



BY DAN GREENBERG

MAGIC





MAGIC

Magic

©1992 DC Comics Inc.
All Rights Reserved.
Published By Mayfair Games Inc.

Author: Daniel Greenberg
Additional Material: Ray Winninger & Jack A. Barker
Editors: Ann M. Goetz and Jack A. Barker
Editorial Director: Jim Musser
Cover Art: George Pratt
Interior Art: DC Staff
Graphic Design: Mike Russo
Cover Design: Linda Aschenbrener
Art Director: Mari Paz Cabardo
Maps: Brian J. Blume

All characters, their distinctive likenesses, names, logos, props, and all other related indicia are trademarks of DC Comics Inc. Copyright ©1992 DC Comics Inc., used under license by Mayfair Games Inc. All Rights Reserved.



is a trademark of DC Comics Inc., used under license by Mayfair Games Inc.



is a registered trademark of Mayfair Games Inc.

No part of this book may be reproduced in any form or by any means, except for the inclusion of brief quotations in a review, without permission in writing from the publisher. Permission is granted to the purchaser of this book to copy the maps and histories for personal use, provided that none of the copies are sold or traded.

All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

Manufactured in the United States of America.

ISBN: 0-923763-21-X

Mayfair Games Inc.

P.O. Box 48539

Niles, Illinois 60648

U.S.A.

255

Table of Contents

Introduction to the Art of Magic	4
The History of Magic	6
Magic in the DC Universe	12
Magical Characters	34
Mystical Heroes	34
In Memoriam	87
Mystical Villains	92
Magical Locations	114
Index	127
How To Use This Book	128

Introduction to the Art of Magic



Welcome to the secret and mysterious worlds of enchantment that lie on the edges of the DC Universe. Welcome to the realms of shadow on the fringe of reality. Welcome to the invisible labyrinth.

Welcome to magic.

Magic is everywhere and nowhere to be seen. It walks the gray paths of the Phantom Stranger, strides across the fiery cosmos with the Spectre, quietly sprouts through cracks in the sidewalk with the Swamp Thing, and scuttles through the bowels of Hell with the demon Etrigan. Magic may be as flamboyant as the stage act of the sorceress Zatanna or as still and quiet as the dreams of the Sandman.

Magic is eternal. In all of DC's history, from the inner chambers of ancient Atlantis in 45,000 B.C. to the Sorcerer's World in the far distant 30th Century, wise men and women have stared into the middle distance and looked inward to the abyss. No two have ever found magic in exactly the same place.

Magic is infinite. From Earth's reality to the dimensions of Amethyst's Gemworld, Trigon's Azarath, and all the parallel worlds lost during the *Crisis on Infinite Earths*, magic is the force that binds reality and joins all of creation together. Magic flows through the entire universe like a silent, imperceptible presence, permeating every corner of the cosmos. Mystic forces play with the universe: defining it, and being defined by it in turn. Although magic pervades the entire length and breadth of the universe, it is impossible to see it completely or comprehend it fully. Many people live their lives utterly oblivious to the powerful forces at play in the most mundane objects and the simplest acts.

Magic is uncertainty, and certainty. Magic breaks all the rules, and makes the rules. Its very essence is paradox and irrationality. It contains logic and recognizes reason but it is bound by neither. It is possible to explain any part of creation logically without ever acknowledging the presence of magic. But magic is there—quiet—intangible—inexpressible—alive—and very, very powerful.

Many eons ago, the Guardians of the Universe decided that the model for understanding the universe would come from science. To determine truth, modern Man creates and tests hypotheses. If any data contradict a theory,

the theory is discarded as false. But magic is rife with contradictions and revels in incongruity.

Thus, with their ordered, rational minds, the Guardians were unable to banish magic completely. In the realm of magic, a phenomenon can be true one moment and false the next, both true and false simultaneously, or anything it wants to be. Simply because magic is magic.

In the magical world, all things are interconnected. Small events are inextricably linked to large ones. A grain of sand reveals the universe. The movements of stars reflect the actions of nations. One Man's fate can be read in a deck of Madame Xanadu's Tarot cards.

Because the universe is fundamentally interconnected, the actions of any one being have great repercussions on everything

—Timothy Hunter

I'll come with you. Where are we going?

else. Even those beings who do nothing at all affect reality just by observing it. This important principle has been revealed by non-magical people studying quantum physics, such as Dr. Megala (of the Captain Atom Project), the Source (Metron of the New Gods), and Zen (the Question).

This is the basic structure of magic. The magician's Art is simply understanding the natural influence the universe has on all beings and the natural influence all beings have on the universe in return. There are as many ways to master this connection as there are creatures capable of comprehending it. Therefore, there are an infinite number of completely contradictory paths to understanding magic.

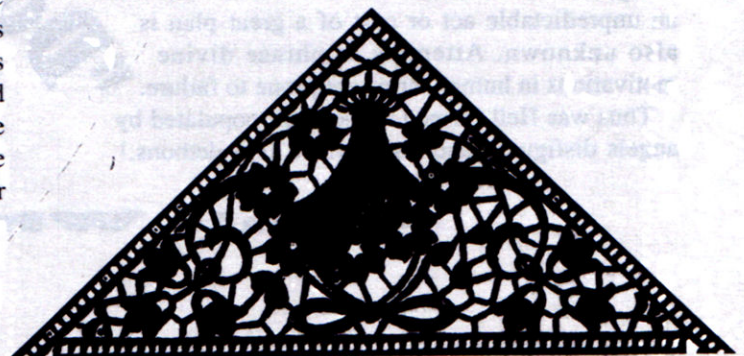
Modern man cannot comprehend this dichotomy. His science is based on the rational, the explicable, and the reproducible. Science has no room for magic, which is irrational, non-reproductive, and by its very definition, supernatural. So science, unable to understand magic, is continually at odds with it.

Refusing to believe in magic does not cause magic to vanish. Even superheroes with a solid basis in science and cold, hard reality continually run into magical opposition. The Suicide Squad, despite its gritty, realistic setting, meets and sometimes even uses magical forces in the course of its regular missions. In the past, the Squad has included the Enchantress, Nightshade and the Kali-worshipping Ravan among its members and numbered, the Incubus and Succubus, the Chaos-worshipping Kobra, and the LOA voodoo cultists among its adversaries. The Justice League, in all its incarnations, has fought magical opponents and wielded magic in the defense of humankind. The original Justice League of America depended on the magical services of Zatanna and the Phantom Stranger

against foes like Felix Faust and Count Crystal and Justice League International sometimes relies on Doctor Fate and the Spectre to thwart menaces like the Gray Man. The greatest foe of the New Titans was the demonic tyrant Trigon, the origin of the Green Lantern Corps is deeply rooted in the clash between science and magic, and Wonder Woman is a direct descendent of an ancient magical tradition. There is even magic in the elliptical process by which Barry Allen actually transformed into the lightning bolt that traveled back through time and generated his original metamorphosis into the Flash. Magically, his end was his beginning.

Even Superman, the original hero of science, who lives in a very ordered, rational world, has fought magical opponents. It is no accident that Superman, the embodiment of the highest aspirations of modern, logical, scientific man, has a weakness to magic equivalent to that of the common man.

People who dismiss magic because it is not rational, like Dr. Terrence Thirteen, the self-proclaimed "Ghost-Breaker," are a bit like children who cover their eyes so other people cannot see them. Ignoring magic does not make it go away. It creeps in uninvited. It is everywhere and nowhere to be seen. You can live your whole life oblivious to it, or you can see it in every blade of grass.



The History of Magic



he history of the DC Universe is rich in mystery and steeped in magic. From the earliest moments of the cosmos to the end of everything, magic is alive and enchantment is afoot.

Before the universe began, there was a space without expanse and time without duration. No existence. No change. The universe was born wailing and in pain. Light, time, heat, matter and the potential for life came screaming through from emptiness. Something from nothing—the original paradox upon which the entire universe hinges.

Dimensions formed and gave shape to the expanse. Raw matter swirled into galactic clusters and filled the newborn space. Fire and power and raw energy filled the void where once there was silence. This void, the Chaoplasm, remained, just outside the matter of creation.

During the rush of matter and magic that created the universe, seven beings called the Endless came into existence. The first of the Endless was Destiny. He was followed by Death, Dream, Desire, Despair, Destruction, and Delirium. The Endless are inextricably linked to humanity and are vital to humankind's development and ultimate fate. For example, Dream, also known as the Sandman, has occasionally acted personally to inspire greatness.

At the heart of creation, a gleaming, silver city formed. This world, made of the purest light, was the fortress-home of the first created beings: the angels. This was Heaven, and its walls enclosed and defined all reality. The angels were beings of purity and light, perfect in every way. Among them were the archangels: Uriel, who rules the worlds; Raphael, who oversees humanity; Michael, who is set over Chaos; Saraquael, who is set over the Spirits; Gabriel, who is lord of the Cherubim and Seraphim; and Raguel, who would one day become the Spectre, charged with the mission of vengeance.

For reasons beyond mortal comprehension, the greatest of the angels, Lucifer Lightbringer, rebelled against Heaven and was cast down into the Chaoplasm along with his rebellious hosts. Whether this was an unpredictable act or part of a great plan is also unknown. Attempts to phrase divine motivations in human terms are prone to failure.

Thus was Hell formed in the void, populated by angels disfigured and transformed into demons.¹

The Phantom Stranger began his solitary mission here, walking the lonely paths between the worlds of the dead and the living.²

Reality had not completely stabilized at this point, and the universe was a place of paradox and contradiction. In these primordial days, Earth was a cooling lump of lifeless magma floating in space, but one frame of reference away, it was a concave dish populated by the horrid race of demonic creatures called the Predead. These demonic creatures were life that is not life, and they were jealous of the true life and true reality that would soon follow their spawning.

On the planet Maltus, the first humanoid species to evolve intelligence produced a great scientist named Krona. In his arrogance, Krona decided to break his world's greatest taboo and created a device capable of viewing the beginning of the universe. In the first terrible clash between science and magic, Krona's machine unleashed a wave of evil that threatened to engulf the cosmos. Krona was banished to the farthest edges of reality by his brethren, who decided they must act to repair the damage he caused. They called themselves the Guardians of the Universe.

One of the Guardians' first acts was to collect the bulk of the magical energy in the universe and put it where it could cause no harm. From its hiding place in the center of a blazing sun, this concentration of energy became known as the Starheart. Millennia later, a piece of the Starheart broke away and eventually landed on Earth, where it became the Green Flame of Life responsible for making engineer Alan Scott into Earth's first Green Lantern.³

The Guardians could not eliminate all magic, but the results of their actions were felt all across Earth's plane. Slowly, the reality of the Predead faded from Earth. The nightmare creatures lived on, but their frame of

*"Do I contradict myself?
Very well
then, I contradict
myself.
(I am large. I contain
multitudes.)"*

**—Walt Whitman,
Song of Myself**

reference no longer coincided with that of Earth. In haste, before a race known as the Timeless Ones finally banished them from Earth, the Predead demons created talismans that would allow others to summon them back. The Predead call to Mankind from across the gulf of reason, and sensitive humans have visions and dreams of these beings. Many mortals confuse their raw power for godliness and mistakenly summon them into Earth's plane.⁴ Even though their extra-dimensional realms sometimes overlap, the Predead should not be confused with the demons who fell with Lucifer. In some ways, the Predead are worse than demons.

As the universal reality stabilized in the wake of Krona and the Guardians' actions, powerful elemental energies began to stake out territory in the magical spheres. Leftover Chaoplasm and creative matter found themselves locked in a deadly struggle for dominance. Some of these evolved into the powerful beings known as the Lords of Chaos and the Lords of Order. The Lords of Order fought for the continuance of life and matter, and the Lords of Chaos fought to degrade and destroy it. During the early days of man, the Lords of Order created a great champion, Doctor Fate.⁵ In the 20th Century, the bizarre union of a Lord of Order and a Lord of Chaos conspired to produce the heroes known as Hawk and Dove.⁶

Slowly the Earth cooled and life appeared in abundance. The first life forms to gain sentience were the plants. Yggdrasil, the world-tree, was the first of Earth's children blessed with slow, green thoughts, thanks in part to a visit out of time by the 20th Century Swamp Thing.⁷ A Parliament of Trees grew in a sacred grove, using organic magic. They created the race of plant elementals that eventually culminated, paradoxically, in the creation of the Swamp Thing himself.

The great Lizard Kings were the first native Earth race to study and codify the art of magic. They built civilizations in forms beyond our comprehension and lived lives of mystery and wonder in the primordial golden age. But their civilization fell, and they died to the world in the first terrestrial armageddon.

Over the subsequent ages, humankind arose as a power. Humans were the third great race to have mastery over the Earth. Since they had only faint

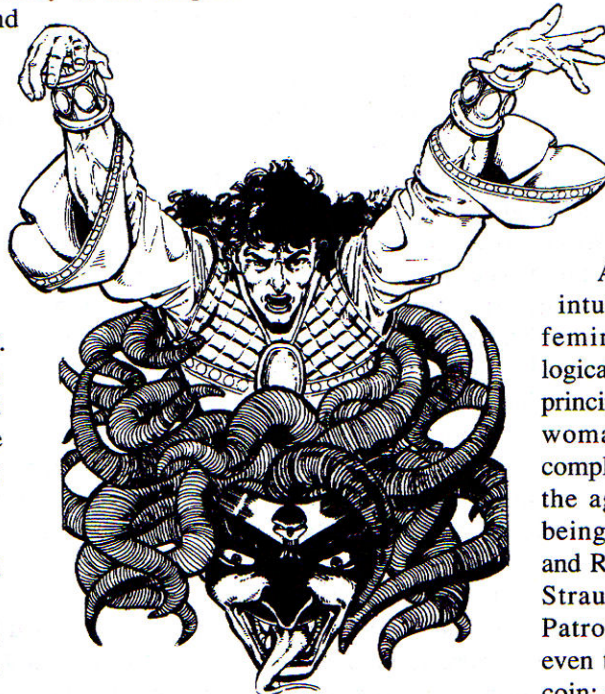
knowledge of the Predead and the Lizard Kings, they believed themselves to be the first.

Men built and toppled many kingdoms during this antediluvian time. During this Golden Age, Mage Lords probed the secrets and mysteries of the universe and delved into the inner recesses of their souls. It was a time of adventure, of unbridled passion, of wonder and enchantment. Beings of godly power freely walked the Earth and the Faerie races consorted openly with men in a virtual paradise on Earth. They all sang praises to Gaea, the primal goddess and spirit of the Earth.

During this time, men and women walked the land as equals and loved freely and courageously, without restriction or fear. The dualistic nature of humankind

was not feared and the union of male and female was celebrated as a high expression of magical oneness. The spiritual nature of all forms of sexuality was understood and explored openly.

Ancient mages revered the intuitive, creative side of the feminine principle, and the logical, analytical side of the male principle. This theme of man and woman integrated to form one complete being recurs throughout the ages, finding expression in beings as diverse as Dr. Occult and Rose Psychic, Eric and Linda Strauss as Dr. Fate, the Doom Patrol's mysterious Rebis, and even the twin sides of the cosmic coin: the Lords of Order and the



Lords of Chaos.

Just as humankind enjoyed the sexual differences between men and women, the antediluvian humans marveled in the rich variety of racial differences in human stock. Although racial and sexual intolerance, domination and hatred flourished after the flood that destroyed Atlantis, modern man still retained dim, half-remembered memories of a time when humans rejoiced in the diversity of their sex, their species, and their connection with all life, from plants to animals, and from faeries to gods. Most importantly, the Golden Age was a time when man understood the exalted nature of his being and reveled in the powerful miracle of his existence.

The greatest magical kingdom of the Golden Age was Atlantis. All of man's most noble aspirations culminated in this shining city of wonders, and it

endured for thousands of years. Built for enchantment, sustained by wizardry, and deeply grounded in the purity of magic, Atlantis stood as a beacon of hope to all people, a radiant symbol of all that man could attain. Atlantis was magic, and magic was Atlantis. Then one day, Atlantis was no more, swallowed by the Ice Age and enveloped by the floodwaters of its retreat.⁸

As Atlantis sank beneath the waves, it submerged beneath the tides of memory, leaving no trace of its existence but its lone survivor, the Mage-King Arion, who was its greatest ruler and most potent symbol. Magic faded from view along with this city. The waters that washed it away took more than the city and much of its magic, they took the dream.

Even under the sea, in the twin cities of Poseidonis and Tritonis, magic faded in importance, replaced by the technology that had allowed the few surviving Atlanteans to adapt to their new environment. The magic that remained became tainted by corruption, setting brother against brother for generations.⁹

The memory of the perfect land that is humankind's true birthplace and true goal sank below endless seas of pettiness, self-doubt and fear. Sexual equality died as well with the intuitive feminine principle engulfed by the deep waters of emotion. The timeless, abiding knowledge that we are sublime creatures lies submerged with fabled Atlantis but still calls to us from the murky depths, crying out that there is far more to our lives than we imagine.

Out of the sunken rubble of the broken world came new life. Man was literally washed back to the Stone Age in the flood, and it took him tens of thousands of years to rise from the wreckage. With the passing of Atlantis, man was left without a visible connection to his mystical guides and had only a dim, crude memory of the magic. Life became a constant struggle for survival as man wandered the cold, dark, frightening world, lost and alone.

In anger and pain over his half-remembered fall from the paradise of Atlantis, man became cruel, selfish and territorial. He feared everything that was different. Primitive man hated the race and gender variations so prized by the Atlanteans and used them as an excuse enough for intolerance and savage brutality. Tribes hated and feared one another; one village or race considered people from another village or race to be evil simply because they were different. This was the start of racial and national divisions that would plague humankind and keep humans from experiencing oneness with their fellow men. The primitive man who became the immortal villain Vandal Savage was one such brutal, xenophobic tribal leader.

In addition to fearing strangers, male tribesmen greatly feared the females of their own tribes because of

the women's seemingly miraculous powers of conception and childbirth. Women were often singled out as targets of male frustration and anger. These harsh, unreasoned fears stayed with humankind for millennia and echoed through the ages in the persecution of the Amazons, the burning of witches, and the minimization of women's roles in governing society. These harsh attitudes led to the creation of Wonder Woman, whose purpose is to restore the values of peace and understanding that were lost.¹⁰

Not all cultures feared their females. Some revered the procreative powers of women and honored the sexes as equal. These cultures worshipped the life-giving energy of the world as Gaea, the All-Mother and produced healthier civilizations than their sexist cousins.

As visible magic faded after the deluge, the divine forces that had sprung from that magic faded as well. Primordial gods and beings of power arose to take their place, evolving along with Stone Age man. They were primeval, elemental forces, as crude and unformed as the early humans who feared and worshipped them. Some of these beings lived on into the 20th Century, like the Primal Entity, a beast spirit mystically created by witch doctors during the stone age, who was opposed by the demon Etrigan.¹¹

Primitive man racked his brain to express the powerful ideas that were hidden just below the waterline of his own subconscious. In frenzied dances, starkly beautiful cave paintings, evocative chants, interactive storytelling sessions, and savage rituals, he tenaciously grappled with hidden truth as fiercely as he grappled with the beasts that preyed on him. The enchantments that aboriginal man developed were harsh, painful, and deeply personal. Violent lives bred violent rituals, and in the darkness punctured only by treacherous fires, primordial shamans rekindled the spark of magic.

New empires spread like wildfire, fed by man's enthusiasm for growth and adventure, and fanned by magic. In Africa and Asia, civilizations rose as man grew and explored his world. Mythical creatures took form and sprang to life as man struggled to remember and re-create the magic that lay deep within him. Monsters, dragons and gods emerged from the streams of magic as early man interacted with the eternal forces. As man evolved, these magical beings took more elaborate form, developing from raw, elemental beings into sophisticated powers. The pacts they made with their followers reflected this heightened self-awareness.

Two forms of civilization developed during this time: life-affirming cultures and life-rejecting ones. The life-affirming cultures connected with their rich magical legacy and were able to flourish and grow. These societies revered the Earth, freedom, nature,

their sexes, self-expression, and the divine spark hidden within all people. The life-rejecting cultures hated and feared the magic and wonder that was the land and their bodies. These peoples spurned lives of joy and developed rigid, restrictive, inhibited societies that were forever jealous of their more prosperous, radiant, open-minded neighbors. Magic developed among these repressed peoples as well, but theirs was a twisted, wicked magic of denial, cruelty, and self-loathing.

The life-rejecting tendency twisted its way into all civilizations and sprang up throughout history, creating spasms of intolerance, fanatic cult activity, environmental degradation, and genocide. Once these hate-filled, warlike forces took root in a culture, they often destroyed the nation that harbored them. They tore down ancient civilizations like Atlantis, Themyscira, Camelot, and Rome and modern nations like Germany in the 1940s. Fortunately, the life-affirming forces have always proven strong enough to keep humankind alive and growing.

In ancient Mesopotamia and Egypt, wise men and women probed esoteric mysteries, constructed intricate rituals, and created a complex symbolism to utter the inexpressible. Languages and naming systems were developed to encode these mysteries for future generations. Great strongholds like the Library at Alexandria were built for the storage and study of mystical books. In China, Greece, the Middle East, and farther corners of the old world, man's cities blossomed like exotic flowers, all grounded in magic.

The ancient gods strode these lands and were often in direct communion with their worshipers, interfering in the lives, loves, and wars of their followers. This manipulation led to the creation of a host of enchanted beings, magical items and mystic lands, as gods and men fought the ages-old struggle between strict control and self-reliance.

