can also change the shape of his air screen to form simple geometric shapes like cones, cubes, and globes.

EQUIPMENT:

Battle Armor: Windshear still wears a suit of battle armor designed for him while he was a Roxxon "Para-Operative." The suit provides Excellent (20) protection against physical attacks for Windshear alone.

TALENTS: None known.

ROLE-PLAYING NOTES: Windshear is an amateur hero and has had some doubts about his ability to make the grade in the world of costumed heroes. He often acts impulsively due to his inexperience. When he gets nervous or put under stress, his British accent becomes more apparent.

Windshear is not easily cowed or frightened into inaction, but he is still uncomfortable in his role as a hero. He constantly looks to others for confirmation that he is doing well at his job, even though he commits himself fully in his heroics. He thought he did his work only for money when he was with Roxxon. Now, as a member of Alpha Flight, Windshear is realizing that he is a hero, despite his lack of experience and confidence.

In your campaigns, Windshear might still be a confused and naive Roxxon operative, possibly taking orders to hunt down and

capture one of your players' heroes. Another option might be for Windshear to turn to other heroes for help, if Roxxon wants his armor back and has deployed the Serpent Society or some other villains to return the armor—his body not included.

Alternately, Windshear could appear in your campaign city on a mission for Alpha Flight. He could seek out your heroes for information or assistance, or he could accidentally walk into the middle of a battle between your heroes and their arch-foes. If you have any British heroes, they might know or even be related to Windshear.

HISTORY: Alpha Flight's newest member, Windshear, was born in Canada. His mother is black, and his father is a white career diplomat from England. When Colin was young, his family moved from Toronto to England against the wishes of his mother's father.

Colin was first seen in action when Roxxon's Denver facility borrowed Windshear from the Super Human Division, U.K. Branch of Roxxon to help against a mechanical growth in the lower levels of the site. Box and Diamond Lil of Alpha Flight were also called in to combat the ever-growing machine, which had hooked into all electronic networks and had taken control of all the systems in the building, including security. The security weaponry pulled Madison "Box" Jeffries out of his armor, though Madison did discover that there was a man in the middle of the security machine.

Forge of the X-Men was also called in, given his intuitive knowledge and skill with electronics, but the site blew up as Forge arrived to aid them. The explosion was a result of Roxxon trying to "unplug" the machine by cutting off all power to the facility.

With Forge aiding Box, the heroes tapped into the machine and found that the man at the center of it all, the one was causing all the mayhem, was James McDonald Hudson—also known as Guardian or Victor, the former leader of Alpha Flight. Box phased into the mechanical portion of Hudson and brought out his human consciousness by focusing on Heather, Hudson's wife.

At the beginning of his first chronicled adventure, Windshear worked solely for money. During this time, he met and worked with Forge and other heroes who did these dangerous things because they need to be done. Windshear thus began thinking seriously about his motivations and how he was using his powers. When he found out that an explosion that killed many civilians was caused by a Roxxon employee, Samuel Higgins, Windshear quit Roxxon and flew to Canada with Hudson, Diamond Lil, and Box. Higgins vowed to himself that Windshear's armor would somehow be recovered by Roxxon.

Consequently, Windshear unofficially

joined Alpha Flight and fought alongside the group against Headlok. Despite his inexperience, Windshear carried himself well and was eventually officially named a member of the team.

WITCHFIRE™

**Anonym (last name unknown)
Adventurer**

F GD(10) Health: 56
A GD(10)
S TY (6) Karma: 76
E RM(30)
R TY (6) Resources: GD(10) as member of Beta Flight
I RM(30)
P IN(40) Popularity: 5

POWERS:

Nature Magic: Witchfire is a wielder of Nature Magic, a form of magic attuned to the order of the natural world. A key to this magic is the belief that all of nature is part of a whole, so that everything has a tangential relationship to everything else. (For more information on this and other forms of magic, see MHAC9 *Realms of Magic*.)

Witchfire is young and still learning her full powers, and she currently uses magic at the Disciple level. Limitations are usually associated with Nature Magic, but Witchfire hasn't exhibited any of these yet. Her use of wands as a focus for her spells might be a necessity rather than a choice. When Witchfire casts spells, magical fire dances around her body, a unique manifestation of her magical potential.

The following are the powers that Witchfire has exhibited so far, though she probably can use spells other than these. Unless stated otherwise, Witchfire's spells (and their effects) are cast at Remarkable rank.

Personal Energy:

Flight: Witchfire can fly at up to eight areas per round (Remarkable-rank air speed)

Sensing Evil: Witchfire can sense evil up to a Remarkable range (eight areas). This is not automatic, as is usual with this spell; she has to concentrate for this power to work.

Universal Energy:

Eldritch Bolt: She can cast a bolt of mystical energy that causes Excellent force or energy damage.

Miscellaneous Spells:

Spell of Attunement: This spell causes materials within one area to adhere to other materials of similar composition. The spell affects inorganic materials only. For example, when a part of a skyscraper under construction fell, Witchfire cast this spell and the falling metal sought other metal, thus adhering to the building.

Spell of Interference: This spell interferes with another spellcaster at a distance. If successful, it immediately stops her opponent's spell from working. She is able to cast this spell at Remarkable range and level.

EQUIPMENT:

Wands: Witchfire has used three different wands during her short career—a red cane, a white wand, and a gnarled, wooden wand. Any information on the wands is pure speculation, as magicians don't reveal their secrets easily. These wands may be the source of her powers, or they may augment existing magical powers.

TALENTS: None known.

ROLE-PLAYING NOTES: Witchfire is just a novice adventurer, but that hasn't stopped her from letting people know her opinions. She is a forthright character



with a strong will.

In your campaigns, Witchfire might seek out any magic-users to learn more magic. Alternatively, she could seek the aid of the heroes to help her regain her wands from the Sorcerer or some other magical or Alpha Flight foe (perhaps one who has encountered your players' heroes in the past). Witchfire could also investigate any magic-wielding hero, gathering information for Department H, since she and Shaman are consultants for the Supernatural Sciences Division there.

HISTORY: Witchfire first appeared as a member of Gamma Flight when they were called in by the military to investigate a killing spree in a neighborhood of Montreal. Gamma Flight had been appointed Canada's official superteam, since the government was having a difficult time controlling Alpha Flight. An evil demon, sent by the Sorcerer, was beaten back by the combined group of Alphans and Gammias. During this battle, Witchfire used a red cane as a focus of her magic and first exhibited the mystical fire that surrounds her when she uses her magic, hence her "professional" name.

When Alpha Flight and Gamma Flight next met, they were at odds with each other. Alpha Flight's heroes had been

warned by the Canadian government not to use their powers in public, but Vindicator and Diamond Lil were forced to battle Nekra and the Scorpion in Winnipeg, in order to combat the plans of Llan, the Sorcerer. Gamma Flight was duty-bound to stop them, but first the villains had to be stopped. Witchfire used a spell to cut Llan's controlling strings to the villains. Gamma Flight then arrested those members of Alpha Flight who were present, and the latter went along peacefully. However, the members of Alpha Flight who were captured quickly escaped jail to continue the fight against Llan. Gamma Flight found out and went after Alpha. After a short battle, Talisman sent a mental picture of Llan's amassing army to anyone near Alpha Flight. This convinced the Gamma Flight members that the Alphans weren't the real enemy, so the two teams joined together to defeat Llan.

In the wake of defeating Llan, the Canadian government both rescinded the ban that it had placed on Alpha Flight and recommended that the current version of Gamma Flight be disbanded. Wild Child went berserk, thinking that disbanding Gamma would result in throwing the members back onto the street, but she was later captured by Vindicator and

Wolverine after a long and bloody chase. Gamma Flight stuck together, though, and broke Wild Child out of a maximum-security cell. Wolverine tracked the members of Gamma Flight to a factory, where he and Vindicator beat the whole team. At the end of the fight, the heroes Auric and Silver left, heading for their homeland, China; Nemesis and Wild Child were either disintegrated or teleported in a flash of light; and Witchfire asked to join Alpha Flight as a trainee.

At this time, Witchfire started using a short, white wand with which to focus her magic. Most recently, she wields a gnarled wooden wand in battle. It's unknown whether these items focus her magic or whether they are actually a source of some of her magical might. Witchfire shared one adventure with Alpha Flight, the battle against Headlok, before being assigned primarily to Beta Flight for further training. She has also been assigned to Gamma Flight as an advisor on supernatural sciences.

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by Scott Davis and Steven E. Schend

THE MARVEL-PHILE

Castaways II: Women, wicked and wily

I warned Dale, but he wasn't prepared. His ordeal is over now, and our kind readers have three more fantastic MARVEL SUPER HEROES™ characters to add to their games. Unfortunately, it will take Dale's nerves a few weeks to settle down after editing this month's column.

You see, the three ladies herein were quite miffed when they didn't appear in MU7 *The Gamer's Handbook of the MARVEL UNIVERSE™, 1991 Character Updates*. No one was around to warn me when they paid a visit to my office late one night. We have problems enough around here with nosy wizards smoking odious pipes, but try playing reluctant host to women wielding katanas or cybernetic claws! They expressed their disapproval over their plight, and I promised they'd be appearing in the pages of this magazine. This seemed to calm them slightly, but they vowed to check on this later. Afterward, I told Dale to watch it while he edited these entries, but he didn't believe me. It's amazing what kind of haircut you can get with foot-long, razor-sharp blades. I think the slashes and scorches in the carpet can be fixed. Some characters just don't take well to being edited!

MADAME HYDRA™

Real name unknown

F RM(30) Health: 80
 A EX(20)
 S GD(10) Karma: 50
 E EX(20)
 R GD(10) Popularity: -5
 I EX(20)
 P EX(20) Resources: MN(75) w/HYDRA

POWERS: None.

EQUIPMENT:

Scimitar: Madame Hydra carries a scimitar of Excellent material strength that inflicts Good (10) Edged Attacks damage.

Skysled: The skysled is a two-person vehicle capable of flying 50 miles before refuelling. The weapon systems consist of two fixed lasers mounted in the front of



Talents: Madame Hydra has an Excellent rank in marksmanship, as well as being a Weapons Specialist with a scimitar.

HISTORY: The only fact known about Madame Hydra's history is that she progressed through the ranks of HYDRA rapidly and was promoted to the position of Madame Hydra because of her fanatical devotion to HYDRA's cause. She is the sixth person to be called Madame Hydra.

One of her first major missions as Madame Hydra was to capture Nick Fury of SHIELD for the Deltites, a faction of advanced artificial lifeforms who wanted the leader of SHIELD so they could duplicate the Infinity Formula from his body (see "Marvel bulletins"). After failing in her mission to deliver Fury and discovering that the Deltites had been manipulating her, she temporarily allied herself with SHIELD. During her temporary alliance, she continually badgered and bantered with Alexander Pierce, a SHIELD agent, ultimately coming to regard him as a fellow warrior.

After defeating the Deltites on SHIELD's satellite, Madame Hydra was found to be criminally insane and was remanded to the Tyler Foundation for the Criminally Insane to undergo psychiatric treatment. Her time at the sanatorium was spent writing notes to Pierce, on whom she was fixated as her true love.

An old woman, pretending to be a nurse, teleported both herself and Madame Hydra out of the institution, to an island in the China Sea. Madame Hydra's battle prowess was immediately tested when she was attacked by a group of men. She easily defeated them, passing the test. She then reclaimed her title and status as Madame Hydra.

Meanwhile, Nick Fury and his agents were alerted to Madame Hydra's escape. They quickly tracked her general location and headed out in pursuit. Madame Hydra was in a meditative trance, awaiting the arrival of her new master, when the group arrived on the island. The SHIELD agents were ambushed and defeated by the servants of Madame Hydra's new master, the Yellow Claw. They took Alexander Pierce

the sled and a movable one on the railing. The skysled has the following statistics: Control—RM(30), Air Speed—RM(30) and Body—RM(30). The three lasers each cause Remarkable (30) damage at a range of eight areas.

and left the rest of their foes unconscious, to be conquered again in the future.

Madame Hydra brainwashed Pierce into escape her consort. In a climactic battle with Fury, Pierce broke free of Madame Hydra's influence and struck her down just as she was about to kill SHIELD agent Kate Neville. Madame Hydra was captured once again, but she managed to cause a disturbance that allowed her a chance at escape. Pierce followed her, and Madame Hydra was forced to break open a capsule that exploded in a green cloud of gas. Whether she managed to pull off another escape or was killed in the explosion hasn't been determined yet—though she is currently listed as being dead. The lack of a body, however, prevents confirmation of this theory.

ROLE-PLAYING NOTES: Madame Hydra is exceedingly ruthless and revels in death and destruction. She treats other warriors with respect only after they have proven themselves in her eyes. Anyone not strong enough to fight is not worthy of her attention except perhaps to be killed.

LADY DEATHSTRIKE™
Yuriko Oyama
Cybernetically enhanced mercenary

F IN(40) Health: 100
 A EX(20)
 S GD(10) Karma: 46
 E RM(30)
 R TY(6) Popularity: - 10
 I EX(20)
 P EX(20) Resources: EX(20)

POWERS: Lady Deathstrike's body has been cybernetically modified in Spiral's Body Shoppes. This body has a number of cybernetic enhancements, including:
 —Incredible (40) material-strength claws, capable of causing Remarkable (30) Edged Attack damage; and
 —Remarkable (30) protection against physical damage and Incredible protection (40) against energy attacks.



TALENTS: Lady Deathstrike possesses the Oriental Weapons and Martial Arts A, C, and E skills.

HISTORY: Growing up as the daughter of Kenji Oyama, alias Lord Dark Wind, was not easy for the young Yuriko. Her father was a kamikaze pilot who, during World War II, survived an assault on an American battleship. He felt ashamed that he yet lived; his face was scarred during the attack, reminding him of his "failure." He scarred the faces of his children to resemble his own disfigurement.

Lord Dark Wind discovered a process by which human bone could be bonded with adamantium. He intended to create an army of super-soldiers for Japan, but his notes were stolen before accomplishing his goal, and it took years for him to recreate them.

In Lord Dark Wind's eyes, Japan had become weak in the years after the war. He brought the assassin Bullseye to Japan and repaired his damaged bones with adamantium substitutes, hoping that Bullseye would assassinate the Japanese Minister of Trade for him. However, Daredevil had followed his sworn enemy, Bullseye, to Japan to bring him to justice. Once there, Daredevil encountered Yuriko, who was intent upon exacting revenge on her father for her disfigured face and for the death of her bothers, who had died in the service of Lord Dark Wind. The young man Yuriko loved, Kira, was in the service of her father, and she didn't want him to be hurt. Yuriko led Daredevil to her father's private island, where Daredevil fought Bullseye again. The assassin eluded capture and escaped from the island. Yuriko killed her father just as he was about to kill Daredevil.

Kira, upon hearing of his lords death, committed suicide in despair. This event changed Yuriko's outlook on life, and she came to see things more as her father had. She became convinced that Wolverine had gained his own adamantium-laced bones by the process that had been stolen from her father. She donned the garb of a samurai, called herself Lady Deathstrike, and led a group of her father's warriors to regain what had been stolen from her family—namely, Wolverine's bones. Wolverine and Vindicator (Heather Hudson) fought off Lady Deathstrike and her minions. During the battle, Lady Deathstrike wielded a sword that emitted destructive energy. It was destroyed when the energy shield of Vindicator's suit caused the sword to shatter.

Later, Lady Deathstrike was transformed into a cyborg by the otherdimensional being known as Spiral. She then led Macon, Cole, and Reese—former Hellfire Club enforcers who had also been transformed into cyborgs—against Wolverine, but again Wolverine emerged victorious.

Donald Pierce, a cyborg himself, reor-

ganized the splintered group of villains called the Reavers by adding Lady Deathstrike and her cyborg cohorts; this gave him another chance to strike at Wolverine. The new group ambushed the mutant hero at the X-Men's Australian base and crucified him on two large stumps. With the aid of the youthful Jubilee, Wolverine managed to escape the cyborg group. Lady Deathstrike had the opportunity to kill Wolverine from a distance. She stayed her hand though, as she wanted to defeat him face-to-face in honorable combat.

Lady Deathstrike also participated in the Reavers' attack upon Muir Island, but they were repelled by the mutant defenders of that isle. Recently, the teleporter Gateway sent Lady Deathstrike to Wolverine's location in Canada, but some sort of energy storm threw her, Wolverine, and Puck back in time and space to Spain in 1937. Deathstrike allied herself with the Nazis to get within striking distance of Wolverine, but during her battle with him, her partners ran over her hand with a tank. At that point, the energy storm returned and swept them back to the present. Lady Deathstrike has not yet gained her "vengeance" on Wolverine.

ROLE-PLAYING NOTES: Yuriko is obsessed with getting back Wolverine's adamantium bones; this will, in her eyes, restore her family's lost honor. She will not ambush Wolverine, as she feels the adamantium must be recovered honorably for her family's honor to be restored.

SATURNYNE™

Opal Luna Saturnyne
Omniversal Majestrix

F TY(6) Health: 32
A GD(10)
S GD(10) Karma: 70
E TY(6)
R EX(20) Popularity: 0
I EX(20)
P RM(30) Resources: MN(75)

POWERS: None exhibited.

TALENTS: Monstrous rank ability in Governmental and Leadership skills.

HISTORY: Opal Luna Saturnyne holds the title of Omniversal Majestrix. This title, she claims, gives her total responsibility for the maintenance of order and reality of the multiverse that includes Marvel-Earth.

Saturnyne seems to have many counterparts in the multiverse, the most prominent being a woman, Courtney Ross, who is a vice-president of Fraser's Bank in London. She was the college girlfriend of Brian Braddock, Excalibur's Captain Britain.

Saturnyne hired the Technet to capture Phoenix, alias Rachel Summers, because Saturnyne believes that Phoenix is a threat to all reality due to her great powers.

Captain Britain, Meggan, Shadowcat, and Nightcrawler joined together to save Phoenix, then decided to stay together as a team: Excalibur.

Soon after the founding of Excalibur, Courtney Ross was attacked and overcome in her apartment by an exact double; whether this is an other-dimensional version of Saturnyne or some other being hasn't been established yet. After the transfer, Brian visited the woman he thought was Courtney and noticed a definite change of personality. This woman's true identity hasn't been revealed yet.

Later, "Ross" played a card game with her employee Nigel Frobisher at the London branch of the Hellfire Club. He lost one million pounds—which he didn't have. "Ross" has since forced Nigel into performing certain tasks for her, such as acting as her liaison between the Technet and its leader, Gatecrasher. "Ross" put an earring into Nigel's left ear, warning him never to take it out or else suffer dire consequences. Nigel bargained with Gatecrasher on behalf of "Ross" in order to rescue Brian Braddock's brother, Jamie, from his captor, Joshua N'Dingi (alias Doc Croc). Jamie was freed and brought to London.

"Ross" has also said that she is going to gain the powers of Phoenix and Shadowcat. What she exactly meant by this and how she proposes to accomplish this are still unknown.

Recently, she befriended Kitty Pryde and sponsored her education at St. Cyril's School for Young Ladies while Excalibur was still traveling between dimensions. What she intended to accomplish by this is unknown, as Kitty and Excalibur were eventually reunited successfully.

Before being reunited with Kitty Pryde, though, Excalibur caused so much disruption to the omniversal continuum with its jaunting through dimensions that Opal Luna Saturnyne had the group transmitted to the Hub, her base of operations. The Hub is a world where power abounds and people possessing superpowers are commonplace. Saturnyne had placed a bounty on Phoenix's head, as she considered the Phoenix entity a threat to reality. Excalibur escaped the Hub after fighting many superpowered foes and by disguising Phoenix as Kitty Pryde. Saturnyne actually aided them along the way, giving

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them the correct coordinates for their home dimension, just to get them to where they belonged.

Other versions of Saturnyne that Excalibur has encountered include an older version of her who rules the Great Britain of an alternate dimension. On another such alternate earth, Captain Briton met Opal Lun Sat-yr-nin, Majestrix of the Empire of True Briton. She was a ruler of a fascist nation and was the lover of the hero called Kaptain Briton. This counterpart bears the greatest resemblance to the woman who attacked the real Courtney Ross.

ROLE-PLAYING NOTES: Saturnyne is a mysterious character with a lot of authority. How she became the Omniversal Majestrix and how she continues to hold that position are unknown. There is at least one characteristic shared among all of her other-dimensional counterparts: All "Saturnynes" are fond of (at the very least) Captain Britain or Brian Braddock, his civilian identity.

Marvel bulletins

Demonica: This new "continent" was raised from the ocean floor between Hawaii and California by Dr. Demonicus and his Pacific Overlords. It has been granted admission into the United Nations, but its political, social, and economic organization has yet to be determined. Demonica's effects on shipping are currently unknown as well. Its foreign policies are vague, but it is known that the Avengers West Coast branch is not welcome on Demonica, having fought its ruler while the continent was being created.

Fury, Nick: It hasn't been an easy year for this former Howling Commando. About 2,500 new recruits for SHIELD were killed in an explosion at SHIELD Central in New York. These deaths and subsequent others were caused by the newly resurrected and thoroughly evil HYDRA, led by Fury's long-time foe, Baron Wolfgang von Strucker. Given all the stress and the pain of those losses, Nick had been on the verge of insanity, but he has recovered his strength of will. Unfortunately, a conspiracy has kept him from receiving his dosages of the Infinity Formula, a serum that has retarded his aging since World War II, and Fury's years are quickly catching up to him. In game effects, Nick is losing -1CS of Fighting, Strength, Endurance, and Agility every four days until his actual age (approximately 70-80 years) manifests itself, leaving him with Feeble scores in all those abilities.

Green Goblin II: Once again, Harry Osborn has been under a lot of pressure, and memories of his abusive father (and

the emotional conflicts the memories incurred) have caused him to have a nervous breakdown. Harry's breakdown restored his full memory—including his identity as the second Green Goblin and his knowledge that Peter Parker, his best friend, was Spider-Man! Green Goblin II confronted Spider-Man recently, but, meeting little resistance from Peter, the Goblin couldn't kill him. The Green Goblin fled and has been missing for some time; at the time of this writing, Harry's wife Liz hasn't been notified of Harry's regression to his villainous alter-ego.

Hobgoblin: Hobgoblin's demonic nature has driven him utterly insane (Reason of Poor), and he acts as if his human side and his Hobgoblin identity are separate people or personalities. The Hobgoblin considers himself an agent on Earth for good, stopping evil ones from corrupting the innocent by killing them, while his human side wants to return to the relative normalcy of his mercenary life. The Hobgoblin's body has not totally accepted his metamorphosis, and his face switches at times from his demonic goblin face to his normal human features. This change occurs randomly (roll 1d10 every round; if a 10 is rolled, he changes form), and Hobgoblin must make an Incredible Intensity Endurance FEAT when it occurs or else collapse. The pain subsides after one round, and for 1d10 - 5 rounds (minimum of one round) he remains human and relatively coherent. The Hobgoblin has become one of the most unstable and unpredictable villains active today, as can be attested by recent foes like Moon Knight, the Ghost Rider, and Spider-Man.

Kingpin: Wilson Fisk, the Kingpin, was finally defeated by the one foe he thought crushed long ago. Through Daredevil's various manipulations (with indirect aid by SHIELD), all of the Kingpin's holdings, legitimate or illegal, were destroyed by HYDRA. This loss directly caused Fisk to lose control of his organization, and his status as the crimelord of New York fell until he became just a homeless killer on the streets. He has survived, however, and it is unknown just how far he will go to regain his power.

Outlaws: Silver Sable has officially sanctioned and collected a semi-permanent quick-strike team of superhuman and highly skilled operatives called the Outlaws. Team members include Sable as the leader, with the Prowler, Rocket Racer, the Will-o-the-Wisp, and a some-time member, the Sandman.

Storm, Alicia Masters: She is not! Yes, retroactive continuity strikes again, as the blind sculptress who married Johnny Storm (the Human Torch) was a Skrull spy named Lyja. She replaced Alicia while the

team was off Earth in the first Secret Wars campaign, and she naturally fell in love with Johnny while Ben stayed on the Beyonders' planet. When her ploy was discovered, she confessed and led the team to where Paibok the Power Skrull and his legions were holding Alicia. During the battle against Paibok, Lyja sacrificed her life to save Johnny from being shot by a Skrull. Alicia Masters is now freed from suspended animation and is attempting to adapt to months of lost time while the quintet tries to return to Earth.

Terrax: Terrax has possessed the human form of Harmon Furmintz, the director of Genetech. Terrax's personality apparently eradicated Mr. Furmintz's mind, and his new body has both stabilized the cosmic energy and soil particles that comprised Terrax's former form and incorporated them into a new permanent form. His powers are approximately the same as before, though he can no longer travel off-planet without aid of some kind. Thanks to the Silver Surfer, Terrax was removed from Earth and marooned on Pluraris VI, a relatively new planet light years from Earth with no native sentient life forms.

That's it for this month. Stay tuned as we continue our "Castaways" feature next month!

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LOOKING FOR MORE GAMERS?

You may think you'd have to travel to another planet to find a game convention. Finding friends who are also gamers can be a problem, too. Put your scoutsuit away and turn to the Convention Calendar in this magazine. There may be a game convention closer to your home than you think — and conventions are a great place to find friends who share your interests. Whether you like board games, role-playing games, miniature war games, or just browsing around, a game convention can be all you've hoped for. Plan to attend one soon.

T

by William Tracy

THE MARVEL-PHILE

Castaways III: A god of lightning and a clone of thunder

Listed here are the last two castaways, Leir and Nobilus, from MU7 *The Gamer's Handbook of the MARVEL UNIVERSE**, 1991 *Character Updates*. This 128-page book is packed with the best and the brightest Marvel characters, both new and

classic, for your MARVEL SUPER HEROES™ game campaign. It's so packed, in fact, that these two powerful beings just wouldn't fit—broad shoulders, you know. Since they both asked so nicely, however, we decided to include them in our "castaways" crew. (How do you refuse a Celtic god and a clone of Thor?)

For more current Marvel information, turn to Steven Schend's "Game Wizards" column in this issue, and read about the new direction we're taking with the 1992 product line for the MARVEL SUPER HEROES game.

LEIR™

Celtic god of lightning and the spear

F	UN(100)	Health: 270
A	EX(20)	
S	MN(75)	Karma: 42
E	MN(75)	
R	TY(6)	Resources: EX(20)
I	TY(6)	
P	RM(30)	Popularity: 0 (50 w/ Celtic gods)

POWERS:

Invulnerability: Like most gods, Leir has Excellent (20) protection against physical attacks, heat, cold, radiation, poisons, aging, and disease. He also has Typical (6) resistance to energy attacks.

Lightning: Leir can create spears of electricity, which he can hurl. These electrical spears can do up to Unearthly (100) Energy damage and have Unearthly range. He can also wield his electrical spears in melee combat.

TALENTS: Leir is a Weapons Specialist when he is using any kind of spear, including his lightning spears.

CONTACTS: Leir can depend on support from most of the Celtic gods. He has also aided Asgard in the past and can depend on the Asgardian gods in times of need.

HISTORY: Leir is one of the leaders of the Celtic gods, who were worshiped by the ancient Celtic people of the British

Isles. The Celtic gods live in an otherdimensional realm known as Avalon. For many centuries, a feud has existed between the Celtic and Asgardian gods based on racial tensions and wars between their worshipers. Recently, the Heliopolitan (Egyptian) god of death, Seth, sent a number of large, black-winged lions to ravage the countryside of Avalon. Seth also sent one of the beasts to Asgard, where it killed an innocent family. The last dying member of this family asked Thor to avenge their deaths. Thor followed the beast through a dimensional portal into Avalon. Upon arriving, some of the Celtic gods accused Thor of killing a family who had actually been killed by Seth's beast. Leir arrived on the scene and began to battle Thor.

Thor's friend, Hogun the Grim, had followed Thor to Avalon. Just as Hogun arrived, Seth's beast appeared. Realizing that the monster was the real killer, Leir helped Thor and Hogun battle the beast. Mortally injured, the beast fled back through the dimensional portal. Thor and Hogun followed, to discover that the beast had finally been killed by Fandral and Volstagg. Feeling that he owed a debt to Thor, Leir led a number of Celtic gods into Asgard when it was invaded by Seth's armies.

With the aide of the Celtic gods, the Asgardians were able to beat back the invasion force. While he was in Asgard, Leir saw the goddess Sif and fell in love with her. Leir later returned to Asgard with a friend, Caber, hoping to get Sif to marry him. He was able to get to Asgard even though Asgard was at that time floating in the Negative Zone, and the Rainbow Bridge was broken. (The Celtic god of druids and wisdom, Dagda, was able to locate Asgard and form a gateway from Avalon to Asgard.) Leir found Sif there and asked her to marry him. Sif was intrigued by the fact that Leir was able to enter Asgard, even though Asgardians were not able to leave Asgard. She promised to marry Leir if he could get her to Thor, and if Leir could beat her chosen champion in combat. Leir agreed and helped her find Thor, who was in the Black Galaxy at the time.



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Leir then brought them all back to Asgard just as Ragnarok began. Leir helped the Asgardians during Ragnarok. After Ragnarok was averted by the bravery of Thor, Leir attacked Thor, mistakenly believing that he would be Sif's chosen champion. To Leir's surprise, Sif chose to be her own champion. She easily defeated Leir and humiliated him. It is presumed that the embarrassed god then returned to Avalon.

ROLE-PLAYING NOTES: Leir is basically a good being, but his arrogance tends to irritate the people around him. Leir thinks that he is the best warrior of all the gods and that he cannot be beaten. He is also slightly chauvinistic when it comes to females. He has not visited Earth in modern times, so he is extremely confused by modern machines and cultures. Leir has a quick temper that causes him to jump to conclusions at times.

NOBILUS™ New Immortal

F	MN(75)	Health: 245
A	EX(20)	
S	MN(75)	Karma: 16
E	MN(75)	
R	TY(6)	Resources: FE(2)
I	TY(6)	
P	PR(4)	Popularity: 0

POWERS:

Invulnerability: Since Nobilus was cloned from a sample of Thor's skin tissue, he has the typical invulnerabilities of a god: Excellent (20) resistance against physical attacks, heat, cold, radiation, poisons, aging, and disease, and Typical resistance to Energy attacks.