In Egypt, the Lord of Order Nabu walked among men, defending them from the slaving hordes of Chaos and planting the seeds that would result in the formation of Doctor Fate.¹² In Asia, the goddess Rama Kushna created the Himalayan paradise called Nanda Parbat, where her worshipers could live free of the horrors of war and suffering. This process culminated in the creation of the ghostly hero called Deadman.¹³

In Greece, the Olympian gods birthed a race of perfect human females from the souls of slain women. These Amazons lived in the magical city of Themyscira and taught peace and equality to a violent and narrow-minded world. Ultimately, they were betrayed by the outside world, and their creators exiled them to a new Themyscira, hidden in the middle of the Atlantic Ocean. Ironically, their punishment was the reason they survived into the modern age and were

able to one day produce the heroine Wonder Woman.¹⁴

As the new religion of Christianity swept across Europe with the legions of Rome, native religions began to disappear. The Druids and Earth worshipers were denied their magical and spiritual heritage and converted sometimes at the point of a sword. While most of Europe turned to the Church of Rome, worship of the pagan gods went underground.

In some cases, the worship of the old gods could not thrive in the dank air of covert worship, and the magic grew tainted. Some of the priests turned against their original purpose and became as cruel as their oppressors claimed they were. For example, the villain called Blackbriar Thorn was a druid priest who became as corrupt as those who persecuted him.¹⁵

Some of the newcomers also ravaged the land, destroying the old places of power, even building new places of worship on the old power sites. The mage Kon-Sten-Tyn, a sorcerer of the old religion (and an ancestor of modern-day occultist John Constantine) was among the early practitioners of the Art who fought the Church and ultimately joined it.¹⁶

Early in the first millennium of the Gregorian calendar, the old religion and the new met in a unique flowering of civilization. A great kingdom arose in Britain, unifying the knowledge of the old religion with the truths of the new. The wizard Merlin Ambrosius and the boy king Arthur Pendragon created a haven where wisdom could flourish and mysteries of the ages could be explored. The kingdom of Camelot echoed the majesty of lost Atlantis and drew the greatest heroes of the age like a magnet. Men like Sir Gawain, Sir Galahad, and Sir Justin the Shining Knight were honored to serve the Round Table. Camelot was also the home of the demon Etrigan, summoned to the Earth plane by Merlin to battle the forces of Morgan le Fay.

It stands as a supreme irony that Merlin, a son of the demon Belial, used pagan forces to help Arthur unify Britain in the name of the Christian God. In Camelot, the sacred mysteries of the old and new religions were both understood and appreciated. But such tolerance and honor were not to last. Like Atlantis, Camelot was violently overthrown by the dark forces of ignorance and cruelty.¹⁷

The dark, life-rejecting forces won a major victory with the fall of Camelot, and much of the known world fell under a shroud of despair, disease, and death. As with the sinking of Atlantis, the destruction of Camelot caused more magic to fade from the plane of Earth.

During the Middle Ages, men tried to mirror the grandeur and noble aspirations of Camelot but fell far short. Instead of noble quests, they embarked on

bloody Crusades and horrific Inquisitions. The mystical organizations of this era were pale shadows of their former selves. The Knights Templar, Rosicrucians, and the mysterious Illuminati all worked to preserve magic in some form but frequently became corrupted by wicked, self-centered men.

Still more magic was lost. Science, long dominant in the rest of the universe, made its way to Earth in alchemical cauldrons during this time, and it left even less room in the world for magic. The Faeries and mythic beasts faded from the sight of man, remembered only by poets and children.

By the 1400s, the world had become so inhospitable to magical creatures that a contingent of Faeries decided to leave Earth's plane forever. Some went to Gemworld. Others disappeared beyond the dimensional folds to worlds still uncharted. Over the following centuries, the Faeries continued to leave Earth's plane until virtually all were gone.¹⁸

But all was not lost. Some mystical knowledge survived the fall of Camelot and was stored in the newly created universities. Thus, the brave and the curious could still taste the wisdom of the ages. By the 17th Century, science had seized the imaginations of men, leaving little room for magic. The forces of intolerance were in full power, with witch burnings and inquisitions designed to stamp out the last vestiges of magic and old religion. The twin powers of reason and unreason sought to destroy that which was beyond reason.

Even though the magic of Atlantis and Camelot had faded, the wisdom of those kingdoms was carefully preserved in secret societies and in universities, and it reemerged in the Age of Enlightenment. The fires of liberty and justice burned in the hearts of a courageous band of enlightened scholars. These men, many of whom were initiated in esoteric orders of knowledge, led the struggle for independence and created the United States of America.

The 20th Century saw a rebirth of magic and wonder unprecedented in the history of the world and rare in most of the cosmos. Heroes and villains of every type burst onto the scene, following the siren call of the meta-gene. They were the products of forces ranging from mysticism to super-science. The first modern superhero was a mystic named Doctor Occult,¹⁹ and his appearance opened a veritable floodgate for heroes.

Dr. Occult was followed by Zatara,²⁰ the Spectre,²¹ Sargon the Sorcerer,²² and Doctor Fate:²³ all magical heroes who fought the Axis Powers during World War II. Despite their actions and high profile, most people refused to believe in magic. Some of these mystical heroes disguised their supernatural abilities by pretending to be stage magicians. Others simply had little contact with mortal men.

In the second half of the century, more superheroes exploded onto the scene. The appearance of Superman launched an epoch of heroism undreamed of since the original Golden Age of Magic, when all men were heroes. Doctor Fate and the Spectre were reborn, and Zatara had a daughter, Zatanna,²⁴ who soon surpassed the illustrious mage's accomplishments.

Modern mystical heroes appeared. Madame Xanadu²⁵ and John Constantine²⁶ brought a new perspective to the old game. The Phantom Stranger occasionally banded the many magical heroes together to fight terrors no other heroes could face. This "mystical community" journeyed through many cosmos, faced many challenges, and protected the soul of man.

When the great *Crisis* shook the foundations of the multiverse, the effect on the mystical world was vast. An insane group of cultists called the Brujería tapped into the global panic and used it to summon a primordial entity of evil from the Chaoplasm beyond the Afterworlds. The Swamp Thing and John Constantine were unable to prevent the Brujería from completing their ritual²⁷ but were able to rally the mystical community to battle the Shadow Creature created by the incident.

While the Swamp Thing joined a collection of cosmic entities for the battle that ensued in Hell, Constantine gathered a group of mystics at Wintersgate Manor, home of the enigmatic Baron Winters. The hosts of Heaven and Hell joined together in an unlikely alliance against a horde of Predead who chose to join the Shadow Creature in its violent quest for wisdom. During the course of the battle, the Shadow Creature absorbed the demon Etrigan, Doctor Fate, and the Spectre, but none of these could give it the answers it sought. On the Earth plane, Constantine's group continued to channel its collective might to the forces of light, despite the deaths of Sargon the Sorcerer and Zatara the Magician. Finally, when all seemed lost, the Swamp Thing voluntarily went into the Shadow Creature and gave it a hint of the wisdom he had learned from the Parliament of Trees: that evil cannot exist without good, nor can good exist without evil; they are both intricate parts of the cycle of life and death.

This insight gave the Shadow Creature the information it wanted, and a balance was struck: a truce between the ultimate good and the ultimate evil.²⁸ The ramifications of that compromise continue to be felt all across the myriad dimensions, but nowhere more strongly than in the Afterworlds, where a number of petty power struggles have erupted. On Earth, humankind remained unaware of the disaster that had almost occurred, remaining quietly confident that their scientific superheroes had everything well in hand.

The birth of Timothy Hunter was and is the most significant event in the age of heroes.²⁹ The hybrid son of a mortal man and the Queen of the Faeries, Tim has the potential to become the most powerful terrestrial magician since Merlin or Arion. He may even surpass those legendary mages.

Tomorrow is always difficult to predict with complete accuracy because there are few stable futures. According to the enigmatic Mister E, the future is "a series of infinitely branching possibilities. When we walk it, we walk down the most probable paths."³⁰ Letting decisions be made by external forces is traveling the path of least resistance. It requires more rigor and discipline to find a path of one's own choosing.

The magical turbulence of the last few millennia will culminate in a great battle sometime in the next 15 years. It is unknown whether Tim Hunter will lead the forces of light or the forces of darkness in that war, but his presence will be pivotal.

In some futures, light wins the war, and in other cases darkness spreads to cover the world. In most futures, humankind survives in one form or another. After this war, civilizations rise and fall. Mankind chooses to forget magic, and magic fades away. But with the return of the Gemworld to Earth's dimension, magic returns. Gemworld becomes Zorox, the Sorcerer's World, and is the heart and soul of magic in the 30th Century.³¹ Along with the Sorcerer's World comes Mordru, the scourge of Gemworld, who unleashes terror over the galaxy. The Legion of Super-Heroes, with the aid of the sorceress called the White Witch, defeats Mordru.³²

Mordru's threat is nothing compared to that of the Archmage, a supremely powerful being who had been bound into the heart of the Sorcerer's World for eons. When he finally breaks loose, he hurls millennia of humankind's repressed magic across the stars. He repeals the laws of science, causing technology to malfunction and mythic beasts to roam the stars. He decimates the human and alien populations of the galaxy.

Rather than let the Archmage reinstate the rule of magic on the cosmos, the Legion of Super-Heroes, led by the innately magical Sensor Girl, tricks the Archmage into destroying the Sorcerer's World, thus destroying himself. It will take humankind a long time to rebuild from the devastation from these battles called the Magic Wars.³³

In the 60th Century, humankind fuses science and magic in a cybernetic latticework of spells. This era lasts eons, until the Earth can no longer support life, and humankind either transcends the mortal planes or evolves into photosynthetic creatures able to survive the harsh environment.³⁴

As all matter in the universe collapses back upon itself, all souls collapse upon themselves as well, forming complex aggregate beings. Each entity is an archetype composed of all the beings that were once like it. These archetypes build a castle at the end of the universe to house the last matter resisting the inexorable tug of entropy. Their palace in the void, called the Terminus, is a world of Byzantine power structures based on the symbolism of the Tarot. For example, Tim Hunter would be the Magician archetype, and John Constantine would be a part of the Fool.

Finally, with all matter and all spirit gone from the universe, Death of the Endless will unshackle her brother Destiny from his eternal work. As she said, "I'll put the chairs on the tables, turn out the lights, and lock the universe behind me when I leave."³⁵

Endnotes

1. *Books of Magic* #1
2. *Secret Origins* #10
3. *Green Lantern* #111-112
4. *Justice League of America* #10-11
5. *More Fun Comics* #62, *Secret Origins* #24
6. *Secret Origins* #43
7. *Swamp Thing* #89
8. *Arion, Lord of Atlantis Special* #1, *Atlantis Chronicles* #1
9. *Atlantis Chronicles* #1-7
10. *Wonder Woman* (second series) #1
11. *The Demon* (first series) #6
12. *Secret Origins* #24
13. *Strange Adventures* #216
14. *Wonder Woman* (second series) #1
15. *DC Comics Presents* #66
16. *Hellblazer Annual* #1
17. *Swamp Thing* #87
18. *Sandman* #19
19. *New Fun Comics* #6, *Secret Origins* #17
20. *Action Comics* #1, *Secret Origins* #27
21. *More Fun Comics* #52-53, *Secret Origins* #15
22. *All-American Comics* #26
23. *More Fun Comics* #55, *Secret Origins* #24
24. *Hawkman* (first series) #4, *Secret Origins* #27
25. *Doorway to Nightmare* #1
26. *Swamp Thing* #37
27. *Swamp Thing* #46-49
28. *Swamp Thing* #50
29. *Books of Magic* #1
30. *Books of Magic* #4
31. *Legion of Super-Heroes* (second series) #292-294
32. *Adventure Comics* #369-370
33. *Legion of Super-Heroes* (third series) #60-63
34. *Books of Magic* #4
35. *Sandman* #20

Magic in the DC Universe



C Comics are home to magic wielders and sorcerers of all descriptions. Although their origins and capabilities vary wildly, all of these beings are ultimately enslaved by the same magical cosmology and draw their mysterious energies from the same mystical font. Before you are ready to run a mystically-oriented DC Heroes campaign, you will need a little background information on the mechanics of DC magic. Before you begin reading this section, you might want to go back and re-read pages 27-29 of the *Background/Roster Book*.

Magic and Mana

All magicians draw their power from a stream of raw magical energy that surrounds and penetrates the whole of the DC multiverse. Although Earth sorcerers most frequently refer to this energy as mana, it has acquired many names over more than 10,000 years of human civilization — gumbo, hoodoo, karma, luck, vibes, kismet, evil spirits, and so on. It is easiest to envision the mana

stream as an invisible river that passes through every living being and every physical object in the multiverse. In some places, this river flows stronger than in others. Because of the essential opposition between the magical and scientific paradigms for observing the universe, mana flows less freely through places where science is particularly well-entrenched, a S.T.A.R. labs facility, for instance, or DeSaad's laboratory on Apokolips. Along similar lines, there are other areas with mysterious properties that increase the intensity of the mana flowing across them: the grove surrounding the Parliament of Trees in Brazil, the pyramids of ancient Egypt, the whole of the Gemworld dimension, the entire planet of Zorox, even the infamous Arkham Asylum. In most

dimensions, regions in which the mana flow is particularly strong tend to be arrayed geographically in complex, yet recognizable patterns. On Earth, these patterns are

commonly called ley lines. Most mana-rich areas on Earth lie along the complex ley-line network. Areas where several ley lines converge are of particular mystical potency. For centuries, various Earth sorcerers have attempted to draw complete maps of the ley-line network, but even the best modern maps of the ley lines remain crude and incomplete.

Not only is the mana flow stronger in some regions than in others, but the mana stream passes through most living creatures and physical objects with variable intensities as well. On Earth, the mana flow passing through cats, ravens, and toads is unusually strong. In fact, most animals are more attuned to the mana stream than humans are, probably due to the fact that humans are prone to succumb to the rational or scientific paradigm. The unusually strong link between animals and the mana stream manifests itself in many ways: the uncanny ability of herd animals to detect danger, the mystic sigils formed by flocks of migrating birds, the ability of pigeons to cross hundreds of miles to return to their homes, and so forth. Although the mana stream generally passes through humans with less intensity than it passes through most of the lower animals, some unusual humans are remarkably mana-sensitive. Young Timothy Hunter, for example, is an unusually potent link in the mana chain. In the DC HEROES game, a Character's AURA score is a partial indication of the magnitude of the mana flow surrounding his person. Characters with high AURAS, even non-magical Characters such as Batman and Wonder Woman, are remarkably attuned to the mana flow. In non-magical Characters, a strong affinity for mana energy generally manifests itself as luck, power, and presence.

Although the mana flow through particularly sensitive beings is always stronger than the flow through less sensitive beings, the intensity of the mana stream within any given being is anything but uniform. In the Earth dimension, mana tends to pass through living beings in waves of peak and valley, with the flow through each individual dependent somewhat on the intensity of the flow through his current geographic region. A being who is experiencing

a mana peak generally benefits from good

fortune and often finds himself at the center of a series of amazing coincidences. On the other hand, a being who is at the bottom of a mana valley tends to fall

"There is no genius free from some tincture of madness" — Seneca

victim to ill fortune and cold rationality. Experienced students of the mystic arts can often chart their own mana cycles, allowing them to forecast periods of peak performance and to gauge their luck. John Constantine makes a living as a gambler and hustler by carefully monitoring the mana stream and taking care to gamble only when fortune is smiling down upon him. (See *Hellblazer* #4 for an example of this technique.)

Just as the intensity of the mana flow through a living being is subject to periodic fluctuations, so too is the intensity of the general mana stream that flows across an entire geographic region or even across an entire dimension. Thousands of years ago, mana flowed across the entire Earth dimension with a much greater intensity than it enjoys today. During this earlier age, known to modern students of the occult as the Reign of Wild Magic, sorcerers were relatively common on Earth. The

legendary Merlin of Camelot, Arion of Atlantis, Nabu the Wise and many others all benefited from the mana glut. But later, roughly 1,000 years ago, the entire Earth dimension began slipping down into broad mana valley that has yet to reach its nadir. In fact, it was this sudden drop-off in mana energy that prompted the wizard kings of the 12 houses of ancient Earth to follow the sorceress Citrina to the mana-rich dimension of Gemworld. It is also no accident that the era of greatest decline in the ambient mana levels on Earth coincides with the European Renaissance and the subsequent rise of the scientific paradigm. At present, the available magical energy on Earth is at an all-time low and getting still lower all the time. Consequently, fewer sorcerers walk the face of the Earth today than ever before. Whether the mana decline is permanent or the Earth will one day turn back toward a mana peak remains unclear.

BIORHYTHMS AND MANA FLOW

In recent years, popular pseudo-science has evolved the idea that human intellectual, emotional, and physical performance is governed by an enigmatic series of repeating sinusoidal cycles caused by fluctuations in the operation of the autonomic nervous system. Popularly known as biorhythms, these cycles fluctuate between peaks and valleys every 11 to 17 days. When one is riding a biorhythmic peak (Days 11-17 of the cycle), he supposedly performs at the peak of his physical, intellectual, or emotional capabilities. One who is resting in a biorhythmic valley (Days 22-33 of the cycle), on the other hand, performs far below his potential. One's exact position within the biorhythmic cycle is easily determined with the aid of a pocket calculator, using the following four-step procedure.

1. Make sure the calculator is set on gradians (generally, this means you should press the button labeled "DRG" one time).
2. Figure out the number of days the subject has been alive: $365 \times \text{the subject's age} + 1$ for each Leap Year's Day (February 29) the subject has been alive + 1 for the subject's last birthday + the number of days since the subject's last birthday.
3. To calculate one's position on the Physical cycle, divide this figure by 4. To calculate one's position on the Emotional cycle, divide this figure by 4.5. To calculate one's position on the Intellectual cycle, divide this figure by 5.
4. Calculate the sine of each of the totals you reached in Step 3 (on most pocket calculators the button labeled "SIN" calculates the sine). A positive final value represents an up day on the appropriate cycle. The closer the final value approaches +1, the better (for instance, a final value of .99721 is an extremely good day). A negative final value represents a down day on the cycle. The closer the final value approaches -1, the worse.

Although the sophisticated scientists of the DC Universe scoff at the theory of biorhythms, the biorhythmic scales do have an influence on human behavior. But not for any of the reasons proposed by the pseudo-scientists. It just so happens (magic being an art of coincidence) that the intensity of the mana flow through most living beings tends to fluctuate in sinusoidal cycles with periods almost identical to those of the biorhythmic scale.

In other words, one who rests on a biorhythmic peak is more apt to perform at the peak of his abilities, but only because the increased mana flow is more apt to bring favorable luck and circumstances down upon the subject. At the same time, one who is resting in a biorhythmic valley is likely to perform below his potential, but only because the restricted mana flow is likely to leave the subject more prone to unforeseen disasters and setbacks.

The theory of biorhythms is not the only dubious phenomenon that enjoys a certain validity in the DC Universe. Automatic writing, astrology, faith healing, numerology, Tarot, divining, palmistry and others all have a legitimate worth; although like the biorhythmic scales, none of these disciplines functions for any of the reasons proposed by its practitioners. Many of the mystical parlor tricks commonly performed in traveling carnivals and smoky shops in Greenwich Village originated with the powerful sorcerers of ancient Atlantis, even though the actual knowledge of the arcane arts necessary to implement them has been lost to antiquity. A skilled occultist, such as John Constantine or Mister E, however, can often take the observations of a typically unskilled palm reader or numerologist and reinterpret them in a useful light.

Sources of Mana Energy

In most dimensions, mana springs from the well of available possibilities. As Destiny of the Endless tours the crossroads of the multiverse, the raw stuff of magic continually issues forth from the possibilities etched in the Book of Souls chained to his wrist. Mana is formed when this proto-magic (sometimes known as "yin forces") intermingles with other, more mysterious energies (known to occultists as "yang forces"). Known yang forces include life, love, imagination, honor, and despair.

The Earth dimension can no longer produce its own mana energy in measurable quantities. Almost three billion years ago, the Guardians of the Universe isolated the sub-energy present in all the yang forces that allows them to interact with Destiny's yin forces. Once they had completed this formidable task, the Guardians collected as much of this energy as possible and imprisoned it within the heart of an isolated star. The Starheart, as the receptacle is now called, eventually became a sort of sentient creature and went on to play a pivotal role in the origin of Alan Scott, the Golden Age Green Lantern. As a further precaution, the Guardians created a new dimension, known on Earth as Cyberspace, to serve as a barrier isolating the Earth plane from the abundant magic of the outer realms. The Guardians' aim was to protect fledgling civilizations from a wave of enchanted predators, such as the demons of the Empire of Tears, who were then sweeping across the Earth plane. But their actions had an even broader impact than they had imagined, fomenting the conflict between science and magic (see page 17).

Ever since the Guardians constructed the Starheart, the last refuge of mana energy in the Earth dimension has been found in the dreams of its inhabitants. In dreams, of course, all things are real and magic is powerful. Consequently, almost all of the mana energy that reaches the Earth issues forth from the Sandman's Realm of Dreams (otherwise known as the Dream Dimension or Dreamtime), which rests between the Earth plane and the Guardians' Cyberspace barrier (see page 33 for a useful illustration). Unrecognized by the Guardians at the time they constructed Cyberspace, the Dreamtime is the largest storehouse of magical energies in the cosmos. Within the Realm, a great deal of stray mana is stored in the form of eldritch stories, which have been placed under the aegis of Cain and Abel, a pair of the Sandman's servants. Currently, as the rational paradigm continues to gain new footholds on Earth, the amount of mana energy that makes its way into the Earth dimension through the dreams of its inhabitants is ebbing to new lows.

Tapping the Mana Stream

Characters with magical powers or abilities can somehow tap into the mana stream and redirect its energies for their own purposes. In order to fire an explosive energy ray or to teleport himself to another dimension, for example, Dr. Fate taps into the mana stream and transforms its power into the energies necessary to accomplish his aims. Without ambient mana energy, Dr. Fate would be powerless, just as a television or a toaster will not function without a source of electricity. This is one of the reasons why many of the most powerful sorcerers (such as the Lords of Order) tend to avoid the Earth dimension. Such beings prefer dimensions in which more ambient magical energy is available, allowing them to exercise the full breadth of their mystical powers.

There are two basic methods of accessing the mana stream in order to perform some sort of magical feat: sorcery and ritual.

Sorcerers are formidable beings with the power to channel the ambient mana energy. Because of the sorcerer's direct contact with the mana stream, his accomplishments are generally limited only by his imagination and power level. A good sorcerer, for example, can effortlessly discharge amazing quantities of lethal energy, teleport across the globe, summon extra-dimensional creatures to his side, or transmute lead into gold. Doctor Fate, Merlin, Etrigan, Zatanna, Wotan, Arion, Zatara, Princess Amethyst, the Phantom Stranger, and the White Witch are all sorcerers. In DC HEROES terms, all of these characters have the Sorcery

ELDRITCH STORIES

Much of the mana energy found in the Dream Dimension rests in the form of eldritch stories, for easy stowage. These stories are sometimes known as fairy tales, parables, archetypes, fables, genre blueprints, or even clichés. So much mana energy passes through human dreams and into the Earth dimension in the form of the eldritch stories that a special bond has formed between these extraordinary tales and the human imagination. Throughout the course of human history, poets and playwrights have repeated many of the eldritch stories on countless occasions. Consider, for example, the oldest of the eldritch stories: the story of magic. It is said that magic ruled the cosmos until one of the disciplines of magic, alchemy, had a son, science. Science is now in the process of overthrowing and imprisoning alchemy and its brethren, although it is believed that magic will one day rise again to wage a final battle against its offspring. Over the years, human sensibility has mysteriously transformed this simple story into the basis of Greek mythology (Chronos siring Zeus, who overthrew and imprisoned the Titans), as well as innumerable Gothic romances, modern potboilers, and contemporary comic books.

Power (see the *Character Handbook*, page 51 and page 18-19 of this sourcebook).

Of course, not all sorcerers can channel mana energy with equal proficiency. Two factors combine to determine a sorcerer's potency: the strength of the sorcerer's bond with the mana stream and his skill and experience in channeling the mana energy. An unusually mana-sensitive magic wielder has a much greater store of energy to draw upon than most of his colleagues and consequently can perform more astounding feats. At the same time, skilled or experienced mages can make the most efficient use of whatever energies are at their disposal. Obviously, the most potent sorcerers are both mana-sensitive and experienced, although this particular combination is rare indeed.

In the DC Universe, most true sorcerers are of alien or extra-dimensional origin. In fact, relatively few humans even have the potential to wield such powerful magic. Although they are commonly known as *homo magi*, it is doubtful that these uncommon individuals actually comprise a separate and superior human race, as that term implies. In spite of the fact that the human affinity for magic often spreads itself from parent to offspring, most modern occultists tend to agree that the capacity for sorcery is neither genetic nor biological in nature. The most famous of the *homo magi* inhabiting the DC Universe are ex-Justice Leaguer Zatanna and her father, Zatara.

More common than true sorcery in the Earthbound adventures most frequently depicted in the DC Comics is the invocation of occult ritual magic. The secrets of ritual magic rest in the twin disciplines of communication and control. Although most ritual mages cannot channel the mana stream themselves, they can reach out across the mana stream and make contact with potent otherworldly and extra-dimensional entities. If the ritualist knows the appropriate entity to contact and can exert a controlling influence over that entity, he can often convince the entity to use its own mystical powers to divert the energies of the mana stream in the desired fashion. Thus, when John Constantine grasps a photo of a missing child in his hand, chants over a map of London, and finally finds himself pointing at the child's exact location, what he is really doing is contacting an appropriate extra-dimensional spirit, persuading the spirit to use its own arcane energies to locate the child, and entreating the spirit to guide his hand over the map. Other noted ritualists prowling the DC Universe include Anton Arcane, Baron Sunday, Doctor Occult, Mister E, Papa Midnight, and the infamous Brujerian shamans. In DC HEROES terms, all of these characters have the Occultist (Ritual Magic) Skill.

Although a skilled ritual mage, like a sorcerer, can perform an almost unlimited variety of magical stunts, ritual magic carries with it a few special complications not shared by true sorcery. The very process of establishing a line of communication with an occult entity, for example, is often quite taxing, commonly involving complex chants, movements, sacrificial items, and focuses. Whereas Doctor Fate or Etrigan can simply wave a hand to summon extra-dimensional creatures or teleport across the galaxy, a ritual mage like Doctor Occult might spend several hours (or even days or months) chanting and preparing in order to duplicate such a feat. Furthermore, the feats a ritual mage may perform are strictly limited by his knowledge of the occult. Remember, in order to perform ritual magic, the mage must be aware of an appropriate occult entity that is capable of producing the desired result, as well as knowing the means by which he might communicate with that entity. The most significant drawback of ritual magic, however, is the unreliability of the entities with whom most ritual mages are forced to consort. Many occult entities refuse to perform services without receiving something in return: their prices can range from small sacrificial items up to human lives, or worse. There have been cases in which occult entities grew tired of particularly vociferous ritual mages and devoured them.

Enchanted Entities

Direct magic wielders, like sorcerers and ritualists, are not the only inhabitants of the DC Universe with magical capabilities and mystical backgrounds. There also exists a wide variety of creatures and characters who have been magically altered, or *enchanted*, by magic wielders. Although they cannot voluntarily channel ambient magical energy, these enchanted entities frequently enjoy special bonds with the mana stream that enable them to perform one or more specific magical stunts. Ex-Justice Leaguer Captain Marvel is an example of such a being. After he was enchanted by the wizard Shazam, Billy Batson gained the ability to assume Marvel's superior strength, speed, stamina, and wisdom. Although Batson is almost certainly unaware of such details, it is actually a special bond between Captain Marvel and the mana stream, established by Shazam at the time he enchanted Batson, that fuels Captain Marvel's remarkable powers. Other enchanted creatures roaming the DC multiverse include the vampire Andrew Bennett, the Pennamagot werewolves of Maine, most of the inhabitants of the Faerie dimension, the Amazons of Themyscira and Deadman. Perhaps the most potent enchanted entity frequently gracing the pages of the DC Comics is the

planet Earth itself. Unknown to most of humanity, the Earth is itself a sort of sentient being possessing a broad array of mystical powers. From time to time, it calls upon these powers to create elemental guardians such as the Swamp Thing, Firestorm, Naiad, and the Red Tornado to protect its biosphere from human incursion. In this capacity, the Earth was worshiped by the ancient Greeks (and is still worshiped by the Amazons of Themyscira) as the goddess Gaea. Exactly which magic-wielding entity or entities originally enchanted Gaea remains a mystery, as does the question of whether or not other planets in the cosmos share Gaea's sentience.

While many of the most notorious enchanted entities appearing regularly in the DC Comics were created by enormously powerful magic-wielders with abilities well beyond the scope of the typical DC HEROES Character, even a sorcerer or ritualist of moderate skill can use magic to help someone temporarily. In DC HEROES terms, one accomplishes such a feat through the use of the Enchantment Power. (See page 49 of the *Character Handbook*.)

Magical Items

The mana stream flows through physical objects as well as living beings. In fact, the flow through some objects is so strong that the items develop powerful mystical properties of their own. Wonder Woman's enchanted lasso, the legendary Ruby of Life, the Claw of Aelkhund, the Philosopher's Stone, and the Power Ring of Golden Age Green Lantern Alan Scott are all examples of such items. Although most magic items gain their peculiar properties through the process of enchantment, a few items are so tightly interconnected with the mana stream that they possess magical properties from the instant they are created.

In DC HEROES, magical items are called Artifacts and are treated exactly like Gadgets (see pages 32 through 37 of the *Rules Manual*). Characters with the Occultist (Create Artifact) Subskill can design and craft their own magical items, using the rules found on pages 33 to 36 of the *Character Handbook* and on pages 21 to 22 of this sourcebook. In the *Character Handbook*, the Create Artifact Subskill is referred to as "Create Object."

SYNCHRONICITY ENERGY

Mana energy is not the only source of mystical power that is manipulated by magic wielders. Whenever there is a mystical crisis, waves of a mysterious force known as synchronicity energy emanate from the crisis point and travel outward in complex patterns. Exactly where this energy comes from and how it propagates itself are unknown. Some occultists theorize that serenity itself is energy and that a mystical crisis creates synchronicity by shattering and reshaping the serenity. This hypothesis is partially borne out by the fact that trace levels of synchronicity energy are always found in the vicinity of an improbable coincidence, a display of particularly good or bad fortune or any other disruption of the mundane.

Since mystical crises remain relatively rare, synchronicity energy is rarely present in significant quantities. When large reserves of synchronicity energy are available, magic-wielders of all types experience a sudden, frightening increase in potency. For some reason, synchronicity is much easier to channel than mana. In fact, synchronicity energy is so reactive that it sometimes redirects itself. During the Sprout Saga (*Swamp Thing* #65-77), for instance, powerful waves of synchronicity somehow interacted with other mysterious forces to create a series of disasters mimicking those leading to the creation of an Earth elemental (see *Swamp Thing*, page 77 of this book). Another interesting property of synchronicity energy is that any travel along its geographical flow is inexplicably expedited. During the clash between the cults of the Cold Flame and the Blood Red Moon, for example, John Constantine and Timothy Hunter drove from Washington, D.C., to San Francisco in just a few hours by hugging the wake of a synchronicity wave. Similarly, as long as they confined their travels to the synchronicity "highways," Constantine and Tim were not asked for passports, tickets or other credentials while passing through airports and bus stops (see *Books of Magic* #2). Veteran occultists often develop the ability to feel waves of synchronicity energy, allowing them to take advantage of such travel opportunities.

In DC HEROES terms, any Character with the Sorcery Power who finds himself in an area that is rich in synchronicity energy has the option of tapping into that energy to supplement his Powers. As long as they remain within the synchronicity-rich area, such Characters may temporarily add 2 APs to their Sorcery values. Although synchronicity energy is easier to redirect than mana, the consequences of channeling it are much less predictable. Thus, any Character tapping into a synchronicity wave in order to increase his Sorcery rating is temporarily treated as though his Sorcery Power has a Reliability Number of 5 (R#: 5), per page 32 of the *Rules Manual*. Should the mage's Sorcery Power fail due to this Reliability Number, his Sorcery Power is unaffected, but the spell he was in the process of casting is somehow reflected back on the casting mage. Failing while using Sorcery to mimic Energy Blast, for example, causes the Energy Blast to attack the spell caster instead of its designated target.

Where synchronicity highways appear and exactly how they affect travel is always up to the Gamemaster.

Science and Magic

Unfortunately, the preceding paragraphs describe only the barest framework underpinning the arcane arts. Magic is much more than a simple set of rules and procedures for organizing and manipulating mysterious energies. It is also a point of view, an enigma, a quasi-intelligent entity, a self-modifying abstract concept, and a philosophy. In short, magic is anything its practitioners make of it. Even the most intimate familiarity with the mana stream is useless to a potential mage lacking the requisite appreciation of the art's more amorphous qualities. By their very nature, such qualities defy description; their power stems from the mysteries and secrets that enshroud them. Although there are a few common principles accepted by all, magic is everything that each of its practitioners believes it to be, and then just a little bit more.

One thing magic is not, is science, or more specifically, rationality. The power of magic is the power of absurdity. Those who worship the scientific methodology and make any sort of organized attempt to understand magic inevitably fail. Again, the power of magic rests within its mystery and improbability. For this reason, the mana flow in and around areas steeped in the scientific paradigm is warped and choked off. At the same time, individual beings owing their allegiance to science are rarely capable of wielding magic since such beings generally lack the belief in the absurd necessary to manipulate the mysterious magical energies. The most difficult stage in young Timothy Hunter's apprenticeship was learning to overcome his own skepticism.

Throughout history, numerous wizards claim to have bridged the gap between science and magic, but all such theses remain dubious at best. The "rational" magic discovered by the vast majority of these wizards was little more than a misunderstood branch of science known as chaos theory, which mimics a few of the properties of magic. But a few investigators have penetrated much further, forging dangerous pacts with powerful occult entities who have begun an invasion of science themselves: beings so steeped in magic that they are able to grasp and master the absurd paradox inherent in a union between the rational and the possible. Many of the phenomena puzzling modern scientists, such as quantum theory, meta-genealogy, and anti-life science, are little more than the first tentative assaults launched by these mysterious invaders. Perhaps most widely known among the magic/science advocates are the alien sorcerer Wotan and the evil genius, Anton Arcane. In any case, science and magic remain largely incompatible. Arcane's banishment to Hell more than adequately illustrates the perils of declaring obedience to such an unlikely hybrid.

The Price of Magic

One of those amorphous truisms surrounding the arcane arts is the fact that magic always exacts a toll from those who practice it. This does not imply that the mage never comes out ahead in the deal. Sometimes, the price is worth paying, but there is always a price nonetheless. Most spell casters are fully aware of this provision but expend a great deal of mental effort attempting to persuade themselves of its irrelevance. Magic, remember, is the art of improbable belief. Every good mage knows that the less one believes in the restitution, the less severe that restitution is likely to be. In fact, some occultists have theorized that the price of magic is only a product of each mage's imagination and not a necessary component of spell casting at all. These theorists believe that it is so difficult to accept the idea of something for nothing that most mages must unwittingly invent their own price in order to maintain their confidence in the Art.

The form taken by the price is highly variable. The only constant is suffering — the price of magic always involves suffering. Zatara's price was his lengthy and painful separation from his daughter. The Phantom Stranger's price is solitude. To date, John Constantine's price has included his many failures, the deaths of his father and friends, his wracking sense of guilt, and his recent illness. Mister E's price is madness. Of course, the price of magic does not necessarily confine itself to the material world. Many mages, such as Anton Arcane, are still paying their tolls long after their deaths.

In DC HEROES terms, a magic-using Character [defined as any Character with either the Sorcery Power or the Occultist (Ritual Magic) Subskill] must periodically prepare Price of Magic Subplots (see sidebar). Exactly how often these subplots are required depends upon the genre being used in play (see the *Rules Manual*, page 66).

Price of Magic Subplot Frequency

Genre	Frequency of Required Subplots
Humor	Never
Action	1 per year of game time
Mock-Real	1 per six months of game time
Gritty	1 per month of game time
Real	1 per adventure

Magic-using Characters earn no Standard Award bonus for required subplots, but any additional Price of Magic Subplots prepared beyond those required net the usual rewards.

PRICE OF MAGIC SUBPLOTS

Price of Magic is a new Subplot category supplementing those found on page 61 of the *Rules Manual*.

A Price of Magic Subplot always involves personal peril or failure, preferably of a mystical or mysterious nature. Most often, a Price of Magic Subplot concludes with the mage's learning some important metaphysical lesson or gaining a valuable insight. What transpires during the Subplot frequently changes the mage's life forever, and usually for the worse. Other than these simple statements, there aren't any real restrictions: Price of Magic Subplots come in many shapes and sizes. Perhaps the best way to illustrate the possibilities is through example. All of the following are acceptable themes for a Price of Magic Subplot.

1. While performing an occult ritual, the mage is temporarily possessed by a powerful demon, causing him to oscillate temporarily between good and evil selves. Before the demon is finally defeated and banished, the mage fails to save the life of a loved one due to the demon's influence. By the adventure's end, the mage has a better understanding of the mystery and malevolence enshrouding magic but must now live with the guilt brought on by his loved one's passing.

2. The mage begins experiencing terrible nightmares. Eventually, she manages to contact the Sandman himself (see page 68) and asks how she can end the dreams. The Sandman informs her that magic has opened her eyes to cosmic reality. Her dreams have not really changed at all, just her method of perceiving them. She is now acutely aware of all the sinister influences that shape society, the Earth, and the cosmos. Since truth can never really be forgotten once it has been grasped, the Sandman is powerless to end her agony. She now has the unenviable task of learning to live with her super-attuned sensibility and horrific dreams (which become a great plot device for future adventures).

3. The ghost of an old, long-dead friend begins appearing to the mage with visions of the torments that await him in the spirit world. Eventually, the mage discovers that the ghost has been dispatched to the material world by a group of powerful demons who hope to drive the mage mad in order to prevent him from interfering with their schemes. Before he left the spirit world, the ghost was warned that his suffering would vastly intensify if he failed to accomplish the demons' aims.

Creating a Magic-Using Hero

"Magic is something we do to ourselves."

— Aleister Crowley

Magic-oriented Characters are created using all the rules found in the *Character Handbook*, as modified below.

STEP 4: PURCHASE POWERS AND SKILLS

Because of their increased importance in a mystically-oriented campaign, the Occultist Skill, the Sorcery Power, and the Dimension Travel Power have been given an expanded treatment, replacing the appropriate entries in the *Character Handbook*.

SORCERY

LINK: AURA

RANGE: Normal

TYPE: Auto

BASE COST: 750

FACTOR COST: 10

Characters with the Sorcery Power have complete control over the mana stream and can refocus its energies to produce a staggering variety of magical results. In game terms, Sorcery allows its user to mimic the effects of other Powers, subject to certain basic restrictions.

Using the Sorcery Power is commonly known as casting a spell, which is a three-step process:

1. The caster decides what effect he wishes to achieve and determines which Power most closely resembles that effect. Powers invoked through Sorcery

must be approved by the Gamemaster before they can be used. The Player or the GM may also determine what Bonuses or Limitations on the selected Power are appropriate for the desired effect, such as casting Invisibility with the Usable on Others Bonus.

2. The Sorcerer decides how many APs of Sorcery to use while invoking the effect (anywhere between 1 AP and the caster's full APs of Sorcery). Since spell casting is extremely taxing on the psyche, the caster must then immediately cross-reference the number of APs of Sorcery he is invoking (as an EV) against his SPIRIT (as an RV) on the Result Table. The resulting RAPs (if any) are immediately inflicted upon the caster as Mystical Bashing Damage and subtracted from his Current SPIRIT Condition. Damage earned in this fashion may not be eliminated through the use of Last Ditch Defense (see the *Rules Manual*, page 18), nor may Hero Points be spent to raise the caster's RV against such damage.

3. Finally, the caster resolves the effects of the mimicked Power using the appropriate rules found in the *Character Handbook*. Powers invoked through the use of Sorcery function exactly like their natural counterparts except that their effects are automatically considered magical, meaning that such Powers will have a greater effect against characters who are particularly vulnerable to magic. They will be detectable with the Magic Sense Power, and so on.

A Power mimicked by Sorcery may be used as long as the caster likes. However, for every phase that a mimicked Power is used or remains in effect, the caster

again suffers the appropriate Mystical Bashing Damage described above.

A Sorcerer may invoke more than one Power at a time using Sorcery, but the total number of APs the Sorcerer has placed in mimicked Powers may never exceed his Sorcery APs. Furthermore, the total AP value of all invoked Powers is used as the Effect Value when determining the Mystical Bashing Damage suffered by a Sorcerer with more than one invoked Power in effect. Sorcerers are allowed to drop invoked Powers at will in order to make room for others.

•Example: A mage with 40 APs of Sorcery and a Spirit of 22 APs casts a spell mimicking the Energy Blast Power with an intensity of 20 APs (leaving 20 APs of Sorcery left over for other mimicked Powers). Cross-referencing an EV of 20 against the mage's RV of 22 yields an "N," so the mage would suffer no Bashing Damage for casting such a spell. Using the Energy Blast costs the mage a Dice Action, but he may continue to use it as long as he likes without taking any damage (until he decides to mimic one or more additional Powers).

During a later phase, the mage casts a spell mimicking the Skin Armor Power, rated at 6 APs. Cross-referencing an EV of 26 (20 for the Energy Blast plus 6 for the Skin Armor) against an RV of 22 yields a result of 8 RAPs. Each phase that the mage leaves both of these Powers in Effect at their current levels, he suffers 8 RAPs of Mystical Bashing Damage. At the beginning of any phase, he may drop one or both Powers voluntarily in order to avoid suffering the associated damage or to make room for other Powers. •

A Sorcerer may duplicate as many Powers during a single phase as he sees fit but may only resolve those Powers subject to the usual restrictions found on pages 14 and 15 of the *Rules Manual*.

PUSHING SORCERY: The Sorcery Power may be Pushed to earn additional APs of invokable Powers, but Powers mimicked through Sorcery may not be Pushed themselves. In other words, a character with 20 APs of Sorcery who mimics Energy Blast and Skin Armor each at 10 APs may not boost his 10 APs of Skin Armor. Instead, he must Push his 20 APs of Sorcery and devote the gains to the mimicked Skin Armor.

SORCERY AND THE MANA STREAM: The relative strengths of the mana stream passing through the caster and his vicinity affect the Sorcery Power in a two ways.

1. A character may never purchase more APs of Sorcery than twice his AURA. The AURA Attribute, remember, is a rough indication of the strength of the sorcerer's bond with the mana stream. Sorcerers with weaker bonds are incapable of casting extremely potent magical stunts regardless of their skill and experience; hence the purchase limit.

2. Sorcerers are capable of more impressive feats when operating in mana-rich areas and lose a great deal of power in mana-poor areas. If the GM wishes to set an adventure encounter in such a location, he should assign the area a Mana Factor, which is added (or subtracted) from the Sorcery APs of all Characters in the area. At the GM's discretion, these Mana Factors can also be used to modify use of the Occultist (Ritual Magic) Subskill (see page 23).