Berserker Rage: Nobilus was cloned from a sample of Thor's skin tissue while Thor was infused with the essence of the evil god, Loki. As a result, each round that Nobilus is in a stressful situation such as combat, he must make a Psyche FEAT roll. If he fails the roll, he goes into a berserker rage, adding +1CS to his Fighting and Strength scores. This does not increase his Health score, however. He will attack everyone and everything within reach while he is berserk. This will continue until he makes a successful Psyche FEAT roll-check once per round after Nobilus enters his berserker state.

TALENTS: None known.

CONTACTS: Nobilus can depend on aid from his creator, the High Evolutionary.

HISTORY: Nobilus is the result of one of the High Evolutionary's experiments. Recently, the High Evolutionary and Hercules supposedly evolved to a higher state after the High Evolutionary's abortive attempt to artificially accelerate the evolutionary

rate of all beings on Earth. The New Men of Wundagore contacted Thor and asked him to help rescue Hercules and the High Evolutionary from the Black Galaxy, a huge stellar mass made of organic material. Thor agreed, and they managed to free the two immortals from their imprisonment (they had been captured by a Red Celestial). During the encounter, the High Evolutionary was able to get a cell sample from Thor.

It seems that, during the rescue, Thor was aged by a strange organism in the Black Galaxy that caused him to grow a beard. Upon arriving back at Wundagore, Thor used the facilities to shave off his new beard. He cut himself during the shave, and one of the High Evolutionary's New Men took the razor and got the cell samples off of it. Unfortunately, at the time Thor was infused with the evil essences of Loki, which had happened when Thor, Odin, and Loki protected Asgard from Surtur by themselves. The three gods had to share their essences so that they would have enough power to stop Surtur.

The High Evolutionary returned to the Black Galaxy and began to create a new race of gods. He created Nobilus from Thor's cell samples and the biological soup of the Black Galaxy, hoping his creation would become the mightiest of his New Immortals. Unfortunately, Nobilus sometimes goes into mad, berserk rages, caused by the taint of Loki within him.

Thor and Hercules arrived on the High Evolutionary's ship while answering a summons from the Celestials to return to the Black Galaxy. They were followed by Stellaris, an alien in an armored battle suit who had sworn vengeance on all Celestials for destroying her planet. Stellaris got aboard the ship and talked Nobilus into helping her, then stole data concerning the location of the Red Celestial in the Black Galaxy and took off with Nobilus. Thor, Hercules, and Juvan (one of the High Evolutionary's New Immortals) followed closely behind. Stellaris and Nobilus arrived and began to observe the Red Celestial. Thor and the other arrived next. Upon arriving, Hercules was once again imprisoned in a huge metal box by the Red Celestial. Thor rushed to the attack, as did the Celestial-hating Stellaris and Nobilus.

The Celestial hit Thor with a beam of energy that physically separated the latter from his other self, Eric Masterson. By this time, the High Evolutionary had arrived with more New Immortals. It was soon revealed that the Black Galaxy was actually the birthplace for a new Celestial. Stellaris flung herself at the new Celestial, destroying herself in the attack and providing the final energy for the Celestial's birth. Nobilus looked on helplessly during the new Celestial's birth.

The High Evolutionary had connected himself to a special analyzing device during the birth. Overwhelmed by what he

saw, the High Evolutionary had a mental breakdown. Nobilus and the other New Immortals helped him back to his ship, then left the Black Galaxy. Before leaving, Thor and Nobilus came to a silent understanding of peace between them.

ROLE-PLAYING NOTES: Nobilus is a being constantly at war with himself. He is usually a gentle and noble being, but he often goes into his berserk rage, making him a sincere but unreliable ally at best. 

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by Dale A. Donovan and Steven E. Schend

THE MARVEL®-PHILE

Building better mousetraps – or better villains

Yes, it's time now for those dastardly denizens of the MARVEL UNIVERSE™ to step forward and be counted! Time for the downtrodden and somewhat dated villains to take a stand in the light! That's what we're here to discuss: Hack villains and what you can do with them, today in "The MARVEL-Phile"!

For years, Marvel Comics has been creating super villains to pit against their heroes, and many of those villains are nasty or tragic or downright disgusting. Some of them, however, verge on being laughable in the light of the modern day. Today, the Fantastic Four battles against Terrax and the Super Skrull, both of whom are great villains. In the early days, the Wizard and Paste Pot Pete (a.k.a. the Trapster) were almost as formidable a pair

for the four heroes. What makes the newer villains – or heroes, for that matter – better than those who have come and gone before them? It's simply all a matter of perception.

P.R. for villains

No matter how powerful a villain is, if people aren't afraid of him, he's doing something wrong. Many powerful Marvel villains have more than enough power to face the Avengers and escape without needing major dental work, but few have the public perception that they could fight the Avengers and hope for a measure of success. These villains need some help if you, as a Judge, intend to use them in the MARVEL SUPER HEROES™ game and not

get snickers from your players the first time they encounter these ultra-criminals.

Aside from suggesting the simplest idea in the world for increasing power (namely, team up with others!), we can put forward some basic principles in creating villains that gain the respect of their superhuman peers.

- Find a gimmick that's quick, effective, and memorable. People remember Mr. Fear's fear gas. Giving a villain powers united by a strong theme helps him stick in your players' minds.

- Have the villain keep in good physical shape and learn some basic fighting techniques if he's out tussling with the heroes.

- Find a distinctive name and look for the crook that people will remember and respect. Doctor Doom's armor demands attention from its sinister simplicity.

Keeping all this in mind, we'd like to



Color by Steve Sullivan

TM

discuss a few villains and what you can do in your campaigns to make them more formidable against your campaign's heroes.

Invincible Man: This villain has nothing more than a battlesuit of olive green with yellow boots, gloves, and belt, and a pink hood with goggles. Appearing only three times (Fantastic Four #32, #196, and #287), this suit of microcircuitry and metal can project Incredible (40) Force bolts from its goggles and gloves, fly at Good (10) speed, and levitate objects of Remarkable (30) weight. The only existing costume is in the Latverian Embassy in New York City; given some slight alterations to its looks, Doctor Doom could have an excellent supplementary suit of armor worthy of any villain. The name's also a little dated, but changing the look can allow any name change desired as well. Also, remember that New York has its share of criminals and super villains, so the armor could be stolen (which would probably irritate a certain Latverian monarch as well as your heroes).

Porcupine: One of Dr. Henry Pym's oldest foes from his days as Giant-Man, the Porcupine struck bottom a few years back after he attempted to sell his quill-shooting armor to other villains and found no buyers. All told, the Porcupine armor was very powerful indeed (see MU3, *Gamer's Handbook of the MARVEL UNIVERSE*), but Alexander Gentry wasn't a very good villain. In your own game, someone much more ruthless may have adopted the Porcupine's armor and can try to use it for his own ends. Now, if the villain takes a slightly better name (such as Spike or even Quill) that fits the suit's powers, he has a better chance of becoming a feared name among the super hero community. The armor is currently interred within Avengers Mansion in New York City to honor their dead foe. What if a duo of aspiring New York villains managed to steal the Porcupine armor and the Invincible Man battlesuit? Sounds like instant trouble for your heroes!

Trapster: He learned the power of a name change early on; he used to call himself Paste Pot Pete. With all his gimmicks and expertise with locks, traps, and technology, the Trapster could be one of the greatest thieves ever. By reworking his paste-shooters to add a wider variety of materials, Pete could improve his high-velocity arsenal with acids, mists or gases, and other materials (like Mr. Fear's fear gas, or something simpler-like napalm). The material's all there to make Trapster a major villain; you just have to work it into your games.

Wizard: Like his erstwhile partner above, the Wizard has some heavy-duty technology at his disposal and can certainly invent more. If this villain's so smart, why hasn't he improved his armor over

the years? The Wizard's antigravity discs and power gloves are great, but the helmet could be miniaturized into something a little more dignified. Give this man a tougher suit of armor for the '90s a few more offensive and defensive devices for that armor, and the Wizard steps back into the light as a major villain. How about a spray of miniaturized antigrav discs that can't be removed easily, or some shock field generated by the power gloves in addition to the armor's force field?

Rocket Racer and the Leapfrog: Okay, some villains are so strange that there's no hope of them ever making it big in the bad-guy business. These two took the best route left to them: They became heroes! Yes, this is the last refuge of villainous incompetents, but they don't get arrested nearly as much.

Villains from surplus

Now that we've worked on improving existing villains, we'd like to show you that a "garage sale" of lost or forgotten technology in the MARVEL UNIVERSE might be the best thing ever to happen to any up-and-coming villain. There is so much powerful technology within reach that nearly any person could become the terror of his hometown. Your authors decided to test this by scrounging up available technologies that aren't getting much use in the MARVEL UNIVERSE these days, and we each created a new villain from those technologies. Thanks to Mark Gruenwald and his Scourge killings in the *Captain America* comic a few years back, there's lots of technology just lying around and waiting for us to use. We must also acknowledge all the other characters who were left out to dry by Marvel writers and editors over the years.

Keep in mind that the characters we've created are only examples of what you and your players could create in your own MARVEL SUPER HEROES game campaigns. Give it a try! Also remember that these two characters are not part of the MARVEL UNIVERSE and have no place in official Marvel Comics' continuity.

SENTINEL, ORION CLASS™

	Covert mode	Battle mode
F	EX(20)	RM(30)
A	EX(20)	RM(30)
S	EX(20)	IN(40)
E	IN(40)	MN(75)
R	EX(20)	EX(20)
I	RM(30)	RM(30)
P	TY(6)	TY(6)
Health	100	175
Karma	56	56
Resources	n/a	n/a
Popularity	n/a	n/a

POWERS: *Alter Ego:* An Orion Sentinel is capable of changing between two basic modes, Covert and Battle. The Covert mode appears as a normal human of either sex, while the Battle mode exhibits gender-neutral armored plates and various visible weaponry. An Orion can change modes with Excellent ability, accomplishing a switch in one full round (no other actions are allowed).

An Orion unit can be detected easily if it is damaged. Damage of more than 20% of its total Health in either mode disables its voice modulator and makes its voice sound hollow and mechanical. Damage of more than 60% to its Battle mode disrupts its shape-shifting ability so that its armor cannot later be folded into Covert mode without repairs.

Learning Program: This programming allows an Orion Sentinel to gain a +2CS against an opponent in all combat FEAT rolls after fighting that opponent for at least two rounds. This adaptability program stores a mutant's fighting style and power uses, and this information can be transferred into a database to be shared by all Sentinels when the Orion returns to base; this transfer must occur at central computers at Project: Wideawake and cannot be relayed through any other means. This information allows for modification and upgrading of all Sentinels to counteract the powers of a target mutant.

Robotic Construction: An Orion Sentinel is a sophisticated artificial life form, subject to powers that affect or control machinery. Use the Orion's Endurance of its current mode to resist attempts to control it. It is immune to disease, poisons, gas, or powers that affect the human mind or emotions.

Self-Repair Systems: Self-repair systems restore an Orion's lost Health with Poor (4) ability. This system only works if at least 25% of the Orion Sentinel (one-quarter normal Health points for the Orion's current mode) is still intact.

Note that the following abilities given for each mode are specific to those modes, so that a Covert-mode power cannot be used when an Orion is in Battle mode, though an Orion in either mode can use those powers given previously.

Covert mode

Gamma Energy Detection: An Orion can detect, identify, and trace all forms of gamma radiation at Monstrous ability and range. This is included as a subordinate system to track the Hulk and other gamma-irradiated beings.

Infravision: An Orion Sentinel can see in total darkness up to a distance of five areas using infrared-imaging techniques.

Leaping: An Orion can leap with Remarkable ability, clearing 30'.

Mutant Detection and Tracking: An

Orion can detect, identify, and track any mutants within a two-mile range with Unearthly ability. The tracking systems are triggered by the use of mutant powers, and use of any power for more than three rounds allows an Orion to lock onto that mutant and track its movements whether its powers are subsequently used or not.

Resistance to Energy: An Orion Sentinel has Excellent resistance to all forms of nonmystical energy (heat, cold, electricity, etc.), reducing all nonmystical Energy damage by 20 points.

Scanning Shields: Remarkable-level shielding allows an Orion to masquerade as a human and avoid detection by any scanners (X-rays, metal detectors, etc.) of less than Remarkable rank.

Battle mode

Body Armor: A Battle-mode Orion has metallic blue plate armor that provides Incredible protection from Energy attacks and Remarkable protection from physical and Force attacks.

Flight: An Orion Sentinel flies using boot jets at Excellent speed (10 areas per round).

Weapons Systems: An Orion Sentinel's arsenal of weaponry is hidden within its azure armor, the most common ports for weapons coming from the forearms, hands, and eyes. These weapons include all of the following weapons:

– **Gas Jets:** Remarkable-intensity knock-out gas can be emitted from the palms of an Orion Sentinel to cover an area up to two areas away.

– **Grapple Rings:** These large rings are fired from an Orion's left forearm, and each Orion has 10 such constricting rings. The rings can be fired one per round up to three areas away and tightly wrap around any target (of up to 12' in diameter) upon contact, constricting with up to Incredible (40) strength, depending on the strength of resistance. The rings are of Incredible material-strength metals. These rings are not lethal weapons, being restraint devices instead.

– **Inhibitor Rings:** These large rings are fired from an Orion unit's right forearm and are capable of wrapping around targets of up to 10' in diameter. Armed with five rings, an Orion can fire one a round up to three areas away and entrap single targets with Excellent strength. Once in contact with a mutant (or within 2" of a mutant's skin), the Amazing-rank inhibitor negates any mental or psionic powers as well as enhanced physical powers like Colossus's strength and armor. It does not affect or negate blatant physical mutations such as Nightcrawler's tail and fur, or Angel's original wings; it simply blocks the neurological signals that allow their effective use.

Any targets with powers stronger than Amazing rank are reduced by 50 points

and need a successful Psyche FEAT roll to use their powers at the reduced rank. Note that cumulative inhibitor rings have a cumulative inhibiting effect on mutant powers, so two inhibitor rings project an Unearthly inhibitor field. The rings are made of Incredible-strength material.

– **Shock Blasts:** An Orion Sentinel can emit vibration-shock Force blasts of Remarkable (30) rank from its hands. The blasts have a range of two areas.

– **Shock Touch:** The gloves of an Orion Sentinel can maintain a high-intensity vibration pulse that is released on contact with a target (Fighting FEAT roll needed). The shock touch releases Amazing (50) Force damage and can destroy inanimate material of up to Incredible strength material. This shock touch can be used once every other round, needing the interim to build up the vibrations.

– **Heat Beams:** These heat beams issue from an Orion Sentinel's eyes, dealing Remarkable rank Energy (heat) damage to its target. The beams have a range of eight areas.

TALENTS: An Orion Sentinel can be programmed with any noncombat-oriented skills to aid it in masquerading as a normal human.

HISTORY: With the repeal of the Mutant Registration Act by the U.S. Supreme Court, elements of the United States government still wanted a check in the system against the often-uncontrolled mutant populace and the danger that mutants might present to people in general. Recently, the covert and highly classified mutant surveillance and detainment branch of the National Security Council, known as Project: Wideawake, was brought back into full operational status. With Henry Peter Gyrich as its acting head, this technically illegal government agency answers only to the President.

With the new Project: Wideawake appropriating large amounts of funds for its comeback, its first act was to rethink its strategy in producing Sentinels. The Mark V series had not performed up to expectations, and the Project needed more reliable agents to detain the growing number of dangerous mutant groups. Not willing to risk human agents, armored suits like the Guardsmen and the Mandroids were dropped from consideration. Then a Dr. Isaac Rheros came up with a plan to amalgamate numerous cybernetic and electronic systems into artificially created androids or robots.

Following that line of thinking, Dr. Rheros was placed in charge of developing the Orion-class Sentinel, named after the mythical hunter. Using information gathered from Ryker's Island, the Vault, and old Avengers' case files and security scans, Rheros gathered potential technologies for

assimilation into the new Orion Sentinels. Through various go-betweens, the Project gave Herman Schultz, the Shocker, a commuted sentence for his existing vibro-shock gauntlets and plans. From government warehouses and stockpiles came a number of old SHIELD Life Model Decoys (LMDs), various Sentinel systems for mutant detection, and the impounded equipment of the recently slain villain Ringer.

Dr. Rheros adapted the LMD technology to accept a wide number of mechanical upgrades and adaptations while still allowing it to maintain its human appearance. Hoping to avoid the amount of attention that Sentinels usually drew, Orion units are designed to function as unobtrusive covert agents that easily mix into a crowd under normal circumstances. If forced into battle, Orion Sentinels can comport themselves as well as, if not better than, their gargantuan predecessors. Mutants: Be alert, for a hunter may now be anywhere, keeping its eyes on you.

ROLE-PLAYING NOTES: Orion Sentinels are generally programmed to act like normal humans. Their actual behavior depends on who they are disguised as in Covert mode. The first three Orions are designed to look like an African-American male, an Asian male, and a Caucasian female in Covert modes. They dress and act as very strict, prim-and-proper government agents (dark suits and glasses), but their individual personality programs should allow for some differences after their installation. Their voice modulators allow them human-sounding voices, but their actual voices are hollow and mechanical. Their primary programming, as with all Sentinels, is to track down and capture mutants.

HURRICANE™

Roger Philip Banks
Criminal mercenary

	Normal	Armor-enhanced
F	GD(10)	EX(20)
A	GD(10)	EX(20)
S	GD(10)	RM(30)
E	EX(20)	IN(40)
R	EX(20)	EX(20)
I	GD(10)	GD(10)
P	GD(10)	GD(10)
Health	50	110
Karma	40	40
Resources	GD(10)	GD(10)
Popularity	0	- 2

POWERS: All of Hurricane's powers originate from his battlesuit. These abilities include:

Body Armor: His reinforced battlesuit provides Hurricane with Excellent (20)

protection from physical and Force attacks and Good (10) protection from Energy attacks. The suit also enhances Banks' physical abilities (FASE) as noted.

Wind control: Hurricane's suit gives him the power to control wind and air patterns with Amazing (50) ability within his own area and up to one area away in every direction. Hurricane is immune to the effects of his own winds. This power grants him the following Power Stunts:

– *Air Shield:* Hurricane can swirl his winds closely about him, which creates an Amazing-rank shield vs. physical attacks.

– *Flight:* Hurricane can fly at Good (10) air speed, eight areas per round.

– *Flight disruption:* Using his wind-control power, Hurricane can disrupt other flying or gliding characters. Flying characters must make an Agility FEAT roll vs. Amazing intensity to avoid being buffeted by winds (see next Power Stunt) and moved about through the air at Hurricane's bidding. Gliding characters must always get a red FEAT result to avoid falling under Hurricane's control.

– *Buffeting:* Airborne characters who fall under Hurricane's control suffer an Amazing-rank attack due to wind buffeting. This buffeting attack can inflict up to Remarkable (30) Blunt Attacks damage, and victims can be Slammed or Stunned.

– *Lifting:* Hurricane can use his winds to lift unanchored people or objects off the ground. Hurricane's winds lift objects with Amazing (50) strength. Characters must make a successful Strength or Agility FEAT roll (whichever is better) vs. Amazing intensity to avoid leaving the ground. Hurricane can control the movements through the air of those who fail the roll, and he can inflict buffeting damage, as noted earlier. Characters who make the FEAT roll and remain grounded can still take up to Excellent (20) buffeting damage, but cannot be Slammed or Stunned (they are assumed to be avoiding the worst effects of the winds by getting under cover, holding onto anchored objects, etc.). Hurricane is also fond of lifting powerful, nonflying opponents high off the ground, buffeting them, then dropping them to cause even more damage to the hapless victim (see "Downward Movement: Advanced Set, Players' Book, page 21).

– *Vacuum:* Hurricane can create a small, partial vacuum around a single target. Victims of this attack must make an Endurance FEAT roll vs. Amazing intensity or be forced to roll on the Stun table.

Limitation: Hurricane's powers affect everyone in an area, with Hurricane himself being the only exception. Hurricane can control the amount of buffeting damage taken by victims, but all victims in an area take the same amount of damage.

Energy Beam: Hurricane can fire this

variable-setting energy projector from his suit's helmet. This beam can inflict up to Incredible (40) Energy damage at Remarkable range. He calls this weapon the "Eye of the Hurricane."

TALENTS: Banks has the Engineering, Computers, Electronics, and Repair/Tinkering skills.

CONTACTS: Hurricane has no current contacts, though he is seeking some in organized-crime and super-villain mercenary circles. Banks knows a few people employed by Stark International, but they are not considered to be contacts as they are disinclined to be on friendly terms with Banks (see "History" below).

HISTORY: Roger P. Banks was an electrical engineer by trade and a computer hacker by hobby. He filled his free time by doing his best to break into computers illegally. Until recently, Banks was a mid-level engineer for Stark International. He stayed late after work one evening to test a new hacking program he had been developing. Curiosity and greed drove him to try breaking into some of Stark International's restricted files, something he had been unable to do before. He hoped this new program would crack the security of restricted areas of the main-frame computer. Banks had some success, managing to access and download low-clearance files on one of Stark's inventions, the Guardsman armor. He also broke into some mid-level security-clearance Research & Development files concerning two technology-based villains.

Banks found some files concerning the power horn of one of Iron Man's old foes, the Unicorn. Iron Man had once captured Unicorn, only to find the man inside the Unicorn suit was seriously ill. Tony Stark (Iron Man) devised a special bath treatment in which Unicorn's suit and helmet were removed and the villain was placed in the treatment bath. Some of Stark's technicians analyzed the power horn, though little was done with the information gained. Stark International kept this information after Unicorn left and subsequently disappeared. It was these files and partial plans that Banks discovered.

Banks also came across some files concerning the battlesuit of a deceased villain, Cyclone. (After Cyclone and so many others were killed in "The Bar with No Name" by Scourge a few years back, some of the technology that Scourge did not completely destroy was sent by the authorities to Stark International for testing.) Banks found virtually complete plans for the wind-controlling suit, and he decided to make that suit the basis of his new identity: Hurricane!

Once he had this information, Banks did his best to electronically cover his tracks. In this, he was less successful. Computer Security personnel discovered the data break-in but could not determine the identity of the thief. Banks soon quit Stark International and moved away with his illicit information, assembling his suit from components stolen from Stark International. The company later discovered the missing equipment and discerned that Banks was the thief; it reported the theft to the authorities and left it at that. The company was unaware that Banks planned to turn the stolen components into a functioning battlesuit.

Recently, Hurricane completed his suit and has been committing crimes (bank and armored-car robberies, wanton public displays of his wind-controlling powers, destruction of property, etc.) in an effort to attract the attention of those who might be interested in hiring superpowered muscle or an assassin. He has had little success so far. He has neither encountered any super-heroic resistance nor received any offers of employment from normal criminals or super villains. Whether this changes in the future is up to you.

ROLE-PLAYING NOTES: Roger P. Banks is a greedy man. Born and raised in lower-middle-class family, he grew to resent those who possessed more than he. As a teenager, his family noticed his talent for electronics and his fascination with computers. Banks' parents encouraged him to turn these abilities into his career, and they put him through college. Banks did well and got an entry-level job at Stark International after graduation. Over the next few years, he did good work and was promoted twice. This, however, was not enough for Banks; although he enjoyed his work, he came to resent Tony Stark, the wealthy owner of Stark International, for the latter's material wealth. This resentment grew over time until Banks became bitter. The bitterness (and his hobby of hacking) was what led to him breaking into Stark's files.

In your campaign, Hurricane can appear as a thug for a criminal mastermind or as a super villain. Due to the nature of his powers, Hurricane will work most effectively when he works alone. Hurricane would also gladly work as an assassin, as long as he was very well paid for the act. He does have a penchant for destroying property, seeing this as another way of harming those who have more than he by destroying what he feels "they" possess.

The main thing to remember about Hurricane is his greed, his prime motivation. For example, Hurricane would not be above stealing from the home of someone who he was contracted to assassinate. Ω

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by Steven E. Schend

THE MARVEL-PHILE

Everything Uatu™ know: the return of the colossal Bulletin Box



Well, it's been another hectic year in the MARVEL UNIVERSE™, and many more changes are taking place than your "MARVEL-Phile" scribes can keep up with. I've decided to clean my files of all my update notes and cover a whole slew of topics in one mega-Bulletin Box. This format is used when character changes are not important enough to merit either a full "MARVEL-Phile" column or a page in the *Gamer's Handbooks of the MARVEL UNIVERSE Updates* published by TSR, Inc. As we did last year in DRAGON® issue #168, we'll discuss overall team changes and news first, then turn our attention to individual figures on both sides of the law. And now, the news.

Team changes

Alpha Flight: Alpha Flight has gone through a number of membership and cosmetic changes in the past year. The entire membership of Alpha now wears uniforms for a more unified look. Of course, losing their luggage on their most recent jaunt to the United States saw Canada's heroes donning the colors of X-Factor.

The group has been restructured to better operate with the new Department H and its Canadian government contacts. Windshear is the Chief Administrator of Alpha, dealing with day-to-day operations. He and Puck are backup members of "Core Alpha," the front-line combat team of Guardian, Aurora, Northstar, Sasquatch, and Weapon Omega. Box and Diamond Lil are now married and have retired from Alpha. Shaman is still operating as an instructor for Beta Flight, and Talisman is still recuperating from injuries sustained while fighting the Master.

Avengers: The Avengers have had another rough year. Membership instability and bouts of interpersonal conflicts could soon have divisive effects on the performance of the Earth's premier fighting team. Many of the East Coast "Primary Team" have been noticeably absent from the Avengers' rank and file for months, so

many of the Reservists have seen action with the team. Current primary members are still led by Captain America and include the Black Knight, the Black Widow, Crystal, Hercules, Thor, and the Vision. The Reservists now include Captain Marvel, the Falcon, Quasar, Sersi, She-Hulk, and Spider-Man. Two probationary Avengers, Rage and the Sandman, have since left the group. Rage was relieved of his Avengers' status due to his age (14-year-old super heroes aren't eligible for Avengers' membership). The Sandman resigned his Avengers' status due to a mixup in communications with Captain America over stopping a weapons-smuggling operations. He is now a full-time member of Silver Sable's Wild Pack.

The Avengers' West Coast team has been a bit more stable after some tumultuous years. Soon after the raising of Demonica, Tigra, the Wasp, and Dr. Pym resigned from the Avengers, and Spider-Woman, Living Lightning, and USAgent were named as their replacements. The West Coast reserves now stand as Dr. Pym, Mockingbird, Tigra, and the Wasp. The chairmanship was also officially placed in Iron Man's hands, much to the chagrin of the former chairman, Hawkeye.

"Operation: Galactic Storm" has unified the Avengers into various teams for the express purpose of protecting the Earth and its sun from the excesses of the warring Kree and Shi'ar empires. The teams were assembled on the basis of their experience in space, technical know-how, and power levels. Their missions are to act as envoys to the respective interstellar empires and as protectors of Earth. The teams are as follows:

Earth Force: Dr. Pym, Wasp, Falcon, She-Hulk, Mockingbird, USAgent, Gilgamesh, Spider-Woman.

Kree envoys: Captain America, Iron Man, Goliath (Hawkeye), Hercules, Black Knight, Sersi, Crystal.

Shi'ar envoys: Captain Marvel, Scarlet Witch, Vision, Wonder Man, Starfox, Thor, Living Lightning.

Of the remaining Avengers, the Black Widow seems to be staying on hand at the New York HQ to coordinate efforts with the Earth Force and Quasar, whose duty it is to guard the stargates near the Sun. The entire scope and effect of this campaign are uncertain, but it's sure to be one of the most exciting Avengers' epics in years!

Brotherhood of Evil Mutants: The third incarnation of this mutant terrorist group has been formed by the Toad, and it includes Pyro, the Blob, Sauron, and Phantazia. It is also allied with Masque and his Morlocks, who are bent on revenge on Feral for abandoning her fellow Morlocks.

Excalibur: Finally, Britain's team of superhumans has come to the battle that it was created for! It was recently revealed that Roma was manipulating Captain Britain and the other members of Excalibur to

join together as a team for the purpose of battling certain impending evils surrounding Earth. They were recently joined by Cerise and Kylun, but the final battle against the sorcerer Necrom and the power of the Anti-Phoenix still looks grim. Cerise's power is Energy Solidification, Manipulation, and Generation at Amazing levels (for another hero with similar powers, look at Quasar). Kylun's power is minor-Sound Duplication of Incredible ability-compared to his Incredible Fighting ability and swordsmanship; Weapons Mastery gives him a +2CS with his two swords, with which he can disrupt up to Incredible magical energy.

Guardians of the Galaxy: The Guardians have now split into two teams. One is based on Earth and is led by Major Victory (see the entry "Astro, Major Vance"); its members include Charlie, Nikki, Yondu, and the newest member, Talon. They have focused their attentions on dismantling the organization of the Punishers, a group of Earth natives basing their dress and ethics on the 20th-century vigilante called the Punisher. This group was secretly under the control of the Brotherhood of the Badoon, and the Guardians are working to disrupt both Punisher and Badoon influences on Earth.

Martinex and Mainframe (the worldwide computer net that was once the Vision) are starting a new galactic-based team, with a wider range of responsibilities than the Guardians. This organization might be based around the 20th-century Avengers Bylaws. Hinted members include Replica and Firelord, but Martinex should have his Galactic Guardians up and running soon.

Character changes

As always, keep in mind a number of factors when reading the information herein. When anyone is reported dead or alive, we are simply stating the facts as they are reported to us. When we suggest probabilities for survival, we are simply judging some of the events with our prior knowledge of characters and history. Remember the ultimate rule of fictional death: If there's no body to discover, there's no guaranteed death. (It's not a hard-and-fast rule, but it does seem to hold true for many Marvel mutants!)

Deaths-Heroes:

Vindicator: The former leader of Alpha Flight, James MacDonald Hudson's recent return from the dead lasted less than a year. While half of Alpha Flight and the Avengers fought an alien invasion coordinated by the Consortium, Vindicator and the rest of the team were pressed into saving the Quirrl'n and Ganymede from Galactus and his herald, Nova. Vindicator managed to fight off the Quirrl'n's control of his mechanical side and consciously saved all his teammates and Ganymede by sacrificing his life to force Galactus away

from his intended meal.

Deaths-Villains:

Legion: The son of Charles Xavier and Gabrielle Haller died due to manipulations by the Shadow King. The multiple personalities of David Haller had fallen under the control of the Shadow King, and his body acted as the King's corporeal host on this plane. When the X-Men disrupted the Shadow King's power, the backlash from the King's death on the Astral Plane simultaneously wiped out David's mind, causing his death. Probability of survival: nil.

Magneto and his Acolytes: The mutant Master of Magnetism and his latest mutant followers were allegedly killed in the destruction of Asteroid M by an orbital Soviet laser. Probability of survival: high, due to Magneto's ability to manipulate energy and matter with his powers.

Pierce, Donald: Donald Pierce and his cyborg assassins, collectively known as the Reavers, were massacred by a number of Sentinels under the control of Fitzroy. Fitzroy used his assassination of Pierce as his membership initiation into the Upstarts. Probability of survival: nil.

Shadow King: Long thought dead after his defeat as Amahl Farouk by Charles Xavier, the Shadow King returned through the Astral Plane and possessed a number of hosts before finally being defeated by the combined efforts of the X-Men and X-Factor. Once his connections to the Earthly plane were severed, the Shadow King was destroyed on the Astral Plane by Xavier and his students, and his consciousness was dispersed. Probability of survival: questionable, since he survived an end such as this 20 years ago.

Resurrected-Heroes

Iron Fist: Daniel Rand is back from the dead after long months as a prisoner of the H'ylthri of K'un Lun. The "Iron Fist" that died was actually a H'ylthri doppelganger made to replace the hero and act as an agent for the plant creatures' invasion of Earth. Danny is now recuperating from his long captivity; all the meditation and energy of the Iron Fist has apparently cured him of his cancer.

Rasputin, Colonel Mikhail: His "death" actually a cover-up by the Soviet powers of the time, Mikhail did not perish in a spacecraft accident as was believed for years. He was instead sent through a black hole on Sakhalin Island as part of a Soviet exploratory team; he is the only survivor. He recently returned to Earth with the X-Men and his little brother, Colossus, and is recovering at the X-Men's mansion.

Swordsman: The erstwhile villain-cum-Avenger appears to have returned from beyond the grave. Little is known at this time for certain, other than he is wracked with great pain and knows everything the original Swordsman would know. Cloning has been ruled out, since all of the

Swordsman's skills were learned traits and cannot be duplicated by cellular reconstruction. The only facts known for certain are that he is accompanied by a woman known as Magdalene (who appears to have great affection for him) and is secretly backed by a mysterious and powerful man named Proctor.

Resurrected-Villains

Mystique: Mystique's death at the hands of Val Cooper many months ago was staged to sidetrack the Shadow King. Mystique defeated Cooper, placed her under Nick Fury's protection, and had herself hypnotized into believing that she was Val. With the assault on Muir Island, Mystique revealed her presence and killed one of the Shadow King's host bodies, temporarily disrupting his plans. Mystique is now a free agent after the dissolution of Freedom Force; she has not, however, returned to her former life of crime. Perhaps by next year, she will no longer be considered a villain.

Silvermane: The cybernetic crimelord, Silvio Manfredi (a.k.a. Silvermane), is still alive despite apparent stoppage of his life-support machinery by the vigilantes Cloak and Dagger. His recent battle with Spider-Man left him weak, but he escaped. It is assumed that he and many other crime-lords are planning his rise to power to take over the Kingpin's vacant overlordship of New York's underworld.

Terrax: Although reduced to little more than topsoil after his encounter with the New Warriors, the irradiated and cosmically powered rock that composed Terrax was reconstituted and melded with the body of Harmon Furmintz, the CEO of Genetech. Harmon, having failed to qualify for Project Rebirth (which spawned Captain America), sought to become the super hero he'd always wanted to be; unfortunately, the merging of Terrax's energy with his body apparently erased Furmintz's mind, leaving only Terrax the Terrible. With a little help from the Fantastic Four, the New Warriors managed to contain Terrax until the Silver Surfer could remove him from Earth. Terrax now resides on an uninhabited planet many light years from Earth; he is trapped there since his flight power is now gone.

Miscellaneous changes

Astro, Major Vance: Vance Astro, the 1000-year-old astronaut and Guardian of the Galaxy, had a degenerative skin condition that left him trapped in a reinforced suit for the past few years. Now, thanks to a number of spells and healing treatments from Krugarr and the Ancient One (Earth's Sorcerer Supreme and his mentor, Stephen Strange, respectively) and the help of Hollywood (the 20th century's Wonder Man), Vance is out of the suit and has restyled his costume to become Major Victory, the leader of the Earth-bound

Guardians contingent. His suit, styled after Captain America's, is of adamantium weave and provides him with Monstrous protection from physical and energy attacks; mental and magical attacks still affect him normally. He still wields Captain America's shield.

Aurora: Due to psychological torture by the villain Headlok, Aurora has returned to her original state of having two very strong personalities: Jeanne-Marie Beaubier, the stern, pious, and proper schoolteacher; and Aurora, the devil-may-care, hedonistic, and irresponsible super heroine. Despite her former distaste for Aurora's place in Alpha Flight, it was Jeanne-Marie who returned to the fold and offered her (their) services in Core Alpha.

Black Knight: The Black Knight has created an energy sword that should be safer both for his opponents and himself, considering the curse on his original Ebony Blade. The sword can slice through Remarkable or lesser materials, and it only stuns the nervous systems of living beings (roll on the Stun column versus Incredible Intensity Stun effect).

Dreadface: Encountered on a South Seas island by the Thing and the Human Torch, this alien stowaway on their crashed spaceship exhibited many of the characteristics of the alien costume now bonded with Edward Brock, a.k.a. Venom. If this alien is connected to the Venom alien, there is a high probability that it wasn't destroyed by an explosion on the island. It had previously possessed various animals and both the Human Torch and the Thing. Regardless of any connections to Venom, it would be safest to avoid this island.

Her: Her has returned to Earth. After causing much havoc in Ottawa resisting the Consortium with Alpha Flight and the Avengers, she sought out a perfect mate among the male superhumans of Earth. Her plans were thwarted by Quasar, though she still is quite attracted to the Earth-born Protector of the Universe and has been seen in his company quite often in the past weeks. She has also adopted a variation of a costume that Adam Warlock wore just before his "death" at the hands of Thanos.

Mandroids: The latest model of Mandroid armor in use by U.S. Government forces (including SHIELD and various U.S. allies) is a 15'-tall suit of armor with Body Armor, enhanced Strength, and Force Blasts all at Amazing rank or intensity. The new Mandroids were first seen in action in Trans-Sabal against the Hulk and the Pantheon.

Marvel Boy: Marvel Boy has been arrested and is currently being held in prison in his identity as Vance Astro. He is on trial for causing the death of his abusive father with his telekinetic powers.

Owl: For years, Leland Owlsley has been ingesting a serum that allowed him to glide like an owl; the long-term effects of this serum are now taking their toll on

him. He cannot walk without elaborate prosthetics on his legs. His eyes and ears, while as sensitive as an owl's, need prosthetics to focus them as well. His body has now adapted more fully to flying, adding additional air sacs to his lungs and hollowing his bones, and his neck even has additional vertebrae to allow him to turn his neck nearly 360° around. However, this transformation drove him mad, and he killed dozens of people trying to usurp the leadership of the underworld. His madness nearly cost him his own life as well until he was saved by Daredevil. The Owl is undergoing psychiatric treatment.

Power Pack: Power Pack is now reunited and back on Earth, and their powers have been exchanged for perhaps a final time, returning to their original state. Katie has her energy powers, Jack controls his density, Alex manipulates gravity, and Julie has her flight powers again. Alex's transformation into a Kymelian was a hoax; this was a simulacrum created by the Snarks, and Alex was their prisoner for that time.

Rhino: The Rhino's old suit was finally removed from his skin, and he now has a new suit supplied by Justin Hammer. It closely resembles his original suit, but has such modifications as a clear plastic shield over his eyes that disintegrates Spider-Man's webbing.

Speedfreak: Speedfreak is an assassin-for-hire currently working for an L.A. crimelord by the name of Lang. Speedfreak attacked an AIDS clinic benefit, nearly killing Jim Wilson and injuring Rick Jones before being stopped by the Hulk. Much of his power seems to be in his battlesuit, though his sheer tenacity, ferociousness, and manic behavior seem to be products of his addiction to the drug Snap. He moves at Shift X land speed due to his boot jets and has a limited flight speed of Good rank. His battlesuit also provides him with Remarkable Body Armor, Remarkable strength and damage blades, and a rocket-propelled Adamantium barb (Monstrous Edged Attacks damage) with a two-area range. Currently, Speedfreak and Lang are both in an L.A. jail awaiting trial for the attempted murders at the clinic.

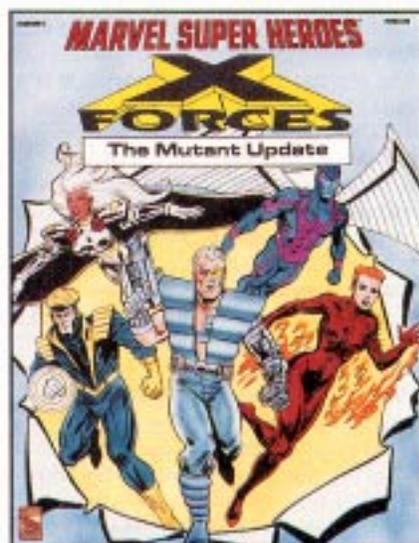
Vulture: Adrian Toomes is dying of cancer, which he contracted from his electromagnetic flying harness. Before he goes, he wants to balance the scales with those he dealt with in life. He has made numerous unsuccessful attempts to gain May Parker's forgiveness for his part in the death of Nathan Lubensky. A number of his other underworld contacts and various people connected to him have been killed. All he wants to do now is to kill Spider-Man before his own time runs out.

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NEW FROM TSR!

T

by Steven E. Schend

THE MARVEL[®]-PHILE

From within the lands of Doom



By now, the *Lands of DR. DOOM™* boxed set for the MARVEL SUPER HEROES™ game should be out on the shelves at your local game and comic-book stores. As with many of our projects, there is not always room for every last little detail that we'd like to put into our products; there's only so much we can fit into a box! This month, I've compiled material I had to edit out of this boxed set for space considerations—a few random bits of technology that wouldn't fit into the catalog of Doom's gadgets—and now present it to you, the readers of DRAGON® Magazine.

Even though Dr. Doom made these gadgets, and the "Availability" section with each item tells you where the item can be found and in what quantities, there is no reason you can't pick up these items and use them for your own high-tech villains. Even better, perhaps the villains in your campaign gained the items by stealing them from Dr. Doom himself. This could lead to interesting encounters if your master villains come to the players' heroes for protection from the Lord of Latveria.

Anesthetic nose plugs

These small devices are very basic in design and equally so in effect. When inserted in the nasal passages of a human or other oxygen-breathing creature, the plugs allow air to pass through them but introduce a strong knock-out gas into the air flow, keeping the victim unconscious.

Powers: Knock-Out Gas. The nose plugs release an Incredible (40) Intensity knock-out drug into the nasal passages of the victim. When first inserted, a conscious victim can make an Endurance FEAT roll against the intensity of the gas to resist its effects, continuing the Endurance FEAT rolls each round until failure indicates unconsciousness. The victim will awaken 1-3 rounds after the plugs are removed.

First appearance: FANTASTIC FOUR #352.

Material strength: Poor (4).

Tech rank: Incredible (40).

Availability: It is very likely that Doctor Doom has at least 10 functional sets of these nose plugs within Castle Doom.

Deflection staff

This 6'-long metal quarterstaff is filled with circuitry allowing it to absorb the most punishing blow without breaking. It has never been used by Dr. Doom, though its capabilities as a defensive weapon are tremendous.

Powers: Force Absorption/Deflection. The staff is designed to absorb up to an Unearthly (100) amount of physical or Force damage directed against it, deflecting such damage away from the wielder of the staff. If the wielder can succeed at an Agility FEAT roll (Yellow or Red result needed), he can also successfully deflect a distance Force attack. The staff itself is powerless, fueling its circuitry by absorbing the kinetic energy directed against it.

Limitation: Due to the kinetic energy absorbing properties of its circuitry and makeup, the deflection staff is useless as an offensive weapon. It absorbs any damage it might do to an opponent, dealing only Feeble (2) Blunt damage regardless of the strength of the wielder.

First appearance: FANTASTIC FOUR #352.

Material strength: Incredible (40).

Tech rank: Monstrous (75).

Availability: The only working model of this item exists in Dr. Doom's personal armory in Castle Doom. There are rumors that Doom is adapting the design of the staff, allowing it to absorb force and redirect it on contact with a target, though this is idle speculation.

Entropic inducer

Developed recently during Dr. Doom's exile, this bulky pistol resembles the standard blaster Doom carries in his belt holster. Its ability to scramble nervous-system impulses is effective against nearly any living creature, though its most lethal uses are saved for the hated Reed Richards' elastic form ("My entropic inducer will rearrange your body structure to a state of maximum disorganization!").

Powers: Nerve Scramble Effect. With a range of four areas, the entropic inducer shoots a blast that effectively overloads the victim's nervous system. The highly specialized energy beam acts as an Amazing (50) Energy attack in terms of body armor or energy resistances, and it cannot be absorbed by artificial or natural powers without taking effect (e.g., Iron Man cannot absorb this energy to power his armor without scrambling his armor's circuits.).

The energy causes the victim to suffer Incredible (40) Energy damage and to lose control over all voluntary muscles, making him fall and be effectively immobilized.

Due to the nerve scrambling, the victim's muscles are overloaded with stimuli and do not respond to normal control for 2-20 rounds. Victims with any Elongation or Size Manipulation powers find their bodies

rapidly fluctuating in size or shape as their powers are scrambled for 4-40 rounds. Endurance FEAT rolls can be made against the Amazing Intensity of the energy, and success allows the player to reduce the time of the effect by 1d10 rounds (minimum of one round of effect).

First appearance: FANTASTIC FOUR #352.

Material strength: Excellent (20).

Tech rank: Monstrous (75).

Availability: Doom has tried to use this item on only one occasion, but he has constructed three working models. One model of the entropic inducer is kept in each of his castles (Castle Doom in Doomstadt, the capital of Latveria; the Citadel of Doom in southeastern Latveria; and the Fortress of Doom in New York state).

Null-time sequencer

Though Dr. Doom has developed his own methods and mechanisms for time travel, the null-time sequencer is the design of some other inventor from outside the known universe. During Dr. Doom's undocumented jaunts through other dimensions and times, he "acquired" these mechanisms to study. Used for a short length of time in a duel against Mister Fantastic, the null-time sequencers brought Doom to the attention of the Time Variance Authority (TVA).

Powers: Time Travel. A null-time sequencer allows the wearer to shift through time and temporarily inhabit space "outside" of time. The sequencers operate at Amazing (50) efficiency, allowing the wearer up to five rounds of activity outside of the current flow of time. The longest jump through time allowable with a null-time sequencer is a little over one hour into the past or the future. Note that the null-time sequencers do not move the wearer through space, only time; wielders seem to teleport by shifting outside time and moving to the desired location (seemingly instantaneously).

First appearance: FANTASTIC FOUR #352.

Material strength: Excellent (20).

Tech rank: Shift Y (200).

Availability: Doom used a pair of null-time sequencers in his duel against Reed Richards, though Doom's was worn at the end of the battle by a disguised Kristoff. The sequencer worn by Mister Fantastic was impounded by the TVA. Doom destroyed the only remaining time sequencer to avoid detection and interference by the TVA. It is highly probable that Doom at least created a set of blueprints or plans to gain knowledge of alternate time-travel technology.

Quark instability condenser

Touted by Doom as his promethium armor's most powerful weapon, the quark instability condenser was developed after Doom left Otherplace with his magic-based

armor. Extremely effective against cyborgs and robots, the condenser (incorporated into one of Doom's gauntlets) uses metal and electrical systems against its victims, causing extreme pain and disruption.

Powers: Quark Destabilizing Pulse. By somehow harnessing a fraction of the binding energies of atomic nuclei and any free energies around or in the target, this weapon causes variable damage to its targets. Against normal, nonpowered beings, this beam causes Amazing (50) Energy damage. Any targets with innate physical (but not mental) powers must add their highest power rank to the Amazing damage. For example, the pulse adds Unearthly damage to this amount (Shift X (150) total) when used against the Hulk by harnessing some of the energy from the Hulks strength. For any armored, robotic, or cybernetic target, add the highest power rank to the damage as above, but a Red Endurance FEAT roll is needed to prevent paralysis of the mechanical systems for 2-20 rounds (White or Green results on this FEAT roll signify permanent dysfunction or destruction of specific system; Yellow or Red results equal success). Iron Man's armor would take Shift X (150) damage from the pulse, and he would need to make the Endurance FEAT roll to save his armor from destruction.

First appearance: FANTASTIC FOUR #352.

Material strength: Incredible (40).

Tech rank: Shift Y (300).

Availability: There was only one working model of the condenser, and it was placed in the mock-up promethium armor worn by Kristoff at the end of Doom's time-duel. Planning to sacrifice Kristoff and the armor to the TVA, Doom certainly has blueprints for the construction of another (though whether this is one of his own designs or something stolen from another time or place is unknown) hidden in his library or lab in Castle Doom.

Next month, I'll cover yet another corner of the MARVEL UNIVERSE™, but I'll continue to add in bits and pieces of Dr. Doom's technology and other sundries to spice up everyone's game campaigns. Keep sending your comments to: The MARVEL-Phile, DRAGON Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. We'd like to know your thoughts on the current direction of the column and the MARVEL SUPER HEROES game line in general. ☐

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by Steven E. Schend

THE MARVEL®-PHILE

Crossing the dimensions to bring you new heroes

Color by Steve Sullivan,



After months of leftovers, updates, and various odd bits of trivia here in the 'Phile, we now present two great characters from the EXCALIBUR comic book for your game universe: Cerise, an alien energy wielder; and Kylun, a mutant swordsman of Ee'Rath. They're the new allies of the British superteam, Excalibur. These two have only recently been inducted into the team but have already proven themselves heroes on Earth and other worlds (and can soon prove their mettle on the battlefields of your MARVEL SUPER HEROES™ game universe as well).

CERISE™

Dimension-crossing alien adventurer

First appearance: EXCALIBUR #46 (cameo, face unrevealed); EXCALIBUR #47

F	RM(30)	Health: 90
A	EX(20)	
S	EX(20)	Karma: 60
E	EX(20)	
R	EX(20)	Resources: GD(10)
I	RM(30)	
P	GD(10)	Popularity: 5

POWERS:

Light Force: Cerise has the Amazing (50) rank innate ability to generate and manipulate crimson energy fields for a wide variety of effects, many of which have yet to be revealed. For now, Cerise has exhibited the following variations of her power:

– *Force Blast:* Cerise can generate Force bolts of up to Amazing (50) rank and range.

– *Force Fields:* Cerise also manipulates her crimson energy into force fields of Incredible (40) rank covering her area. If her field is extended over an expanse greater than one area, its defensive rank is

reduced by -1CS; Cerise apparently cannot maintain fields over three areas in size, though her versatility in shaping these fields seems limitless. Her standard fields are protective force bubbles in which to carry people (apparently as extensions of her flight power), walls for unidirectional protection, tubes, and semi-malleable personal fields to protect and retrieve others. Cerise can generate a field across distances of up to four areas away from her.

– *Flight:* Cerise can fly at an Excellent (20) air speed alone; if carrying any passengers (maximum of 1,000 lbs.) within a connected force field, she can maintain a Good (10) air speed.

EQUIPMENT:

Transit Suit: Cerise arrived on Earth wearing a beetlelike suit of alien armor from her home planet. The suit's capabilities are as follows:

–*Body Armor*: The transit suit is made of unknown materials that afford the wearer Amazing (50) protection from energy attacks and Incredible (40) protection from physical and Force attacks. It also has a life-support system capable of maintaining life for up to two weeks unaided.

–*Dimensional Scanner Gloves*: Cerise’s gloves (with the main components removable for localized scanning) provide holographic monitors that scan surrounding space and allow the wearer of the suit to navigate hyperspace to reach preprogrammed coordinates. The limited scanners contained in Cerise’s gloves have a range of eight areas and can detect energy, space, or time fluctuations or abnormalities with Amazing (50) ability.

Dimensional Transit: The transit suit allowed individuals to travel through hyperspace at Shift Y (200) interplanetary speeds. The suit’s “Dukane Drive” capabilities utilized energy- and space-manipulation principles totally unknown to current space-travel theorists of the MARVEL UNIVERSE™. The drive units on Cerise’s armor have burned out and may not be repairable with current Earth technology.

TALENTS: Cerise exhibits a wide variety of talents, including Spacecraft Pilot, Bilingual (Native Shaskofrugnonian and English), Astrophysics, Temporal Physics, Electronics, and Martial Arts C.

HISTORY: Very little is known about Cerise’s background. She prides herself on her rank, boldly exclaiming quite often that she is a “warrior of the Grand Jhar, genestock of Subruki, Zarstok, and Kuli Ka.” Whether the latter three are her ancestors or parents is unknown, though some familial relationship is suggested. Cerise arrived on Earth while travelling from her homeworld of Shaskofrugnon (a previously unknown planet). By her markings, she was en route to the Phlegmnon Rim frontier. As she passed through the Quassion Field of Tryar, she encountered extreme turbulence throughout hyperspace and real space (undoubtedly caused by Necrom’s recent attempt at multiversal convergence—see later). A vortex formed, and Cerise’s transit suit burned itself out before she entered a dimensional rift and materialized in the dimensional nexus within Excalibur’s lighthouse.

Cerise’s arrival was timely, as she was quickly accepted as an ally and member of Excalibur after a minor fracas with the Technet, who were guests of Excalibur at the time. She aided the team in the fight against Necrom and the Anti-Phoenix, and both she and Kylun comported themselves well during the multiversal crisis (detailed later). Cerise now resides with the other members of Excalibur in Braddock Manor.

ROLE-PLAYING NOTES: Cerise is an extraterrestrial warrior-adventurer, one with experience beyond her seemingly few years. She is friendly and warm-mannered to those she meets, but she can become cold and overly analytical when presented with a mystery. Cerise has traveled the universe seeking excitement and adventure, arriving on Earth by accident and staying since it seemed she “could have a lot of fun here.” Though she comes from a technological society far more advanced than our own, Cerise seems somewhat naive and innocent on Earth.

In your own game campaigns, Cerise could just as easily fallen in with the PC heroes as with Excalibur, so she is quite adaptable to nearly any campaign. Much fun role-playing can be had while the PCs acclimate Cerise to the complexities of Earth’s culture (try to explain American political systems, television sitcoms, and hot dogs to someone with no comparable frames of reference). Her powers are quite spectacular, so imagine her problems if she wishes to work with heroes who rely on stealth and subterfuge. As a hero, Cerise is quite dependable, and her dimension-traveling experiences open up an infinite number of new doors for PC heroes if they wish to explore the space-

ways with her

Though she is not such, Cerise could be perceived as a villain for an adventure or two. Imagine a beetlelike alien teleporting into the middle of Times Square, with its universal translator damaged. The alien (Cerise) is confused and disoriented from her dimensional trip, and she cannot comprehend the native language; her appearance and language, of course, do little to calm the crowds, which promptly panic. If your PC heroes tend toward knee-jerk reactions, Cerise may find herself hunted down as a hostile alien until she can fix her translator. Of course, there are many who can fix it for her, but what should happen if she meets a friendly (but always unctuous) Wizard looking for a new member for his latest Frightful Four? Perhaps others from her world later come to Earth looking for her; they might assume that the PCs are holding Cerise against her will, and they’ll seek to free her from her “captors? Or, maybe her dimension-hopping armor is stolen by one of your campaign’s villains. Cerise and your PC heroes might need to find some other means of crossing dimensions to chase him. The opportunities are endless for this naive but powerful alien in your games, so take advantage of



KYLUN™

Colin McKay, mutant revolutionary and adventurer

First appearance: EXCALIBUR #2 (as Colin); EXCALIBUR #42 (as Kylun the Warrior)

F	IN(40)	Health: 120
A	RM(30)	
S	EX(20)	Karma: 46
E	RM(30)	

	TY(6)	Resources: GD(10)
I	GD(10)	
P	RM(30)	Popularity: 5; 50 on Ee'Rath

POWERS:

Bestial Appearance: Kylun’s mutant physiology grants him catlike eyes that allow him Night Vision (no penalties for fighting in normal darkness) and a full-body covering of light brown fur that provides a Feeble (2) Resistance to Cold.

Sound Duplication: Kylun has the Incredible (40) rank mutant power to duplicate any sound he hears. He apparently cannot change the tone, pitch, or volume of the stimulus, simply reproducing sounds exactly as he hears them. There is no audible difference between the actual sounds and those Kylun produces, so voice scans do not detect any abnormalities.

EQUIPMENT:

Swords of ZZ'Ria: Kylun's magical swords are indigenous to Earth 148, known to its natives as Ee'Rath, and are rare and wondrous artifacts bestowed on this gifted warrior. The two swords are made of an unknown metal but have Unearthly material strength due to their enchantments. Created by one of Ee'Rath's greatest sorcerers, the two swords can cut through anything but those creatures who are "pure of heart"; in Kylun's hands, the swords each deal out 25 points of Edged Attacks damage to all inanimate items or evil beings. In addition, the swords have the power to cut through and disrupt any energy barriers (especially magical energy) of less than Unearthly strength. Kylun's swords, when not in use, are magically held in place on the back of his costume.

Dagger: Kylun also carries a wide-bladed enchanted dagger for use as a missile weapon (range of two areas) that inflicts 15 points of Edged damage to its target; it has an innate Resistance to Magic of Excellent rank.

TALENTS: Kylun has the talent of Weapons Specialist with the *Swords of ZZ'Ria* (Monstrous Fighting rank). His other talents include Martial Arts D & E, Thrown Weapons, and Resist Domination.

HISTORY: Kylun originally was born Colin McKay in our Earths England; his catlike eyes marked him as a mutant from birth. When he was seven years old, his parents were killed and he was kidnapped by the Vixen, Britain's equivalent of America's "Kingpin of Crime." Colin escaped the Vixen and her men, hiding in a derelict English factory. The factory's previous inhabitant had been Tweedledope of the Crazy Gang, a *savant* inventor who threw together pieces of scrap metal, a transistor radio, apple cores, baked beans, a rubber spider, and other garbage to inadvertently create the artificial life-form now known as Widget. Widget befriended Colin and kept him company, a fact the lonely Colin never forgot. When the Vixen and her men came to the factory to recapture the boy, Colin escaped through a dimensional portal created by Widget and arrived on the barren, icy plains of Ee'Rath.

Cohn was raised as a warrior, becoming one of the premier fighters for the Sorceress' Sisterhood. Kylun's body took on his

current bestial appearance as he grew, and this heightened the stories about this great warrior. Fame, however, mattered little to Kylun. As he reached the age of majority, he chose as his symbol an approximation of Widget's original form, then gained the love of the Princess Sa'Tneen, the heir to the Sisterhoods dynastic rule. The couple's joy was soon interrupted by the sorcerer Necrom and his druids, who conquered Ee'Rath and subjugated its peoples. Necrom soon drained the planet of much of its life in the sorcerer's relentless quest for more power, as he hoped to bring the multiverse under his own malevolent rule.

Kylun led a revolt against the rule of Necrom, culling an army from the long suffering natives of Ee'Rath. He saved his lover from becoming a sacrifice on Necrom's altar, and together they led the rebel army to Necrom's Dark Citadel. Necrom had drained much of the life of the planet into himself, and he prepared to go to another Earth through the cross-time chamber in his citadel. He stopped long enough to animate the remains of his world's Excalibur team (Captain Britain 148, Thor, Black Knight, Spider-Man) to fight Kylun and Princess Sa'Tneen. The animated heroes were quickly defeated, but the princess was slain before they could stop Necrom's entrance into his Chamber of Infinity, which would take him to Earth 616, the prime (Marvel) Earth and current home of the Phoenix. Kylun followed Necrom through the chamber, his heart filled only with hate and revenge.

Kylun rematerialized inside the lighthouse of Excalibur, mistakenly thinking Excalibur was responsible for the destruction of his adopted world. After meeting Nightcrawler and ascertaining his heroism, Kylun worked alongside Kurt and the exiled Technet, and was on hand with Excalibur to see the release of the Anti-Phoenix from its prison in County Sligo, Ireland. Necrom, fortified by the absorbed power of the Anti-Phoenix, soon made his presence known in England when he slaughtered a contingent of 19 F.I.6 agents in London, draining their life forces and nearly killing a British mutant hero, Micromax. Necrom then played his final gambit, confronting Excalibur and their allies outside the lighthouse.

Kylun, with Cerise, Micromax, and Feron (a young mystic trained to wield the Phoenix force); led an attack on Necrom while Excalibur quickly repaired the damage Necrom had done to the multiverse when he attempted to "converge" all the various universes. Despite this repairing and strengthening of the dimensional walls that separate each universe, the repercussions of such widespread dimensional havoc will occur for years to come. Kylun managed to wound Necrom with his

swords, damaging one of his eyes, but Necrom abandoned the battle and fled to Otherworld to confront Rachel Summers, the Phoenix. The Phoenix vs. Anti-Phoenix battle destroyed an entire solar system light years away. Necrom was defeated by Rachel when she gave him the full power of the Phoenix. Necrom couldn't absorb that much power, and he exploded; Rachel's body teleported back to Otherworld clad in the green and gold costume of Earth's first Phoenix, Jean Grey.

Kylun has been accepted as a member of Excalibur along with Cerise, and the entire team now resides in Braddock Manor following the destruction of the Tower that Crosses Time (a.k.a. the Excalibur lighthouse).

ROLE-PLAYING NOTES: Kylun is, despite his martial talents and fearful looks, a relatively shy and reserved hero. This is all the more remarkable due to his accomplishments as a rebel leader on Ee'Rath. He is quietly confident in his own abilities and remains calm in any combat situation. His leonine features belie a young, fiercely loyal heart and slight insecurity over his "insignificant" mutant power. In the short time he has been with his teammates, he has quickly gained their respect and trust, things he cherishes all the more because of his lonely childhood. Most of all, he is loyal to Widget, his only friend from his youth before being teleported to Ee'Rath.