Sample Mana Factors

Area	Mana Factor
Land of Faerie; the Magic Lands	+4
Realm of the Just Dead; the Afterworlds	+3
Important ley line nexus (Stonehenge, the Great Pyramid, Parliament of Trees, Wintersgate Manor); Skartaris, Nanda Parbat	+2
Structure lying on a ley line (Arkham Asylum, the Tower of London)	+1
University laboratories; large computer facilities	-1
S.T.A.R. Labs main facility; Fortress of Solitude	-2
Cyberspace	-3
Lands of Logic; Realms of Reason	-4

DIMENSION TRAVEL

LINK: AURA

RANGE: Special

TYPE: Dice

BASE COST: 500

FACTOR COST: 6

The Dimension Travel Power allows its user to travel between the various dimensions comprising the DC Multiverse. By definition, these dimensions are separate planes of existence that parallel each another without connecting. There are three types of Dimension Travel: Banishment, Summoning, and Travel.

BANISHMENT: Dimension Travel can be used to strand an object or a living being in a dimension of the Power user's choice. The user first determines the dimension to which he is attempting to send the target, then makes an Action Check with an AV/EV each equal to his APs of Power and an OV/RV equal to the target's INFL/SPIRIT (or BODY/BODY if the target is an inanimate object). If the RAPs earned during this Action Check are greater than or equal to the target's RV, the target is Banished.

A Banished Character cannot leave the dimension to which he was Banished without using a Dimension Travel Power with an AP rating exceeding the RAPs earned during the Banishment Action Check. A Character who is Banished to the Realm of the Just

Dead with 14 RAPs, for instance, cannot leave that realm without using a Dimension Travel Power rated at 15 APs or higher. (An item with 15 APs of Dimension Travel, mimicking Dimension Travel with 15 APs of Sorcery, or being Summoned with 15 APs of Dimension Travel or greater are all acceptable.)

Banishment may never be used against a Character or item with a weight or volume exceeding the user's APs of the Power. A Sorcerer with 3 APs of Dimension Travel, for example, cannot attempt to Banish a battle tank that weighs 11 APs.

SUMMONING: Summoning is the opposite of Banishment. It allows the user to pull a person or object from another dimension onto the user's own plane. A Summoning attempt requires an Action Check using the Summoner's APs of Power as the AV/EV against an OV/RV equal to the target's INFL/SPIRIT (or BODY/BODY if the target is an inanimate object). If the RAPs earned during this Action Check equal or exceed the target's RV, the Summoning is successful. Summoning a Character who has been Banished, remember, requires at least as many APs of Dimension Travel as the RAPs earned during the Banishment Action Check.

Like Banishment, Summoning may never be used to target a Character or item with a weight or volume exceeding the user's APs of Power.

Summoning a Willing Target: An attempt to Summon a willing target uses the Travel Distance (see below) between the target and the summoner, rather than the target's INFL/SPIRIT as the OV/RV of the Summoning Action Check.

TRAVEL: Dimension Travel is most often used to allow the user to Travel between dimensions. Traveling in this fashion requires a successful Action Check using the Traveler's APs of Power as the AV/EV and the Travel Distance (see below) between the user and his destination as the OV/RV. A Character using Dimension Travel in this fashion may bring along any willing Characters within 0 APs (10 feet) of his location. Unwilling Characters must be Banished as described previously. Neither the combined weight nor the combined volume of all Traveling Characters may exceed the user's APs of Power.

LIMITATIONS: Dimension Travel may be purchased with a special -1 Factor Cost Limitation for each of the three basic functions that are stripped off by the purchaser (users capable of Travel only, for instance, purchase Dimension Travel at a Factor Cost of 4). Furthermore, the Base Cost of Dimension Travel can be reduced to 100 Hero Points if the Character is only capable of Traveling back and forth between two specific dimensions (a user who can Travel only between the Earth and the Green, for example).

Travel Distances

This section on Travel Distances replaces the Travel Values section on page 204 of the *Atlas of the DC Universe* and pages 48-49 of the *Character Handbook*. Look at the Dimension Travel Guide on page 33. To calculate the Travel Distance, treat each of the bands and circles as squares on a checkerboard and count the number of spaces between the Traveler's location and his destination. The Travel Distance between the Earth Dimension and any of the Inner Worlds, for example, is 1, since the Earth and the Inner Worlds are adjacent. The Travel Distance between the Earth Dimension and the Heavens is 10: one for the band between the Earth and the Green, plus one for the Green, plus one for the band between the Green and the Astral Plane, plus one for the Astral Plane, plus one for the band between the Astral Plane and the Dream Dimension, plus one for the Dream Dimension, plus one for the band between the Dream Dimension and Cyberspace, plus one for Cyberspace, plus one for the Realm of the Just Dead, plus one for the Heavens, equals 10. The Travel Distance between Azarath and Mount Olympus is 4: one for the Realm of Faerie, plus one for Cyberspace, plus one for the Realm of the Just Dead, plus one for Mount Olympus equals 4.

A Character who is using Dimension Travel does not necessarily physically pass through the intervening dimensions when he uses the Power. It is possible, for instance, to travel directly from the Earth dimension to Gemworld without passing through the Green, the Astral Realm, the Dream Dimension, Cyberspace, and Faerie. The map is simply a guide for determining Travel Distances for the various planes of the multiverse.

The Travel Distance of a Dimension Travel attempt is used as the OV/RV of the necessary Dimension Travel Action Check when using the Travel function or Summoning willing targets. Travel Distance modifies the OV/RV of a Banishment attempt or an attempt to Summon an unwilling target as follows:

Travel Distance Summon/Banish Modifiers

<u>Distance</u>	<u>Difficulty</u>	<u>OV/RV Modifier</u>
1	Challenging	+1
2-7	Difficult	+2
8+	Strenuous	+3

•Examples: A Sorcerer with 10 APs of Dimension Travel is attempting to Banish a demon (INFL/SPIRIT of 7/7) to Limbo. The Sorcerer makes an Action Check with an AV/EV of 10/10 (his APs of Power) against an OV/RV of 7/7 (the demon's INFL/SPIRIT). Since the Travel Distance between Earth and Limbo is 10, however, the OV/RV of the attempt is shifted +3

columns to the right, for a final OV/RV of 13/13. If the Action Check earns 7 or more RAPs (the target's RV, his Spirit), the demon is banished.

Later in the adventure, the same sorcerer hopes to summon the demon Etrigan from Hell to Earth. Etrigan has an Infl/Spirit of 13/12; the GM determines that he is an unwilling target. The sorcerer makes an Action Check using 10/10 (his APs of Power) as the AV/EV against an OV/RV of 13/12 (Etrigan's Infl/Spirit). The Travel Distance between Earth and Hell is 10, so the OV/RV of the attempt is shifted +3 columns to the right, for a final OV/RV of 22/19. The Summoning Action Check must earn 12 or more RAPs (the target's RV) to summon Etrigan.

Finally, our sorcerer now wishes to travel to the Astral Plane. The Travel Distance between Earth and the Astral Plane is four, so the OV/RV of the attempt is 4/4. The AV/EV is equal to 10/10 (the sorcerer's APs of Power). One or more RAPs indicate success.♦

Subdimensions: Many dimensions surround a number of smaller realms known as subdimensions. Ares' private realm, the Areopagus, for example, is a subdimension of Mount Olympus. Hell contains a subdimension where the Predead, who once ruled Earth, were imprisoned by the Timeless Ones. Subdimensions are at a Travel Distance of 1 from their parent dimensions. Thus, the Earth Dimension is at a Travel Distance of 11 from the Areopagus: 10 for the distance between Earth and Mount Olympus, plus 1 for the distance between Mount Olympus and the Areopagus. Any two subdimensions within the same parent dimension are always at a Travel Distance of 2 from each other: one for the distance between the first subdimension and the parent, plus one for the distance between the second subdimension and the parent.

Conduits: The Dimension Travel Power is not the only method of traveling between the various otherworldly realms. Sometimes, natural conduits form between two dimensions, allowing those who are aware of the conduit's location to travel from one world to another. Just outside Coast City, California, for instance, there is a conduit leading directly to the Anti-Matter Universe of Qward. Those few people who know where the conduit is located can simply step into a cave and emerge in Qward. Similarly, many occultists believe that there was once a conduit leading directly from the top of Mount Olympus in Greece to the Afterworld of Olympus, although such a portal no longer exists. Those exploring Cyberspace have discovered many conduits leading to the Afterworlds and the Magic Lands. John Constantine once tricked the demon Nergal into passing through such a conduit and into the Heavens.

OCCULTIST

LINK: INFL*

RANGE: Self

TYPE: Dice

BASE COST: 20

FACTOR COST: 9

Characters with the Occultist Skill are intimately familiar with the world of the supernatural and all its paraphernalia. Skilled Occultists can identify and create mystical objects, perform magic rituals, and sense mystic energy. Occultist consists of five separate Subskills: Create Artifact, Identify Artifact, Occult Knowledge, Ritual Magic, and Premonition. None of these may be attempted with Unskilled Use.

Create Artifact

Create Artifact (previously referred to as Create Object in the *Character Handbook*) enables the user to create mystical devices. In order to differentiate them from Gadgets, such occult devices are known as *Artifacts*. Artifacts are generated in the same fashion as Gadgets (see pages 33-36 of the *Rules Manual*), with the following exceptions.

1. **APPROPRIATE SKILL:** Characters constructing Artifacts use the Occultist (Create Artifact) Subskill in place of the Gadgetry Skill when calculating the AV/EV of an attempt to install an ability or make repairs. Objects constructed with the Gadgetry Skill may not be repaired with the Occultist Skill or vice versa.

2. **WORKSHOPS:** Occultists use Workshops instead of the Laboratories described on page 35 of the *Rules Manual*. A Workshop costs as many Hero Points as a Laboratory with an identical AP rating (that is, 5 Hero Points for a 5-AP Workshop, 10 Hero Points for a 7-AP Workshop, and so on). Due to the clash between magic and science, Characters attempting to construct a Gadget in a Workshop receive a +2 Column Shift penalty to the OV/RV of all their Gadgetry Checks. The same holds true for Characters who attempt to construct an Artifact in a Laboratory. Workshops are maintained in the same fashion as Laboratories.

3. **PARTS:** The parts necessary for the construction of Artifacts are not as easy to obtain as the scientific components used to construct Gadgets. Instead of the Wealth Check necessary to purchase parts (Step 4 of the Gadget-construction process), the Gamemaster might occasionally require a Character constructing an Artifact to obtain one or two special components during the course of his adventures. Generally, the difficulty of obtaining these components should relate to the potency of the Artifact the Character is constructing.

•Example: An Occultist wants to create a ring that gives its wearer the ability to turn invisible (Invisibility: 5). To spice things up a bit, the Gamemaster decides to

forgo the standard Wealth Check normally required to purchase the necessary parts for the Artifact. Instead, he informs the Occultist that part of the construction process requires the ring to be bathed in the light of a Will O' the Wisp, a native of the Faerie dimension. It is now up to the Occultist to figure out how to travel to Faerie and perform the necessary action.

4. OCCULT CATASTROPHE: Any Occultist attempting to create or repair an Artifact who rolls double ones while making a Create Artifact Action Check automatically undergoes an Occult Catastrophe. Generally, this means that the ability the Occultist was attempting to install or repair somehow uses its APs against the caster. In other words, an Occultist who suffers a Catastrophe while installing 5 APs worth of Invisibility in a magic ring might suffer a Mystical Attack with an AV/EV of 5/5, he might find himself up against an unexpectedly summoned magical creature with a STR, DEX, and BODY of 5, or anything else the GM can imagine. In place of this standard penalty, the Gamemaster should feel free to substitute more intricate Catastrophes that mesh with the story at hand. Perhaps the Occultist is possessed by a demon or the Artifact in question is afflicted with a curse of the GM's design.

Identify Artifact

This Subskill enables a character to identify the specific function of unknown or unfamiliar occult Artifacts. An Identify Artifact attempt is a Dice Action using the Occultist's APs as the AV/EV against an OV/RV equal to the Artifact's single highest AP value. The number of RAPs earned determines how much information about the Artifact the Occultist is able to discern, according to the following chart.

Artifact Identification Table	
RAPs: 1	Information Gained: A rudimentary understanding of the Artifact.
Example:	<i>It's an invisibility ring!</i>
RAPs: 1/2 RV	Information Gained: A near-total understanding of the Artifact and the ability to control all of its functions without penalty.
Example:	<i>All you have to do is put it on and it turns you invisible!</i>
RAPs: Full RV	Information Gained: A complete understanding of the Artifact, including any Limitations or Drawbacks, as well as the ability to modify or repair it, if necessary.
Example:	<i>It will turn you invisible if you put it on, but you'll be invisible forever if you leave it on for longer than 100 heartbeats!</i>

Any attempt to Identify a particularly complex or obscure Artifact should be modified according to the Universal Modifiers Table. Identifying an Artifact created during another age, such as an Atlantean occult Artifact, would be a Difficult task, for example, while Identifying an Artifact created by a Sorcerer from another dimension would be Extreme.

A successful Identification only indicates that the Occultist has discerned the Artifact's function and can activate its abilities. It does not indicate that the Occultist recognizes the Artifact or knows its name and history. Only a successful use of the Occult Knowledge Subskill will provide this sort of information.

Occult Knowledge

This Subskill provides a character with information and useful lore pertaining to occult history, occult personalities, and locations with an occult significance. The use of this Subskill is a Dice Action with an AV/EV equal to the Occultist's APs of Skill and an OV/RV relative to the obscurity of the information in question. When appropriate, the RAPs earned on an Occult Knowledge Action Check are treated as Knowledge Points (see the *Character Handbook*, page 2).

Occult Knowledge Examples

OV/RV	Potential Information
2/2	<i>Magic is real; vampires exist; the study of the arcane arts dates back to ancient Atlantis.</i>
4/4	<i>The existence of mana and how it flows; the Predead once ruled the Earth; the Cults of the Blood Red Moon and the Cold Flame are real; Zatanna is a real sorceress; the existence of ley lines; Stonehenge, Teotihuacan, and the Great Pyramids all lie in mana-rich zones.</i>
6/6	<i>Elementals walk the Earth and protect the biosphere; the Sandman rules the Dream Dimension; a fairly complete history of the Cults of the Blood Red Moon and the Cold Flame; the fact that there is life after death; Arkham Asylum sits in a mana-rich zone; a fairly complete history of John Constantine; something horrible happened a couple of years ago involving most of the members of Earth's mystical community and the outer dimensions.</i>
8/8	<i>An overview of the various extradimensional realms and how they function; a fairly complete account of The War against the Shadow Creature</i>

- and its connection with the Crisis; the existence of Tim Hunter; the location of Baron Winters' mansion; a fair account of the Lords of Order and Chaos and their histories; a good understanding of the Price of Magic; knowledge of the Ruby of Life and its capabilities.
- 10/10 The exact location of Swamp Thing's home in Louisiana; the exact location of the Parliament of Trees; intimate familiarity with the outer realms.
- 12/12 Complete comprehension of synchronicity energy; ancient secrets of Brujerian and Atlantean magic.
- 15/15 Detailed hierarchy of the divine powers of the upper realms.

Ritual Magic

Ritual Magic enables a character to wield magical energy by performing mystical rituals. (See page 15 for a more detailed explanation of this process.) To perform a ritual, the Occultist must have learned the ritual at some point in his career. New rituals are learned by studying rare tomes and inscriptions, receiving instruction from other Occultists, or conducting Occult Experiments (see below).

The Parts of a Ritual

All Rituals consist of an Effect, a Casting Time, a list of Necessary Components, a list of Special Restrictions, and a Hero-Point Cost.

EFFECT: The Ritual's Effect is a Power or Skill mimicked by the Ritual and its associated AP value. A rain dance, for instance, might have the Weather Control Power rated at 7 APs as its Effect. The Gadgetry and Scientist Skills, being inherently non-magical, may never be duplicated using Ritual Magic.

CASTING TIME: The Casting Time represents the length of time (in APs) actually required to perform the Ritual. Usually, this time is spent concentrating, chanting, making ritualistic hand motions, and generally preparing. If the Occultist is disturbed or distracted during the casting process, the Ritual automatically fails and must be attempted anew.

NECESSARY COMPONENTS: Necessary Components are special items the Occultist must possess in order to perform the Ritual without complication. Generally, these items are consumed during the casting process and must be reacquired before repeating the Ritual. Necessary Components are assigned both a description and a cost. A Transmutation Ritual, for example, might require an ounce of gold worth \$400 (4 APs). Before a Ritual may be performed, the Occultist must make a Wealth Check to acquire its Necessary Components, using the rules found in Chapter Six of the *Rules Manual*.

SPECIAL RESTRICTIONS: Special Restrictions are unusual conditions that the Occultist must meet before he may attempt to perform the Ritual or unusual limitations on the Ritual's Effect. A Restriction might require an Occultist to fast for several days before attempting a Ritual, for instance, or limit a Ritual with a Dimension Travel (Summoning) Effect to summoning a single, specific individual.

HERO-POINT COST: The Ritual's Hero Point Cost is the cost the Occultist must pay in order to learn the Ritual. An Occultist who comes across a new Ritual and refuses to pay its Hero-Point Cost is entitled to perform that Ritual only if he is able to consult a written description of the Ritual during its actual casting.

•Example: Doctor Occult is battling an ancient Mesopotamian demon. During the course of the adventure, the Doctor stumbles onto a set of inscriptions on the walls of a ruined temple and recognizes that the ancient writing describes a Ritual for banishing his foe back to the lower realms. If the Doctor refuses to pay the Ritual's Hero-Point Cost, he is entitled to perform the Ritual only while he can read the inscriptions. Should the demon return in a future adventure, Doctor Occult would be forced to travel back to the ruined temple to reexamine the inscriptions in order to perform the Ritual again. If the Doctor does choose to pay the Ritual's Hero-Point Cost, however, he is assumed to have learned or memorized the Ritual and may perform it any time he wishes. •

Performing a Ritual

To perform a Ritual, the Occultist makes an Action Check with an AV/EV equal to his APs of Ritual Magic against an OV/RV equal to the Ritual's listed APs of Effect. A Character performing a Ritual with a Weather Control Effect rated at 15 APs, for example, would roll against an OV/RV of 15/15. One or more RAPs indicate that the Ritual has succeeded and its Effect is immediately resolved. Failure indicates that the Ritual was improperly performed or somehow failed to take effect. In this case, the Occultist must reacquire any Necessary Components and perform the appropriate procedures before attempting the Ritual again. A roll of double ones while attempting to perform a Ritual produces an Occult Catastrophe as described earlier under the Create Artifact Subskill.

Modifying a Ritual Magic Attempt

CASTING TIME: With the GM's permission, each AP of time an Occultist adds to a Ritual's listed Casting Time allows the Occultist to add 1 AP to his AV/EV when rolling to perform the Ritual. An Occultist who takes a full hour (10 APs) to perform a Ritual with a Casting Time of 1 minute (4 APs), for instance, may add 6 APs to both his AV/EV.

NECESSARY COMPONENTS: With the GM's permission, Occultists may perform Rituals even though they have not acquired all of the Ritual's Necessary Components. Increase the OV/RV of such an attempt by an amount equal to the value of the Necessary Components, minus the value of the Components the Occultist did manage to acquire. A mage who acquires \$200 (3 APs) worth of Components for a Ritual requiring \$1,000 (6 APs) worth of Components, for example, increases the OV and RV of the attempt by 3 APs each.

PUSHING A RITUAL EFFECT: Once a Ritual has been successfully performed but before its Effect has been resolved, the caster may attempt to Push the Effect, as described on page 10 of the *Rules Manual*. In this case, the AV/EV of the Push attempt is equal to the RAPs earned on the Ritual Magic Action Check that indicated that the Ritual had been successful. The OV/RV is the APs of Effect. If an attempt to Push a Ritual Effect fails, the caster is automatically subjected to an Occult Catastrophe, as described previously.

•Example: Sargon the Sorcerer, a mage with an Occultist (Ritual Magic) rating of 10 APs, is performing a Ritual with a Teleportation Effect rated at 5 APs. After acquiring the Necessary Components and spending the full Casting Time chanting and preparing, Sargon makes his Ritual Magic Action Check. The AV/EV of this Check is 9/9 and the OV/RV is 5/5. Let's assume Sargon earns 6 RAPs and the Action Check succeeds. Before the Teleportation Effect is resolved, Sargon has the option of Pushing that Effect. The AV/EV of such an attempt would equal 6/6 (the RAPs earned on the Ritual Magic Action Check). The OV/RV would be 5/5 (the APs of the Ritual's Effect). If he so desires, Sargon is allowed to spend Hero Points to augment the AV/EV of the Push attempt. Any extra RAPs earned due to the Push must be purchased with the Push Fee described on page 10 of the *Rules Manual*. If the Push attempt fails, Sargon is subjected to an Occult Catastrophe and attacked with an AV/EV of 5/5 (the APs of Effect) or otherwise harmed. •

HERO POINTS AND RITUALS: Hero Points may not be spent to alter the AV/EV of a Ritual's Dice Effect. In other words, once a mage performs a Ritual with an Energy Blast Effect, he may not spend Hero Points to increase the AV/EV of the actual Energy Blast attack. Instead, the Effect must be Pushed using the rules described above. This is a special exception to the rule that generally prohibits Characters from Pushing a Dice Action.

Duration of a Ritual Effect

Rituals with a Dice Effect (such as Energy Blast, Exorcism, or Weather Control) last for one dice roll only (that is, one Energy Blast, one Exorcism attempt, or one Weather Control attempt). Rituals with an Automatic Effect normally last for an amount of time

(in APs) equal to their Effect's AP ratings (a Ritual with a Skin Armor Effect rated at 10 APs protects the caster for one hour), but the GM is free to set other limits.

Occult Experimentation

Occultists may create new Rituals during play through a four-step process known as Occult Experimentation.