In your game campaigns, Kylun fits easily as a trusted ally and skillful warrior. His use of swords will be hard to explain to local law-enforcement officials, and it may easily get him into trouble until the properties of his swords are discovered. Though he is a native of Earth, his mutant appearance could be disguised by calling him an alien from Ee'Rath (helping his Popularity score). He reacts quickly to danger and often leaps into battle regardless of planning or strategy, unless he is in command.

Though initial mistrust of Kylun might come from his appearance, he can become one of the best allies your PC heroes have met in quite a while. Though he would never fall in with any established super villains, he could become a lone vigilante; as Spider-Man has known for years, the media and public can view him as a menace regardless of any heroic deeds he might perform. Once Kylun finds an ally that he (and his swords) could trust, he will try to ally with that person for aid against Necrom (should the latter return) or any other evil that makes its presence known.

T

by Steven E. Schend

THE MARVEL[®]-PHILE

Heirs to the fallen empire

Color by Steve Sullivan



With the recent detonation of the Nega-Bomb by the Shi'ar and the apparent death of the Supreme Intelligence during Operation: Galactic Storm, the once-powerful interstellar empire of the Kree has been driven to its knees. Its mighty armies and legions of Accusers are gone. Only a select few have lived through the galaxy-wide devastation. Thanks to the machinations of the Supreme Intelligence, these few are destined to become a new breed, freed from the evolutionary dead-end that had halted the Kree race's advancement for the past millennia.

Currently, the Kree Empire is under the rulership of Deathbird for her sister, Lilandra Neramani, Majestrix Shi'ar. Deathbird has collected the remaining members of the Kree Starforce as her elite guard. Originally collected by the Supreme Intelligence as his superhuman strike force against the Shi'ar Imperial Guard and the Earth-based Avengers, the Starforce was to help him regain the rulership of the Kree, a post he had held for 11,000 years before his most recent ouster.

With the Supreme Intelligence's alleged death following the destruction of 90% of the Empire's people, Deathbird was chosen to reconstruct the throneworld, Hala, and the empire under Shi'ar rule with the Starforce at her side.

Below are the statistics and gaming information for the members of the Kree Starforce. Of the six members fully detailed below, only three are known to be living still: Shatterax, Ultimius, and Korath the Pursuer. Supremor, Dr. Minerva, and Captain Atlas all have allegedly died in the aftermath of the Nega-Bomb. Statistics for Deathbird, Ronan the Accuser, and the Supreme Intelligence can be found in their respective entries in the *Gamer's Handbooks* to the MARVEL UNIVERSE™, Volumes One, Three, and Four.

Deathbird currently resides on Hala, the capital of the decimated Kree Empire, and is attempting to oversee the fragmented and crippled empire as Regent for her sister. She also acts as the Praetor of the Starforce.

Though Deathbird is often unpredictable and savage in battle, her time as Majestrix Shi'ar has tempered her passions and given her the insight needed to rule an intergalactic empire. Deathbird seems to be taking her responsibilities to heart, though her subjects are not of her own people; whether or not she will manage to pull the Kree people together as a unified empire is unknown, though she is attempting to restore order to Hala and its immediate bordering worlds.

CAPTAIN ATLAS™

F RM(30) Health: 140
A EX(20)
S IN(40) Karma: 40
E AM(50)

R GD(10) Resources: FB(2)
I GD(10)
P EX(20) Popularity: 20 (Kree Empire)

KNOWN POWERS:

Empathic link: Captain Atlas shared an empathic link with Doctor Minerva of Shift X (150) rank. This link was set up to better tie Atlas with his "fated" mate for the betterment of the Kree.

Flight: Captain Atlas could fly at Good air speed (8 areas/round).

EQUIPMENT:

Energy blaster: Captain Atlas sometimes carried a Kree military-issue energy blaster. This weapon had Amazing range (20 areas) and dealt Excellent (20) Energy damage to one target.

Uniform: The Kree military uniform worn by Atlas provided him with the following systems:

– *Ability enhancement:* The armored suit boosts Atlas' abilities to their listed levels above; without the suit, his Agility, Strength, and Endurance were reduced by -1CS each.

– *Body armor:* The uniform provided Atlas with Excellent (20) protection from physical, Force, and Energy attacks.

– *Communicator:* The helmet contained a subspace radio with Monstrous range (40 areas); it could be boosted by supplemental systems for better range, but it was used primarily for communication during combat.

– *Self-destruct mechanism:* Captain Atlas could set his armored uniform for self-destruction; after a build-up of energy that lasted five rounds, the suit could detonate in a one-area radius, causing Unearthly (100) Energy damage to all within the blast radius. Atlas apparently destroyed himself and Dr. Minerva this way, though evidence suggests that the two Kree were teleported away rather than destroyed.

ROLE-PLAYING NOTES:

Captain Atlas, like so many other Kree before him, was a career military man. His prowess in battle and his honor in upholding the codes and ideals of the Kree Empire were always utmost in his mind—that is, until he met Doctor Minerva. From his initial meeting with her, he was head-over-heels in love with her, and she became a driving force in his life, as was planned by the Supreme Intelligence.

Despite his Kree prejudices and an astonishingly rigid code of behavior, Atlas was quite honorable—the proverbial good soldier. His tactical skills are second only to his attraction to Minerva. If used in a game campaign, the word of Captain Atlas could be trusted, especially if Atlas's opponent has proven himself honorable as well.

DOCTOR MINERVA™

F EX(20) Health: 130
A EX(20)
S AM(50) Karma: 60
E IN(40)
R RM(30) Resources: FB(2)
I GD(10)
P EX(20) Popularity: 15 (Kree Empire)

KNOWN POWERS:

Through the use of the outlawed Psyche-Magnetron, Dr. Minerva altered her form and inherited powers similar to those of the original Ms. Marvel. They were as follows:

Body armor: Dr. Minerva's tough skin gave her Remarkable (30) protection against physical and Force attacks and Excellent (20) protection against Energy attacks.

Combat sense: In combat situations or when Dr. Minerva was actively searching for something, this Incredible (40) rank power was used instead of her Intuition.

Flight: She could fly at Excellent air speed (10 areas/round).

Metabolic resistance: Dr. Minerva's body had an Amazing (50) rank resistance to any diseases, poisons, and toxins.

ROLE-PLAYING NOTES:

Dr. Minerva was a scientist intent on improving the genetic stock of the blue-skinned Kree and freeing it from its evolutionary dead-end. Her monomania drove her to genetically alter herself to gain some of the powers of the first Ms. Marvel. As the leading scientist on the Starforce, she was the only member privy to the Supreme Intelligence's plan to detonate the Nega-Bomb and jumpstart the genetic makeup of the Kree.

In pursuit of a goal, Minerva was manic in intensity but was always under control. Her techniques were always methodical and systematic, and she would do nearly anything for the advancement of the Kree race, especially if it put her in a position of power.

If she is alive in your game campaign, Dr. Minerva could be hunting the player characters, hoping to use their genetic material to better the Kree race. Her initial forays against the original Captain Marvel involved her wanting him to father children of enhanced genetic potential; at the time of her apparent demise, she felt that Captain Atlas was her fated mate and they would be the progenitors of the new Kree race.

KORATH THE PURSUER™

F GD(10) Health: 100
A GD(10)
S RM(30) Karma: 40
E AM(50)
R EX(20) Resources: EX(20)
I GD(10)
P GD(10) Popularity: 10 (on Hala)

KNOWN POWERS:

Pursuer cybernetic enhancements:

Korath was the only recipient of the cybernetic implants designated for Pursuer security forces (to replace the centuries-old Accusers). His entire body has been impregnated with circuitry and power cells to grant him these powers:

– *Beta batons:* Korath's main weapons were his beta batons. Constructed of Remarkable (30) strength metals, the batons allowed him to channel energy from his body to "charge" them for the following melee combat effects: Monstrous (75) Blunt damage; Amazing (50) Energy damage; or Monstrous (75) Stun attack. If Korath did not "charge" his batons, he could still inflict Incredible (40) Blunt damage with his batons.

The batons channeled energy only and were thus useful only to Korath. The energy of the batons could temporarily overload and disrupt other cybernetic systems such as Korath's boot jets.

– *Body armor:* Korath had armor permanently grafted onto his body that provides Remarkable (30) physical, Force, and Energy protection.

– *Flight:* Korath's boots had retractable jets that gave him an Excellent (20) air speed (10 areas/round).

– *Sensor arrays:* Korath's sensors were primarily enhanced visual sensors and allowed him Amazing (50) rank Energy Detection, and they also allowed him to gauge the power types and power levels of superhuman foes.

ROLE-PLAYING NOTES:

Korath was a bitter scientist who refused to obey a mandate from the Kree leadership to abandon his Pursuer cyberwarrior projects. His determination to prove the worth of his ideas drove him to experiment on himself, changing him into the cyborg he is now.

Despite his zeal to fight for the Kree, Korath had been a scientist most of his life. He had studied fighting, but he had yet to master combat and had a slow reaction time in crisis situations.

In your game campaigns, Korath might be sent to Earth "in pursuit" of some of the Avengers for their parts in the Kree-Shi'ar war, or he might be hunting your characters for Deathbird, his new mistress, if she is an old foe of your heroes.

SHATTERAX™

F EX(20) Health: 150

A RM(30)

S AM(50) Karma: 50

E AM(50)

R GD(10) Resources: EX(20)

I EX(20)

P EX(20) Popularity: 20 (on Hala)

KNOWN POWERS:

Cybernetic body ("Technowarrior"): Shat-

terax was a blue Kree soldier who was cybernetically altered and fitted with various technologies to replace parts of his own body. As part of the Kree military, he volunteered to be the first of the new "technowarriors" fitted with artificial limbs loaded with weapons systems. His abilities included:

– *Body armor:* Shatterax's armor and artificial implants were made of Incredible (40) strength materials, and they granted the Kree warrior Remarkable (30) protection from Energy attacks and Incredible(40) protection from physical and Force attacks.

– *Capture globes:* Shatterax's armor contained two of these devices, and they could be fired from his arms with a range of four areas. Each globe would expand and harden around a given target in less than one round, becoming a globe of Remarkable (30) material strength with Good (10) Levitation capabilities (the globe floats off the ground and hovers in place) and a maximum size of 8' in diameter.

– *Computer link:* Shatterax had direct cybernetic links with an internal computer system that monitored his lifesigns and his verbal and nonverbal commands for his armaments. The computer allowed him the ability to record all visual and oral information within a range of four areas for up to 12 hours. He could also tap into external computers of Kree design with Remarkable (30) ease and Kree communications systems with Amazing (50) ability and range.

– *Energy generation ("Anti-Neutron Wave Barrage"):* This was Shatterax's most potent weapon. This Monstrous (75) rank Energy discharge took three rounds to fully activate as his cyborg body generated the energy and channeled it to the surface of his armor. In the first round, Shatterax's armor gained a Remarkable (30) Energy field that lasted until the barrage was released. This energy field afforded Shatterax no extra protection, but contact with Shatterax dealt Remarkable(30) Energy damage to the attacker. The full effect of the energy barrage was only felt when the energy was fully released. When activated, the energy was released as a wave that radiates out from Shatterax, affecting all targets within a two-area radius with Monstrous (75) Energy damage. For purposes of Slams and Stuns, the barrage is considered an Incredible (40) Force attack to all targets as well.

– *Flight:* Shatterax could fly by means of artificial legs with rockets in them, granting him Incredible (40) air speed (20 areas/round).

– *Force generation ("Charged Particle Beam"):* Shatterax's primary weapon system was his "charged particle beam" that dealt Incredible (40) Force damage to one target within a range of 11 areas.

– *Sensor arrays:* Shatterax had a wide

variety of sensors he could rely upon for analysis, detection, and recording purposes. All the following sensor systems operated with Incredible (40) rank: energy, heat, radar, radiation, sonar, and ultrasound. Shatterax also had Incredible (40) rank Life Detection. He could alter his visual sensors to adapt to up to Remarkable (30) rank darkness by adapting infrared or ultraviolet vision.

ROLE-PLAYING NOTES:

Shatterax was even more of a career soldier than Captain Atlas. He volunteered for the extensive cybernetic changes despite the personal cost simply to become a better soldier. He spoke seldom, other than to narrate his findings (in combat and exploration) to his superiors, with whom he stayed in constant contact. He rarely communicated directly with his foe but always spoke in tactical and analytical terms to detail the combat action for his commanders.

Shatterax's lack of interpersonal skills may have stemmed from his lost humanity; he was, for all intents and purposes, more machine than man and was permanently trapped in his armor. Despite the power he wielded, he was still a firm believer in the military chain of command as well as the Kree chain of authority—the military is always subordinate to the civilian Accusers.

Shatterax poses some interesting possibilities for game campaigns. While he would never come to Earth without orders to do so, what would happen to this soldier if he came to Earth on a mission but couldn't maintain contact with his superiors? Too little is known of his personality to predict the effects of having this powerful soldier on his own on Earth, but whatever happens, Shatterax will certainly cause a stir in the name of the Kree Empire.

SUPREMOR™

F EX(20) Health: 215

A EX(20)

S MN(75) Karma: 14

E UN(100)

R TY(6) Resources: N/A

I PR(4)

P PR(4) Popularity: 0

F EX(20) Health: 215

A EX(20)

S MN(75) Karma: 275

E UN(100)

R UN(100) Resources: N/A

I MN(75)

P UN(100) Popularity: 0

KNOWN POWERS:

Android body: Supremor was an android built to allow the Supreme Intelligence mobility and physical action. Up to

three of these androids could be active at any given time; the first set of statistics listed above are the default settings for the android when given autonomy by the Supreme Intelligence, and the second set are the ranks when the android was under the Supreme Intelligence's direct control. These androids were altered to have the appearance of the Supreme Intelligence; any surviving models of Supremor androids have these abilities:

– *Body armor:* Supremor was constructed of an unknown material that simulated organic tissue yet provided Incredible (40) protection from all physical, Force, and Energy attacks.

– *Communications:* Supremor had a Class 5000 transmission and reception array for communications, but standard communications to Kree outposts, etc., were limited to light-speed transmissions. However, communications between the Supremor android and the Supreme Intelligence were instantaneous, as the Supreme Intelligence operated Supremor through with a constant communication beam.

– *Elongation:* Supremor's head had a number of tentacles similar in appearance to those on the Supreme Intelligence. These tentacles, used for power absorption, could also elongate with Feeble (2) ability, and they allowed Supremor to reach any target within its area.

– *Mind transference:* Supremor was animated by the Supreme Intelligence, and up to three can be animated at once. However, only one android could be controlled directly by the Intelligence (using the second, higher set of mental stats listed above), effectively becoming the vessel for the minds of the Supreme Intelligence.

– *Power absorption:* The tentacles on the head of Supremor allowed it to simultaneously drain the memories and the Health of a victim. With a successful Fighting FEAT, Supremor could attach at least four tentacles to its victim, allowing it to drain the victim's memory. To determine how long it would take to absorb someone's memory, this Good (10) rank power drained 10 points of Reason per round until a character's Reason was temporarily at zero—if Supremor continued to drain psionic energy and memories after its victim's Reason is at zero, there was a cumulative 20% chance per round of permanent brain damage to the victim (-1CS on Reason and Intuition).

– *Repair systems:* Supremor's internal systems had an Excellent (20) rank self-repair function that operated as a Regeneration power of the same rank.

Limitation: Supremor was dependant on the animating influence of the Supreme Intelligence. Without its will within the android, Supremor was only a machine. It had rudimentary logic systems and programming that allow it to function as a

Sentry, though it relays information only to the Supreme Intelligence's cybernetic think tank. With the links at the tank severed upon the alleged death of the Supreme Intelligence, it seems unlikely that Supremor will be seen in action any time soon.

ROLE-PLAYING NOTES:

Supremor shared the same behavioral characteristics of the Supreme Intelligence, with a few subtle differences. While the Intelligence was a planner and a manipulator, Supremor acted to help the plans toward their goals. Supremor could be very arrogant and overestimate his power and control of a situation, and it was nowhere near as omniscient as it believed itself to be. Supremor tended to be very aggressive in battle, possibly due to the lack of physical activity of its motivator. As the only physical input for the Supreme Intelligence, Supremor lived to explore, investigate, and, most of all, experience the raw physical nature of life.

In your game campaign, a Supremor android could easily be animated on Earth, whether controlled by the Supreme Intelligence or not. Perhaps another powerful being's mind animates it, or it is working off pre-existing programming. The android could run amok, absorbing peoples' minds and becoming a gestalt mind independent of the Supreme Intelligence. If heroes fall victim to it, the situation could lead to involved role-playing adventures as your heroes attempt to free their comrades' minds from this ugly android form. Of course, Supremor could become a parallel of the Wonder Man/Vision conundrum, with his absorbed mind(s) adapting to a new body and new experiences. Of all the Starforce (despite his current defunct status), Supremor offers the most variety for role-playing campaigns.

ULTIMUS™

F EX(20) Health: 140
 A EX(20)
 S AM(50) Karma: 40
 E AM(50)
 R GD(10) Resources: EX (20)
 I GD(10)
 P EX(20) Popularity: 20 (on Hala)

KNOWN POWERS:

– *"Demon Druid" abilities:* For his centuries-long exile on Earth, this being was colloquially known as the Demon Druid, and clashed with Thor and Excalibur. Through the use of his energy and matter manipulation powers, Demon Druid sought to create an energy matrix within a configuration akin to Stonehenge that would teleport him home, a task he accomplished with the help of Excalibur. His powers may have been more extensive, but he used them solely to gain a means of teleporting home. His "Demon

Druid" powers are listed here.

– *Energy manipulation:* Demon Druid could tap up to Unearthly (100) rank power from a variety of sources, whether mystical or scientific in origin. He could absorb, reflect, and project energy for a variety of effects including his other abilities below.

– *Matter transformation:* Demon Druid could transform people into stone obelisks akin to those at Stonehenge with Monstrous (75) ability (make a Psyche FEAT roll to resist). He could also transform energy into matter and alter its form into large towers of stone, creating up to Monstrous (75) rank materials.

– *"Kree Eternal body:"* Proclaimed an Eternal of the Kree race by the Supreme Intelligence, this being became known as Ultimus and joined the Kree Starforce during the Kree/Shi'ar war. He apparently abandoned the abilities listed above, only utilizing the following powers:

– *Body armor:* Ultimus' dense body provided him with Incredible (40) protection from physical and Force attacks and Amazing (50) protection from Energy attacks.

– *Energy bolts:* Ultimus could shoot energy from his hands, projecting it as Incredible (40) rank Stun blasts that affect all targets within one area, or as Amazing (50) rank Force or Energy blasts with a range of 20 areas.

– *Flight:* Ultimus could fly at Incredible air speed (20 areas/round).

ROLE-PLAYING NOTES:

Ultimus was an extremely obsessive individual, choosing to focus all his energies on a single goal and tenaciously pursue it to its end. Once he believed something to be true, he ignored any evidence that might shake his beliefs. If calm, Ultimus could be reasoned with and was quite rational as well as noble. Despite his reason and his nobility, he was also easily manipulated. For example, he immediately believed the Supreme Intelligence's claim that he was an Eternal of the Kree race (though this should be impossible with the Kree at an evolutionary dead-end).

In game campaigns, Ultimus can be the foremost emissary for the Kree Empire, since he has some degree of decorum as well as the power to protect himself. Alternate game universes might see Ultimus as having been manipulated by a number of others into working for them rather than the Kree.

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by James Lewder

THE MARVEL-PHILE

Creatures on the prowl

After the downfall of the EC-style horror comic of the 1950s, chock full of entertaining but gruesome deaths and decaying zombies with various body parts missing the comic-book industry scrambled for a less shocking type of monster to fill its rosters. So it was that magazines like *Strange Tales*, in the days before Doctor Strange and the Human Torch, and *Journey Into Mystery*, before the arrival of a certain hammer-toting thunder god, came to be home for creatures of astounding size and even more astounding names—monsters like Kraa the Unhuman; Sporr, the Thing That Could Not Die; Grottu, King of the Insects; and, of course, the ever-popular Fin Fang Foom.

These mammoth menaces proved so successful that Marvel launched two more comics in 1959 to showcase them—*Tales of Suspense* and *Tales to Astonish*. Soon, these books would become the stomping ground for super heroes like Iron Man, Ant-Man, and the Hulk. For a time in the early 1960s though, their pages trembled under the tread of giant feet and echoed with the clatter of crumbling buildings.

As you might suspect, these yarns share a great deal with the “guys-in-rubber-monster-suits” school of Japanese cinema, as well as the radiation-enlarged-insect movies of the 1950s. The standard story involves a gigantic creature either landing on earth if it’s an alien beastie, or being awakened by an overly inquisitive explorer or scientist if it’s a more local menace. After some prerequisite stomping of the landscape in New York or a small village in eastern Europe, the monster’s secret weakness is uncovered. That’s part of the Monster’s Guild by-laws, it seems: All monsters over 20’ tall must have a debilitating Achilles heel that allows the puny humans of Earth to defeat it. Under no circumstances, though, should this weakness be anything so obvious that it can be uncovered before said monster gets to crush some masonry and maybe even chuck around a car or two—after all, fair’s fair.

Monsters on the loose

Releasing a towering mass of scales, claws, and muscle into your MARVEL SUPER HEROES™ campaign every once in

a while provides a great change of pace to the standard super standoffs. Scenarios involving these titanic beasts can be resolved easily in a single game session; the typical plot noted above can be worked into any locale. Used creatively, these creatures can be a challenge to even the most powerful super teams.

In an extended campaign against a specific villain, a monster can play the important role of minion. If, for example, the Red Ghost wants to distract a nosy group of heroes who are hot on his trail, he might resurrect the Glop and set him on a rampage throughout eastern Europe. While the heroes save lives and prevent the Glop from crushing Ukraine even flatter than it already is, the Red Ghost

will be free to pursue his own nefarious plans.

A light touch is important when running adventures with creatures such as Zzutak and Groot, especially if you want the games to resemble the Lee-Kirby monster epics in the original comics. The evil beasties tend to threaten humans, but generally don’t go out of their way to kill them.

They will wipe out any tanks and planes the Army or Air Force tosses against them, but are never surprised when the soldiers escape from the burning wreckage. In fact, Marvel monsters are prone to enjoy the sight of fleeing humans. It gives them the chance to laugh maniacally and bellow such classic lines as: **“I am Googam—and I am power!”** or **“Tremble, mortals, before the awesome might of Gomdulla!”**



Color by Steve Sullivan

GOMDULLA™

The Living Pharaoh

F	EX(20)	Health: 255
A	GD(10)	
S	MN(75)	Karma: 100
E	ShX(150)	
R	AM(50)	Resources: EX(20)
I	GD(10)	
P	IN(40)	Popularity: 0

POWERS:

Body armor: Gomdulla's skin, possibly in conjunction with the seemingly indestructible mummy wrappings he wears, grants him Amazing (50) protection from physical, Force, and Energy attacks.

Levitation: Gomdulla can levitate at will with Incredible (40) power.

Earth control: Though only able to affect stone, Gomdulla has Amazing (50) power in causing stones to move or even fly at his command.

Hibernation: When the stud on Gomdulla's right foot is pressed, he goes into a sort of suspended animation. During this time, he does not age. Any examinations (even psi-probes) conducted on the Living Pharaoh while he is hibernating will reveal nothing of his nature.

TALENTS: Gomdulla is fluent in at least two human languages: English and Egyptian (both ancient and modern).

CONTACTS: The Cult of Gomdulla remains as a very small organization throughout Egypt. It is particularly active outside the major cities. The members are drawn largely from the criminal population, but they are extremely loyal to the Living Pharaoh and provide him with substantial wealth.

HISTORY: In ancient Egypt, during the reign of the pharaohs, a powerful alien landed near the Nile river. This alien, known only as Gomdulla, set about terrorizing the small community around one of the lesser pyramids. While most of the Egyptians rejected Gomdulla's demands for wealth and power, some fell at the alien's feet, proclaiming him the true ruler of the Nile basin.

The alien's reign of terror lasted only a very short time. Freedom fighters infiltrated the Cult of Gomdulla centered in the lesser pyramid, which was unfinished at the time, and discovered his weakness—a stud on the top of his right foot. Pressing the stud immobilized the alien, sending him into deep hibernation.

It remains unclear when Gomdulla was fitted with the mummylike wrappings he wears in modern appearances. Perhaps they are common garb on his planet. It

seems more likely that the alien adopted the bandages upon reaching Egypt, intent on hiding his unearthly origins and exploiting the beliefs of the locals. It's also possible that, once they had defeated Gomdulla, the freedom fighters covered the pretender to the pharaoh's throne in the traditional funeral wrappings.

What is clear is Gomdulla was swathed in bandages when archaeologists uncovered him in the early part of the twentieth century. Presumably the wrappings had fused somehow with the alien's skin, for scientists were unable to discover the true nature of the 30'-tall mummy. Gomdulla was dismissed as a hoax by some, discussed as a true mystery by others; in the small museum in Egypt that was his home, however, Gomdulla soon became just another dusty fragment of history.

For at least 40 years, Gomdulla stood motionless in the museum. Finally, in the early 1960s, two small boys playing around the giant's feet fell against the stud and awoke the sleeping alien. Waiting for night to fall and the museum to empty, Gomdulla smashed through the museum's thick stone wall and escaped into the darkness.

It didn't take long for the giant to resurrect the Cult of Gomdulla in the backwater area of Egypt, and within weeks he had taken control of the pyramid once more. His agents began to gather treasure for the newly risen demigod. That Gomdulla, now called the Living Pharaoh, quickly gathered epithets like "the Cruel" and "the Merciless" are testament enough to the type of organization he was building.

The semi-secret Cult of Gomdulla soon came to the attention of Interpol, which assigned an agent to discover the identity of its leaders. The agent got quite a surprise when he found that the missing giant mummy was the cult's focus. In the battle that followed, the Interpol agent escaped death at the alien's hands thanks to the intervention of the cult's high priest. A descendant of the freedom fighters who had dealt with Gomdulla when he first landed in Egypt, the high priest was himself a spy for the forces aligned against the Living Pharaoh. He knew to press the stud hidden by the wrappings on the alien's foot, once again sending Gomdulla into hibernation.

ROLE-PLAYING NOTES: Gomdulla is content with his guise as an Egyptian demigod and will do all he can to hide his extraterrestrial nature. He is cruel and quite a braggart. He will rarely confront foes without proclaiming dire fates for any who dare oppose him. Overly fond of showing off his powers, Gomdulla will never try to hide his strengths. His goals are simple: the collection of wealth and absolute power over as great an area as he can manage.

For modern-day campaigns, you might assume the following to be true: Since his defeat in the sixties, Gomdulla has been passed from Interpol to SHIELD to more mundane scientific operations, but no one has been able to uncover the alien's origin. The most prevalent theory supported by these groups claims that Gomdulla is some sort of renegade super-robot, though the alien technology that created him remains elusive. Some even posit Gomdulla is nothing more than a more advanced model of Rama-Tut's robot warriors. Gomdulla was recently returned to the Egyptian government, which considers the dormant "Living Pharaoh" a national treasure of sorts.

GROOT™

The Monster from Planet X

F	EX(20)	Health: 330
A	GD(10)	
S	ShY(200)	Karma: 120
E	UN(100)	
R	AM(50)	Resources: UN(100)
I	RM(30)	
P	IN(40)	Popularity: 0

POWERS:

Body armor: Groot's thick, barklike skin provides Remarkable (30) protection against physical, Force, and Energy attacks. This armor provides Groot no protection from attacks of normal-sized insects, such as ants or termites, which can easily penetrate the fibers and damage his pulpy interior. This vulnerability also includes characters who can shrink to the size of a small insect.

Flight: Groot can travel through space at Unearthly (100) speeds, during which time he is sheathed in a specialized force field that protects him from the rigors of outer space (no additional life support necessary). This force field provides no other protection and appears as a brilliant yellow luminescence, which sometimes surrounds Groot for days after he lands on a planet.

Growth: Groot can alter his size by absorbing wood. His initial size will be Incredible (20' tall), and for each turn he is allowed to draw wooden objects into his body, he will grow one rank in height, up to Shift Y (50' tall). The process can be reversed, though no wood is expelled from his body in shrinking back to his starting height.

Plant control: Groot exerts Shift X (150) control over all trees and woody flora, a power that functions like the more common form of the *Animate objects* power. He can command timber to accelerate its growth, as well as move like animated servants. Trees will obey his commands without pause, despite biological limitations to the contrary (i.e., pines that walk around to do Groot's bidding will not die from lack of water, etc.).

Resistance to fire and heat: Groot, like all inhabitants of Planet X, has this power at the Remarkable (30) level.

TALENTS: From Planet X, Groot studied the Earth, giving him knowledge of English. He also has Amazing (50) talent in biology and Incredible (40) talent in space sciences.

HISTORY: Returning home from a party, Alice and Leslie Evans witnessed a strange glowing object crash on the outskirts of the small town in which they lived. Because it was late, they decided not to investigate. For the next few days, though, the weird occurrence plagued Leslie, despite his efforts to throw himself into his work as a research biologist.

Only when trees, fences, and other wooden objects began to disappear around town did Leslie give in to his suspicions and go out to investigate the crash site. In the forest, he discovered a glowing wooden giant, 20' tall and shaped roughly like a huge tree. This monstrous creature was absorbing all the wood he could gather—the trees, the missing fence, barrels, brooms, and even doghouses. And with each bit of wood he absorbed, the creature grew larger.

Evans rushed to warn the town, but it wasn't long before the alien, now 50' tall, lumbered out of the forest. He announced himself as Groot, monarch of Planet X and overlord of all timber in the galaxy. The plan he had come to institute was simple, but astounding: Groot would command the nearby trees to form a wall around the town, then expand their roots to weave a net beneath it. When that root-net was complete, Groot would order the trees to carry the town into space, out of the solar system, and into the waiting labs on Planet X, where the earthlings would provide ample test subjects for the alien scientists.