1. **DESIGN THE RITUAL:** During this step, the Occultist designs the Ritual by determining its Effect, Casting Time, Necessary Components, and Special Restrictions. Before the process can continue, the GM must approve the Ritual, using the same criteria used to approve new Gadgets (see the *Rules Manual*, page 33).

•Example: John Constantine wants to create a Ritual that will allow him to disguise his features. After a little thought, he comes up with the following design.

Effect — Chameleon: 7 APs

Casting Time — Five minutes (7 APs)

Necessary Components — Magnifying glass, photograph; cost of \$10 (0 APs)

Special Restrictions — The caster may only use the Chameleon Power to disguise himself as the person whose image is on the photograph.

The GM decides that this is a reasonable Ritual and gives the Constantine player the go-ahead. •

2. **CALCULATE HERO-POINT COST:** To calculate the Ritual's Hero-Point Cost, use the rules in the *Character Handbook* to determine the number of Hero Points necessary to purchase the Ritual's Effect as though the Power or Skill in question were being purchased for a new Character. Modify the Factor Cost of the Ritual's Effect by its Casting Time and the cost of its Necessary Components as indicated on the following tables.

Casting Time Table

Casting Time	(APs)	Factor Cost Modifier
None	(0-3)	+1
1 minute	(4-7)	0
15 minutes	(8-11)	-1
4 hours	(12-15)	-2
2 days	(16-19)	-3
1 month	(20-23)	-4
1 year	(24+)	-5

Under no circumstances can these tables reduce a Factor Cost to less than 1. Any modified Factor Cost that is reduced below 1 is treated as 1.

Once you have determined the modified cost of the Ritual's Effect, subtract 10 points for each of its Special Restrictions. Special Restrictions cannot reduce a Ritual's cost by more than 1/2 its modified cost. In other words, a Ritual with a modified Effect cost of 92 Hero Points and five Special Restrictions has its cost reduced to only 46 Hero Points.

Necessary Components Table

<u>Necessary Components</u>	<u>Cost (in APs)</u>	<u>Factor Cost Modifier</u>
\$20,000,000	(20+)	-5
\$1,000,000	(16-19)	-4
\$100,000	(12-15)	-3
\$10,000	(9-11)	-2
\$1,000	(6-8)	-1
\$400	(4-5)	0
None	(0-3)	+1

Finally, after you've accounted for Special Restrictions, divide the total by a Ritual Bonus of 4 to calculate the Ritual's final Hero-Point Cost. Round any fractions up.

•Example: The cost of Constantine's disguise Ritual would be calculated as follows. The Base Cost of the Chameleon Power is 5 Hero Points. The usual Factor Cost is 3, with no modifier for the Casting Time of 7 APs, but a +1 Factor Cost modifier due to its 0 AP Necessary Components cost, bringing the final Factor Cost to 4. 7 APs of the Power at Factor Cost 4 (according to the AP Purchase Chart on p. 11 of *Character Handbook*) cost 32 Hero Points. The one Special Restriction subtracts 10 Hero Points, bringing the modified total to 27 Hero Points (5+32-10=27). Finally, this total is divided by 4, to give a final Hero-Point Cost of 7 Hero Points (rounding fractions up).•

3. PURCHASE SUPPLIES: The process of occult experimentation requires ingredients, material components, reference books, and other basic supplies. Before the experimentation process may continue, the Occultist must gain positive RAPs on a Wealth Check with an OV/RV equal to the AP rating of the Ritual's Effect. If this Wealth Check fails, experimentation may not continue until the Occultist is entitled to another Wealth Check, per the rules found in Chapter Six of the *Rules Manual*.

•Example: Constantine must now purchase the supplies he needs to conduct his experiments. Since the Ritual's Effect rating is 7 APs, the OV/RV of the necessary Wealth Check is 7/7. The AV/EV is equal to Constantine's current Wealth Rating. Let's assume Constantine's current Wealth is roughly 8 APs, that he rolls an 11 and succeeds.•

4. CREATE THE RITUAL: Finally, the Occultist makes a Ritual Magic Action Check against an OV/RV equal to the AP rating of the Ritual's Effect. If this Check gains positive RAPs, the attempt is successful, and the Occultist may learn the new Ritual by paying its Hero-Point Cost. If the Check fails, the attempt is unsuccessful, and the Occultist must begin the whole process all over again.

The base time necessary to create a Ritual is one month (20 APs of time). This base time may be altered upward or downward using the same rules found on pages 34-35 of the *Rules Manual*.

•Example: Constantine's final step is the actual creation of the Ritual. The AV/EV is equal to 12/12, Constantine's Occultist score. The OV/RV is equal to 7/7, the Effect's AP rating. If this Action Check gains positive RAPs, the Ritual is complete, and Constantine can spend 7 Hero Points to learn it. In all, this whole process consumes one month of game time.•

Sample Rituals

Brujerian Invunche Teleportation Ritual

Effect — Teleportation: 23 APs

Casting Time — 4 hours (12 APs)

Necessary Components — Cauldron, magic herbs, photograph; cost of \$400 (4 APs)

Special Restrictions — Before they can perform this Ritual, the Brujeria must somehow acquire a photograph of a single being, who will be the Invunche's target. If the Ritual is performed successfully, a single Invunche is teleported to within 2 miles of the target (11 APs). Once the target is dead, the Invunche is immediately Teleported back to the Occultists who performed the Ritual.

Hero-Point Cost — 53

Notes — The Brujeria use this Ritual to teleport their hideous servants, the Invunche, all across the world to slay their enemies.

Anton Arcane's Personality Transfer Ritual

Effect — Personality Transfer: 16 APs

Casting Time — 4 hours (12 APs)

Necessary Components — A large, silver mirror; oils and herbs; cost of \$10,000 (9 APs)

Special Restrictions — If the mirror is shattered after the Ritual has been performed, the Personality Transfer Effect is instantly reversed.

Hero-Point Cost — 61

Notes — The Ritual allows the caster to place his own personality into the body of a single target. The target's personality is transferred to a body of the caster's choice. Anton Arcane once used this Ritual to temporarily occupy the body of the Swamp Thing.

John Constantine's Summon/Control Ritual

Effect — Dimension Travel (Summoning): 16 APs; Control: 16 APs (*see below*)

Casting Time — 2 hours (11 APs)

Necessary Components — Special vestments and herbs, cat skulls, candles, blood; cost of \$500 (5 APs)

Special Restrictions — The caster must make special preparations for one hour before beginning the Ritual.

Summoning and Control both only work on certain specified demons; Controlling a demon without knowing its name is Pushing the Limit (+5 Column Shifts to the OV/RV).

Hero-Point Cost — 131

Notes — This is actually two Rituals in one. First, the caster conducts the Dimension Travel portion of the Ritual. Then, once the target has been summoned, the caster conducts the Control portion of the Ritual and attempts to Control the summoned creature. The Casting Time and Necessary Components are the totals for both Rituals combined. (That is, after 2 hours, the caster immediately attempts to resolve both Effects; he does not have to wait two hours after resolving Dimension Travel before attempting Control.) Any extra time spent in preparation affects the caster's AV/EV when rolling for both Effects. John Constantine performed this Ritual in a deserted nightclub in Newcastle, England many years ago, loosing the demon Nergal. While performing the Ritual, Constantine's AV/EV suffered because he decided not to use the necessary cat skulls, and his OV/RV was increased because he did not know Nergal's true name at the time. Constantine does not actually know this Ritual (he never paid its Hero-Point Cost). He read it from the pages of the *Grimorium Verum* as he performed it.

Mister E's Exorcism Ritual

Effect — Exorcism: 9 APs

Casting Time — 2 hours (11 APs)

Necessary Components — Holy water, blessed garments, special crucifixes, copy of the *Roman Ritual*; cost of \$5,000 (8 APs)

Special Restrictions — Only works to exorcise demons, devils, and evil enchanted creatures.

Hero-Point Cost — 2

Notes — This is Mister E's standard spell to exorcise possessing spirits.

John Constantine's Locate Person Ritual

Effect — Life Sense: 14 APs

Casting Time — 30 minutes (9 APs)

Necessary Components — Specially prepared charm, map of immediate area, an object belonging to the target; cost of \$50 (1 AP)

Special Restrictions — The caster must be acquainted with the target.

Hero-Point Cost — 38 points

Notes — This is the Ritual Constantine used to locate his niece after she was abducted during the war between the Resurrection Crusade and the Damnation Army.

Doctor Occult's Create Familiar Ritual

Effect — Animal Summoning: 15 APs

Casting Time — 8 seconds (1 AP)

Necessary Components — An object belonging to the character to whom the familiar will be bonded; cost of 0 APs.

Special Restrictions — The caster may summon only a single animal and only one that is particularly attuned to the mana stream (cats, owls, ravens, toads, etc.).

Hero-Point Cost — 75

Notes — This Ritual's Animal Summoning Effect has been purchased with a special +3 Factor Cost Bonus, which allows the summoner to bond the summoned animal to an individual. Once the animal is summoned, the caster uses the Ritual's Animal Summoning APs as the AV/EV of an attempt to control the animal (treat as Animal Control, per page 46 of the *Character Handbook*). If this attempt gains positive RAPs, the animal is bonded to the character who supplied the Necessary Component and will follow all of that character's mental commands for the duration of the Animal Control effect. Doctor Occult used this Ritual to create Tim Hunter's pet owl, Yo-Yo.

Brujería Summoning Ritual

Effect — Dimension Travel (Summoning): 40 APs

Casting Time — 10 years (28 APs)

Necessary Components — A black pearl, a raven, a cauldron; cost of \$3,000,000 (17 APs)

Special Restrictions — Thirteen shamans must perform this Ritual simultaneously, and each must make the required Occultist (Ritual Magic) Check in order to perform the Ritual successfully. This Ritual may only be used to summon the great Shadow Creature, who lives in the Chaoplasm on the fringe of reality, and only when the amount of available ambient magical energy is unusually high, as it was during the *Crisis on Infinite Earths*.

Hero-Point Cost — 168

Notes — When they actually performed this Ritual, the Brujería took advantage of the rules for increasing Casting Time and gained an additional 29 APs to their AV/EV by adding an extra 20 years of preparation and casting. The *American Gothic Saga* culminated in a struggle against the Shadow Creature that was released through the use of this Ritual.

Premonition

Premonition is the ability to sense omens and subtle portents. Characters with this Subskill have three special abilities:

1. By paying a fee of 50 Hero Points, a Character with the Premonition Subskill is allowed to ask the Gamemaster for the results of an action before he actually commits to performing that action. If the action is a Dice Action, the dice are rolled normally to determine a result.

•Examples: John Constantine enters a race track, pays his 50 Hero Points, and asks the GM, "what will happen if I bet on Luthor's Pleasure?" The GM informs him that he will win \$2,000, so Constantine actually makes the bet.

Doctor Fate is battling a Lord of Chaos. She pays 50 Hero Points, and asks the GM, "What will happen if I use Sorcery to mimic Control and attempt to mind control my foe?" The GM has Doctor Fate's Player roll the Control Action Check, with both Doctor Fate and her target spending any Hero Points they wish to increase the AV/EV or OV/RV. The Action Check fails to Control her enemy, so Dr. Fate decides to try something else this phase. Note that the Control attempt never actually happened, and any Hero Points spent during the attempt are returned to Doctor Fate and her target. If the Control Action Check succeeded, however, and Doctor Fate decided to perform the action, the results of the "imaginary" dice roll used to resolve the Premonition would stand as the actual results of the action, and all Hero Points spent during that attempt would be expended normally. •

Occultists with Premonition Subskill may not use this Power to foresee the results of an action performed by another Character. For instance, Doctor Fate could not use Premonition to determine if the Lord of Chaos' Control attempt will succeed, only her own.

Characters at the peak of their mana cycles (as specified by the GM, depending upon the needs of his adventure), need pay only 20 Hero Points to resolve a Premonition attempt.

2. Characters with the Premonition Subskill may also pay a fee of 50 Hero Points in order to determine whether a being or object is aligned with the forces of good, the forces of evil, or neither. Once the fee has been paid, the Occultist makes an Action Check using his APs of Premonition against an OV/RV equal to the target's INFL/SPIRIT (if the target is a living being) or against an OV/RV determined by consulting the **Universal Modifiers Table** and the following table (if the target is an object).

Object Premonition Guidelines

Object

Powerfully aligned object;
important magical Artifact,
such as Doctor Fate's helmet Challenging (2/2)

Relatively obscure magical
item; non-magical items
belonging to a mage, like
John Constantine's trench coat
or tools used to scribe a magic
circle Strenuous (6/6)

Normal object never brought
into contact with a magic-
wielder, such as a knife used to
commit a murder or Clark
Kent's glasses Pushing the
Limit (10/10)

• Examples: Doctor Occult comes across Lex Luthor in a crowded auditorium. If he spends 50 Hero Points, the Doctor is allowed to make an Action Check using his APs of Occultist (Premonition) as the AV/EV against an OV/RV of 8/5 (Luthor's INFL/SPIRIT). If this check nets 1 or more RAPs, the Doctor senses the fact that Luthor is evil (similar rolls would sense that both Clark Kent and Lois Lane are good and that the typical store clerk is neither good or evil).

John Constantine picks up a pistol, spends 50 Hero Points, and makes an Action Check using his APs of Occultist (Premonition) as the AV/EV against an OV/RV of 10/10 (since the pistol is an ordinary object never handled by a magic-wielder). If this check earns 1 or more RAPs, Constantine senses that the gun is aligned with evil (unknown to Constantine, this gun was once used to murder a man in cold blood).

Again, Characters at the peak of their mana cycles (as specified by the GM, depending upon the needs of his adventure), need pay only 20 Hero Points to resolve a Premonition attempt.

3. Finally, Characters with the Premonition Subskill can detect waves of synchronicity energy and the entrances to synchronicity "highways." Such an effort requires a successful Action Check using the Occultist's APs of Premonition as the AV/EV against an OV/RV that is determined by consulting the **Universal Modifiers Table** on the Gamemaster's screen. Detecting a powerful wave of synchronicity energy, such as that produced by a very serious and immediate mystical crisis is a Challenging action, for example, while detecting the minute amounts of energy left behind by an amazing coincidence or a recently performed Occultist Ritual is a Herculean task. Note that this ability only allows the Occultist to detect synchronicity energies in his immediate vicinity. Detecting a distant mystical crisis or synchronicity concentration requires the Awareness Power.

Difficulty

MYSTIC GESTALT

On more than one occasion, the members of Earth's mystical community have demonstrated the ability to enter into a sort of *Mystical Gestalt*, enabling the Occultists to combine their energies to aid someone. This tactic was instrumental in the defeat of the chaos being who attacked Heaven and Hell (*Swamp Thing* #50) and played a crucial role in the Spectre's duel with the Anti-Monitor (*Crisis On Infinite Earths* #10).

Forming a Mystic Gestalt requires no less than four Characters, all of whom must possess the Occultist Skill at 7 APs or higher. To create the Gestalt, the Occultists join hands, and each member must pay a fee of 25 Hero Points and gain positive RAPs on an Action Check using his INFL/AURA as the AV/EV against an OV/RV based upon the distance between the Occultists and the character they are attempting to aid. If less than four Occultists earn one or more RAPs on this required Action Check, the Gestalt fails to materialize.

Gestalt OV/RVs

<u>Distance to Target Character</u>	<u>OV/RV</u>
No more than 50 miles.....	Challenging (2/2)
51 - 1,000 miles.....	Difficult (4/4)
Same dimension, more than 1,000 miles.....	Strenuous (6/6)
Other dimension, Travel Distance 1-3	Extreme (8/8)
Other dimension, Travel Distance 4-6	Pushing the Limit (10/10)
Other dimension, Travel Distance 7+.....	Herculean (12/12)

In order to form a Gestalt to aid a target, the Occultists must have some method of actually perceiving that target. A Gestalt cannot benefit a target in another dimension, for example, unless the Occultists can somehow see and hear the target.

EFFECTS OF A GESTALT

Take the highest AURA score of all the occultists joined in the Gestalt and add the bonus for the total number of joined Occultists (see following table). This final figure is added to any of one of the target's abilities chosen by the

STEP 5: PURCHASE ADVANTAGES

AREA KNOWLEDGE

Area Knowledge [Cost: 20]: Characters with both the Dimension Travel Power (or Characters who use Sorcery to mimic Dimension Travel) and Area Knowledge of an individual dimension may automatically travel to that dimension without making an Action Check as long as the Travel Distance between his current location and the destination is less than or

Occultists, using the rules for adding APs found on page 12 of the *Rules Manual*.

Each phase that a Character remains linked to a Gestalt and the members of that Gestalt decide to augment another Character's ability, cross index the total energy generated by the Gestalt (as the EV) against the Occultist's SPIRIT score (as the RV) to determine the amount of Mystical Bashing Damage he suffers. Unlike the Bashing Damage inflicted by the Sorcery Power, a Player may spend Hero Points to increase his Character's RV in hopes of avoiding this damage, and he may also invoke Last Ditch Defense.

Number of Occultists Bonus

<u>Linked Occultists</u>	<u>Bonus</u>
4	+2
5-8	+3
9-16	+4
17-32	+5
33-64, etc.	+6, etc.

Example: *John Constantine, Zatanna, Zatara, Baron Winters, and Sargon the Sorcerer create a Gestalt to aid the forces who are fighting the giant Shadow Creature in Hell (another dimension, Travel Distance of 10 from the Earth dimension). The Occultists can perceive their targets because they are using former Doom Patrol member Steve Dayton's Mento Helmet to provide them with visions of Hell.*

To enter the Gestalt, each must pay 25 Hero Points and make an Action Check using his INFL/AURA as the AV/EV against an OV/RV of 12/12. The total energy generated by the Gestalt is 17 (Zatara & Zatanna's AURA of 14 APs plus 3 for five joined Occultists).

When they notice Etrigan charging the Shadow Creature, the Occultists may use this energy to augment the Demon's STR. Using the rules for adding APs, Etrigan's STR is increased to 18 APs (10 APs plus 17 APs is 18 APs). Each phase the Occultists continue to augment Etrigan's abilities in this fashion, they each suffer Mystical Bashing Damage (Constantine, for instance, suffers 10 RAPs of damage, while Zatanna suffers 8 RAPs). Note that if Constantine spends 3 Hero Points to increase his RV to 11 and 8 Hero Points on Last Ditch Defense, he suffers no damage for his efforts.

equal to his APs of Dimension Travel. Area Knowledge in no way affects Banishment or Summoning attempts.

Area Knowledge of an entire dimension is useful only to facilitate Travel to that dimension. Characters with detailed knowledge of the landmarks within a dimension must purchase a separate Area Knowledge Advantage covering their appropriately-sized areas of expertise.

CONNECTIONS

Connections [Cost: 15/20]: Two special Connections are available to magic-oriented Characters: Earth's Mystical Community and Cosmic Entities.

EARTH'S MYSTICAL COMMUNITY: Earth's Mystical Community is an informal collection of all the notable and generally benevolent mages and Occultists on Earth, including John Constantine, Zatanna, Baron Winters, Deadman, Mister E, Doctor Occult, the Phantom Stranger, Madame Xanadu, and most Earth characters with an Occultist score of 7 APs or higher and a heroic Motivation. Specifically excluded from the Mystical Community are the Swamp Thing and most mages and Occultists with villainous Motivations (Felix Faust, Tannarak, Tala, etc.). A Character who has a High-Level Connection with Earth's Mystical Community is well-known in occult circles and easily recognized by anyone with an Occultist score of 7 APs or higher. Most Characters with such a Connection are themselves members of the Mystical Community and may occasionally find themselves on the receiving end of another member's request for aid. A Character with a Low-Level Connection with Earth's Mystical Community has some knowledge and the acquaintance of one or more members of this community but does not have easy access to these individuals. Characters described in this sourcebook who are included within the Mystical Community have an "MC" notation listed after their Occupations. A Low-Level Connection with Earth's Mystical Community costs 15 Hero Points. A High-Level Connection costs 20 Points.

COSMIC ENTITIES: Cosmic Entities are potent magic wielders who tend to operate outside the Earth dimension. This group includes Etrigan and most other demons, Doctor Fate I, Queen Titania of Faerie, Cain and Abel, the Spectre, the Sandman, and the Phantom Stranger (who is also a member of Earth's Mystical Community). Specifically excluded are all of the extremely potent otherworldly entities, such as the Voice that commands the Spectre, Rama Kushna, the Lords of Order and Chaos, and the Olympian Gods. Almost all Characters who have a Connection with one or more Cosmic Entities spend a great deal of time dimension hopping and are easily recognized by most of the important personalities hailing from the extra-dimensional realms. Note that the Cosmic Entities are not an organized group, and it is more likely for a Character to have a Connection with an individual entity rather than all of them. Characters described in this sourcebook who are considered Cosmic Entities have a "CE" notation listed after their Occupations. A Low-Level Connection with an entity costs 15 Hero Points. A High-Level Connection costs 20 Points.

MAGICAL BACKGROUND

Magical Background [Cost: 10]: Magical Background is a new Advantage allowing a character to claim the legacy of the *homo magi* (see *Zatanna* page 85). No true human Character may purchase the Sorcery Power without first purchasing this Advantage.

All Characters with the Magical Background Advantage are inherently magical in nature and may be detected using the Magic Sense Power (see the *Character Handbook*, page 50).

ARTIFACT/RITUAL

Artifact/Ritual [Cost: Variable]: These two Advantages are both identical to the Gadget Advantage described on page 16 of the *Character Handbook* except that they allow a Character to begin play with an occult Artifact or to know an occult Ritual. To begin with an Artifact or a known Ritual, a Character simply pays the Artifact or Ritual's Hero-Point Cost. No Wealth Checks or dice rolls of any sort are necessary to create Artifacts or Rituals earned through this Advantage.

Neither of these Advantages may be purchased after a Character is created. Obtaining new Artifacts and Rituals once play has begun is always conducted using the procedures described under the appropriate Occultist Subskills (see pages 21 to 28).

SCHOLAR (RITUAL DISCIPLINE)

Scholar (Ritual Discipline) [Cost: variable — see following]: Characters with the Occultist (Ritual Magic) Subskill may purchase one or more special Scholar fields known as Ritual Disciplines, which increase their effectiveness whenever they perform occult Rituals mimicking certain specified Powers. A Character purchasing a Scholar field in one of the nine Ritual Disciplines described below receives the standard -2 Column Shift OV/RV bonus to the Occultist Action Check necessary to perform any Ritual mimicking the effects of one or more of the Discipline's listed Approved Powers. A Character with Scholar (Voodoo), for instance, receives the OV/RV bonus whenever he performs a Ritual mimicking the Voodoo or Animate Dead Powers. Furthermore, Characters who have purchased a Ritual Discipline Scholar field also receive the Column Shift bonus when using the Occultist (Occult Knowledge) Subskill to gain knowledge pertaining to their area of expertise. A Character with Scholar (Voodoo) might receive the bonus when inquiring about Haitian religious practices or when attempting to identify a voodoo doll. Unlike standard Scholar fields, Ritual Disciplines cost 25 Hero Points each unless otherwise noted. The nine available Ritual Disciplines are Alchemy, Darkness Magic, Demonology, Divine Magic, Elemental Magic, Immortality Magic, Necromancy, Soothsaying, and Voodoo.

Ritual Disciplines

An art of contradiction and possibility, magic is everything that each of its practitioners believes it to be. But while there are as many different styles of magic as there are individual mages, ten or twelve prominent philosophies, known as Ritual Disciplines, have crept into the chronicles of Earth's ritualists. Each of the Disciplines is quite broad in scope. No two alchemy disciples, for instance, fully agree on all of the important issues relating to their craft, although all alchemists tend to agree in principle on most of the important issues.

ALCHEMY: Alchemy, the Ritual Discipline that spawned science, has a tainted reputation among contemporary occultists, although it is still practiced intermittently in the modern world. History is filled with tales of alchemical triumphs — the transmutation of lead into gold, the great crucible, the universal solvent — all of them metaphors for spiritual rebirth. Originally, the real aim of alchemy was to transform man's lowest urges into exalted aspirations, an even greater miracle than the mere realignment of matter. Over time, the sacred lore of alchemy has been debased as all the great alchemists eventually succumbed to greed and turned their backs on the art's spiritual groundwork. Today, alchemy has almost as much in common with science as it does with magic. Noted alchemists who have prowled the DC Universe include Merlin of Camelot, Arion of Atlantis, and (of course) Doctor Alchemy. Noted alchemical artifacts include the Philosopher's Stone (a fragment of which is now in the possession of Jason Blood) and the Matter Master's Mentachem Wand.

*Approved Powers: Acid, Cell Rot, Disintegration, Matter Manipulation, Transmutation

DARKNESS MAGIC: Darkness and Light are palpable forces with lives of their own. Darkness is symbolic of the hidden knowledge lurking in the human mind and hidden magical potential. Darkness Mages pursue these elusive qualities but draw strength from their inversions, like fear, ignorance, despair, and nihilism. A noteworthy stronghold of Darkness Magic is the Nightshade Dimension associated with Nightshade, Shadow Lass, the Shade, and the Shadow Thief.

*Approved Powers: Aura of Fear, Darkness, Energy Absorption, Fog, Mystic Freeze

DEMONOLOGY: Demonologists call upon the denizens of Hell for knowledge and power. Merlin, Felix Faust, John Constantine, and Joachim Hesse are among the many notorious mages who have bartered for diabolical assistance. Among the demons who have answered these and other such calls are Etrigan, Nebiros, Belial, Nergal, Azmyrkon, Abnegazar, Rath, and Ghost.

*Approved Powers: Dimension Travel (Summoning and Banishment), Enchantment, Exorcism, Flame Animation, Personality Transfer

DIVINE MAGIC: Divine Magic is the antithesis of Demonology. Its disciples draw upon the powers of the nearly omnipotent, mysterious entities of the upper realms: the Olympian Gods, Rama Kushna, the Voice, even the Lords of Order. All these beings are even now gearing up for a war of cataclysmic proportions that will forever alter the relationship between mortals and the divine.

*Approved Powers: Broadcast Empathy, Damage Transference, Exorcism, Regeneration, Truesight

ELEMENTAL MAGIC [Cost: 40 Hero Points]: The four elements — earth, air, water, and fire — were understood by the mages of ancient Atlantis as the cornerstones of all matter and the building blocks of reality. The scientists of the modern world loudly criticize elemental theory but have inadvertently re-endorsed it. In categorizing matter into gas, liquid, solid, and energy states, they have come full circle to rediscover the air, water, earth, and fire understood by the Atlanteans. Like Alchemy, Elemental Magic shares a few strong bonds with science.

In the DC Universe, each of the four elements is inert on the basic level, but alive and intelligent on a meta-level. Each regularly spawns its own protector to safeguard the biosphere and protect the living planet. At present, the Swamp Thing stands as the champion of the earth and all plant life, Firestorm is the living personification of fire and energy, Red Tornado is the guardian of air and the skies, and Naiad stands vigil over water in the oceans.

Since the Reign of Wild Magic has waned, new elementals have been created infrequently, while the older elementals have collected into groups like the Parliament of Trees in order to remain isolated from man. Although the elemental forces still attempt to create new servants with their ancient regularity, the magic-poor environment of modern-day Earth has sent many of these efforts awry. The misshapen behemoth Solomon Grundy and the rag doll known as Brother Power the Geek are both aborted earth elementals, and even Red Tornado, Firestorm, and Naiad are themselves imperfect in many respects.

Some infamous practitioners of the elemental arts have included Poison Ivy, Jason Woodrue the Floronic Man, and Dr. Phil Sylvan, the creator of Black Orchid.

*Approved Powers: Air Animation, Air Control, Earth Animation, Earth Control, Flame Animation, Flame Control, Plant Control, Plant Growth, Speak With Plants, Water Animation, Water Control, Weather Control

IMMORTALITY MAGIC [Cost: 20 Hero Points]: Throughout history, so many mages have sought to cheat death that their efforts have spawned an entire Ritual Discipline dedicated to the goal. Practitioners of immortality magic include Tannarak, Vandal Savage, and Ra's Al Ghul.

*Approved Powers: Regeneration, Skin Armor, Suspension

NECROMANCY: Necromancy is the art of death and the antithesis of Immortality Magic. Its practitioners are skilled in the manipulation of the very essence of life. Among their triumphs are the reanimation of dead tissue and the entropic disintegration of solid matter. Anton Arcane, the infamous creator of both the Patchwork Man and the Un-Men, was perhaps the DC Universe's most notorious necromancer.

*Approved Powers: Animate Dead, Disintegration, Spirit Drain, Suspension, Vampirism

SOOTHSAYING [Cost: 20 Hero Points]: Disciples of soothsaying worship the twin virtues of truth and possibility. Since these are the same two virtues that are essential to all spellcraft, Soothsaying is one of the oldest and most widely practiced Ritual Disciplines. Soothsayers generally make use of essential focuses while working their magic, and each special focus has its own camp of followers: cartomancers prefer Tarot cards, astrologers use star charts, numerologists juggle numbers, and palmists examine lines on the human hand. At present, Madame Xanadu of Greenwich Village is probably the world's foremost soothsayer.

*Approved Powers: Empathy, Mind Probe, Precognition

VOODOO: Voodoo is another name for sympathetic magic, the doctrine that like affects like. The voodoo priest knows that damage inflicted upon a doll fashioned in the image of an enemy is also inflicted upon the enemy himself. Infamous sympathetic mages include Papa Midnite of New York, the Titans' arch-enemy Houngan, and the LOA cultists occasionally encountered by the Suicide Squad.

*Approved Powers: Animate Dead, Eye of the Cat, Personality Transfer, Spirit Drain, Voodoo

STEP 8: SELECT DRAWBACKS

Characters with either the Occultist Skill or the Sorcery Power may select the following special Drawback not covered in the *Character Handbook*.

MAGICIAN'S CODE

Magician's Code [Bonus: 15]: Many older occultists and sorcerers live up to a stringent code of honor dating back to the magi of ancient Atlantis. The Magician's Code, as it is called, has four provisions.

1. A magician must bear the price of magic without emotion. This means that any suffering inflicted upon the magic user that results from his practice of the Art (that is, Occultist Rituals or Sorcery) must be met with stoicism. Sargon the Sorcerer was ashamed to have violated this tenet temporarily just before his death during the battle against the Shadow Creature.

2. A magician may never take unfair advantage of another magician. In other words, magic-using Characters may not launch surprise attacks against

other mages or attempt to defraud them for personal gain.

3. A magician may not share the secrets of the Art with anyone but a duly recognized apprentice.

4. A magician is never allowed to refuse hospitality to a visiting colleague. A mage must always accept a visiting mage into his home, regardless of whether the visitor is a friend or enemy. Visitors taking advantage of such hospitality, of course, are required to honor their host's reasonable requests and are enjoined from

harming the host in any way for the duration of their stay. Violating either of these conditions instantly removes the host's obligation.

Any Character who purchases Magician's Code and violates any of these tenets automatically forfeits any Hero Points he would have gained during the current adventure. Not all magicians must purchase this Drawback. In fact, most modern magicians, such as John Constantine and Zatanna, do not place any faith in the Code.

MAGICAL INITIATION

Although there are as many paths into magic as there are magicians, the general process of initiation always seems to follow a specific pattern that many occultists believe is magical in and of itself. This process consists of four distinct stages:

1. Instruction
2. Action (the Journey Outward)
3. Contemplation (the Journey Inward)
4. Dedication

The process of instruction brings an awareness of the mystical realms to the initiate in the relatively safe atmosphere of guidance and study. It builds the apprentice's self-discipline and prepares him for what he will soon experience.

Next, during the action phase, the disciple takes his knowledge out into the world and tests his skills in the crucible of cold reality. Often this phase ends in disaster, and the initiate gains insights that serve to make him stronger.

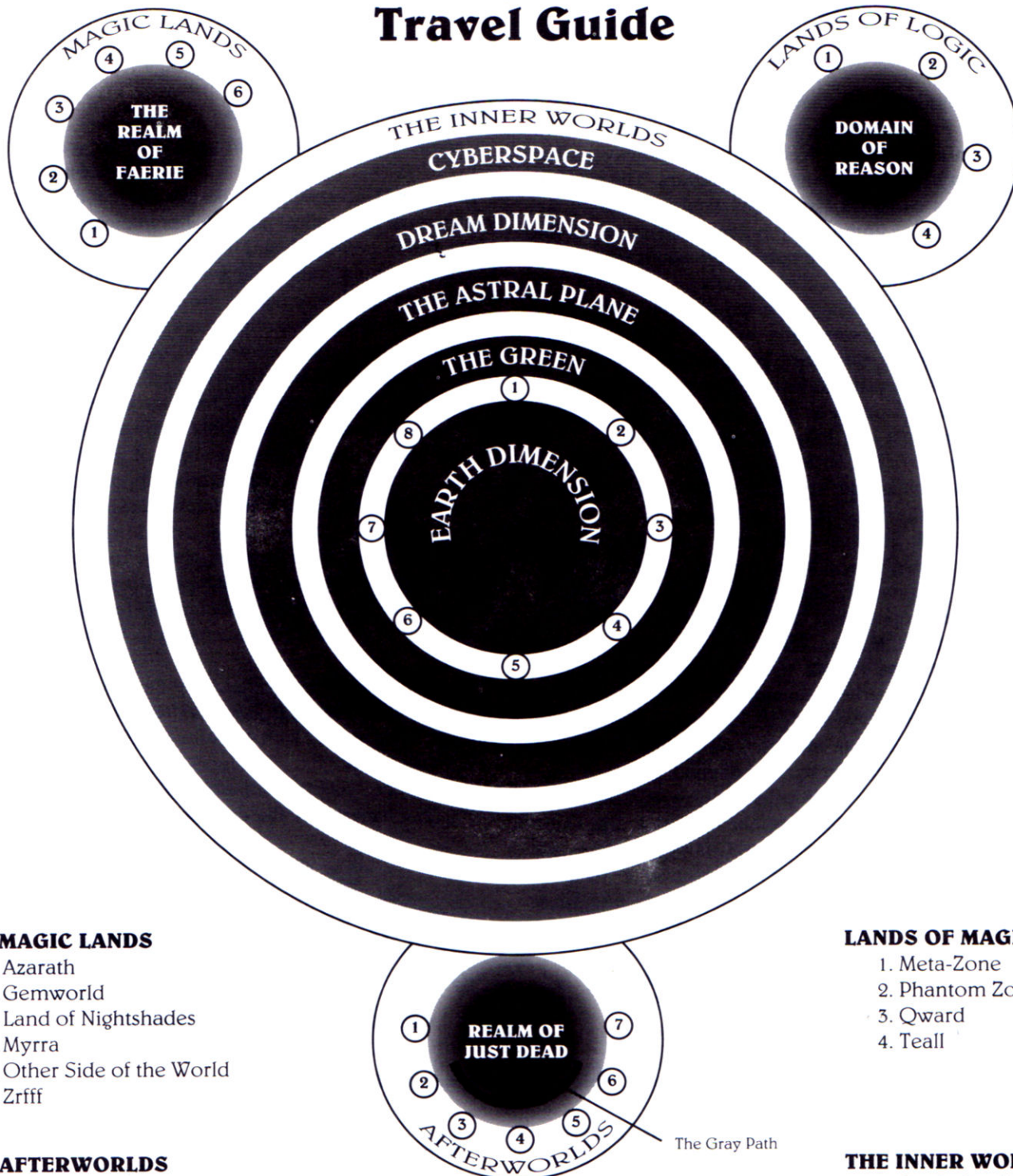
The apprentice then meditates on all he has seen and done, beginning a cycle of contemplation and self-examination. This stage is frequently carried out in complete isolation to remove all potential distractions. A great revelation usually marks the end of this stage.

Finally, armed with his new insights, the seeker inevitably dedicates himself to a new life in the art and earns the right to call himself a mage.

The initiation process is perhaps most lucidly illustrated in the apprenticeships of John Constantine and Timothy Hunter. Constantine received his first glimpse of the mystical arts in rare books and pamphlets and sharpened his skills as a youth. He finally took action in Newcastle, an event that ended in catastrophe, and contemplated his failure during a stint in the Ravenscar mental-health facility. By the time he left Ravenscar, he had somehow mustered the confidence and maturity necessary to dedicate himself to his new profession. Tim Hunter's story illustrates another permutation of the process. Tim began his period of instruction when he agreed to accompany the Phantom Stranger into the past. The tour of the wild worlds of magic he received from John Constantine served as his outward journey, the stage of action. He contemplated entering the world of magic when he followed Doctor Occult into the land of Faerie. He finally dedicated himself to a life in the art when he chose to believe in magic after returning from the future he glimpsed with Mister E.

A Player creating a mystically-oriented Character for a DC HEROES campaign does not receive the 5 Hero-Point history bonus (see page 6 of the *Character Handbook*) unless his history somehow illustrates the Character's progression through each of the four stages of initiation.

Dimension Travel Guide



33

THE MAGIC LANDS

1. Azarath
2. Gemworld
3. Land of Nightshades
4. Myrra
5. Other Side of the World
6. Zrfff

THE AFTERWORLDS

1. Heaven
2. Hell
3. Mount Olympus
4. Asgard
5. Limbo
6. Domain of the Lords of Order
7. Heliopolis

LANDS OF MAGIC

1. Meta-Zone
2. Phantom Zone
3. Qward
4. Teall

THE INNER WORLDS

1. Apokolips/New Genesis
2. Bgtzl
3. The Controllers' Dimension
4. Darkworld
5. The Hidden Land
6. Mera's World
7. Themyscira
8. Skartaris

Magical Characters

In this section, the character descriptions are divided into two subsections: **Mystical Heroes** and **Mystical Villains**. Keep in mind, however, that these distinctions are sometimes arbitrary. The magical heroes that comprise Earth's mystical community are often far from completely heroic, and some of the villains believe they have noble motivations far beyond those of the heroes who oppose them.

It is difficult to categorize any hero as completely heroic or to discount any villain as completely villainous. In the ephemeral and paradoxical realms of magic, all such distinctions get blurred into shades of gray. These distinctions exist primarily to keep this from being just one long list, which would make it pretty useless to DC HEROES campaigns. Therefore, the **Mystical Heroes** and **Mystical Villains** categories are purely for the benefit of the Gamemaster and the Players, with Players' Characters most often chosen from the heroes list and their opposition usually coming from the villains list. This is not mandatory, however. The Players' opposition could just as well come from the heroes list, as magical heroes have occasionally found themselves at odds with each other and with the non-magical superhero community. Also, if the GM approves it, the Players might find themselves playing such villains as Papa Midnite and Barter, who have occasionally worked for the side of good.

This sourcebook deals principally with Characters who knowingly wield magical forces. It does not provide listings for the many Characters who use standard superpowers derived from magical sources but have no knowledge of magic. Characters like Blue Devil, Hawk and Dove, Icemaiden, Metamorpho, Captain Marvel, and Power Girl were all created by magic, and some are even magical in nature, but they do not consciously wield magic. This book sometimes mentions them but does not cover them in depth.

There are some exceptions to this guideline. Characters like Deadman have no spell casting ability, and some, like Dr. Thirteen, are not magical at all. They are included here because their knowledge of the realms of magic and sheer courage give them powers beyond those of many sorcerers.

Mystical Heroes

"Show me a hero, and I will write you a tragedy."

— F. Scott Fitzgerald

In the DC Universe, Earth, despite the fact that it has lost much of its mystical potency, has ironically become a nexus for powerful magical forces and energies. Magic is unpredictable and the beings that make up Earth's mystical community are varied and distinct. They come from such exotic locations as Heaven, Hell, the plane of the Earth goddess, the Domain of the Lords of Order, beyond the walls of sleep, and east London.

Therefore, just because a Character appears on the heroes list does not mean that his motivations are pure or that his life is a shining example of goodness and moral rectitude. All too often the opposite is true. Mystical heroes have often become tainted by the forces they fight and end up using methods indistinguishable from their opponents. Inclusion here indicates that, regardless of motivation, source of power, or behavior, the character has fought for the well-being of mankind often enough to be considered a hero.

Magical heroes are enigmatic. For the most part, they do not seem to belong in the world of men. It is as if part of them resides on a more rarefied plane of awareness, where their thoughts are consumed with other realities. They are somehow above the realm of everyday concerns of the common man and regular superheroes.

*"I have be-dimm'd
The
noontide sun,
call'd forth the mutinous
winds,
And 'twixt the green sea and the
azur'd vault
Set roaring war; to the dread
rattling thunder
Have I given fire, and rifted Jove's
stout oak
With his own bolt..."*

—Prospero, Act V: Scene I
The Tempest, William Shakespeare

They are the caretakers of mankind's soul and destiny and they answer to a higher power. Often, their origins are shrouded in mystery, and their true natures are unknown, contradictory, or at least enigmatic. In the realms of magic, this just comes with the territory.



AMETHYST, PRINCESS OF GEMWORLD

DEX: 4	STR: 3	BODY: 7
INT: 10	WILL: 14	MIND: 9
INFL: 10	AURA: 15	SPIRIT: 15
INITIATIVE: 24		HERO POINTS: 85

•**Powers:** Awareness: 10, Magic Sense: 10, Flight: 10, Self Link (Spirit Travel): 25, Sorcery: 22, True Sight: 15

•**Skills:** Occultist: 11, Weaponry (melee weapons): 4

•**Advantages:** Area Knowledge (Gemworld); Connections: Gemworld (High), Lords of Order (Low); Popularity

•**Drawbacks:** Innocent; Serious Physical Restriction: Amethyst is blind.

•**Equipment:**

Amethyst Necklace [BODY: 6, Dimension Travel: 12, Limitations: Teleportation only allows user to travel between the Earth Dimension and Gemworld.]

•**Alter Ego:** Amy Winston

•**Motivation:** Upholding the Good

•**Occupation:** Princess of Gemworld

•**Wealth:** 8

•**Background:** Amethyst is a remarkable woman. She is a princess, warrior, child, heir apparent, peacemaker, world liberator and most significantly, the first (and so far the only) Lord of Order born in human form.

In the years before Amethyst's birth, the mystical Gemworld was racked by warfare between the forces of the Lords of Order and the Lords of Chaos. Thinking the Gemworld of limited strategic importance, the Lords of Order sent a lesser Lord, Pantagones, to defend it. Pantagones took the form of a purple

gemstone to possess the body of Lord Amethyst, just as Nabu had taken the form of a golden helmet to possess the body of Kent Nelson (see **Doctor Fate**, page 55).

Pantagones betrayed the Lords of Order and his Gemworld hosts by falling in love with Lady Amethyst. He used Lord Amethyst's body to consummate their clandestine love and conceived a child. Pantagones paid for his indiscretion with his life. He died in combat against the Vandaemon, a Lord of Chaos, and his servant, Dark Opal.

When Amethyst was born, Citrina, the Witch-Mother of Gemworld, acted as midwife and protector of the child. Citrina understood Amethyst's unique parentage and knew Dark Opal's forces would quickly locate and destroy Amethyst. She sent the baby girl to Earth, where Amethyst was adopted by Earth couple Herb and Marion Winston.¹

Amethyst grew up unaware of her history and believed herself to be Amy Winston, a normal human child. Her delusion of safety was shattered on her 13th birthday, when the forces of Dark Opal finally located her and brought her back to Gemworld. Due to an imbalance in the temporal flow between Earth and Gemworld, 20 years had passed in Gemworld during the time it took 13 years to pass on Earth. As a result, 13-year-old Amy Winston transformed into the 20-year-old Princess Amethyst when she entered Gemworld.