Though Groot never revealed how he could make the trees fly into space, the power he exhibited over the local pines and oaks seemed to prove he wasn't bluffing. Under the overlord's command, the trees surrounded the town and their roots started to grow into a net. The town tried to stop Groot—with bullets and even fire—but nothing worked.

Fortunately, Evans thought to confront Groot with a less obvious weapon. Whereas bullets could not penetrate the alien's bark and fire had no effect upon him whatsoever, the special termites Evans bred in his lab made short work of the 50' tree. With Groot gone, the town hailed Evans as a hero and started the long process of cleaning up after the rampaging flora.

ROLE-PLAYING NOTES: Groot is extremely confident of his abilities—to the point of being smug and reckless. He will boastfully reveal his plans if given the

chance and won't shy away from direct conflict with heroes. If the battle begins to turn against him, though, he will quickly summon trees to fight for him.

Groot's plans for stealing a small town or village for scientific experiment on Planet X provide a great springboard for future adventures. Even though the overlord was defeated by Leslie Evans in the early 1960s, his successor on Planet X might come to Earth to kidnap another village. With all the resources of Planet X behind him, the new monarch might even be equipped with modified armor that cannot be breached by insects and other small weapons so easily.

ZZUTAK™

The Thing That Shouldn't Exist

F	AM(50)	Health: 404
A	PR(4)	
S	ShX(150)	Karma: 6
E	ShY(200)	
R	FB(2)	Resources: None
I	FB(2)	
P	FB(2)	Popularity: 0

POWERS:

Body armor: Zzutak's unusual nature grants him Monstrous protection from physical and Force attacks, as well as Class 1000 protection from cold, heat, fire, and corrosives.

Immortality: The Thing That Shouldn't Exist cannot be destroyed, only rendered immobile.

TALENTS: None.

HISTORY: When a tall, mysterious stranger arrived on the doorstep of comic-book artist Frank Johnson, little did he suspect he was dealing with the leader of a dangerous group of Aztec revolutionaries. The man claimed to be a fan of the monsters Johnson painted for comic books such as *Strange Tales*. To help the talented artist achieve true greatness, the stranger gave him a set of wondrous "three-dimensional" paints, intended to give his work a more lifelike quality.

The paints certainly proved to have incredible powers. Whatever Johnson depicted with the oils quickly moved away from the canvas and became real. Using the paints was not without its dangers, though, as the artist soon discovered. Viewing even the tiniest bit of enchanted paint caused Johnson to succumb to the subliminal suggestions the stranger had implanted in the weird gift.

Johnson found himself setting off for Mexico, very much against his will. He trekked for quite some time into the Sierra Madre Mountains. In a remote valley there, he came upon a perfectly preserved Aztec temple—and the stranger who had



first given him the paints. It was only then that he learned the reason he had received the dangerous present.

The stranger, like all the residents of the valley, was a descendant of a group of Aztecs that had fled the Spanish conquistadors. The Aztecs managed to hide in the valley for centuries, maintaining their culture. In that time, they worked to perfect the three-dimensional paints. With the paints—and the help of a talented fantasy artist like Johnson—the Aztecs hoped to create an army of monsters, then sweep out of the valley and retake Mexico.

Though he tried to fight the lure of the paints, Johnson was compelled to complete the first stage of the revolutionaries' plan: a painting of Zzutak, the Thing That Shouldn't Exist. As with the other, less fantastic objects Johnson had created with the paints, Zzutak stepped away from the canvas as a living thing. A creature of great size and strength, Zzutak was at the command of the leader of the Aztecs. And as the Thing That Shouldn't Exist was put to work sealing the valley so the monster army could be created in complete secrecy, Johnson started painting another beast.

The artist knew he was the only person who could prevent the death and destruction a monster army would bring down upon Mexico. With little more than hope driving him on, Johnson began to chant softly to the creature he was painting: "Zzutak is your enemy—you must destroy him!" The desperate ploy worked. When the second monster stepped from the canvas, it immediately set upon Zzutak. Locked in combat, the evenly matched foes moved into the Aztec temple. Their brawl brought the ancient structure crashing down around them, burying them both beneath tons of stone and earth. Unable to move the rubble, caught in unending conflict with his equally powerful foe, Zzutak was trapped.

In the collapse of the temple, a stone struck the Aztec elder, wiping out his memory of the planned overthrow of Mexico. Deprived of their temple, their leader, and their monster army, the other revolutionaries wandered out of the valley, defeated. Before leaving, Johnson destroyed the remaining paints.

On returning to New York, Johnson tried to sell a mundane rendering of Zzutak to

the editor of *Strange Tales*. Though he balked at the creature, which was just too fantastic to be believable, the editor allowed the artist to finish the painting. If the numbering of the comic universe's *Strange Tales* runs parallel to that in the real world, Johnson's rendition of Zzutak, the Thing That Shouldn't Exist, appeared on *Strange Tales* #88, released in 1961.

ROLE-PLAYING NOTES: Zzutak is a slow-moving, awkward, and almost-mindless pawn of the person in control of the Aztec revolutionaries who first created the mystic paints. He will do as his master commands, but will fight savagely to protect himself even without someone directing him.

Many possibilities exist for working Zzutak into campaign play. A villain could revive the fanatic Aztec organization that first created the mystic paints and the monster. Rescuing the somewhat hapless beast from the ruins of the Aztec temple should prove relatively easy for any evildoer with access to money or construction equipment.

Though Johnson destroyed the paints the Aztec high priest gave him, the formula for the fantastic three-dimensional paints surely exist somewhere in the hidden valley. Without the guidance of the Aztec high priest, the paints confer the Animate Drawings power to the user at Amazing (50) intensity. The person possessing the paints can only animate objects that he can draw.

Where more monsters dwell

Looking for more inspiration? The original comics featuring the Stan Lee-scripted, Jack Kirby-rendered monster bashes cost quite a bit these days on the comic book back-issue market. However many of the reprint titles Marvel issued in the 1970s are still affordable, if you can find them. Titles like *Monsters on the Prowl*, *Creatures on the Loose*, and *Where Monsters Dwell* can often be spied in bargain bins at comic shops. Recently Marvel released a trade paperback called *Monster Masterworks*, that collects some of the best creature feature stories and sports a great Walt Simonson cover.

On the film front, any of the giant insect flicks of the 1950s—*Them!*, *Beginning of the End*, or *Tarantula*, to name a few—as well as American creature stomps like *The Beast From 20,000 Fathoms* or *Q*, can provide great material for monster-based adventures. The Japanese Godzilla series, especially the multi-beastie epic *Destroy All Monsters*, should serve as primary inspirations. For the best in super-hero/monster clashes, though, you can't beat any of the myriad incarnations of Ultraman. For more than two decades, this Japanese hero has been saving the Earth from just the sorts of menaces you're about to unleash upon your campaign world.



T

by Stephen E. Schend

THE MARVEL[®]-PHILE

TM

Along came the spiders

The Avengers West Coast have not had a moment's rest since returning from Operation: Galactic Storm, due to this nasty bunch—Deathweb! Despite their previously unknown status, this trio managed to stalemate eight Avengers (yes, everyone's favorite arachnid, Spider-Man, was also on hand for this case). This should give you the idea that Deathweb's not a group to be ignored or taken lightly.

ANTRO[™]

F	EX(20)	Health: 120
A	RM(30)	
S	IN(40)	Karma: 22
E	RM(30)	
R	TY(6)	Resources: EX (20)
I	TY(6)	
P	GD(10)	Popularity: -10

KNOWN POWERS:

Arachnid Armor: All evidence seems to suggest that Antro's powers are derived from his armor. Though all its abilities may not have been exhibited, the armor is equipped with these known abilities:

—**Acid jets:** With a range of three areas, Antro can "spit" Remarkable (30) strength acid from the mandibles on his helmet.

—**Body armor:** Antro's armor provides him with Remarkable (30) protection from physical and Force attacks and gives Excellent (20) protection from energy attacks.

—**Teleportation "Trapdoor effect":** Antro is able to generate Amazing (50) rank teleportation fields with his armor that can cover up to one entire area, teleporting everything within that area to a mentally chosen location within 20 areas. He also can choose to isolate his "trapdoors" around himself or a single target, teleporting the target to desired locations.

—**Wall-crawling:** Antro's armor contains microsuction pads on the hands and feet, allowing him to stick to vertical surfaces with Excellent (20) ability.

—**Web-shooting:** Antro's wrist cannons shoot webbing to a range of three areas;



Color by Stephen Sullivan

the webbing has Excellent (20) material strength and sticks to targets and surfaces with an Excellent (20) strength adhesive.

TALENTS: None revealed.

ROLE-PLAYING NOTES:

Given the amazing abilities of his armor, Antro is rather arrogant and overconfident in combat. However, he loses control of a situation (and his temper) quickly if bested and is quick to blame others for his mistakes. He's the perfect bully—tough and brave when he has the upper hand, but quick to lose his nerve when the battle starts to turn. This Chinese-American supervillain and the rest of Deathweb seem to operate on a freelance basis, and as such are available for hire by the arch-nemesis of any given MARVEL SUPER HEROES™ (MSH) game heroes.

ARACHNE™

F	RM(30)	Health: 80
A	EX(20)	
S	GD(10)	Karma: 26
E	EX(20)	
R	TY(6)	Resources: EX (20)
I	GD(10)	
P	GD(10)	Popularity: -10

KNOWN POWERS:

None; Arachne's abilities seem to be equipment-oriented or derived from talents such as martial arts.

EQUIPMENT:

Arm spikes: Arachne wears an Excellent (20) material-strength arm spike on each arm that is connected to supplemental cartridges to provide the following effects:

Venom injections: Arachne's spikes can deliver direct injections of poisonous venom into a victim's body. Her venom injections are of Incredible (40) intensity and can kill anyone in three to six (1d4 +2) rounds who fails an Endurance FEAT roll. Those victims with Amazing or greater Endurance need a green Endurance FEAT roll; those with Endurance ranks of Incredible need a Yellow result; and those with Endurance ranks below Incredible need a Red result to take only 10 points of damage. Failure indicates death in the time noted unless other measures are taken (healing powers, antidote, etc.). The venom causes severe swelling of the tissues at the injection point.

Venom webs: Arachne also can shoot venom-coated webbing up to two areas away. The web venom is a paralytic agent of Remarkable (30) rank that can kill by paralyzing all the victim's muscles if the victim fails an Endurance FEAT roll (heart and respiratory failure are the causes of death). Those victims with Endurance ranks of Incredible or greater need a Green result; those with Remarkable En-

durance ranks need a Yellow result; and those with Endurance ranks below Remarkable require a Red result to avoid paralysis and death in 1d4 +2 rounds.

TALENTS: Martial Arts A and B, Leadership.

ROLE-PLAYING NOTES:

Arachne is a woman with an attitude. She is focused on her targets, shows no remorse in killing, and enjoys taunting her enemies and prolonging their suffering. Cool but vicious, she's the unofficial field leader of Deathweb.

THERAK™

F	EX(20)	Health: 176
A	TY(6)	
S	MN(75)	Karma: 18
E	MN(75)	
R	TY(6)	Resources: EX(20)
I	TY(6)	
P	TY(6)	Popularity: -10

KNOWN POWERS:

Hybrid form: Of all the members of Deathweb, Therak is the most spiderlike. His body is covered in a chitinous carapace that resembles the shell-like skin of some spiders; his eight limbs (two legs, six arms) have also changed to less human proportions, with the arms ending in four-digit grasping claws and his feet growing two toe claws for grip and stability.

Therak's head has also become spiderlike, and his eyes glow an opaque red that hints at his powers being ionic in nature. Therak's powerful body provides him with the following powers:

—*Additional limbs (arms):* Therak has six arms capable of attacking opponents, though he cannot attack more than two targets at once. Separate attacks (and separate damage) are not rolled, but Therak's Fighting score increases by +1CS for each arm beyond one for an attack on a character (to a maximum of Incredible). Therak's altered body structure only allows a maximum of four arms to be used against one target. If two targets are attacked at once, Therak's Fighting score has a maximum of Excellent for either attack.

—*Body armor:* Therak's chitinous covering provides Amazing (50) protection from physical or Force attacks and Incredible (40) protection from energy attacks.

TALENTS: None revealed.

ROLE-PLAYING NOTES

Therak only whispers when he speaks: due to the radical changes in his body structure, it may be too difficult or too painful for him to speak in a normal voice. What little he has said indicates he is a very bitter, angry person who takes out his pain on others. He is not one to take

the initiative, but is content to wait for orders and directions from his allies and employers. He has a brutal fighting style, more like a barroom brawler than a trained fighter.

As with the others, Therak is employable as a part of Deathweb, but he can be altered slightly within game campaigns. Given his similarities to Wonder Man's powers (ionic energy), Therak could be set up as a henchman for Baron Zemo II, having been changed along with Vermin to become one of the newest Masters of Evil or something similar. (There's no proof, but the Baron could have easily designed the rest of Deathweb's equipment, given his penchant for technology and mayhem. Besides, both Barons Zemo liked nothing more than to frustrate the Avengers, no matter what coast they were on!)

HISTORY:

Soon after the announcement by New York's *Globe-Recorder* newspaper that they would expose one of the presidential candidates as having ties with organized crime, people began to show up dead. Henry Drummond, the lawyer for the *Globe*, was murdered in his west coast office; his neck was broken, and he was stuck to the wall with what appeared to be a spider's web. The next day, just as a press conference to reveal the candidate's name was starting, Walt Weston, the paper's source of the information, died from an injection of poisonous spider-venom into his neck. Peter Parker was present at the conference, having been flown out to the west coast to follow up on the story.

The Liberty Party's presidential nomination convention was heavily attended due to the furor over the murders, and the Avengers West Coast were on hand for added protection for the candidate, one Michael Galvan. As Galvan took the podium, the lights went out. After a minor fracas with Spider-Man, the Avengers came into conflict with Deathweb. Despite being outnumbered two-to-one, Deathweb fought ferociously and managed to injure both the U.S. Agent and Hawkeye seriously. With the impromptu appearance of Rachel, Spider-Woman's daughter, Deathweb kidnapped her as a hostage and made good their escape.

In order to find her daughter, Spider-Woman got in touch with Mike Clemson, her government contact. Clemson working in secret with a mysterious power group known as the Conclave, was secretly in league with the Manipulator and Deathweb. When Spider-Woman found Clemson, she also found Deathweb and the Manipulator. Spider-Man followed her to this location, but found himself in a fight for his life—Spider-Woman was forced to attack him to save Rachel as the girl was Arachne's hostage.

Deathweb fled the warehouse where the two arachnid-based heroes were fighting as the place was about to explode. Mike Clemson also escaped, vowing vengeance on Spider-Woman before disappearing into the night. Spider-Man and Spider-Woman escaped from the rubble of the warehouse and freed Rachel, who was left locked up in a trailer park. They arrived at the Liberty Party's convention that night in time to turn Rachel over to her father, Larry Carpenter, and to see Deathweb teleport onto the stage and murder Galvan. The disguised Avengers, not showing themselves until Rachel was safe, quickly dispatched Deathweb. While the Manipulator made his getaway, he encountered Rachel and Carpenter; seeking to prevent the girl's kidnapping, Larry resisted the Manipulator and was killed by the villain. Spider-Woman stopped the Manipulator from taking Rachel, but he escaped.

Inside the Hollywood Bowl at the convention, Galvan's running mate, the unassuming and unknown Wilson Lambert, took the podium and began to talk to the crowd of "law and order," using Galvan's minutes-old murder to accentuate his points. With Deathweb still tied up on

stage and under guard by the Avengers, he called for an end to the "fear and lawless terror we witnessed here tonight: then called for the immediate execution of Deathweb. Lambert even went so far as to order the Avengers to "be the Avengers you are in name and let swift justice be done to these butchers!" Despite his claim that he wasn't afraid of Deathweb, Lambert faltered when Arachne told the crowd that their orders were to kill Galvan and anyone else in the way but they were strictly told not to hurt Lambert. Lambert's nervous, cagey response provided all the answers the crowd needed. Despite his denial, Lambert's appearance of guilt buried him politically.

Deathweb's current status is unknown, but it is assumed they are currently being held for trial on at least three counts of murder. Therak should be held in the Vault, and Arachne's and Antro's equipment most likely has been confiscated by the authorities. The Manipulator is currently at large, as are the Conclave and Mike Clemson. Whether they will be seen anytime soon depends on Marvel Comics or your MSH campaign Judge!

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T

by Steven E. Schend

THE MARVEL-PHILE

Super-Agents for super-campaigns

A few months ago, Dale came into my cubicle with an odd look in his eye. "Steven," he said, "I've got a bunch of great characters for you to work into the 'MARVEL-Phile'! Do the SHIELD Super-Agents for this month." Now, even though his Nick Fury disguise was impressive, I couldn't simply write up the agents immediately. Little did Dale know that there was almost no information on these characters, and it took six months of waiting for more comic appearances before I began this month's column. Thanks to Barry Dutter of Marvel Comics and Scott Lobdell, the creator of the new Super-Agents, for providing the necessary information to allow us to present the SHIELD agents for the 1990s.

IVORY™

F	EX(20)	Health: 56
A	EX(20)	
S	TY(6)	Karma: 30
E	GD(10)	
R	GD(10)	Resources: EX(20)
I	GD(10)	
P	GD(10)	Popularity: 0

KNOWN POWERS:

Kinetic energy control: Ivory has the Uearthly (100) ability to absorb, project, and redirect kinetic energy due to her Vibranium-saturated body. Within a range of five areas, Ivory can manipulate kinetic energy in a variety of ways, and she may be able to expand her powers in your game world (flight, enhanced hearing, silence field, body armor, etc., are all possible). Her current powers are:

—**Absorption:** Ivory can absorb up to Uearthly (100) Force attacks, reduce the speed of missiles and projectiles by Uearthly rank, and reduce sound and other vibratory attacks with Uearthly skill. She can retain the absorbed energy for 10 rounds, using it to fuel her Force and shattering attacks, and it is harmlessly dissipated by her Vibranium body structure.

—**Feedback:** Ivory can wrap her opponents in an invisible vibratory field that causes immediate feedback of any Force-, vibratory-, or sonic-based attacks, subjecting the wielder of said attacks to his own powers. Ivory can cause power feedbacks



Color by Steve Sullivan

of up to Monstrous (75) intensity.

—**Force blast:** Ivory can release absorbed kinetic energy as a Force blast (range of five areas) of Incredible (40) rank.

—**Force field:** Ivory is able to project a field of fluctuating kinetic energy that provides Uearthly (100) protection from physical and Force attacks and Amazing (50) protection from Energy attacks.

—**Shatter bolts:** Ivory can induce Remarkable (30) rank vibrations within the molecular structure of materials, causing lesser material strength items to shatter under the strain, and those of greater material strength begin to vibrate, possibly

shattering lesser rank materials around them. Constructed items, like weapons, tend to shake themselves into their components whereas whole items like steel doors break along stress fractures; vehicles must make a Body roll to stay in one piece. Other items must roll their material strength versus Ivory's Remarkable (30) attack or suffer Remarkable (30) damage. Ivory can apply her power in this way within a range of three areas.

TALENTS: Electronics, Physics, Language (Wakandan), Martial Arts B and D.

ROLE-PLAYING NOTES:

Ivory is a mulatto native of Wakanda, the African nation ruled by the Black Panther and home to the rare substance called Vibranium. Throughout her formative years, she was called Ivory as a slur against her mixed parentage and she was often considered an outsider. This treatment fostered a deep resentment against her fellow Wakandans, but she grew into a stable, compassionate young woman despite such treatment. As a college research assistant, Ivory was on hand during an experiment using Vibranium. Something went wrong, and Ivory's body became permeated with Vibranium. While she was recovering in the hospital, she was approached by Angar the Screamer, who used her resentment against the prejudice she felt in Wakanda to recruit her for his cadre of super-terrorists. Feeling just as out-of-place in their ranks, her good nature surfaced when faced with Timothy "Dum-Dum" Dugan's bravery and Nick Fury's heroics (see "Group History"); she helped them defeat Angar and was inducted into the Super-Agents program under the tutelage of Fury.

Ivory is a young woman of deep emotion and empathy capable of much compassion and goodness. She exhibits very proper speech patterns and is highly educated in the scientific research of her native Wakanda. Despite her beginnings with Angar's super-terrorists, Ivory is the Super-Agent most dedicated to the ideals of SHIELD. She has a low tolerance for prejudice, having been subject to much discrimination in her native Wakanda. Having been treated as an outsider for years, she has taken to the Super-Agents and Nick Fury as her extended family, relying on them for companionship and support.

In MARVEL SUPER HEROES™ (MSH) game campaigns, Ivory can expand on her powers and become one of the best, and certainly one of the most powerful, SHIELD agents in history. Ivory's power is something that SHIELD technologists would love to study; it is up to the GM whether Wakanda will allow such information of national security to be revealed (T'Challa might even request that she return home to the defense of her homeland). Unhindered by psychological difficulties or drawbacks due to her powers, Ivory has the most potential of these Agents to graduate beyond her status with SHIELD and join the ranks of independent superhumans such as the Avengers. If she goes solo, Wakandan agents, with advanced native technology at their disposal, might be dispatched to secure her return, unless she joined the Avengers with T'Challa's blessing.

KNOCKABOUT™

F	RM(30)	Health: 120
A	GD(10)	
S	IN(40)	Karma: 46
E	IN(40)	
R	TY(6)	Resources: EX(20)
I	GD(10)	
P	RM(30)	Popularity: 0

KNOWN POWERS:

Dreamtime energy absorption: Knockabout gains his powers and abilities by telling stories and weaving tales, using the energy of his storytelling (and, subliminally, the psionic energy of those who listen to and even partially believe his story) to tap into the Dreamtime and use the energy there to enhance his physical structure. He must tell at least one tall tale a day to maintain his power levels. If he is somehow prevented from doing so, his powers are each reduced by one rank per day until reaching Shift 0, reducing him to a normal human tone tale restores a rank of any one power at a time if reduced to less than Good (10) ranks.

Knockabout can manipulate his absorbed dream energy with the following effects:

—*Body armor:* Knockabout's skin and musculature are hardened, providing Incredible (40) rank physical and Force protection and Remarkable (30) rank Energy protection.

—*Enhanced abilities:* Knockabout's Strength and Endurance are both enhanced to Incredible (40) levels; if deprived of this power, his Strength and Endurance both slip to Excellent (20)

—*Growth:* When powered up, Knockabout can increase his size with Feeble ability, allowing him to reach up to eight feet in height with no marked increase in Strength. His normal height is 6' 6".

—*Leapmg:* Knockabout's great strength allows him to leap with Monstrous ability, clearing 75 feet or live areas with a jump.

—*Regeneration:* Knockabout's amplified physical structure heals more efficiently than a normal human's, operating at Amazing (50) rank. At this rank, he restores 50 Health points per minute of rest.

TALENTS: Wilderness survival (Austrian outback), Martial Arts B and D.

ROLE-PLAYING NOTES:

Nothing is known about Knockabout's true background and it is doubtful any facts will be forthcoming. Knockabout is a pathological liar, though few know it since they are taken in by his seeming naivete. An Australian native, Knockabout is jovial, very friendly and outgoing, and boisterous to an extreme (this is all part and parcel of his power, allowing his loquaciousness to fuel his enhanced abilities, but he has been

telling so many stories for so long even he is not-perfectly sure where the lies end and the truth begins). Though he passes himself off as simple and naive, he is crafty enough to weave complex stories and tales without getting caught in a lie; if alone, he might tell someone his origin, but give someone else another story.

Knockabout revels in combat, always treating a fight like a game. He doesn't succumb to berserk rages or fury when battling, but he often barrels into a fight with no coordination or strategy. He is a brawler with an effective "bull-in-a-china shop" method. If he uses any strategic thinking at all, he works with what implements are at hand, using cars or machinery as bludgeons or throwing people over crevasses. His fighting generates a lot of damage and noise, the more the better as it will eventually be turned into a tale of ever-increasing magnitudes.

In MSH campaigns, Knockabout's player should generate a number of stories to keep on hand, ready to toss them out whenever there's a lull in conversation, role-playing, or action. Knockabout should always be quick with a joke or story, preferably ones tied to the Australian outback. No matter what the situation, Knockabout will never reveal his true name or the source of his powers for fear of losing them. He most often tells the truth on facts that cannot be disputed, but then tangles them in half-truths that can confuse the listener into doubting the facts. Knockabout is most effective either as a SHIELD agent assigned to work with other PC superheroes, or he could be encountered as a free agent wandering the outback. As always, he will not tell the details of his power, allowing people to assume he's a mutant or an altered human.

PSI-BORG™

F	EX(20)	Health: 76
A	RM(30)	
S	TY(6)	Karma: 60
E	EX(20)	
R	EX(20)	Resources: EX(20)
I	EX(20)	
P	EX(20)	Popularity: 0

KNOWN POWERS:

"Psibernetlc Circuitry": Psi-borg has extensive cybernetic implants within her arms, skull, and all along her spinal column. The microcircuitry is made of complex polymers of Arnim Zola's design that act as metals and standard circuitry but do not register on metal detectors or run a risk of implant rejection. Only X-ray machines and other scanners of Amazing (50) rank or greater can detect the implants due to their size, widespread organization, and unique construction. Psi-borg's artificially-induced powers

include:

—*Air control*: Psi-borg can psionically manipulate gasses with Incredible (40) effect. Her power stunts include maintaining a localized atmospheric pressure regardless of external air pressures (similar to pressurizing airplane cabins) and condensing and containing expanding gases to a limited area (“bottling” harmful gases before they affect others).

—*Flight*: Psi-borg has a Poor (4) rank Flight power, allowing her an aerial movement speed of four areas per round.

—*Invisibility*: Psi-borg can psionically mask her presence from the eyes of sentient beings with Amazing (50) ability, rendering herself invisible to organic visual sensors. She can expand the influence of her masking field up to one full area, making a number of persons invisible as well; this stunt reduces the power rank to Incredible (40) but accomplishes the same effect.

— *Mental bolts*: Psi-borg projects mental bolts through artificial circuits in her hands at a single target. The target must make a Psyche FEAT roll against an Incredible (40) intensity mental bolt or be knocked unconscious for 1-10 rounds.

—*Telepathy*: Psi-borg has a low-level telepathic ability; she cannot initiate mind-to-mind contact or communicate mentally, but she uses this power to locate a person’s brain patterns like telepathic homing signals. If she knows a person and has learned to recognize his brain pattern, Psi-borg can locate him with Remarkable (30) ability. For unknown persons, she can detect brain patterns and psionic activity with Excellent (20) ability. Her range for this power is Shift Z (500) (i.e., 400 areas or 10 miles).

TALENTS: Language (Latverian), Martial Arts B and D.

ROLE-PLAYING NOTES:

A native of Latveria, Psi-borg spent her life in the idyllic Balkan country trying to lead a simple life but finding her drive leading her to callings beyond those of a mere peasant girl. As did all the natives of Latveria, Psi-borg made sure either to please the Master (Dr. Victor Von Doom) or to avoid his anger. In an attempt to gain his favor and attentions, she somehow escaped Latveria and approached Arnim Zola, the Swiss biochemist famed for genetic reconstruction. He grafted unique circuitry into her body to grant her psionic powers. The details of her attempt to become Doom’s most-favored agent are unknown, though she is one of the few Latverians who seems to be allowed free reign and apparently has no allegiance to Doom.

Psi-borg is a relatively unemotional young woman who yields very little infor-

mation unless absolutely necessary. She is very secretive and protective of her privacy, a learned response from having grown up in Latveria under the ever-present eyes of Doom. She is deadly serious in combat and acquits herself equally well in the use of her powers and in hand-to-hand combat. Given her propensity for secrets and her sometimes extreme emotional responses, many people wonder how much of her behavior is dictated by her and how much is controlled by her cybernetic implants.

In MSH game campaigns, Psi-borg can be both heroine and villainess; her freedom could easily be an illusion; either Zola or Dr. Doom (using Zola as an ally/agent) could be manipulating her from afar, using her to test the implants’ effectiveness. Assuming some hidden mechanisms are within her body, Psi-borg could be a mole for the master villains, recording or relaying (without her knowledge) SHIELD and world government secrets. If the heroes choose to have her as an ally, there is much adventure potential in freeing Psi-borg from the overriding influence of her implants, perhaps even uncovering a totally different personality. Psi-borg is a cipher for the Judge to use to his purpose: Psi-borg’s memory could be implanted (look at Wolverine for another example) so she could be molded into the ultimate psionic warrior for good or ill.

VIOLENCE™

F	EX(20)	Health: 66
A	RM(30)	
S	TY(6)	Karma: 30
E	GD(10)	
R	GD(10)	Resources: EX(20)
I	GD(10)	
P	GD(10)	Popularity: 0

KNOWN POWERS:

None; all of Violence’s abilities are a result of physical training or equipment.

EQUIPMENT?

As a SHIELD operative, Violence has access to the following SHIELD equipment and weaponry:

Plasma beam handgun: With a range of three areas, the handgun can shoot Incredible (40) rank energy. Its battery packs give it a capacity of six shots before the pack needs replacing. These handguns can be reduced in intensity for stunning opponents rather than killing them. If a target is hit by this weapon, he must roll on either the Energy or Stun tables, depending on the weapon’s setting.

Machine pistol: This gun shoots .30-caliber armor-piercing shells at variable rates of fire and damage: single shot (1 shot/round; Good (10) Shooting damage), burst (3 shots/round; Excellent (20) dam-

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age), and auto-fire (10 shots/round; Remarkable (30) damage). The range of the machine pistol is six areas, and each ammunition clip holds 60 rounds.

Uniform: The SHIELD Kevlar-lined jumpsuit Violence wears provides Good (10) protection against physical and Force attacks and Poor (4) protection against Energy attacks.

SHIELD experimental equipment: Despite her access to standard SHIELD weaponry, Violence tends to use equipment beyond the range of standard equipment normally issued to SHIELD agents. Given her status as a Super-Agent and her fearlessness, she is one of the few agents other than Nick Fury who tests new technology for SHIELD. Her standard weaponry in current use is as follows:

Combination handgun: Violence's large pistol combines a plasma beam handgun with a flame-thrower and a projectile pistol. The statistics for each of the settings are below:

—**Flame-thrower:** The gun can shoot Excellent (20) intensity flames up to a range of one area; it has enough fuel for 10 blasts or a constant medium flame of Good (10) intensity of three minutes' duration.

—**Pistol:** The gun can fire explosive projectiles to a range of six areas. The projectiles explode on contact with Remarkable (30) Force. The gun contains four explosive rounds before needing to reload.

—**Plasma beam:** This gun has a number of improvements over the SHIELD standard-issue plasma gun. Its range is increased to four areas and it conserves energy, allowing 10 shots before needing a new battery. It still fires an Incredible (40) rank Energy charge.

Reinforced uniform: Violence's uniform is an experimental weave of Kevlar and metallic fibers that still maintain the flexibility of cloth. It provides Excellent (20) protection from physical and Force attacks and Good (10) protection against energy.

SHIELD flying motorcycle: Violence rides the prototype SHIELD flying motorcycle. It has the same electronic intelligence, communications, and reconnaissance equipment as the SHIELD flying cars and performs with Incredible (40) Control (due to its smaller size and reduced weight). It provides Poor (4) Body protection to its rider (or maximum of two riders). Its top land and air speeds are Remarkable (six areas per round on land, 15 areas per round in the air). Violence's motorcycle also has rear-mounted machine guns that fires armor-piercing bullets at a combined rate of 20 shots/round for Incredible (40) Shooting damage (use Violence's Agility for the guns). The guns' clips are contained in the cycle seat and contain 200 rounds each.

TALENTS: Pilot—Air and Land craft, Marksman, Martial Arts B and D.

ROLE-PLAYING NOTES:

Violence, also known as Violet Pinkerton, is a emotionally troubled woman from England. She holds a personal grudge against Nick Fury. Her grandfather, Percival "Pinky" Pinkerton, was tried years ago for alleged war crimes while a member of Nick Fury's Howling Commandoes; though he did not blame Nick for this, Violet holds him responsible for this blot against her grandfather. Initially rejected for entrance into SHIELD due to psychological problems (labelled as suicidal, she was declared unfit for duty due to disregard for her own safety and that of others), Violet was accepted by G.W. Bridge into the Super-Agents program. Bridge's initiative was to provide the best and most powerful SHIELD agents; though Violet, now aptly code-named Violence, was a danger to those around her, she would be an extremely able (though undisciplined) agent and would do the least harm to superhuman teammates. It was also deemed necessary, by Bridge's initiative, to keep her in SHIELD simply so she wouldn't join HYDRA.

Violence is one of the angriest people your player characters could ever meet in a MSH game campaign. A member of Britain's growing numbers of disaffected youths, Violet is excessively violent in dealing with obstacles and problems; her outlook is borderline suicidal and she is totally fearless due to her instability. She is furious at Nick and at the world, and all her negative emotions are focused in her fighting. She charges into combat situations with little regard for her safety and that of her allies. Her casual disregard for authority, especially Nick's, could easily cause more trouble than it's worth for anyone working with her. Used as either a hero or a villain, Violence is the epitome of a "battle-happy" personality; she is only happy when she is in combat and gives every battle her all. Her only redeeming quality is her noble quest (of sorts) to clear her grandfather's name by serving with Fury and getting him to pay for Pinky's shame. No matter what side of the law she works on, Violence will always work with the most destructive and lethal weapons available, regardless of personal risk.

GROUP HISTORY:

The SHIELD Super-Agents program was founded by G. W. Bridge after the restructuring of SHIELD following the Deltite Affair. Working independently of Nick Fury's cadre of agents, Bridge recruited three promising candidates in Knockabout Psi-Borg, and Violence. Their first mission was to rescue the SHIELD HeliCarrier from the hands of terrorists. After a minor

misunderstanding and scuffle with Nick, the Super-Agents, Bridge, and Fury managed to release the HeliCarrier from the clutches of Angar the Screamer and his superhuman terrorists. One of the terrorists, a Wakandan named Ivory, chose to betray her employer and side with SHIELD after witnessing Nick's and DumDum's willingness to throw down their lives for the ideals of SHIELD; she passed the needed security clearances and joined the team.

After their initial mission, Nick Fury resigned as Director of SHIELD to take over the training of this quartet of undisciplined agents. Their powers and skills make them a valuable combat unit, but their inability to follow procedure and their recklessness could be tamed only by Colonel Fury. Their enthusiasm and aforementioned qualities reminded many people, especially Nick, of the old Howling Commandoes of World War II. Given their actions in reclaiming the HeliCarrier and on subsequent missions, the SHIELD Super-Agents could certainly become the Howlers for the '90s.

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T

by Steven E. Schend

THE MARVEL-PHILE

How many licks
does it take to get
to the center of a
Sentinel?

Well, things have been quite hectic for the past few months with MARVEL SUPER HEROES™ (MSH) game line and I've been in quite a stew over what to do for the "MARVEL®-Phile." As usual, day-to-day work keeps after us here at TSR and, despite our best intentions, sometimes the things that get set aside for later attention are letters from gamers. This matter is punctuated by Dale dropping off two or three letters a week, Dale might make a good Willie Lumpkin (though he can't wiggle his ears) and he—and your letters—set me on this month's column.

Yes, after months of waiting, many letter writers will get answers to questions about the game I'll address a number of questions that we continually get here, and offer some helpful hints for Judges and players alike before future questions arise. Ready? Let's go!

Questions

I have just read about {insert favorite character's name here}, and I want you to send me her game statistics.

For the past year or two, Dale and I have tried to keep up with the vast numbers of new characters coming out from Marvel Comics and to present them in these pages. We also do appreciate letters asking us to present certain characters in this magazine. These help us decide which characters are best suited for publication. Had it not been for letters to the magazine, I'd never have done Darkhawk, Cerise, and Kylun.

Many people write in asking for a huge number of characters from related or unrelated titles ("every character who was ever an X-Man") and specifically request that these characters' stats be sent to them at their addresses. As much as we'd like to oblige, we cannot provide such services



due to the sheer volume of requests, and the simple fact we have full-time jobs to perform here. Also, many of the characters requested are also published in other sources; many heroes and villains appear annually in the MARVEL UNIVERSE® Updates, and repeating them in DRAGON® Magazine would be redundant. Also, there are many characters, especially those with an "X-" affiliation that are purposefully left mysterious; exciting they may be, but without enough information, we can't present a character for the game.

Please continue to send letters suggesting characters for the column, but don't ask us to send you character stats. They may be more "official" to players if we construct them, but the MSH game is designed to allow any Judge to do the same for any character (see "Character modelling" at the end of this article for more information).

I've heard about an old product called *The Ultimate Powers Book*. How can I get it, and when are you going to do another one?

The Ultimate Powers Book has been out of print for over three years, and there are no plans to revise or reprint it. The book's purpose was to catalog every power ever seen in comic books; its character-creation tables also created much more powerful characters than those generated by the Basic or Advanced rules. It is not available from TSR, Inc., and must be sought out through collectors' markets.

Can you send me a catalog of older MSH game products?

Some of the older MSH products are available through the TSR's Mail Order Hobby Shop. Send your requests to:

The TSR Mail Order Hobby Shop
P.O. Box 756
Lake Geneva WI 53147
(414)248-3625 or (800)558-5977

Are absorbed powers permanent, or do they have a time limit that they stay with the absorber? Also, can a character absorb an unlimited number of powers/talents?

Absorbed powers are not permanent unless the player specifically chooses that Limitation for the character (Rogue has this Limitation based on the amount of contact with whomever she absorbs power from.). In general, absorbed powers last for one-tenth of the Power Absorption rank+ 1d10 rounds per round of contact. For example, a character has the power at Excellent (20) rank; he can maintain absorbed powers for 2 + 1d10 rounds after touching a character for one round.

Characters can absorb only one power at a time, or two if a Limitation is added to the power. The characters can add to their ability to absorb powers by Power Stunts and hypothetically can absorb as many powers as they have Power Stunts and Limitations. Most heroes (or villains) with this power temporarily absorb five powers at most before the Limitations become too debilitating. Rogue's power is extremely powerful but limited too: She absorbs all a victim's powers, but she also must absorb their memories and risk gaining them permanently. If your character wants unlimited Power Absorption, be prepared for the character to face stiff limits.

If Wolverine's claws are Class 1000 material strength, why does he need a Strength FEAT to slice up a Sentinel?

A character with Claws uses his own Strength to wield this power; though the Claws' power rank refers to the material strength of the claws, the damage done to any material is dependant on the character's Strength. Wolverine's adamantium claws of Class 1000 material can pierce Class 1000 and lesser materials if Wolvie makes a Strength FEAT roll (the roll is to see if Wolverine slices through it, using his Strength to widen the hole his claws make); however, Wolverine can only inflict 20 points of damage due to his Strength in using his claws to attack directly (rather than merely making a hole). The power rank determines which materials he can affect.

However, Power Stunts can be developed for claws. If a character makes a Red Strength FEAT, he successfully uses his claws to slash away whatever material he attacks, whether a wall or piece of armor. Many protected targets have very thick armor that can be cut by claws but cannot be penetrated to do damage; this Power Stunt allows the clawed character to break down defenses (but only to nonliving materials).

Where does comparative Endurance fit in with Martial Arts A?

Martial Arts A is a generic grouping of fighting styles similar to aikido, in which one character uses another's Strength against him. In a superheroic setting, it is often possible to face an opponent who can lift up to 200 times what your character can. Martial Arts A simply gives your character a chance to fight and Stun an opponent regardless of physical superiority. Remember that an enhanced Endurance usually prevents a strong character from being slammed or stunned; that character can be beaten by a trained Martial Artist, regardless of

Strength or Endurance. The Black Widow could, under certain conditions, use Martial Arts A and her foe's own strength to flip and Stun She-Hulk, despite the difference in their ability levels.

How can people like assassins gain Karma? If Karma is a reflection of a hero's status compared to the ideal hero, what if a hero doesn't care about his status? The Punisher and Wolverine certainly have no compunctions against killing. I realize that this is against the heroic nature of the game, but these people do kill. How is this handled within the game?

This has always been a sticky question to address, given the rise in vengeful, violent heroes in both the comics and other media. The answers are direct interpretations of the game rules on these matters. Keep in mind that any Judge can change these stipulations to suit the type of game they play; TSR and the MSH game will always rule against killer heroes.

Assassins in the MSH game are, by definition, villains; their crimes bring them as much Karma as heroes get for stopping the same crimes. However, villains lose only 30 Karma for killing people. The Karma gained for committing a violent crime (such as murder) is negated by the 30-point loss, and they gain zero Karma for their actions. Assassins, therefore, must gain their Karma at tasks other than killing. Characters like the Red Skull lose Karma by the ton for killing underlings, but they gain Karma in many other evil ways and these killings promote fear (and negative Popularity).

If a hero doesn't care about his status as an ideal hero, he just doesn't have the Karma to spend like other heroes. Heroes who kill (Wolverine, Punisher, Devil Slayer) gain Karma normally with many actions, but lose it all immediately upon killing. Since they don't uphold the strict ideals of the heroic tradition to protect life, they don't get the bonuses to excel at their heroic duties (Karma points). The lack of Karma also prevents new Power Stunts from being developed or new equipment from being procured; when was the last time you saw Wolverine or the Punisher perform something totally new and unexpected?

This guy you're fighting is about to shoot you with a gun. Do you get a chance to dodge even though it's his turn?

A character can only do this if she has not yet acted and sacrifices her intended action to Dodge or Evade the attack. If the character has already acted, the attack happens as planned. This is not too unre-

alistic given that each round is a total of about six seconds; there's a lot happening and characters can be caught dead to rights if they focus on the wrong thing.

When I am the Judge of an MSH game, I tend to give both the heroes and the villains more of a break. Regardless of their other actions, I always allow a character under fire to make an Agility FEAT; the FEAT is checked as a Dodge maneuver but only gains half the benefits if successful (i.e., a Green FEAT gives a -1CS penalty to the foe's attack; a Yellow FEAT, -2CS; a Red FEAT, -3CS). Characters who are under attack by hidden foes (invisible, behind them, snipers, etc.) use an Intuition FEAT in these same situations. Keep in mind that this is my own house rule, not an official MSH game rule. If the Judge and the players wish to use it, enjoy!

Can Wolverine cut through Thor's hammer with a red FEAT? Can Thor break Wolverine's adamantium bones with his hammer?

Wolverine might be able to scratch or score Mjolnir (Thor's hammer), but he couldn't cut through it; simply put, Thor's hammer is much more than just metal. The uru metal is Class 1000 but Odin's enchantments and the special forges of the Asgardian dwarves strengthened Mjolnir so it is a Class 3000 item. Wolverine can scratch Mjolnir, but the resulting backlash of energy would do serious damage both to him and Thor. Logan's adamantium skeleton is as strong as regular adamantium, but Thor's hammer, when coupled with his Strength, can break one of Wolverine's bones with a Red FEAT.

Multiple Targets under the Single Roll option reduces attacks by -4CS. How can Spidey, Daredevil, Punisher, etc., fight all those thugs in the same area without invoking the catchall excuse of spending a lot of Karma?

Simply put, these characters are "the best they are at what they do" and their statistics are high enough to allow some of these maneuvers almost automatically. With Spider-Man's Fighting score of RM (30) reduced by -4CS to PR (4), he can still hit a whole group of thugs with a roll of 56 or greater without spending any Karma at all. Daredevil's IN (40) Agility, with the penalty, allows him a Multiple Target hit with his billy club with a roll of 51 or better. With minimal Karma expenditures, any hero with above-average statistics has a good chance of successfully attacking whole groups of closely packed foes.

Continued on page 52

Power roster

Fighting

Rank	Description	Examples
FB	No training or ability	Children, elderly
PR	Normal human ability	Professor X
TY	Natural ability; minimal training	Doctor Octopus
GD	Some formal training	Police, Hawkeye
EX	Regular, formal training	Army, Cyclops
RM	Superior talent	Spider-Man
IN	Superior talent with training	Nick Fury
AM	Maximum human potential	Captain America
MN	Superhuman potential	Asgard's warriors
UN	Superhuman with intensive training	Thor, Hercules

Agility

Rank	Description	Examples
FB	Physically limited	Disabled
PR	Clumsy, inaccurate	Children, elderly
TY	Normal human reactions	Mr. Fantastic
GD	Some training	Invisible Woman
		Colossus
EX	Intensive training	Cyclops, Mockingbird
RM	Olympic athlete	Hawkeye
IN	Olympic gymnast	Captain America
AM	Superhuman ability	Spider-Man,
		Nightcrawler
MN	Superior superhuman ability	Silver Surfer, Mephisto
UN	Instant reactions, rarely misses	Celestials, Odin

Strength

Rank	Description	Examples
FB	Press up to 50 lbs.	Children, elderly
PR	Press up to 100 lbs.	Normal humans
TY	Press up to 200 lbs.	Invisible Woman
GD	Press up to 400 lbs.	Daredevil
EX	Press up to 800 lbs., maximum human cap.	Captain America
RM	Press up to 2000 lbs.	Dr. Doom, Darkhawk
IN	Press up to 10 tons	Spider-Man
AM	Press up to 50 tons	Rogue, Vision
MN	Press up to 80 tons	Thing, She-Hulk
UN	Press up to 100 tons	Hulk, Thor

Endurance

Rank	Description	Examples
FB	Reduced or impaired ability	Elderly, disabled
PR	Minimal ability or exercise	Children
TY	Occasional exercise	Normal humans
GD	Moderate exercise	Black Knight
EX	Regular exercise	Daredevil
RM	Intensive exercise	Captain America
IN	Enhanced abilities	Spider-Man
AM	Enhanced abilities and training	She-Hulk
MN	Superhuman fortitude	Thing
UN	Never tires	Hulk, Thor

Reason

Rank	Description	Examples
FB	Couch potato; uneducated	Ajax, Drax
PR	Primary school education	Jubilee
TY	Secondary school education	Cannonball, Firestar
GD	Bachelor's degree equivalent	Captain America
EX	Master's degree equivalent	Spider-Man
RM	Doctorate equivalent	Shadowcat

Continued from page 49

Power roster (cont.)

IN	Genius—Level 1 (one focus); can understand alien tech.	Tony Stark, Professor X
AM	Genius—Level 2 (Multifocus); can create leading-edge tech.	Doctor Doom, Mr. Fantastic
MN	Alien genius; improve & modify alien tech.	Mephisto
UN	Knows all human & alien tech.	Watcher

Intuition

Rank	Description	Examples
FB	Impaired or limited ability	Drax
PR	"Slow on the uptake"	Ajax, Sunspot
TY	Normal human levels	Quasar
3D	Above-average intuition	Shadowcat
EX	Fine attention to details	Nick Fury
RM	Detective background/skills	Cyclops
IN	Strong empathic sense; "gut feeling"	Captain America, Dr. Doom
AM	In tune with surroundings; strong hunches	Agamemnon, Prof. X
MN	Superhuman senses	Daredevil
UN	In touch with the universe	Watcher

Psyche

Rank	Description	Examples
FB	Easily dominate & programmed	Dreadnoughts
PR	Young, untrained, will-impaired	Meggan
TY	Normal human willpower	Hawkeye
GD	Resist ordinary mesmerism	Daredevil
EX	Some experience with mind control/ mystic forces	Black Widow, Nightcrawler
RM	Trained to resist will-control	Cyclops, Hulk, Mr. Fantastic
IN	Great strength of will; well-trained/focused	Spider-Man, Wolverine
AM	Indomitable willpower	Dr. Doom
MN	Intensive training & experience with mental powers	Loki, Prof. X,
UN	A mind closed to external forces	Doctor Strange

Resources

Rank	Description	Examples
FB	Unemployed, fixed income	Aunt May
PR	Freelancers, students	Spider-Man
TY	Salaried employment	Betty Banner
GD	Professional, middle class	Dr. Strange
EX	Small business, Avengers' pay	Captain America
RM	Large business, upper class	Prof. X, TSR Inc.
IN	Small corporation, millionaire	Fantastic Four
AM	Large corporation, small country	Doctor Doom
MN	Billionaire, multinational corps.	Great Britain,
UN	Major country, megacorporation	Roxxon, SHIELD USA

Popularity

Rank	Description	Examples
FB	Reclusive, little known	Archangel
PR	Known to law enforcement	Banshee
TY	Known to local populace	Cyclops
GD	Liked by law enforcement	Daredevil
EX	Known to mass media	Beast
RM	Liked by general public	Spider-Man
IN	Liked by mass media	Captain Britain
MN	Household name	Hercules
UN	Worldwide fame and acclaim	Thor
UN	Living Legend	Captain America

I like to play the MSH game very much; the only problem is that I don't want to be a superhero or a mutant or a robot or anything like that. I just want to be a cop in Los Angeles. My best friend is the GM, and he said it's awfully hard to find villains for me to fight and beat. What would be your suggestion as to what villains my character could fight?

What a refreshing letter! I enjoy playing superheroes and running high- and low-powered games, but this campaign would be a challenge as well as an education. A game with normal human heroes could be a chance to show players what dangers a police officer might face every day in the real world (let alone the dangers of being a cop in the MARVEL UNIVERSE).

Since the MSH game's inception, a trend has developed with more and more normal humans and vigilantes popping up to fight crime (like Nomad, Punisher, Mockingbird, Silver Sable, etc.). Use a number of their foes if you're running a normal humans' level campaign; suggestions include a number of old classic low-level villains: Eel, Hammerhead, Fu Manchu, Yellow Claw, Trapster, the Enforcers, the Vulturions or the Vulture, or Stilt-Man. If you're looking for a bit more of a challenge, use low- to medium-range villains like Constrictor, Killer Shrike, Tombstone, Sidewinder, or the Shocker.

Other options to boost the playability of normal human characters is to keep them as police, but assign them as special S.W.A.T. teams equipped with technology to deal with superhumans. New York's CODE BLUE team (from the *Thor* comic book) is a great example of normal humans in tough situations. (CODE BLUE is detailed in MU8) One other option is to enlist normal humans as SHIELD agents; the technology and the skills involved in being a member of this elite espionage group should train you in fighting superhuman menaces.

Judges interested in this type of campaign may wish to adapt the rules slightly, allowing for normal human-level characters into the game with additional talents and contacts. Remember that characters such as the Falcon, the Black Cat, Black Widow, Captain America, or the Black Knight are all normal humans with only a few added bits of technology. Street-level normal humans make for great role-playing experiences in a superheroic setting; all they need is to sacrifice technology and powers for more skills. Give it a try!

Character modelling

To save you time writing letters requesting this or that character, here's a revision from the MSH Advanced Set rules on adapting Marvel characters from the comics to the game.

The MARVEL UNIVERSE is constantly changing its old characters and adding new characters, so how can Judges and players keep up with the changes for their games? The "MARVEL-Phile" provides new character statistics for the game, but not every character is covered. There's a simple solution—create the desired character's statistics yourself!

To create new character's statistics, a player must work with the Judge to decide the character's abilities. Collect as many appearances as possible of that character and compile a list of his abilities and skills. Next, compare the new character to previously established characters. The Power Roster with this article is a guideline to gauge a new character's abilities against those of other characters as well as provide basic rules of measurement for each primary ability rank.

The creation of a modeled character is similar to generating a new character,

except that the precise abilities are chosen by the player instead of rolling randomly. Restrictions on powers, types of powers, and contacts are ignored when modeling. The advantage of the MSH system is that the abilities are not strict numbers but number ranges to cover a wider field and to prevent hours of arguing over minutiae like Thor's exact strength.

To model primary abilities, check the Power Roster for each ability and pick the hero's abilities in comparison with his abilities in the comics. If the character isn't as smart as Reed Richards, then that character's Reason should be less than Amazing rank, Ignore powers when gauging these abilities—a character whose skin is impervious to bullets might still have a low Endurance.

Secondary abilities are easily generated as well, Health and Karma are the sums of the primary abilities, Resources start at Typical if no information is available, otherwise the Power Roster has equivalent ranks listed, Popularity has an initial rank of 5 and is altered by character origins (Mutants and characters of "Other Origins" have Popularity penalties) and actions. Finally, find the base powers and

talents of the new character and modify them accordingly to fit your campaign. Again, compare the character against other characters and the various applicable tables (Movement table, Range table, etc.) to find appropriate power and talent ranks. Contacts are found in terms of who the character knows in his comic book appearances.

One final note: If a new character has more than two Unearthly or greater abilities or powers, this is a character that is far too powerful for most Earth-based MSH game campaigns. If the Judge prefers not to use the character, choose a less cosmic character. **Ω**

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JUST THINK HOW YOUR KIDS WILL FEEL WHEN YOU FINALLY GET YOUR NAME IN THE PAPER.



It's easy to get your name in print. All you have to do is neglect your health, increasing your risk of heart attack, and you could become a newsmaker sooner than you'd ever imagine.



American Heart Association WE'RE FIGHTING FOR YOUR LIFE

This space provided as a public service.

T

By Steven Schend

THE MARVEL-PHILE

Files from the Funhouse of Solitude

You know, I've been at TSR for a few years now, and I'm used to the late-night comings and goings of certain pipe-smoking wizards, but some really weird stuff keeps showing up around my cubicle when I'm on deadlines. I'm working late one night and I hear some high-pitched "cinema villain" laugh (You know: "Mu-hu-ha-ha-ha-ha!") just outside. I need a break, so I get up to see what's so funny that has a co-worker regressing to such depths. The last thing I saw, at the end of a purple and red blur, was the head of a large blue sledgehammer.

I woke up a few hours later, only to find my computer screen filled with the information below. The writing was something that would have failed my high-school English classes, but the content was fun, nonetheless. After much liberal clean-up work (on the text and my office—whatever put the grape jelly on my chair and the glue on my keyboard will pay for the damages!), the secrets of Slapstick, the hero who laughs at danger, can now be told!

SLAPSTICK™

Steve Harmon
High-school class clown

F	TY (6)	Health: 92
A	IN (40)	
S	TY (6)	Karma: 34
E	IN (40)	
R	PR (4)	Resources: FB
I	GD (10)	
P	Ex (20)	Popularity: 2

[The above was all broad-mindedly translated from such material as "Slapstick's the worst butt-kicker around and nobody can touch him and he's smarter than the average bear and. . ." You get the picture. Try to imagine the pain of this former English teacher.]

KNOWN POWERS: [Well, this isn't nearly as easy to translate. I think I'll leave the original text in (though I'll add at least a semblance of spelling and grammar), and make my guesses afterwards.]

"OK, lemme see . . . I'm totally indestructible, see? I've got a bod that's made



outta the same stuff that the rest of the super-dudes use for costumes—unstable molecules, 'cept I'm alive and they're not! Anyway, like I said, nothing can hurt me because I'm like a toon in that totally cool movie—pretty righteous, eh? And if you

plug me in, I get pretty pumped up in a Charles Atlas meets Reddy Kilowatt sort-of-thing!

"My four-fingered gloves (aren't they cool? It's a pain when you gotta dial the phone, though) now have some

thingummy in 'em that helps me out. The left one's got a button that lets me change from my ever-studly he-man self to my even-more-studly super-hero identity of Slapstick quicker than the pep squad can faint at the sight of a dissected frog in Biology! The right one is my very own handy, dandy, 'bag o' tricks.' It stores stuff inside it somehow or other, and when I want stuff, I wiggle my fingers and presto! Instant access! I keep my hammer in there all the time, and a good supply of sodas, chips, and my gym clothes (gotta remember to let Mom wash those—it's been six months). All this and more! My bestest ability to confound all evil-doers (or at least those that mess with me) is my charm, my wit, my *joie de vivre* (that's French for awesomacious life, dude)! Remember, Slapstick's not in it for revenge or glory—I'm in it for the yucks!"

Alter Ego: Slapsticks ego is high-school class clown Steve Harmon. They change identities (and the properties of Slappy's body) by pressing the "biomagnetic pulse activator stud" on his left four-fingered glove.

Electroplasm Body: Slapsticks body is composed of "living unstable molecules" collectively called electroplasm. His gloves contain molecular stabilizers that hold his body at a minimum level of coherence. This form mimics his human shape, but exaggerates every action due to its remarkable elasticity and pliability. The special properties of this electroplasm body grant Slapstick these powers:

– **Invulnerability:** Slapstick is composed of Unearthly (100) material strength "electroplasm." This doesn't give him Body Armor or perfect resistance to damage; it's just next-to-impossible to destroy the little guy! The effects of any attacks are temporary on Slapstick: If he's shot, his body is riddled with bullet holes; if he's blasted with a flame-thrower, he's charred and smoking, but he keeps on smiling! Slappy ignores all Battle Effects Table results except Slams and Stuns, which occur as normal.

– **Elongation, imitation, plasticity, shape-shifting:** Slapstick has all of these powers due to his unstable body, but he has no conscious control over them. The player and Judge can work on strange effects and uses of these powers for Slapstick, but they only kick in for limited amounts of time and only under extreme stress (stretches an extra foot to reach a bomb, swinging over the city with his knees behind his head, bouncing upon impacts, face changes to famous cartoon characters when in pain, etc.). Slapstick can attempt to use these Remarkable (30)

rank powers consciously, but he needs to make a Yellow Psyche FEAT to do so for one round.

Leaping: Slapsticks resilient musculature and unstable body allows him Remarkable rank Leaping (30' leaps).

Lightning speed: Slapstick can move at Amazing (50) ground speeds (8 areas/round) when running normally. If panicked (failed Psyche FEAT in the face of danger), he can attain up to Unearthly (100) ground speeds (10 areas/round) for one round.

Energy conversion: Slapstick is affected cosmetically only by Physical, Force, or Energy attacks. However, if exposed to high-voltage electricity, his body absorbs up to Unearthly (100) amounts of electricity per round and expands to a 7' height with exaggerated muscles ("Hero of the Beach" model. Slapsticks Strength is increased to the rank of the electrical attack, but his Strength maximum is Amazing (50) rank. This enhanced Strength can be maintained for 1-5 rounds (1d10/2) or for as long as Slapstick remains exposed to electrical current.

TALENTS: Trivia: B-, C-, and D-grade SF and horror movies; Smarmy jokes; "Martial arts S" (Unique: +2CS to Fighting when resorting to combat tactics of comedy films—eye poking, nose-kissing, etc.); Hammer (+1CS to Fighting rank when using his special sledgehammer).

ROLE-PLAYING NOTES: If you were the class-clown and were suddenly endowed with the powers and indestructible nature of a cartoon character, how would you act?

HISTORY: How did Steve Harmon become the most animated hero of the MARVEL UNIVERSE™? What is the spectacular origin of the awesome vigilante who plays cruel tricks on crime? How did he get out of detention long enough to earn his powers and battle his foes? You be the Judge and pick one below:

A. Prolonged exposure to radiation from years of sitting too close to the TV took its toll. Steve Harmon made one of "those weird faces for too long," and it stayed that way. That should teach you to listen to your mother.

B. Midget aliens who sit in judgment over the universe (and take themselves way too seriously) came down to Earth and granted Steve his "Magic Four-Fingered Gloves of Power," to protect Earth from evil-doers.

C. Granted powers beyond mortal comprehension by some old homeless guy who lived beneath Grand Central Station,

Steve Harmon needs only to speak the words of power ("Klaatu Barada Nikto") to become Slapstick!

D. Accidentally falling through an alien funhouse mirror, Steve's molecules were nearly stretched across 3,741 dimensions until an extra-dimensional scientist of sparkling wit helped Steve master his awesome powers. Steve then used his newfound powers to free lots of captive Earthlings and fend off an extradimensional invasion of Earth by the evil clowns of Dimension X!

DR. DENTON™

Oliver Denton

Future mad scientist

F	FB (2)	Health: 12
A	PR (4)	
S	FB (2)	Karma: 44
E	PR (4)	
R	RM (30)	Resources: PR (allowance)
I	GD (10)	
P	PR (4)	Popularity: 0

KNOWN POWERS:

Oliver is a mutant with enhanced Intelligence (Remarkable (30) rank) for his age. All this means is that he's able to avoid the minor troubles that most eight-year-olds indulge in, and move straight up to indulging in the serious, property-damaging troubles that most parents associate with teenagers, the X-Men, or Godzilla.

TALENTS: Electronics, Engineering, Mechanics, Robotics, and Mad-Scientist Rhetoric.