Fortunately, before the dark lord had sent his ogres to Earth to abduct Amy, Citrina had replaced the young girl's birthday present with the royal gemstone that once belonged to Lady Amethyst. The gem is not only Princess Amethyst's birthright and badge of office, but a powerful magical artifact. The Witch-Mother did not anticipate how quickly Amethyst would be called upon to use it but was grateful Amethyst got it in time to defeat her captors.²

Citrina told Amethyst of her mystical origins but carefully shaded the truth, omitting the tale of her mother's infidelity with the Lord of Order. Instead she told a tale designed to please a teenage girl, in which Lord Amethyst was her father and died side by side with his faithful wife in mortal combat with Dark Opal.³

Despite her formidable powers and wisdom, she was a young girl in a grown woman's body. Her reactions were partly that of a frightened child. To save the Gemworld, she had to overcome her childish fears. Following the same theme, she had to grow beyond her human limitations and embrace the side of her that contains the power of a living Lord of Order.

In the months that followed, Amy Winston visited the Gemworld often, trained hard, and fought many skirmishes against the forces of Chaos. She worked to unify the disjointed Gemworld kingdoms and ultimately brought the power of all 11 houses to bear against the

12th, the house of Dark Opal. The forces of Order prevailed and destroyed the evil lord, freeing the Gemworld from his control. Amethyst chose to return to Earth after the battle and became Amy Winston again.⁴

Amy's peace was not to last. Forces from Gemworld came for her and embroiled her in another war precipitated by the Lords of Chaos known as Flaw and Child. The *Crisis on Infinite Earths* occurred during this war, and Amethyst was blinded fighting the Anti-Monitor. But Doctor Fate helped her find her inner sight, making her realize that she was a Lord of Order.⁵ At the end of the war, Amethyst became one with Gemworld itself.⁶

Amethyst's spirit was later released from Gemworld to battle the renegade magician named Mordru. The evil mage was tainted by Chaos beyond hope of reclamation, and Amethyst was forced to bury him alive to keep his evil from spreading. She then returned into the planet as its living soul.⁷

Sometime between the 20th and 30th Centuries, Gemworld returned to the Earth plane and became known as Zerox, the Sorcerer's World. Knowledge of Amethyst had become the stuff of legend, but still she lived on as the planet's heart and soul. When the Archmage, a supremely powerful magical entity, broke free of his imprisonment in Zerox's core, a wave of chaos swept the galaxy as magic burst out to take technology's place as the dominant force driving the cosmos. The Legion of Super-Heroes rushed to Zerox to battle the Archmage but failed to put a halt to his mad rampage. In the end, the spirit of Amethyst appeared to the Legionnaires, telling them that the planet's time had come and begging them to let her pass away. The Archmage destroyed Zerox and released Amethyst's spirit to its final rest but inadvertently destroyed himself in the process.⁸

•Role-Playing:

Princess Amethyst was a woman who changed greatly during her growth from a mere Earth child to the soul of Gemworld. There are three stages in her development:

1. Adolescence: the Heir Apparent. The first stage of Amethyst's development was a study in tremendous growth. She began her adventures with little more than the experiences of a child, but her personality soon blossomed to fit her new, mature appearance.

Although Amethyst was young, cautious, and unsure of herself, she had the inherent qualities of a daughter of both a very strong woman and a Lord of Order. During her early excursions into Gemworld, she was caught up in overwhelming events and learned to rise to the occasion.

This stage ended with the destruction of Dark Opal.

2. Womanhood: the Preserver. The second stage in Amethyst's development began with a disastrous trip

into the Gemworld that caused her and Emerald to be trapped on Earth. This was a volatile phase for Amethyst, during which she grew up, learned the truth about herself, and ended up sadder but wiser.

During this turbulent period, she was swept up in the *Crisis on Infinite Earths* and was blinded by agents of the Anti-Monitor. With the aid of Doctor Fate, she discovered her status as a living Lord of Order and learned to compensate for her blindness by developing her innate magical senses. This was a time of hardship and sacrifice.

This difficult period ended when Amethyst merged with the Gemworld, her physical form transformed to the purest amethyst.

3. Deification: the Soul of Gemworld. The cycle of growth was completed when Amethyst accepted her position as the soul of her people and bestowed the bounty of a Golden Age of peace upon them. Now fully mature and wise, she is more a goddess than a woman.

Endnotes

1. *Amethyst* (second series) #13
2. *Amethyst* (first series) #1
3. Ibid.
4. *Amethyst* (first series) #2-12
5. *Amethyst* (second series) #1-16
6. *Amethyst* Special #1
7. *Amethyst* (third series) #1-4
8. *Legion of Super-Heroes* (third series) #63

ARION, LORD OF ATLANTIS

DEX: 6	STR: 4	BODY: 6
INT: 7	WILL: 10	MIND: 9
INFL: 10	AURA: 13	SPIRIT: 11
INITIATIVE: 26		HERO POINTS: 75

•Powers: *Mystic Link

Danger Sense: 9*, Energy Absorption: 2*, Illusion: 8*, Power Reserve: 8*, Magic Sense: 9, Sorcery: 8

•Skills: Animal Handling: 4, Martial Artist: 6, Occultist: 7, Weaponry: 6

•Limitations: Power Reserve can only be used in conjunction with Sorcery. Arion's Power Reserve begins at 0 APs: the energy that Arion absorbs with his Energy Absorption adds to his power reserve until it reaches his full capacity of 8 APs. He retains this energy for 7 APs of time, or roughly eight minutes.

•Advantages: Area Knowledge (City of the Golden Gate); Connection: Atlantis (High); Leadership; Popularity

•Drawbacks: Arch Enemy (Garn Danuuth); Authority Figure; Magician's Code

•Alter Ego: Ahri'ahn

•Motivation: Upholding the Good

•Occupation: Lord of Atlantis

•Wealth: 10



•Background:

Arion is the son of Calculha, follower of the Light and Majistra, Mistress of the Dark, two sorcerers of ancient Atlantis. He was born around 145000 B.C. and was named Ahri'ahn. He was raised by his father, and his brother Garn was raised by their mother. Both were initiated in the mysteries of sorcery.

When Majistra and Garn plotted to destroy Atlantis, Ahri'ahn sacrificed himself to save it. He was restored to life and reborn as Arion.¹ He became High Lord of Atlantis and ruled well.²

When the ice queen Frostfire threatened Atlantis with a new Ice Age, Arion sacrificed most of his magic to stop her.³ He then set out to found other civilizations and explore new territories. In the process, he founded a colony in the dimension of Skartaris, where he sent his granddaughter into the future. She grew up to become the superheroine named Power Girl.⁴ He assisted the visiting Time Masters in their search for Vandal Savage, who was learning Atlantean magic and converting Atlanteans to his worship of hatred.⁵

Arion lived to see Atlantis sink and long mourned the loss of it. He came to despise the magic that defined his life and rejected the Art before his death.⁶

•Role-Playing:

For most of his career, Arion was bright, energetic, brash, stable, and grounded. He was a consummate wizard and willing ruler of men.

Endnotes

1. *Arion* #4
2. *The Warlord* #55-62, *Arion, Lord of Atlantis* #1-36
3. *Arion Special* #1
4. *Secret Origins* #11
5. *Time Masters* #6-8
6. *Books of Magic* #1

BLACK ORCHID

DEX: 10	STR: 10	BODY: 8
INT: 5	WILL: 10	MIND: 6
INFL: 7	AURA: 8	SPIRIT: 7
INITIATIVE: 22		HERO POINTS: 40

•**Powers:** Chameleon: 6, Control:7, Flight: 9, Solar Sustenance: 12

•**Skills:** Charisma (Persuasion): 10

Note: At this stage in her career, these are the only Powers and Skills that Black Orchid has developed. She has the potential to develop many more.

•**Limitations:** Miscellaneous: Control represents her ability to release and manipulate pheromones, and it does not affect creatures that lack a sense of smell.

•**Advantages:** Attractive; Connection: Swamp Thing (Low); Sidekick (Suzy)

•**Drawbacks:** Innocent; Miscellaneous: Black Orchid is actually a plant and is therefore vulnerable to defoliants and Powers that affect plants.

•**Alter Ego:** None (retains memories of Susan Linden)

•**Motivation:** Upholding the Good

•**Occupation:** None

•**Wealth:** 0

•Background:

Black Orchid is a human-orchid hybrid created by master plant geneticist Dr. Philip Sylvian. Sylvian studied botany with the mad vegetative genius Doctor Jason Woodrue, who later became the villain called the Floronic Man. Woodrue also taught Pamela Isley, who later became Poison Ivy, and Alec Holland, whose intelligence was used as the template for the Swamp Thing.

The Orchid's story began with an ending. When Sylvian's dear friend Susan was killed by her jealous husband, Carl Thorn, Sylvian, who had been trying to create a race of human-vegetable hybrids, used Susan's genetic material as a template for a new race. All his efforts before and after were failures, but with Susan his experiment bore fruit. It may be that he was driven to succeed by his love for her, or it may be that Susan's DNA was more suitable to the experiment. Whatever the reason, the result was the Black Orchid, a powerful plant woman blessed with near-invulnerability and the power of flight.¹

She began her career as a crimefighter, rooting out and destroying organized crime through stealth and careful planning. To destroy a criminal organization, she infiltrated their ranks by assuming a variety of disguises and gathering data until she reached the leaders. Then she swung into action as the purple-clad Black Orchid. This approach to fighting crime greatly reflects her organic nature. Where other costumed

heroes are content to fight the branches of criminal organizations, Orchid prefers to pull up the gang up by the roots and keep it from resurfacing elsewhere.²

She worked with the Suicide Squad³ and was in the midst of the ambitious infiltration of Lex Luthor's massive criminal network when she was killed. The Principal, a cold-blooded technocrat in Luthor's employ, murdered her when she got too close to the heart of his operation.⁴

A second Orchid was born in pain at the precise moment of the death of the original one. The new Orchid had fleeting memories of the old one but did not know who she was. Before her questions could be answered, Carl Thorn, Susan's former husband, killed Sylvian and destroyed the rest of the gestating Orchids. The new Orchid, who also called herself Susan, escaped with an Orchid child, who called herself Suzy.⁵

The two Orchids undertook a Vision Quest that led them to Gotham City, Arkham Asylum, the Louisiana town of Houma, and ultimately the Brazilian rain forest.⁶ Throughout this quest, they learned who they were and began a new race of Orchids under the care of the native people of the rain forest. Susan and Suzy then returned to the world of men to find their destiny and their place in the world.⁷

•Role-Playing:

Black Orchid is an innocent, trusting, compassionate soul in a world of dangerous and fearful people. Far from being a liability, her innocence is her greatest asset. She sees the best in all people and brings out their finest qualities. Even violent gunmen in the employ of Lex Luthor refused to kill her when faced with her radiant innocence and purity.

The first Orchid was the most human of all the Orchids and the most like Susan Linden. Just as Susan Linden spent her life a victim of cruel men, the first Orchid was consumed with punishing the wicked. The second Orchid had more of the quiet patience of flowers. The third Orchid, the child Suzy, is the least human and the most connected to nature.

Endnotes

1. *Black Orchid* #1
2. *Adventure Comics* #428-430, *The Phantom Stranger* (first series) #32-41
3. *Suicide Squad* #4-12
4. *Black Orchid* #1
5. *Black Orchid* #2
6. *Ibid.*
7. *Black Orchid* #3

Suzy

DEX:	6	STR:	6	BODY:	6	
INT:	7	WILL:	6	MIND:	5	
INFL:	6	AURA:	7	SPIRIT:	6	
INITIATIVE:			19	HERO POINTS:		40

•**Powers:** Comprehend Languages: 7, Flight: 6, Solar Sustenance: 12, Speak with Animals: 7

Note: At this stage in her career, these are the only Powers and Skills that Suzy has developed. She has the potential to develop many more.

•**Advantages:** Attractive

•**Drawbacks:** Innocent; Miscellaneous: Suzy is actually a plant and is therefore vulnerable to defoliants and Powers that affect plants.

•**Alter Ego:** None (retains residual memories of Susan Linden)

•**Motivation:** Upholding the Good

•**Occupation:** None

•**Wealth:** 0

•**Background:**

Carl Thorn, who came to Sylvian's greenhouse to destroy the Orchids, awakened the human-orchid hybrid Suzy from her quiet floral sleep. The second Black Orchid protected the child from Carl.

•**Role-Playing:**

Suzy loves talking to plants and animals. She can speak to all creatures, including men, in their native languages. She is far more innocent and trusting than any other Orchid and far wiser. Play her with a quiet trust and faith in her fellow beings and an abiding wisdom.





JOHN CONSTANTINE

DEX:	4	STR:	3	BODY:	4
INT:	11	WILL:	10	MIND:	8
INFL:	9	AURA:	12	SPIRIT:	8
INITIATIVE:		24	HERO POINTS:		60

- Powers:** Hypnotism: 2
- Skills:** Artist (Musician): 5, Charisma: 10, Occultist: 12, Thief: 4
- Advantages:** Attractive; Connections: Swamp Thing (High); Gift of Gab; Iron Nerves; Luck; Magic Background; Omni-Connection; Scholar (Cults, Demonology)
- Drawbacks:** Guilt (Constantine is haunted by the ghosts of his dead friends.)
- The Blood of Nergal:** For a period of roughly 24 hours after he received a blood transfusion from the demon Nergal, Constantine had 9 APs of the Regeneration Power, a DEX of 6, a STR of 5 and a BODY of 6. Although the demon's blood still courses through Constantine's veins, all of these effects have long since worn off.
- Motivation:** Responsibility of Power
- Occupation:** Occult Troubleshooter [MC]
- Wealth:** Varies Wildly
- Background:**

John Constantine is a fair-haired Cockney occult meddler. He is a manipulator, a rogue, a rake, a wise-ass, a bastard, a world-saver, a betrayer, a seeker, an

enigma, a wise fool, an off-white knight, a cosmic kibitzer, and ultimately, a doomed and tragic hero. He is a restless wanderer, a nexus for weirdness, and court jester to the eternal and the infernal hosts.

John Constantine was born of working-class British parents in Liverpool in a difficult delivery that killed his mother. His father never quite forgave the boy for being born, and they had a stormy relationship. As a result, his father later became a victim to the type of terrible fate that usually came as a result of association with his son. During his childhood, John Constantine was inexorably attracted to magic and he became involved with the occult at a very early age. At first he was a mere dabbler, interested in magic more for "kicks and chicks" than because of any appreciation for the art, but he soon discovered that he had a genuine aptitude for magic.

One day, as a result of one of their fights, his father burned John's occult books. In retaliation, John cast a spell of revenge that caused his father to waste away. Frightened that his father might die, John preserved the cat he used in his ritual by putting it in formaldehyde. This kept his father from deteriorating further, saving his life.¹

In college John Constantine plunged himself into the study of occult practices, becoming the sorceress Zatanna's Tantric magic partner for a brief time. Meanwhile, he formed a band called Mucous Membrane which performed hard-edged but oddly insightful songs, like the anthem "Venus of the Hardsell." He was the lead singer until he disbanded the group in 1978. The band could not compete with his burgeoning interest in the occult.²

By 1980, Constantine had assembled a group of six people interested in the occult to help him investigate supernatural phenomena. They were his lover Judith, his friend Frank North, the psychic Anne-Marie, quantum magic computer guru Ritchie Simpson, former Mucous Membrane member and minor magician Gary Lester, and the 12-year-old occult genius Benjamin Cox. For one of his first adventures, Constantine learned of weird disturbances in the Casanova Club in the bleak mining town of Newcastle from one of his occult contacts. He was familiar with the club and its owner Alex Logue, since his rock group had made their debut there and after some investigation, his team discovered that Logue's amateur occult practitioners had succeeded in summoning a supernatural creature called the Norfulthing. This creature had slaughtered all of the practitioners except Logue's little daughter Astra. The child was still alive but in a state of shock when Constantine's team showed up.

To destroy the Norfulthing, Constantine tried to summon and bind the demon Sagatana. In his youthful arrogance, he thought himself advanced enough to

handle the complex spell properly. Tragically, he inscribed the sigil of the demon Nergal, not Sagatana, and, without the demon's actual name, he had no power to control it. For punishment, Nergal took Astra's soul to Hell. Constantine descended with her and tried to lead the child out by the hand, but when he emerged, all he had was her arm.³

The demon Nergal swore Hell would claim all of Constantine's team, with Constantine last. Over the following decade, the prophecy began to come true. Anne-Marie, Benjamin, Frank and Judith all died horribly during the War with the Shadow Creature.⁴ Gary Lester died as a host to the demon Mnemoth.⁵ Ritchie died during the battle between the Resurrection Crusade and the Damnation Army.⁶

The horrors at Newcastle overwhelmed Constantine, leaving him a screaming madman. He was taken to the Ravenscar Secure Facility for the Dangerously Deranged, where he spent this time integrating the horror of his experience and slowly climbing back the long, frayed rope to sanity. His rehabilitation was not helped by the sadistic psychologist Doctor Roger Huntoon (who went on to write the popular "superhero psychology" book, *Pow! Psychology*) or by the drugs they fed him to keep him from dreaming. Constantine regularly destroyed the narcotics and plunged full-force into his psyche. Confronting his nightmares helped him face his inner terrors and learn from them. After two years he was pronounced cured and was released, older, sadder, and wiser. His isolation had given him time to reflect, and he was ready to take on horrors again.

The England he returned to was unfamiliar to him. It seemed that the Thatcherism and the Falklands War had turned Great Britain into a greedy, warlike nightmare. To stay sane in a world going mad, he returned to supernatural investigations, this time with a more mature outlook and unwavering conviction. He was determined to keep faith with himself and do right by mankind.⁷ Since it was ignorance that caused his downfall in Newcastle, he was determined not to repeat his youthful mistakes. He knew knowledge was key, and he spent a great deal of time amassing vital lore of every field, from science to art to the occult. He met many of the key players in Earth's mystical community and learned their motivations, vanities, and weaknesses so he could later manipulate them.

By taking on many cases and defeating a host of minor menaces, he learned about the imminent return of a Shadow Creature which could not be stopped by any mystical weapons. His only hope, he decided, was to help it reach peace and the only being capable of doing this was Earth's plant elemental, the Swamp Thing.

Unfortunately, the Swamp Thing was literally in his infancy as an elemental and ignorant of his nature and origins. Therefore, to build the elemental's power and

self-knowledge, Constantine sent Swamp Thing on a host of missions that pushed him far beyond his old limits.⁸

The Crisis on Infinite Earths was a manifestation of the War Against the Shadow, and Constantine joined Earth's heroes in both conflicts. His tutelage of the Swamp Thing paid off when the elemental, armed with knowledge from the Parliament of Trees, was able to teach the Shadow Creature about the symbiotic nature of good and evil: that the highest good is called forth and grows from the soil of the greatest evil. Tempered by the experiences Constantine had provided, Swamp Thing succeeded where Doctor Fate, the Spectre, and the Phantom Stranger failed.⁹

After literally saving all of reality, Constantine returned to England to look up old friends. In the process he became involved in a battle between overzealous agents of Heaven and Hell, called the Resurrection Crusade and the Damnation Army. He discovered that his lover, Zed, had been primed by the Resurrection Crusade as a vessel to channel Heavenly power to Earth and enslave humanity and that the demon Nergal, fearing a prophecy predicting a union of nature and supernature that would produce a being of great healing power, led the Damnation Army to oppose the Resurrection Crusade's scheme.

Nergal tried to enlist Constantine's help in stopping the plan and inadvertently gave Constantine a clue that he was the mysterious, unnamed demon that took the child Astra at Newcastle. Constantine initially refused to join, saying that he would choose no side in the war between Heaven and Hell but that he simply wanted to protect the people caught in between. He saw a chance to manipulate the demon, however, and agreed to stop the Crusade's ritual in return for healing the extensive injuries he had sustained.

The demon agreed and healed Constantine by infusing his own demon blood into the man's body. Constantine then snuck into the Resurrection Crusade's lair and made love to Zed, making her unfit as a vessel for Heavenly power. The forces of Heaven then destroyed the Resurrection Crusade. When this happened, it appeared that Zed had died as well.¹⁰

During the Resurrection Crusade debacle, Swamp Thing took over Constantine's body to use it as a human host for impregnating his wife, Abby. This fulfilled the prophecy the demon Nergal feared and, in a rage, Nergal chased Constantine, who hid in the Quantum world accessed through computers.¹¹ The demon pursued him there and chased him right up into the Resurrection Crusade's computer uplink to Heaven. As a result, angels tore Nergal apart while Constantine fled.¹²

After that, Constantine's cases involved mad geomancers, ghosts, atom bomb worshipers, and the

Sandman. His most difficult case was the serial killer called the Family Man, a maniac who butchered whole families. During the case, the Family Man found and murdered John's father.¹³ Constantine later found and killed the Family Man, but his father's ghost continued to walk the Earth. To put his father's soul to rest, Constantine had to dig up the embalmed cat he used in his boyhood revenge ritual and set it afire. After that, his father's soul was no longer bound to Earth.¹⁴

Constantine is now much wiser in the ways of magic. His triumphs and tragedies have tempered and refined him. Although he is still tainted by demon blood, his mind is freer than ever. It was this sense of freedom that he attempted to pass on to Timothy Hunter while guiding the boy on an introductory tour of Earth's magical centers.¹⁵

•Role-Playing:

Constantine may be a doomed, tragic, cosmic screw-up of a man, but he does have style. Even when he has been shot down in flames, he goes down fighting, with a joke on his sneering lips. If you are getting a huge charge out of role-playing Constantine, you are probably doing it right. Armed with nothing more than a few occult tricks, insufferable arrogance, and a rapier-like wit, he repeatedly faces enemies of boundless power and immeasurable evil. He makes sardonic jests about everything. He takes nothing seriously and treats everything like it is a big, cosmic joke. The more serious the threat and the grimmer the subject, the sharper his wit and the more cutting his humor. He is a complex man of shifting drives and passions, but underneath it all, he is a compassionate man who uses his sardonic humor and nastiness to keep from getting close to other people.