ROLE-PLAYING NOTES: Despite all his grand designs, Oliver Denton is still an eight-year-old boy with many attitudes, needs, and wants of a typical child that age. Of course, most children can't convert their fathers' cars into particle accelerators and giant robots. What does this kid act like? Get some old Universal SF films, and watch the mad scientists. Now, extract puberty, the wild hair, lab coats, and the hunchbacked assistants (but keep the maniacal laughter and the overwrought, overdone, overbearing attitudes and speeches). Dress him in some awful outfit only mothers think their children look good in, and you've got Oliver. His parents thought he was a normal child until he answered that ad by the Mad Thinker—"We're looking for people who like to build androids."

TEDDY™

Humongous, unstoppable, rampaging killer android

F	GD (10)	Health: 100
A	GD (10)	
S	IN (40)	Karma: 6
E	IN (40)	
R	FB (2)	Resources: NA
I	FB (2)	
P	FB (2)	Popularity: NA

KNOWN POWERS:

Robotic construction: Teddy has Class 1000 Resistance to disease, aging, mind control, and powers that affect the human mind and emotions (like "Leave it to Beaver" re-runs). Of course, it is subject to attacks that control machinery.

Body Armor: Teddy's metallic hide granted it Remarkable (30) rank protection from physical harm. This, of course, does nothing to protect its poor, artificial psyche from the damaging psychological effects of the random acts of senseless violence visited upon him by a cruel, manipulative, world.

Weakness: Read the signs, kids! "Don't feed monkey wrenches to the androids!"

TALENTS: None, and isn't that sad? Suppose Teddy had wanted to go out into the real world, leaving behind a life of

servitude, and join our productive work force. Could he have gotten a job with no appreciable skills beyond a dazzling smile? I guess we'll never know.

ROLE-PLAYING NOTES: The one thing you need to understand about Teddy is his sparkling dialogue ("Teddy go on mindless rampage! Teddy win fight, get babes!"). You just can't buy conversation like that anymore.

HISTORY: [Once again, we have Slapstick's words, loosely translated into English.]

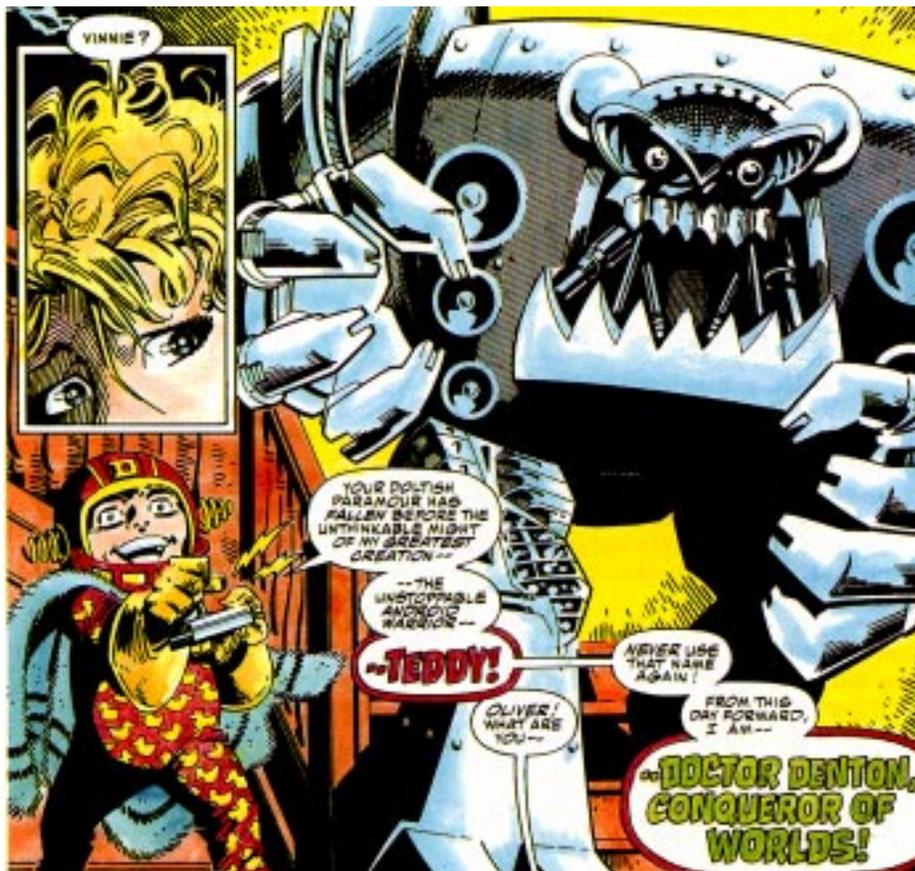
"What's this kid's problem? Darned if I know! Geez, all I know is that I finally got the nerve up to call that major babe, Barb Halsey, and she wanted me to meet her at the Dentons' place where she was baby-sitting, right? (Can you believe that? Barb Halsey! No, I'm not kidding! I couldn't believe it either!) Anyways, I took my bike over (must have hit somewhere around Mach three—my ears were ringing, but hey, did my hair look good! So, I go to the door, expecting Barb to answer the door, when it opens to reveal Vinnie! Yeah, Vinnie 'the living wall' linebacker of the school football team! Barb made some excuse, but I wasn't quite listening at that point. Her loss, right? Yeah, sure.

"Well, where the heck was I? Oh, yeah—

the secret life of the Terrible Techno-Toddler! (Be afraid! Be very afraid! NOT!) Since I was leaving the place at a much more depressed pace than I arrived, I barely noticed when the street lights flickered along the entire street, but I heard the woman of my dreams scream! Changing to Slapstick, I stormed the house, ready to defend Barb from . . . an eight-year-old kid wearing red and yellow pajamas, a towel for a cape, and a football helmet. (Sheesh! Even I had better taste in costumes when I was eight.) Just when I figure I've gotten the lamest Rogues' Gallery this side of Squirrel Girl, I got clocked good by a metal fist the size of Toledo! I chose that time to fake like I was knocked out so they wouldn't bother Barb. Really. I had 'em right where I wanted 'em. Really.

"Ok, so I come to and I'm trapped in what looks like Victor Frankenstein Jr.'s room. I goaded him into torturing me to protect Barb, swiftly tricking him into pumping me full of electricity. Before anyone could scream 'It's alive! Alive, I tell you! Alive! Bwah-ha-ha-ha-ha!', I'm more pumped up than the Hulk having a bad hair day! Before the midget can blindsides me with his erector-set-of-doom, I figure I'll take the controls away from him. Guess I don't know my own strength, but I smash the controls. Great—one walking, talking, bucket-of-bolts giving new meaning to the words 'delinquency, violence, and a general disregard for authority can be traced to heavy metal.'

"Well, the hero wins the day, gets the girl, and doesn't even get in trouble for the mess he made! What? Oh, okay, so I had some help from the kid! Hey, I had to show Barb what a compassionate guy I am, forgiving mine enemy and all that jazz. So the kid plugs me in and feeds me maximum wattage so's I can teach his robot a thing or two about mindless rampaging (having been a major fan of it since I was four). Anyway, a few rounds with the hyperthyroid tinkertoy did nothing but move some furniture (and some walls), so I took a recipe from Mother's Delicacies of Destruction: Take one (1) robot/android/synthezoid/artificial being; insert one (1) wrench in mouth; and bango! Teddy's tummy got the better of him. Dr. Denton won't be plaguing anyone with killer androids or death rays anytime soon. He won't even be sitting down for a while without remembering that you don't mess with Slapstick! But the best part about it—Barb Halsey has the hot and heavies for me! I mean Slapstick! I mean Aarrgh! This secret identity stuff can be a real drag sometimes."



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T

By Steven E. Schend

THE MARVEL-PHILE

The coming of the GATHERERS™!



Well, it's been only a few months since the release of MHR3 *AVENGERS™ Archives*, and already it's in need of updating! Are we ever going to be able to keep up with the changes in the MARVEL UNIVERSE™? The newest villains on the block are by far the most dangerous foes the assembled Avengers have ever faced—for many of their numbers were once Avengers themselves! Intrigued? Me, too! So, to satisfy everyone's curiosity, I present to you the vengeful Proctor and his Gatherers, enemies from other worlds!

PROCTOR™

F EX (20) **Health: 80**
 A EX (20)
 S EX (20) **Karma: 70**
E EX (20)
 R RM (30) **Resources: Monstrous (75)**
 I GD (10)
P RM (30) Popularity: 0

KNOWN POWERS:

Like Magdalene below, it is uncertain whether Proctor's powers are natural or artificial. He does not have any immediately apparent focus for his power like Magdalene, but his armored breastplate and gauntlets contain what appear to be cybernetic implants. Given the lack of obvious technological support, Proctor's powers must be currently considered as innate and natural.

Body armor: Proctor has Incredible (40) Resistance to energy attacks and Remarkable (30) resistance to physical and Force attacks.

"Chemical control": Proctor claims to be able to "realign chemical imbalances within the brain" of people from alternate timelines. Consider this a Remarkable (30) level power to relieve the pain felt by alternate-world heroes transported to the game world. Due to inconsistencies in who needs this treatment and how it is used, this may be nothing more than a panacea used by Proctor to manipulate his Gatherers, and his "realignment" a

simple disguise for his mental manipulation of a pawn.

Energy bolts: Proctor can project Amazing (150) rank Energy or Force bolts through his eyes and hands.

Psionics: Proctor exhibits a wide variety of advanced psionic powers, the exact number currently unknown. Powers he has exhibited thus far are the following:

***Mental control:** Proctor can control the minds of living beings with Excellent (20) rank ability. He generally uses this power to cloud the memories and minds of his pawns, disguising the true nature of his Gatherings and making the Gatherers easier to manipulate.

***Neural disruption:** With a touch, Proctor can inflict Amazing (50) rank damage directly into a being's nervous system. This power bypasses all standard types of natural body armor, directly stimulating the nerves. However, artificial and independent armors (like Iron Man's armor or even the Black Knight's light chain mail) and any defenses against mental attacks serve to protect from the effects of this power.

***Telepathic rapport:** Proctor shares a Good (10) rank telepathic rapport with Cassandra. None of the other Gatherers are aware of this link. Proctor uses this link to communicate hidden agendas to Cassandra which she reinforces during a Gathering without exposing any of Proctor's hidden plans.

***Telepathy:** Proctor has an Excellent (20) rank ability to read thoughts and memories, though he has Shift 0 range and must be in physical contact with a target to use this ability.

ROLE-PLAYING NOTES:

Proctor is a master planner and manipulator, who pulls the strings of pawns from across dozens of worlds. From his citadel hidden in the Andes mountains, Proctor enjoys deceiving everyone, including his own Gatherers when it suits his purpose. He has been playing these games for years, it appears, and no one ever knows the true extent of his reach. Even his most trusted ally, Cassandra, is powerless to determine when Proctor is being truthful or lying.

Regardless of his motivation, Proctor is supremely confident in his position as leader of the Gatherers; despite their formidable powers, Proctor rules them with superiority and not a little fear. Despite his claims of ultimate authority, he is in a partnership with Ute, a crippled Watcher from an alternate timeline who dwells in secret chambers in or beneath Proctor's

Citadel. It is probable that Proctor's advanced technology has been gained from his relationship with Ute.

Not prone to melodrama, Proctor is a cold and calculating character who does not disclose any information that he does not wish revealed. The only time he loses his formidable temper is over Sersi and his implications regarding her alternate-timeline counterparts' destruction of their worlds, the worlds from which Proctor has recruited his Gatherers.

In the MARVEL SUPER HEROES™ game, Proctor would be a great crossover villain, sending his Gatherers to your game world to attack that world's Avengers or any reasonable facsimile thereof—they could attack your heroes! If any of your campaign's former PCs were slain in battle, Proctor would be likely to use an otherworldly analogue of the dead character to confuse and torment your heroes.

Given the activity surrounding Marvel Earth and the fun he's had in the past with the Avengers, that Elder of the Universe, the Grandmaster, might want to recruit your heroes! to fight the Gatherers and aid the Avengers. When crossing dimensions and timelines, anything's possible especially with Proctor running the show!

CASSANDRA™

F PR (4) **Health: 36**
A TY (6)
S TY (6) **Karma: 70**
E EX (20)
R GD (10) **Resources: Unknown**
I EX (20)
P IN (40) **Popularity: 0**

KNOWN POWERS:

Telepathic suggestions: Cassandra has an Excellent (20) rank telepathic power that makes her opponents underestimate her (any susceptible mind within one area that fails a Psyche FEAT against her power's rank). This typically manifests itself with a bit of role-playing on Cassandra's part, when people believe she is no more than a harmless old woman.

Telepathy: Cassandra has an Excellent (20) rank telepathic power to read people's memories. She can also use this mental power in ways similar to Proctor's "Chemical Control" power.

Eye blasts: Cassandra's most potent power is her psionic eyebeams, usually kept hidden behind a wide red visor. With a range of two areas, her eyebeams cause Amazing (50) rank Force damage to surrounding areas and materials. In addition

to the above damage, Cassandra's power affects living beings' brains and central nervous systems as well, causing victims to suffer as if hit by both Energy and Force attacks. Use the Battle Effects Table to determine the possible special effects of this attack. For example, if Cassandra's attack roll was a yellow result, her victim would need to check for a Slam (from the Force column) and a Stun (from the Energy column). After exposure to Cassandra's psionic eyebeams, a victim's physical attributes (FASE) are reduced by -1CS (-2CS if an Endurance FEAT roll is failed) for 1-10 turns; nonhuman characters (Olympians, Eternals, artificial beings) do not incur these effects of Cassandra's power. Cassandra can focus this attack against a single individual or she can cause it to fire widely, affecting all targets in her area and one adjacent area of her choice at -2CS.

ROLE-PLAYING NOTES:

Cassandra is the most bitter, ruthless, and cruel of the Gatherers. A wizened old crone, she appears to be a small and weak old woman, but her aged body is incredibly powerful. She wields immense power with abandon, enjoying the pain and suffering it inflicts on her victims. She appears to delight in finding out hidden, ugly secrets, using her telepathy. She seems to have been a Gatherer the longest, and assumes the role of tactical leader when on a Gathering.

Though Cassandra does not have an analogue on Marvel Earth, she could easily have a younger analogue on your campaign world. To add some spice to the role-playing, have your heroes go up against the Gatherers as they try to eliminate Cassandra's doppelganger at age 14 before her powers emerge (this is assuming she's a mutant)! Again, Cassandra's greatest asset is letting people underestimate her; if role-played well, this Gatherer will get the drop on the heroes every time!

MAGDALENE™

F GD (10) **Health: 135**
A EX (20)
S MN (75) **Karma: 22**
E RM (30)
R TY (6) **Resources: Unknown**
I TY (6)
P GD (10) **Popularity: 0**

KNOWN POWERS:

There is not enough evidence to prove whether Magdalene's powers are natural or artificial at the current time. Based on

the circumstantial data collected to this point, it seems more likely that Magdalene's powers are artificial, and they are defined as such below.

EQUIPMENT:

Cybernetic armor & power lance: Magdalene wears a silver and gold modular suit of advanced technological armor and wields a large lance of similar technologies.

Together, they seem to be the focus of Magdalene's power. The capabilities of Magdalene's armor and lance are as follows:

Body armor: Magdalene's armor provides her with Remarkable (30) protection from physical, Force, and Energy attacks.

Energy shield: Magdalene can erect a 1-area diameter wall of energy that provides Monstrous (75) protection against all physical, Force, and Energy attacks from one direction. The shifting energy pulses that make up this shield effectively act as a force screen to equally repel any objects or people away from the field.

Force bolt: Magdalene's force bolts are projected through her lance. Her Amazing (50) rank Force bolts have a range of eight areas.

"Living circuitry": In some unknown way, Magdalene's body, power, and equipment are intimately linked in such a way as to preclude any external manipulation. This gives Magdalene's armor and lance Monstrous (75) resistance to attacks which affect machines or inanimate matter; this includes any manipulations on a molecular level. This effectively counters the matter-manipulating powers of Avengers like Sersi or Dr. Pym.

Sensor array: Magdalene's armor contains some portable sensor arrays that detect the following energies with Excellent (20) ability: heat, kinetic (movement), and life.

Shock pulse: On contact with her target, Magdalene can release a Monstrous (75) burst of energy through her lance. Her gloves (or some unknown cybernetics) insulate her from the effects of the energy. It is unknown if this can be generated along the surface of her armor, or whether she can release such energy without the lance.

"Slashway" teleportation: This power generates a Shift X (150) rank teleportation field. She controls the destination of the "slashway" and she partially controls its duration; with a Green Psyche FEAT roll, Magdalene can maintain or instantly shut down a slashway.

WEAKNESS:

It presently seems that much of Magda-

lene's power is directed through her lance. If she were to be separated from her lance, it is possible that her offensive capabilities would be reduced (her Energy shield, Force bolt, Shock pulse, and Teleportation abilities are lost along with the lance.). It may even cause a reduction in her physical statistics (-1CS to Agility, -2CS to Endurance and Strength).

ROLE-PLAYING NOTES:

Magdalene is a fiercely passionate woman, furious in battle and obsessive in love. She is, by far, the most versatile of the Gatherers, but she is easily distracted by any harm to her lover, the Swordsman. Her counterpart on Marvel Earth, the fashion model Marissa Darrow, had no powers but was just as forceful a personality. Despite her aggressive nature, Proctor holds her in his control with reminders of their lost love and his saving her life in the past. When she learned that Proctor had sent an alternate timeline Vision (see **Group history** below) to kill the Swordsman, however, Magdalene lashed out and struck Proctor with a Force bolt. Proctor's degree of future control of Magdalene is now in doubt.

The origin of her power is unknown, though Magdalene's constant exclamations of "By the Seventh Ring!" and other rings circumstantially suggest ties with the rings of Saturn. This could be some false memories or psychological imprinting, or a manner of mind control by Proctor, whose technology is certainly capable of creating Magdalene's armor and lance. (Or, if Magdalene's powers are indeed internal, not artificial, this exclamation may indicate some relation to the Eternals of Saturn's moon, Titan.)

In your game world, Magdalene is a formidable foe no matter who her allies are. Her teleportation power negates any sense of security the heroes might have in their "impregnable" headquarters. If given a reason to attack, Magdalene's rage backed by her power is more than a match for many heroes. Given her ties to Proctor, though, she is best used in conjunction with any of his schemes.

SLOTH™

F RM (30) **Health:** 195
A IN (40)
S AM (50) **Karma:** 26
E MN (75)
R TY (6) **Resources:** Unknown
I GD (10)
P GD (10) **Popularity:** 0

KNOWN POWERS:

Bestial appearance: Sloth appears to permanently be transformed into a large, brown-furred creature nine feet in height, though he always slouches under a metallic harness, bringing his height to about seven feet. (Consider Sloth's appearance as linked, permanent versions of the Shapechange and Size alteration-Growth powers.)

Claws: Sloth's inhuman form grants him Incredible (40) material strength foot and hand claws that, when coupled with his strength, can inflict up to his maximum of Incredible (40) Edged Attacks damage.

ROLE-PLAYING NOTES:

Sloth is a large, powerful humanoid beast with fur and claws. He speaks with a slight accent, suggesting a Scottish or Irish background. He seems congenial and polite, with a kind but loyal manner that belies his bestial appearance. He does not fight in anger, but with calculation and skill, using just enough force to get the job done. He also seems to have close bonds with Cassandra, due to their long relationship with the Gatherers. Though he doesn't exist in the current Marvel Earth, Sloth's joking, easy-going manners and powers fit within his team as the Beast did within the Avengers several few years ago.

As with Cassandra, Sloth's analogue may exist on your campaign's Earth. If you have a hero with similar animal-based powers, perhaps he is Sloth's counterpart and only has to wait for some terrible accident that boosts or changes his powers to this powerful beast-form.

TABULA™

F GD (10) **Health:** 60
A EX (20)
S GD (10) **Karma:** 50
E EX (20)
R GD (10) **Resources:** Unknown
I EX (20)
P EX (20) **Popularity:** 0

KNOWN POWERS:

Artificial construction: Tabula appears to be an artificial being, closer to a Life Model Decoy or the original Adaptoid than an independent artificial lifeform. Its base form has no identifiable features, being a blank humanoid shape with no face or secondary characteristics. It is unknown whether Tabula is susceptible to mental attacks.

Blending: Tabula can alter its surface coloration to blend in to an area with Excellent (20) ability; if Tabula does not

move, this power acts as Excellent rank Invisibility.

Elongation: Tabula possesses Excellent (20) rank stretching power. In addition, Tabula gains a + 1CS on its Strength score when engaged in Grappling combat.

Imitation: Tabula's primary power is its Incredible (40) rank Imitation power, which allows it to alter its own body to appear to be someone else. Tabula can alter its body size by up to 30% when using this power, but cannot change to any body structure other than that of a bipedal humanoid.

ROLE-PLAYING NOTES:

By its own nature, Tabula's character is what it needs to be for the shape it is wearing. It acts almost flawlessly like the person it imitates, fooling all but the most perceptive of observers. Its base personality has a few discernible traits, such as an insatiable curiosity and a subsequent disregard for Proctor's authority. Tabula was only recently released from stasis, a punishment meted out by Proctor for some past transgression. Still, despite its chastisement, Tabula may be a weak link in Proctor's Gatherers.

Tabula is easily inserted into any game campaign as the ultimate deep cover agent, as it so easily mimics and maintains the appearances of anyone. If you choose to bring the Gatherers into your campaign, use Tabula to its best advantage: If a player is absent from the game, have his or her character still arrive to play. Few need know that Tabula is in the hero's place for now.

GROUP HISTORY:

The Avengers' first encountered Magdalene and the Swordsman during the Gatherers' initial ambush. Though the heroes insisted he was dead in this timeline, the Swordsman refused to accept that, not realizing then his otherworldly origins. Proctor was clouding his mind about his previous existence in another timeline. Forced to flee in defeat, Magdalene and the Swordsman have met the Avengers on a number of occasions since then, accompanied by the other Gatherers. During these missions, the Swordsman was subject to painful headaches, allegedly due to his problems assimilating to a different Earth. Of the Gatherers' strike force, he was the only one whose counterpart was an Avenger on this world (Marvel Earth) as on his own.

After "gathering" another lone survivor of a destroyed world, Proctor sent his

team to Avengers' Mansion, hoping to find this world's counterpart to the wounded Coal Tiger. After infiltrating the headquarters and finding the analogue was T'Challa of Wakanda, the Black Panther, the Gatherers engaged the now-prepared Avengers. They quickly defeated the heroes and fled to Wakanda, hoping to kill the Black Panther to allow the Coal Tiger to live on this world. The Avengers followed and, with the help of the Wakandan Air Forces, stopped the Gatherers; surprisingly, the Swordsman saved the life of the Black Panther by turning against Cassandra. He had been fighting his conscience for months, vaguely remembering his status as a hero but now being forced to act as a villain. In the fight, the villains were separated, and the Swordsman was captured before he could flee with the others.

As a captive of the Avengers, the Swordsman's recurring headaches grew less frequent and his memory slowly returned, both perhaps side effects of being separated from Proctor's power. With his returning memory came an intense hatred of the Vision, whom the Swordsman swore destroyed the Avengers on his world. His memories showed subtle differences from what Marvel Earth's Avengers knew, such as his mistaking a hologram of Moondragon for his lost love, Mantis. He eventually came to terms with his status and grew to befriend this world's Vision. He also became more active with the Avengers, coming to their aid on a few occasions.

The final assault on the Avengers involved Proctor's recruitment of a highly emotional (if not totally insane) Vision from a dying timeline. Capturing Marvel Earth's Vision, Proctor supplanted his brain into the doppelganger's body and placed the Gatherer/Vision's brain into the original Vision's body. Returned to Avengers' Mansion, the Gatherer/Vision stopped Sersi's rampage against her fellow Avengers. The Gatherer/Vision stayed undercover unnoticed, primarily due to the upsets over Sersi's destabilizing mental condition. Eventually, the Gatherer made his move and did Proctor's will by attempting to assassinate the Swordsman. He then approached Crystal, hoping to gain her affections here where he failed on his world. This simply brought his status as a Gatherer to the fore, and he was neutralized by Sersi.

Little conclusive is known about the mysterious Gatherers and their equally enigmatic leader, Proctor. Apparently,

Proctor has been at work for years, "gathering" his allies from other timelines. Though perceived as villains by the Avengers, the Gatherers may not be evil by nature, though Proctor fits the description. Proctor recruits his Gatherers from dying worlds to allegedly keep other worlds from dying in a like manner; all their worlds were destroyed by some unknown action or inaction of the Avengers. The destruction of these many Earths are related to Proctor's obsessive fury regarding Sersi. He has asserted that he is her one true love, and she will destroy the world if she's not stopped. The only ties that hold the Gatherers together are their fear or respect for Proctor and hatred for the Avengers.

Using his mental powers, Proctor often supplants his agents' normal thoughts with his own hatreds to make them more effective against the Avengers. Because of these hatreds and the extreme natures of many of the Gatherers, the team is astonishingly brutal and forceful during its missions but lacks any measured amount of teamwork and cooperation.

Much of Proctor's hatred stems from some guilt and pain regarding some romantic relationships and Sersi. He refers to himself as "her one true Gann Josin," an Eternal term and state that is an intimate mental union between two people, a joining that makes them lifelong soulmates. Whether he gained part of Sersi's power along with this linking, Proctor's extreme emotions mimic Sersi's recent uncontrolled mood swings. Based on his references to unrequited or lost love and a hatred of being manipulated by Sersi, Proctor could be an otherworldly analogue of this Earth's Black Knight. ☞

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What's your opinion?

What is the future direction of role-playing games? What problems do you have with your role-playing campaign? Turn to this issue's "Forum" and see what others think—then tell us what you think!

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By Steven E. Schend

THE MARVEL[®]-PHILE

Heroes of the streets arise!

In the last few years, the MARVEL UNIVERSE™ has seen an astonishing number of normal humans taking to the streets and fighting crime with little more than their wits and a strong right hook; there have not been as many non- or low-powered heroes on the streets fighting crime since the Golden Age of comics in the 1940s. When the MARVEL SUPER HEROES™ (MSH) game was created, this type of hero was rare, and wasn't given much attention. The times and the heroes have changed, so it's time for the game rules to get up to speed.

In this special MARVEL-Phile, I'll provide an addendum to the MSH Advanced Set's character-generation rules to allow for the low-powered heroes to join your MSH campaign without being overwhelmed by the powered heroes. These low-powered, street-level heroes will not fit into all campaigns in any case. If you're running a high-powered or cosmic campaign with beings like Silver Surfer or Adam Warlock, these vigilante-level heroes will still be severely outclassed.

Vigilante heroes are defined by the following general guidelines:

- Your hero's primary abilities (FASERIP) are within maximum human limits (see pages 5-6 of the MSH Advanced Set's Judge's Book for human limits);

- Your hero carries weaponry or technology that is available to the general public (or a group the hero belongs to like Code Blue or SHIELD);

- If your hero has gizmos (whether a shield, gun, or webline) of her own devising that grants her abilities of less than Amazing rank.

These guidelines are not concrete, but they serve to distinguish street-level heroes from other gadget-laden humans like those in the Avengers. While it's true that Captain America, Hawkeye, and the Black Widow don't have any powers, their equipment is far beyond the available level of technology for most street heroes. These extraordinary gadgets, when coupled with their owners' formidable skills, allow them to operate against opponents like Kang or Dr. Doom.

Origin

The MSH Advanced Set detailed five origins, complete with their own advantages and disadvantages for players to generate their heroes. We need to add a sixth origin type, "Normal human," to account for non-powered or very low-powered heroes.

The original origins were set to reflect the MARVEL UNIVERSE in 1987; I've altered the percentages on the Origins table from page 5 of the Advanced Set Player's Book to indicate the emergence of the Normal-human hero in the 1990s. These changes are detailed on the new table below, followed by a full description of the Normal-human origin and what sets it apart from the other character origins.

New Origins table

D100 roll	Origin
01-25	Altered human
26-50	Mutant
51-75	High technology
76-90	Normal human
91-95	Robot
96-00	Alien

Normal humans

As the name implies, these characters are simply human, albeit highly trained and focused individuals devoted to fighting crime and injustice. Though this type of hero was most prevalent during comics' Golden Age, there has been a resurgence of nonpowered costumed heroes in the 1990s. While they seldom possess powers, normal humans have a wider range of talents and contacts. Any "powers" they might have are gained through equipment. The original Bucky, Mockingbird, the



Punisher, Shang-Chi, Silver Sable, and the original Union Jack are all examples of normal-human heroes.

—Normal humans add one rank to any three primary abilities (or three ranks to any one, or two ranks to one and one rank to another ability), provided their abilities do not exceed maximum human limits.

—Normal humans automatically gain three additional talents (these do not count toward the maximum rolled on the Secondary Abilities table below).

—Normal humans gain one additional contact. Again this does not count against the number of initial contacts rolled on Secondary Abilities table.

—Normal humans have no innate powers; any powers rolled must be incorporated into their equipment and have a maximum rank of Incredible for whatever power effect they have.

Abilities

As we've altered the Origins, we also have to adjust the numbers for the Generating Primary Abilities table on page 6 and the Generating Secondary Abilities table on page 7 of the *Player's Book* to allow for the greater levels of ability that compensate for the lack of powers. Remember to roll for powers (equipment), talents, and contacts separately on the Secondary Abilities table. The Secondary Abilities table below is for Normal-human heroes only.

Power generation

The number before the slash is the number of powers the hero currently possesses, and the number after the slash is the maximum number possible for the hero. Remember most vigilante heroes are nonpowered personally, and hence, all power slots represent specialized equipment. Just about any power in the MARVEL UNIVERSE has been artificially duplicated by some scientist or other. Even the rare mental powers have been recently created by Spider-Man (Emotion-control gun used against Carnage and crew) and the Black Knight (psi-screen armor that protects vs. mental and psionic attacks). Determine powers as you normally would in your campaign.

Power ranks are rolled on the Random Ranks table above.

Talent generation

The character's number of initial talents are rolled on the new Secondary Abilities table. The number before the slash is the initial number the hero possesses, while the second number is the maximum potential number of talents; this maximum can be exceeded only by bonus talents from the character's Origin. Determine talents

Normal-human ranks table (Column 6)

Rank name	Initial rank	Normal human	Human Maximums (If roll exceeds maximum, reroll.)
Feeble	1	01-05	
Poor	3	06-15	
Typical	5	16-50	
Good	8	51-75	
Excellent	16	76-85	Maximum human Strength
Remarkable	26	86-95	Max. Endurance
Incredible	36	96-00	Max. Agility
Amazing	46	–	Max. Fighting, Reason, Intuition
Monstrous	63	–	

as you would normally.

Talent ranks are rolled on Column 1 of the Generating Primary Abilities table in the *Player's Book*. If the player rolls less than the corresponding Primary ability, the hero gains the talent with the ability's standard rank number i.e., Good (10), not Good (8).

Contact generation

Each hero gets a number of initial contacts as rolled on the new Secondary Abilities table. Normal-human heroes get an additional contact due to their origin.

A hero does not have to establish all his contacts at the start of the campaign—the others can appear as need be or as the result of role-playing. For each established contact, the hero must provide a name. Characters with secret IDs can assign contacts to his heroic ID, his secret ID, or both. The secret ID has less risk to the hero, because if your contacts don't know you are a superhero, you cannot be called upon by them to perform heroic acts.

Example character

Now that we've got the mechanics in place, let's try them out and create a new heroine for the MARVEL UNIVERSE.

Origin & Abilities

I've already determined that the character's origin is a Normal-human hero. Therefore, using the new table, I generate the following ability scores:

Roll	Ability	Initial rank & number
97	Fighting	Incredible (36)
22	Agility	Typical (5)/Excellent (16)
64	Strength	Good (8)
53	Endurance	Good (8)/Excellent (16)
76	Reason	Excellent (16)
88	Intuition	Remarkable (26)
32	Psyche	Typical (6)

Our new character's Health is 76 (total of Fighting, Agility, Strength, and Endurance), and her Karma is 48 (total of Reason, Intuition, and Psyche).

Normal-human Secondary abilities table

D100 Roll	Powers I/P	Talents I/P	Contacts I/P
01-10	0/1	3/6	2/4
11-35	0/2	4/6	2/5
36-65	1/2	3/5	3/4
66-85	1/3	4/5	3/5
86-95	2/3	2/4	4/4
96-00	3/3	3/4	4/5

Powers, Talents, & Contacts

I roll three times on the Secondary Abilities table. A 30 for powers grants her no powers, but leaves the potential for two (of technological origin) later. A 38 for her talents gives her three talents as well as the three from her Origin for a total of six. She has two more talents pending, to be gained through game play. Finally, a 59 on the contacts column allows her three contacts in addition to the one from her Origin gives her four contacts right now.

She has no powers now, so I don't need to worry about them yet.

Before choosing her talents, I need to think about her background. I think I'll give this heroine an espionage background, so I'll give her the following talents: Detective/Espionage, Law enforcement, Martial arts A and C, Guns, and First aid.

In keeping with her background, three of her contacts will be with the FBI, her college criminology professor, and SHIELD. This leaves one contact left to be determined through role-playing.

Background

I've decided this is a female hero with no secret identity. Given the good physical and mental abilities, the character's a fighter and a scholar—I choose to make her a young college graduate and neophyte SHIELD agent.

The rest of her origin, including her motivation and codename, are up to each Judge and whatever she wishes to do with the character. We've quickly generated a character on par the Black Widow, so finish her up and put her on the streets fighting crime!

Villains

The MSH system is set up to be a broad-based system that allows much flexibility in game play. Unfortunately, that same flexibility makes it difficult for the Judge to accurately gauge which villains are most appropriate to use against the PC heroes.

A vigilante-level campaign focuses on the "down-and-dirty" crime-fighting. Heroes in this campaign tend to deal more with drug-dealers, crime bosses, and gang wars than with aliens, evil doppelgangers, and gamma bombs. Street-level heroes tend to be normal humans trained to fight crime, but can be low-powered heroes as well. A majority of these heroes have secret identities, operate alone, and do not work within the law all the time. SHIELD campaigns are also considered vigilante-level campaigns, provided the emphasis is on the nonpowered spy-thriller action, not the high-tech gadgets or super-agents.

Sample campaigns

I've laid out some basic campaigns and some villains to populate said campaigns.

Golden Age: This 1940s campaign typifies the era when so many heroes took to the streets in 3-piece suits and domino masks to fight crime with their fists. Typical villains include Nazis, Bundists, gangsters, racketeers, etc. The recent "Invaders" miniseries is an example of this era. For more on this type of campaign, see "With Great Power" in issue #85 of the RPGA™ Networks POLYHEDRON Newszine.

SHIELD: SHIELD will always be the first and foremost of the super-spy agencies for me and it has great potential for a campaign. Given the wide range of weapons and equipment available, characters can push the power envelope on this campaign with plasma guns and super-lasers. Villains for SHIELD (and other spy agencies) for this level are Baron Wolfgang von Strucker and HYDRA, the ZODIAC cartel (its first incarnation), Fenris, and AIM. Shang-Chi, the Master of Kung Fu, and his M.I. 6 allies also fit into this campaign type.

"Crimebusters:" In the vein of pulp fiction, this campaign is the standard for the comic-book genre. The heroes' mission is to fight crime and injustice where they find it.

This campaign focuses on stopping normal and low-powered villains such as muggers, bank robbers, terrorists, and the odd ninja or two. Daredevil best highlights the solo hero for this campaign type, while such teams as Silver Sable and her Wild Pack take on larger numbers of the same. The villains' goals are anywhere from scoring a big haul from a bank robbery to destroying cities. Villains for this type of campaign include many of the lesser villains who fought Spider-Man, Iron Man,

Ant-Man, and others: The Vulture, Dr. Octopus, the original Enforcers, the Living Brain, the Black Cat (before she reformed), Blacklash, Discus, Stiletto, Lady-Killer, the Constrictor, the Leapfrog, the Melter, the Porcupine, Egghead, Crossfire, Bombshell, Oddball and the Death-Throws; ad infinitum. Other heroes (beyond PC heroes) might include a stint with Code Blue or the old Freedom Force ("Crimson Commando and Super Sabre could use your expertise for a mission.")

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Role-playing Reviews

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with scenarios to challenge 30th-level PCs—what are they gonna do, fight planets?—but help presumably is on the way. Isn't it?

RIFTS World Book Two: Atlantis,* by Kevin Siembieda. Palladium Books, \$15. Thanks to the late show and old *Superman* comics, I assumed Atlantis was populated by people with fish tails who lived inside a big glass bubble. Guess again, says RIFTS game impresario Kevin Siembieda. Atlantis exists as a brutal wilderness dominated by the Splugorth, a monstrous alien race resembling spine-covered lumps of slime. The Splugorth engage in a variety of antisocial activities, not the least of which is a thriving interdimensional slave trade. A grotesque collection of creatures adds to the nightmarish ambiance, including the goo-secreting krelong and the zembahk, which looks like an ambulatory intestine with an oversized eyeball. The book's best section discusses Atlantean magic, an intricate system of tattoos, runes, and grisly bio-wizardry techniques that utilize parasites and surgery. Despite the absence of strong adventure hooks and an occasional lapse into silliness—the bio-surgery section walks a fine line between imaginative fantasy and adolescent gross-outs—the book is packed with so much compelling material that it's hard to resist.

GURPS Space Adventures, by David L. Pulver, Thomas S. Gressman, and William A. Barton. Steve Jackson Games, \$17. Two of the three entries in this collection of adventures for the GURPS Space game are no more than competent, unremarkable science fiction. But the third, "Beware the Health Police" by ace designer William Barton (assisted by Jeff Koke and Steve Jackson), blasts off in to realms unknown with a dazzling mix of cosmic adventure

and comic invention. A chance engagement with a patrol ship results in a forced vacation on Survias, a health-obsessed planet where bacteria are the bane of civilization and hypochondria is a way of life. The plot involves a conspiracy to usurp the ruling class, but it's mainly an excuse to bounce the player characters from one lunatic encounter to another. A hospital official coerces the PCs into dangerous nose-hair experiments, the police attack them with spray disinfectants, a hover-ambulance carts them away for emergency toe surgery—and then things *really* get nuts. Great, goofy fun.

CORPS World Book 1992,* by Greg Porter. Blacksburg Tactical Research Center, \$10. Intended for the CORPS game, an intriguing RPG of international conspiracy, this impressive sourcebook provides data for about 150 countries, making it sort of a world almanac for role-players. Each country listing includes ratings for political corruption, standard of living, and human-rights violations, along with a capsule history of recent events. There's also plenty of fascinating trivia, ranging from the gun laws of Switzerland to the nuclear capacity of Thailand. Readable and informative, it's recommended to referees of any modern-era RPGs who want to inject a dose of reality into their campaigns. For information, write to: Blacksburg Tactical Research Center, 1925 Airy Circle, Richmond VA 23233.

Tales of the Reaching Moon, edited and published by David Hall. \$3.00/issue. A lively, handsome fanzine from England, *Tales of the Reaching Moon* dissects the RUNEQUEST* game with the precision of a brain surgeon. On the table in the Winter '93 issue are errata from the Avalon Hill Game Company's recent *Sun County* supplement, a scholarly analysis of the Cult of Revenant, and an intense adventure loosely based on *Apocalypse Now*. In a lengthy interview, RUNEQUEST contributor Sandy Petersen reflects on the game's early days and the outlook for the future (he's less than enthusiastic). For casual players, *Tales of the Reaching Moon* might as well be printed in Sanskrit, as evidenced by cryptic references to "Larcemal . . . third among the Five" and "the Orlanthi sun-god Elmal, formerly a loyal thane of Orlanth's who later evolved into Yelmalio." But if that's music to your ears, consider taking an issue on your next trip to Glorantha. For information, write to: David Gadbois, P.O. Box 49475, Austin TX 78765; or to: David Hall, 21 Stephenson Court, Osborne Street, Slough, SL1 1TN, England.

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THE MARVEL®-PHILE

by James Lowder

Monsters on the loose—again!

In their heyday, giant monsters dominated eight titles published by Atlas comics—the company that would mutate into the Marvel house of super heroes we know today. Beginning in late 1958, Xom, Monsteroso, Fin Fang Foom, Gorgilla, Gorgolla, and all their gargantuan pals rumbled through the pages of *Amazing Adventures*, *Amazing Adult Fantasy*, *Journey into Mystery*, *Strange Tales*, *Tales of Suspense*, *Tales to Astonish*, and *World of Fantasy*. Rendered with skill and excitement by Jack Kirby, these behemoths spent their brief lives spreading gleeful chaos and shouting threats that usually ended with multiple exclamation points.

The publication of *Fantastic Four #1* in August, 1961 signaled the beginning of the end for the Marvel monster corps. After that momentous event, super heroes began to usurp the comic-book spotlight from the behemoths. But that isn't to say the monsters disappeared from the MARVEL UNIVERSE™ quietly or even quickly. The real center of attention on the cover of *FF #1* is the Mole Man's gargantuan minion, not the fledgling super-team. And in the course of that same first issue, the FF journey to Monster Isle to battle the Mole Man and his monster horde. Over the next few years, the *Fantastic Four* would be pitted against foes that would most certainly be at home in a monster comic: Giganto, the whalelike beast the Sub-Mariner commands against the surface world; the Mad Thinker's weird, faceless android (who looks a lot like the aliens from "A Martian Walks Among Us"), the huge "Monster from Mars" statue animated by the Miracle Man; and even the shape-shifting Skrulls, who share powers with the Kirby-creature from the story "What was X, the Thing that Lived?!"

The Marvel monsters made their presence felt in other early super-hero titles as well: Don Blake is fleeing Gorr and the Stone Men of Saturn when he discovers the hammer of Thor in *Journey into Mystery #83*. The Hulk and the Thing resemble other beasties from the pre-hero monster comics. Even the names of some

early villains—Giganto and Dormammu, for example—sound a lot like those of the creatures that rampaged through the old Atlas titles. So if you scoff at the idea of introducing such monsters as Goom, Diablo, and Sporr into your MARVEL SUPERHEROES™ (MSH) game campaign, keep their origins and their influence in mind. If one of these battling behemoths was

good enough to steal the cover of *FF #1* from Reed Richards and crew, they're good enough to toss around tanks—and heroes—in your campaign, too.

Groot update

In the previous "creature-feature" installment of the MARVEL®-Phile (*DRAGON*® issue #186), I noted that Groot was defeat-



Color by Steve Sullivan

ed in the early 1960s by scientist Leslie Evans. That wasn't the last time the tree tyrant from Planet X threatened Earth, though. Groot—or, more precisely, an exact replica of the power-mad alien—battled the Hulk in 1976. Xemnu the Living Titan recreated Groot and five other long-forgotten monsters, then sent them one by one to destroy the green gladiator. Unsurprisingly, the Hulk made short work of the Groot-replica, ultimately battering the monster to splinters. In this battle, Groot used his plant-control ability to ensnare the Hulk, and his body armor shielded him for a time from the hero's blows. Groot also exhibited a power he did not utilize in his first appearance: the ability to fire thorns from his hands. Since Xemnu claimed to have recreated Groot without modifications, this power should be added to the tree tyrant's already impressive list:

Projectile missile: Groot can fire volleys of wooden darts from either hand. The 3-inch-long darts—known as Groot's Invincible Thorns—have Excellent (20) accuracy, a range of one area, and do Excellent (20) Shooting damage. Groot can launch Invincible Thorns from only one hand at a time. He may fire four volleys of missiles in any 24-hour period.

GROGG™

The Nightmare Creature from the Black Pit

F AM (50)	Health: 240
A IN (40)	
S AM (50)	Karma: 8
E UN (100)	
R FB (2)	Resources: None
I PR (4)	
P FB (2)	Popularity: 0 (-10 in eastern Europe)

POWERS:

Body armor: Grogg's thick, leathery skin provides protection of Remarkable (30) power versus physical and Force attacks,

Combat tail: The Nightmare Creature's spiky tail isn't useful for climbing, but may be used in combat for Monstrous (75) damage. It also serves as a rudder during flight.

Horns: The four largest horns atop Grogg's head are considered Edged Attack weapons, with a Material Strength Rank of Excellent (20). They do Remarkable (30) damage.

Fire generation: Grogg can breathe jets of flame from his nostrils. This flame does Monstrous (75) Energy damage against flammable targets, and Good (10) damage against nonflammable targets.

Flight: Grogg's wings allow him to fly at Unearthly (100) speeds in atmospheric conditions, but only at Typical (6) speeds through space.

Life support: The Nightmare Creature has this power at Shift Z (500). He can survive in hostile environments indefinitely without food, air, or water.

Hibernation: If Grogg is completely immobilized (buried under a collapsed skyscraper or frozen by some sort of high-tech device, for example), he goes into suspended animation. He will remain in this state, immune to the effects of aging, until an opportunity for escape arises (i.e., a bomb uncovers his resting place or someone turns off the device holding him motionless).

TALENTS: Gregg seems to comprehend most human languages, though only at a very basic level. However, he has never expressed himself in anything other than grunts and roars.

CONTACTS: None.

HISTORY: In April, 1961, the leaders of a small dictatorship in central Europe stayed freedom-fighter Michael Kozlov's execution when they realized he was also a talented physicist. Kozlov was then put under the watchful eye of Colonel Karl Vorcutsky and sent off to a secret nuclear test site in Asia. There, it was hoped, Kozlov would aid the dictator's troops in conducting underground bomb tests. While the soldiers were setting up the bomb site, a group of locals came to plead with Vorcutsky. They claimed that any explosion would awaken Grogg, a beast that slept below the ground near their village. Vorcutsky dismissed the claims as superstition and, surprisingly, Kozlov agreed with him. This sudden callousness quieted the colonel's suspicions about the physicist's loyalty. Vorcutsky's trust would soon prove misplaced.

The explosion did uncover Grogg, the Nightmare Creature from the Black Pit, and the huge beast immediately turned his attention to flattening the locals' village. A tribal chief braved the monster's wrath to explain that the soldiers had disturbed Grogg's slumber, not the farmers he was stomping into dust. Vorcutsky and his men tried to flee in a jet, but Grogg took to the air in pursuit and forced them to crash-land in the mountains. Trapped in a cave by the seemingly tireless gargantua, the few remaining soldiers quickly grew desperate. Vorcutsky ordered Kozlov out of the cave, hoping that this sacrifice would appease the Nightmare Creature. But when Grogg attacked, Kozlov blinded him with a cleverly created smoke screen and escaped.

Dr. Kozlov was rescued from the mountain by a passing American plane, but few believed his fantastic story when he tried to tell it. From the start Kozlov had known

the stories about Gregg were true. ago, he'd learned that the Great Wall of China had been built to repel dragon creatures such as Grogg. The villagers' tale told him that just such a dragon was in hibernation near the test site. In encouraging Vorcutsky to proceed with the tomb test, Kozlov had hoped to unleash the monster so that it could spread terror behind the Iron Curtain. He succeeded, but little did he suspect that he would again cross paths with the Nightmare Creature from the Black Pit. Some time after his arrival in the United States, Kozlov was sent on a reconnaissance mission back to his home country. The physicist-turned-spy soon joined forces with Ivan Grotzky, a tyranny-hating farmer, and the two traveled north to learn the purpose of a secret army base. They encountered Grogg near the base, but what they uncovered at the secret installation was even more frightening—the military had constructed a huge rocket, which they intended to launch to Mars. On the red planet, the soldiers would construct a base and threaten the free nations of the world with nuclear missiles if they did not accede to their government's demands. Again Kozlov turned the dictatorship's scientific striving against them. As Ivan created a diversion, Kozlov lured Grogg into the rocket and launched it to Mars. Kozlov knew that he could not stop the government's plans to send an army to Mars, but with a vengeance-craving Nightmare Creature awaiting the soldiers on the red planet, they would find building any base rather difficult.

ROLE-PLAYING NOTES: Grogg is not the brightest of beasts and is motivated almost purely by a lust for vengeance. He will attack the most obvious cause for his discomfort at any given moment—which often means whomever or whatever is closest. Though no one has spotted him since the early 1960s, Grogg is probably still loitering on Mars, looking for someone to stomp. He could easily be turned against the United States if someone bothered to visit Mars and convince the Nightmare Creature from the Black Pit that he was duped by an American spy.

TABOO™

The Thing from the Murky Swamp

F IN (40)	Health: 290
A MN (75)	
S UN (100)	Karma: 46
E MN (75)	
R GD (10)	Resources: None
I TY (6)	
P RM (30)	Popularity: 0

POWERS:

Life support: Taboo has this power at Shift Z (500). He can survive in hostile environments indefinitely without requiring food, air, or water.

Flight: Taboo can travel through space at Shift X (150) speeds. In atmospheric conditions, he travels at Monstrous (75) speeds.

Telepathy: Taboo communicates through the use of his telepathic ability, which has the rank of Excellent (20) in sending thoughts, but only Good (10) in reading the surface thoughts of those he communicates with.

Plasticity: Taboo's mudlike body gives him the following powers at Unearthly (100) intensity:

—Body armor that provides Unearthly (100) protection against physical and Force attacks.

—Taboo can also hide in swampy or muddy areas with Unearthly (100) ability. Characters must make an Intuition FEAT roll versus this rank to detect Taboo.

Mud-slinging: Taboo can throw blobs of his own mudlike body with Amazing (50) accuracy, up to two areas. The mud acts as a Grappling attack of Monstrous (75) strength. The mud hardens to rocklike consistency within five seconds (Material Strength Rank of Incredible (40)). Taboo has also been known to simply slap the mud on a target during a brawl rather than throw it.

Immortality: Taboo cannot be killed. If his Endurance reaches Shift 0, additional damage will simply blow his malleable body into a number of smaller parts (one part for each point of damage that gets past his body armor). These separate pieces of ooze have Reason and Intuition of Feeble (2); an Endurance of Good (10); and Fighting skill of Typical (6). They retain Taboo's original Agility, Strength, and Psyche. The separate parts will move as quickly as possible to reform Taboo.

TALENTS: Taboo has enough acting talent to convince some people that his intentions are peaceful. He also possesses a good understanding of many human languages, including English and Portuguese, through his telepathy.

CONTACTS: Subsequent to Taboo's first encounter with Lewis Conrad, the monster had high-level contacts in the United Nations and the world's science community. These contacts became adversaries as soon as Taboo revealed his intentions regarding the Earth. Taboo has no friendly contacts on his home world, where they consider him deranged and dangerous. A Taboo-replica is a former ally of Xennu the Living Titan.

HISTORY: Lewis Conrad was an explorer and best-selling author of true-life adventure books. In the Amazon country of Brazil, he uncovered rumors of a "forbidden swamp," the domain of a "swamp demon" named Taboo. Conrad was skeptical, but went to investigate anyway. To the explorer's surprise, Taboo proved to be real, though he seemed to be anything but a demon. Through his telepathic powers, Taboo revealed that he was an alien whose spacecraft had crashed into the Brazilian swamp. napped by Earth's atmosphere,

he remained a prisoner of the Murky Swamp. Conrad, convinced of Taboo's sincerity, offered to muster the world to aid the stranded alien. The explorer journeyed to New York, where he addressed the United Nations. The world's scientific community quickly banded together and created a device that would aid Taboo in returning home. But when the Thing from the Murky Swamp was given the device, he revealed his true nature. Taboo's spaceship hadn't crash-landed. In fact, he didn't need a spaceship to travel the universe at



TM



all. He was on Earth to gather information about the world's scientific prowess. Now that he had the perfect example of Earth's technological might, he flew off, threatening to return at the head of a conquering army. Fortunately for the peoples of the Earth, the world leaders were not as gullible as Lewis Conrad. When Taboo got beyond Earth's atmosphere, the scientists detonated an H-bomb they had secreted inside the device. Taboo was blown into thousands of muddy blobs and scattered over the western hemisphere, but he did not die. Over the next few days, the separate, sentient pieces of the Thing from the Murky Swamp headed for New York City, specifically Central Park. There, Taboo was reborn. Resistance seemed futile. Taboo wrecked Manhattan and was on his way to stomping out all opposition in the city when a gigantic spacecraft appeared over New York. The Thing from the Murky Swamp welcomed the newcomers, fellow creatures from his planet, but they soon proved to be his enemies, not his allies. The spacefarers explained that they'd been searching for Taboo for ages, that he was ill and needed treatment for some undisclosed—though obviously mental—infirmity. Fortunately for Manhat-

tan, the gentle spacefarers repaired all damage done by Taboo before leaving with the renegade in their custody. In 1976, Xemnu the Living Titan recreated Taboo and five other long-forgotten monsters, then sent them one by one to battle the Hulk. The Taboo-replica fought the Hulk to a standstill, until the hero punched a hole in a riverbed, thus creating a powerful whirlpool that sucked the muck-creature into the earth.

ROLE-PLAYING NOTES: Taboo is a dangerous adversary, not only because of his incredible powers, but because of his diseased mind. He is prone to scheming and will use human agents as frequently as possible to further his plans to conquer Earth. Despite his craftiness, though, Taboo is rather easy to fool (as the scientists did in secreting an H-bomb in the device). While the original Taboo was taken from Earth by his fellow spacefarers, the Taboo-replica remains. The Hulk defeated the ersatz Thing from the Murky Swamp, but the whirlpool the hero created could hardly have destroyed a creature that survived at the heart of an H-bomb explosion. If Xemnu regroups his "monster squad" any time in the future, Taboo will likely be the first monster he revives.

THE GLOP™

The Monster Without a Scary Appellation

F RM (30)	Health: 340
A GD (10)	
S Sh Y (200)	Karma: 70
E UN (100)	
R IN (40)	Resources: FE (2)
I EX (20)	
P GD (10)	Popularity: 0

POWERS:

Life support: In stone statue form, the Glop has this power at Shift Z (500). As a statue, the Glop is immobile, but is completely aware of his surroundings and can survive indefinitely without food, air, or water. Once he has been covered with his oozing, paintlike skin, he is subject to hunger and thirst.

Body armor: The Glop's weird, paintlike skin acts as body armor. This armor provides Incredible (40) protection against physical, Force, and Energy attacks. Understandably, the paintlike armor provides no protection from turpentine-based attacks.

TALENTS: As a scout observing humankind for possible conquest, the Glop has gained an understanding of his surroundings. Because the Glop was stationed in a remote Transylvanian keep, this knowledge is limited to what he has overheard about life in the village below the castle during his centuries-long watch. The Glop also has an understanding of a number of human languages, including English, Hungarian, and Romanian.

CONTACTS: The Glop is a scout from an alien race and supposedly has the support of that advanced civilization. However, since he does not possess the means to contact his home planet, his resources rate only at Feeble. If his allies ever return to Earth, the Glop's resources will immediately rise to the rank of Unearthly (100).

HISTORY: When a painter of apartments and furniture was approached by a strange old man to paint a statue, he balked. When the painter discovered that the statue was located in a Transylvanian castle, a great deal of money had to pass hands before he accepted the job. Still, the deal was made, and the painter traveled to the remote keep. The statue he painted—or rather covered in an oozing, paintlike substance—was huge and grotesque. But the painter followed the orders he'd been given, despite the monstrous appearance of the statue. He was trying to carry out his final command—leave the castle before midnight—when a tremor shook the castle and he was trapped beneath a fallen beam. And as the castle clock struck twelve, the hapless painter learned why the old man had wanted him to leave quickly after finishing the job: the statue came to life!

Fortunately, the painter managed to elude the Glop. But his escape also allowed the monster to turn his sights on the village below the keep. Starving after his long hibernation, the creature stormed



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down from the mountain in search of food. While the Glop rampaged through the town, the painter encountered the old man at the castle and demanded an explanation. The old guy admitted that he was a scientist. He discovered the statue and the paints in the castle, along with a parchment that revealed their unearthly origin and the method for reviving the alien beast. The scientist hoped to uncover the Glop's motives before the monster's "comrades" arrived to wake him themselves.

The Glop returned to the keep at that moment, trapping the two humans inside. In a fit of *braggadocio*, the alien boasted that he was an advance scout from a warlike race, sent to Earth to spy on the inhabitants. In time, his fellows would arrive and revive him. Much to his chagrin, though, the humans had already done that and now his mission was ruined. As the Glop prepared to ground the meddling mortals into bone dust, the painter hit upon a desperate plan. He hurled a large can of turpentine at the Glop, which washed away the alien's oozing skin and returned him to his statuelike state once more. There wasn't time for congratulations, though. The villagers, enraged by the monster's attack (and toting torches and pitchforks, as outlined in the *Complete Transylvanian Peasants' Handbook*), stormed the castle and blew it up. The Glop and the unusual paints were buried beneath the shattered keep.

ROLE-PLAYING NOTES: The Glop is short on subtlety, but long on rage. He will wade into a fight with little provocation, attempting to crush whatever obstacles the despised mortals set in his path. He is prone to throwing large objects, and Judges working him into a scenario should be familiar with the rules for Blunt Throwing attacks detailed in the *MSH Advanced Set's Players' Book*.

Since the castle's destruction in the early 1960s, no one has bothered to sift through the ruins to confirm the Glop's demise. Because the body was never seen, it would be safe to assume he survived somehow and is ready to be unleashed upon the hapless denizens of the MARVEL UNIVERSE once more. Moreover, the Glop's comrades have yet to make their appearance on Earth, so a scenario centering on their arrival would be a natural; explaining why these higher beings left an immobile scout/observer in an isolated Transylvanian castle is optional.

Rewriting history

In his search for foes worthy of battling the Hulk, Xemnu the Living Titan uncovered a conspiracy. The American government, Xemnu claimed, was covering up the multitudinous invasions that plagued the world in the late 1950s and early 1960s, blotting out the names of Diablo, Groot, and the Blip from the history books. I don't know about that, but scholars of the Marvel age of monsters should note that some of the towering titans have undergone subtle changes since their first appearances. For example, in his original outing, the Glop was known as the Glob. And the living alien statue on Easter Island was known as Thor, not Thorg. Apart from the trademark reasons, I suppose the name changes make some continuity sense too. "What's that?" says Spider-Man. "There's a battle in Central Park between Thor and Magneto? Or is that Thor and Magneto? And which Magneto is it, anyway—the guy with the bucket on his head or the old monster?"

The most interesting of these updates has resulted in the birth of a new hero, a guy who is still popping up in comics regularly: Doctor Druid. The origin of this occult master, printed in *Weird Wonder Tales* #19, is actually a slightly redrawn origin story for an old character named Dr. Droom! Then, two issues of *WWT* later, Dr. Druid tells a tale in which he discovers Gorgilla, the Monster of Midnight Mountain, but that, too, is a re-touched story (with Dr. Droom's, er, Druids head replacing that of the tale's true hero, a blond scientist named Scotty). Hmmm.

Maybe Xemnu was right after all. Could Goom and his dreaded son Googam be working through the government to blot out the memories of their monstrous rivals? What about the Living Colossus and Fin Fang Foom? Why have they escaped this revision of history with reputations intact? I'd say it's time for you to mobilize all truth-loving heroes in your campaign so they can restore the real history of the MARVEL UNIVERSE—or at least slug it out with a giant slime beast or two.

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Beyond the Grave

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death. Vartha do share one personality trait: They are all highly motivated, even driven, whatever their purpose.

Summoning/controlling undead

The summoning and controlling of certain types of very powerful undead, particularly mummies, is a common theme in literature and movies. The DM may wish to allow evil (and some neutral) clerics to summon some kinds of special undead from afar, then control them. The power would require a special ceremony and would depend on the availability of the proper kind of undead. Finally, the cleric would have to maintain concentration to control the undead similar to a mage controlling an elemental.

It is suggested that the cleric gain the power only when his 1d20 roll to turn the appropriate kind of undead becomes less than 10. Some appropriate kinds of undead, and the clerical level at which they could be summoned and controlled, would be: skleros* (8), angreden (5), callicantzari* * (5), skotos* * (6), mummy (8), lesser colossus* * (8), vrykolakas* * * (8), vartha (9), ch'ing shih* * * (9), and ka (14).

* See "Out of the Shadows," in *DRAGON* issue #162.

* * See "The Ungrateful Dead" in *DRAGON* issue #138.

* * * See "Hearts of Darkness" in *DRAGON* issue #126.

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