Despite his perpetual smirk, Constantine is a man of great integrity and abiding compassion. He masks his convictions well, though, and derides any attempts to accuse him of saintly behavior. He can be ruthless and diabolically cold, but also compassionate and sensitive. To understand how these contradictory traits can coexist in one man, refer to the introduction to this book.

Constantine has three obsessions that dominate his personality: freedom, knowledge and connections. Freedom is Constantine's first passion. This manifests itself as his eagerness to learn, to explore, to experiment, to dabble, to meddle, and to otherwise get involved with beings from whom most sane people would flee in terror. With his guile, charm, luck, connections, and simple skills in divining and hypnosis, Constantine never has a problem raising money, and he enjoys the freedom it buys. He is at home in virtually every environment and gleefully travels anywhere at the slightest provocation. His domain is the entire world, and he travels it with

reckless abandon. He is fluid and free but never has a place to call home.

His second obsession is gaining knowledge. To do so, he keeps tabs on many of the world's magical beings, collecting and trading esoteric knowledge. The vital information he finds gives him the unique ability to manipulate beings of power far beyond his sphere. Although he has no magical powers, he does have techniques for reading the forces that already exist. He uses hypnosis, divining, and ritual magic to achieve his ends.

To serve his third passion, Constantine makes contacts everywhere. He collects contacts like some people collect baseball cards or comic books: obsessively and with great relish. He knows people in all walks of life, in all stations of society, on all parts of the globe, and on both sides of the war between Heaven and Hell. This gives him substantial influence on and connection to the world of the paranormal. His contacts are often complex, unpredictable, and manipulative, but they are seldom as clever as he is. Some are friends, some are enemies, but any that underestimate him do so at their own risk. Constantine's connections are so vast that they give him the equivalent of the Awareness Power rated at 16 APs. Nothing ever happens in the mystical world without Constantine's catching wind of it from someone. Of course, if he is somehow separated or prevented from reaching his contacts, he cannot call on this ability. His contacts include: Earth's Mystical Community, the Swamp Thing, voodoo crime lord Papa Midnite, Lesser Demons (like Blathoxi, Lord of Flatulence), Crime Reporters, the Anarchy Subculture, Government Officials, Primitive Shamans around the world, University Professors, Musicians (especially in the Underground Music Scene), Hollywood Moguls, the Art Community, PR flack Funky Flashman, psychologist Roger Huntoon, Arkham Asylum, and many more.

The path Constantine has chosen through the invisible maze led him to betray all those he loved. It is as if he is doomed to succeed at the price of those dearest to him. His father, his teammates, and his lovers have all suffered some sad fate as a result of contact with him. It is clear that everyone who gets close to him is doomed. What's unclear is whether he seeks out people who are doomed for company or whether his company dooms people. Some say the betrayal that enfolds him like a shroud is some sort of repayment for a Karma debt incurred by his ancestor, called Kon-stentyn, a great pagan king who betrayed his people and was responsible for scourging magic from England.¹⁶

Constantine is often haunted by the ghosts of the people who have died because of their contact with him. It is not clear whether these are real ghosts or figments of his imagination. They are not just there to

mock him, but to provide him with insight. They usually show up when Constantine has a quiet moment to reflect and their silent presence adds greatly to the mood of the game. They do not necessarily have to do anything, although a good Gamemaster can weave them into the plot. They should not be overused in the course of a campaign.

Constantine is restless and uncomfortable when inactive, and if trouble does not seek him out, he makes trouble. He spends his time alternating between periods of frenzied activity and bouts of near-catatonic depression. It is up to the player to work out these mood shifts, although the storyline of the game will often suggest courses of action. This depression arrived as horrible, mind-racking nightmares, until the Sandman relieved his nightly suffering by soothing his dreams.¹⁷

John Constantine is addicted to nicotine and smokes cigarettes almost constantly. In a way, smoking is as much a ritual to Constantine as any other. There is no game penalty if Constantine finds himself in a situation where he is forced to go without cigarettes for an extended period, and therefore, his smoking is not listed as a Drawback. He does suffer from nicotine withdrawal however (that is, he has the occasional nicotine fit, maybe a couple of headaches, and he becomes cranky and irritable), if forced to go without cigarettes for too long, a fact that a player playing Constantine should keep in mind.

Constantine is unique among Earth's mystical community because of his powers. He does not have any. He faces tremendous threats armed only with his wits, his charm, and a few tricks. He knows a little hypnosis, a little lock-picking, and simple divining. He is not precognitive, but he can use sympathetic magic to locate things. On the surface this does not look like much, but a clever player can parlay it into a powerful set of tools. Gamemasters should use discretion in presenting the results of divination. For example, rather than having his divining point the way directly to the solution of the adventure, the GM can have the results take Constantine to an important clue.

Another of Constantine's abilities is the enormous number of minor effect occult rituals that he has committed to memory and frequently uses. In the past, he has used his Occultist (Ritual Magic) to divine the combination to a safe. The APs of Effect for these rituals (and the OV/RV against his Occultist Skill to perform them) is usually in the range of 4 to 5 APs.

John Constantine is a complex man, with a rich motivation set. Although his primary motivation is Responsibility of Power, he runs through all the other heroic Motivations. Like heroes with the Thrill of Adventure Motivation, he is addicted to curiosity, to finding out the truth, to solving mysteries, and to

penetrating secret places. As he says, he is addicted to adrenaline or to a "motivating kick in the bum." When he stalks demons with a manic passion, as he did when he led Nergal through cyberspace to the gates of Heaven, he is Seeking Justice. Sometimes his knowledge and abilities frighten him, and he feels the burdens of Unwanted Power. And deep down inside, hidden by a mask of banter and bravado, he is a decent, compassionate man who cares deeply about Upholding the Good. His definition of goodness may not exactly coincide with Superman's, but it is genuine all the same. Overall, Constantine feels the Responsibility of Power. His power is his vast knowledge of the occult and hidden mysteries. He knows that if he does not do it, no one will. Although he travels through realms of the most colorful beings in the DC Universe, his is a lonely path.

Endnotes

1. *Hellblazer* #31
2. *Hellblazer* #1
3. *Hellblazer* #11
4. *Swamp Thing* #46-48
5. *Hellblazer* #2
6. *Hellblazer* #7
7. *Hellblazer Annual* #1
8. *Swamp Thing* #37-49
9. *Swamp Thing* #50
10. *Hellblazer* #1-10
11. *Swamp Thing* #76
12. *Hellblazer* #12
13. *Hellblazer* #24-30
14. *Hellblazer* #31
15. *Books of Magic* #2
16. *Hellblazer Annual* #1
17. *Sandman* #3

MERCURY

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	5	MIND:	4
INFL:	7	AURA:	6	SPIRIT:	5
INITIATIVE: 12			HERO POINTS: 13		

- Powers:** Dimension Travel: 12, Precognition: 16
- Skills:** Occultist: 5
- Limitations:** Power Restriction: Dimension Travel is limited to the Astral Plane and Earth's Plane.
- Advantages:** Connection: John Constantine (High)
- Drawbacks:** Age (young)
- Equipment:**
Pen Knife [BODY: 5, EV: 2]
- Motivation:** Responsibility of Power
- Occupation:** Nomad
- Wealth:** 0
- Background:**

Mercury is a teenage girl with powerful psychic abilities and a natural talent for mysticism. She can read minds, see the future, and project thoughts and

emotions into the minds of others. She is clever, strong, willful, and wise beyond her years. Because of her unique connection to the fates of man, it is likely that she is favored by the Triple Goddess (see **Witching Hour** on p. 83).

Her mother is Marj, a member of the nomadic Freedom Mob. Her father, Pete, was a drug dealer. Merc lives with her mother now and travels the English countryside in a bus called the Heart of Gold. The Freedom Mob is part of the Peace Convoy, which was created by large groups of young people left unemployed in the wake of rampant Thatcherism. Rather than build regular dwellings and contribute to the pollution and overcrowding problems in British cities, they travel freely and live in harmony with the Earth. The government has a difficult time keeping track of these modern nomads and tries to suppress them.

The Freedom Mob has a healthy respect for magic and trusts Merc's intuition. This alternate lifestyle allows Mercury's spiritual talents to flourish. In a more traditional environment, her insights would be suppressed by a society that does not accept inner wisdom.

Mercury found John Constantine in the woods when he was on the run from the law.¹ She could see in his aura that he was a good man, and she impulsively "adopted" him. She took him back to the Freedom Mob and taught him to live off the land. She also helped restore his psychic equilibrium, which had been sorely damaged in the wake of the Resurrection Crusade and Nergal affair.

The Geotronics corporation, a well-financed defense sub-contractor that manipulates the energy of Earth's ley lines with an unholy combination of science and mysticism, discovered Merc's talents and kidnapped her.² The corporation taught Merc to harness her considerable powers. They wanted to use her to remove the living fear essence from extreme phobias and place the fear in their magic trap, where it could incubate into the Fear Machine. Once Merc realized what she was doing, she escaped the corporation, met up with John Constantine, and joined the Pagan Nation, a group led by Constantine's former lover, Zed.³

While she was with the Pagan Nation, Merc volunteered to become the Maiden on the Rock, the pagan priestess who harnesses the energy of the Dragon, the World Serpent. Zed and Merc's mother, Marj, performed an ancient sexual ritual with John Constantine to invoke the female principle of magic and Merc channeled the energy out into the open, where it mingled with the male power of the Fear Machine and canceled it out.⁴

Although they were completely successful, Marj feared her own power and left the Pagan Nation, taking

Merc with her. John Constantine found them again, but this time he was not a beneficial presence. His psyche had become dark and spiteful, corrupting all it touched. Merc forced him to confront his destiny by pulling him through the astral plane and leading him into his own future. She showed him he was doomed to die a miserable old failure if he continued along the road he was traveling. This helped Constantine exorcise the self-loathing that was killing him.⁵

•Role-Playing:

Mercury is a study in contradictions. She's as petulant as the child she is and as wise as the priestess she'll become. She's sometimes bold, sometimes prone to unreasoning fear. She's timid one minute and arrogant the next. Above all, she knows what's good for her and won't let herself be hurt. Rather than be a victim to the people and powerful forces at play around her, she takes care of herself. She's young and vital and does not hang onto the past. She often can see the future, and she embraces it wholeheartedly.

Endnotes

1. *Hellblazer* #14
2. *Hellblazer* #16
3. *Hellblazer* #20-21
4. *Hellblazer* #22
5. *Hellblazer* #34-36

MARJ

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	3
INFL:	3	AURA:	4	SPIRIT:	6
INITIATIVE: 9			HERO POINTS: 15		

•**Skills:** Occultist: 3, Vehicles (Land): 3

•**Advantages:** Connection: John Constantine (Low)

•**Drawbacks:** Uncertainty

•**Equipment:**

HEART OF GOLD [STR: 4, BODY: 8, Running: 6, R#: 2]

•**Motivation:** Responsibility of Power

•**Occupation:** Urban Nomad

•**Wealth:** 2

•**Background:**

Marj is a modern nomad, wandering the English cities and countryside at will, both alone and with the Freedom Mob. She is a good-hearted woman with a deep social conscience and an abiding concern for the health of the planet.

Marj spent her youth confused and hungry for love. She got pregnant by a drug dealer and had a child out of wedlock. Because so many of her own needs are unmet, she is a good friend to her daughter Mercury, but she's not much of a mother. In spite of this, Mercury is a mature child, far more self-reliant than Marj. In many ways Merc is the parent to her mother. The two travel England together in a bus named the Heart of Gold.

John Constantine joined the Freedom Mob and briefly became Marj's lover.¹ Marj was broken-hearted when Merc was kidnapped by Geotronics, but she knew that Merc could take care of herself. She joined the Pagan Nation and began learning Earth magic with Zed, a pagan priestess.²

Marj pooled her feminine energy with Zed and performed ancient pagan rites with Constantine to summon the female spirit of the Earth. They succeeded, ending the Fear Machine affair,³ but Marj could not take the intensity of her own power and fled the Pagan Nation, taking Merc with her. Constantine caught up with them and rekindled his relationship with them.⁴

•**Role-Playing:**

Marj is tremendously compassionate, sometimes to her own detriment. She is sometimes willing to be hurt so that others (especially men) can ease their pain and loneliness. Merc often takes care of her and keeps her from being badly harmed. Sometimes she is jealous of Merc, because Merc is wise and self-sufficient, whereas Marj often feels dense and needy.

Endnotes

1. *Hellblazer* #15
2. *Hellblazer* #18-19
3. *Hellblazer* #22
4. *Hellblazer* #34

ZED

DEX:	5	STR:	2	BODY:	3
INT:	6	WILL:	5	MIND:	6
INFL:	8	AURA:	7	SPIRIT:	7
INITIATIVE: 19			HERO POINTS: 23		

•**Skills:** Artist: 7, Martial Artist: 4, Occultist: 9

•**Advantages:** Connections: John Constantine (High), Resurrection Crusade (Low)

•**Motivation:** Upholding the Good

•**Occupation:** Planetary Healer

•**Wealth:** 0

•**Background:**

Zed is a natural mage with an innate empathy and connection to Earth magic. She was born and raised in England in a society that could not understand or appreciate her gifts. Consequently she fell under the influence of anyone who could offer her any help in understanding her power. The Resurrection Crusade, a tightly-controlled group of Fundamentalist sorcerers, recognized her potential and purity and decided to use her as host vessel for the divine forces they were summoning. They told her she was the Mary and would bear the child of God.¹

But Zed escaped the Crusade and became a guerrilla wizard and street artist. She shed the white clothes and hair the Crusade picked out for her and replaced them with zebra stripes, and black hair streaked with white, to indicate that she was aligned

with neither Heaven nor Hell. While living as a vagabond, Zed had a psychic revelation about the Damnation Army serial killer who had kidnapped John Constantine's niece, Gemma Masters. She painted a very disturbing picture of the killer and Gemma on a London wall. Constantine was drawn to the painting, and to Zed, and the two occultists then became lovers.

When they found out about Gemma's kidnapping, they headed to Liverpool.² The Crusade was already there, invited by Gemma's spineless father. Zed used her psychic skills to draw a picture of the house where Gemma was hidden, and Constantine divined its location. They rescued the girl, and Zed subdued the satanist.³

When Zed returned to London, the Crusade came to reclaim her. When she refused to go with them, the demon Nergal sent a Nazi skin-head monster to kidnap her for his Damnation Army. Constantine saved Zed by tricking the beast into destroying itself.⁴ They tried to hide with Constantine's friend Ray Monde, but the Tongues of Fire subgroup of the Crusade found them and killed Ray.⁵

The Tongues took Zed to Glastonbury, where they began a thorough brainwashing procedure, forcing the woman to accept her fate as frail handmaiden to the Lord. They dressed her in white again, to suggest purity and alignment to Heaven, but before the great ritual, John Constantine found her and made love to her again.⁶ This corrupted her with Nergal's demon blood and made her an unfit vessel for divine forces. When the Crusade began their ritual, the angelic hosts rejected her and destroyed the Tongues of Fire.⁷

Zed survived the ordeal and went north, where she joined the Pagan Nation. This time she was fully in charge of her own destiny. When the Magi Caecus and Geotronics succeeded in unleashing the masculine energy of the planet onto the physical plane, where the magical imbalance was threatening to destroy the world, she joined with Marj, Mercury, and Constantine in their efforts to make her the vessel by which the planet's female energy was channeled into a single force. She birthed the female dragon, which intertwined with the male dragon of the Fear Machine, restoring the balance to the world and stopping the scheme of the Magi.⁸

Zed was washed out to sea by the unleashed forces, but she survived. Constantine returned to his usual haunts. Marj left the Pagan Nation, unable to cope with the immense female power she saw in herself. But Zed stayed behind to act as caretaker for the beleaguered planet Earth and for the soul of mankind.

•**Role-Playing:**

Zed is a strong, willful, healing woman. She is stubborn, independent, wise, and courageous in the face

of great odds. She knows that imagination is the ruling force of all creation and uses her prodigious creativity to manifest her will in the world. She works in harmony with the Earth and natural forces and strives to keep the planet safe.

Endnotes

1. *Hellblazer* #7
2. *Hellblazer* #4
3. Ibid.
4. *Hellblazer* #6
5. *Hellblazer* #7
6. *Hellblazer* #9
7. *Hellblazer* #10-11
8. *Hellblazer* #22

ROGER HUNTOON

DEX:	2	STR:	2	BODY:	3
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:		7		HERO POINTS:	
				12	

•**Advantages:** Connections: Arkham Asylum (High), Ravenscar (Low); Scholar (Psychology, Superheroes)

•**Drawbacks:** Minor Irrational Attraction to fame

•**Motivation:** Power Lust

•**Occupation:** Psychologist

•**Wealth:** 5

•**Background:**

Roger Huntoon is a creepy, toad-like, paranoid, vainglorious psychologist who imagines himself an expert on the minds of superheroes.

Huntoon had a traumatic childhood in Britain, where he was tormented by the other children, including the young John Constantine, who called Huntoon "Piggy." He was madly jealous of Constantine because of John's effortless charm and success with women. When Constantine had a youthful affair with a young woman named Diane, he was enraged and never forgave John for stealing her away from him.¹

The heartbroken Huntoon went on to study psychology and ended up interning at the Ravenscar Secure Facility for the Dangerously Deranged. Ironically, Constantine was committed to Ravenscar at this time, and Huntoon was forced to act as nurse to his hated rival, who was now jabbering and incoherent with madness.² After Constantine regained enough of his sanity to leave Ravenscar, Huntoon was a changed man. Through Constantine, he had seen a glimpse of the dark and forbidding powers that lurk at the fringes of reality.

After this, he became obsessed with the paranormal and focused on abnormal psychological development of metahumans. His doctoral thesis was *POW! Psychology: Understanding the Super-men (and Women)*. The book was an analysis of superheroes, and

it concluded that heroes were a danger because they made normal men feel inferior. His findings were colored by his own inadequacies and insecurity, but he was not astute enough to realize this. His paranoid message was diluted in the popular edition of his book because the editors watered it down and included faked cheesecake photos of the Teen Titans skinny dipping. The book was a hit at supermarket checkout counters, where tabloid readers seek gossip about superheroes.³

Huntoon's sharpest critics pointed out that his conclusions were based on sketchy, suspicious secondhand reports and not on firsthand observation of metahumans. To address this, Huntoon took a low-pay, low-status job at Arkham Asylum, where he could observe the madness of Batman's rogue's gallery firsthand. When John Constantine broke into Arkham to talk to Woodrue, Huntoon had his old rival arrested and planned to torture him. After Constantine gained all the information he needed, he escaped from his straitjacket and disappeared, leaving the frustrated Huntoon fuming.⁴

•**Role-Playing:**

Huntoon is a verminous little creep who seeks to mask his own sense of inadequacy by running down others. He is a dedicated scientist and once almost figured out Superman's dual identity. Unfortunately, he often lets his paranoia cloud his judgment.

He makes a fun NPC to dog the heels of the PCs. Gamemasters can have him study the PCs, seeking to unravel their secrets by doing a psychological study of them.

Endnotes

1. *Swamp Thing* #66
2. *Hellblazer* #8
3. *Swamp Thing* #66
4. Ibid.

DEADMAN

DEX:	8	STR:	4	BODY:	7
INT:	5	WILL:	6	MIND:	6
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:		24		HERO POINTS:	
				65	

•**Powers:** **Mystic Link*

Awareness: 8, Dimension Travel: 7, Invisibility: 20*, Invulnerability: 12*, Personality Transfer: 18*, Self Link (Spirit Travel): 30

•**Skills:** Acrobatics: 8, Martial Artist: 5, Occultist (Occult Knowledge): 5, Thief: 6

•**Limitations:** Invisibility is Always On; Dimension Travel can be used for Travel only, and Deadman can only transport himself, not others; Miscellaneous: Characters with the Magic Sense Power can automatically see Deadman, as can anyone who encounters him in the Afterworlds.

- Advantages:** Area Knowledge (Realm of the Just Dead, Astral Plane); Connections: Phantom Stranger (Low), Rama Kushna (Low); Lightning Reflexes
- Alter Ego:** Boston Brand
- Motivation:** Unwanted Power
- Occupation:** Roaming Spirit [MC]
- Wealth:** as wealthy as the person he is possessing
- Background:**

Deadman is the disembodied, undying spirit of Boston Brand, a circus acrobat who was shot to death by a mysterious assassin. The goddess Rama Kushna intercepted his soul and magically empowered him to take control of the bodies of living humans.

Deadman's saga is as twisted and tortured as the contorted, emaciated spirit himself.

Boston Brand's life took a weird turn very early. When he was a boy, he went to the circus with his twin brother, Cleveland. A Gypsy fortuneteller gave Cleve the happy prediction that he was destined for a career as a famous circus performer, but she had grave news for Boston. She told him he would die twice in the circus and warned him to stay away from circuses.

Boston Brand grew up to become a very willful, almost headstrong man and defied the Gypsy's prediction by becoming an accomplished circus acrobat. He joined the Hill Brothers Circus and created a ghoulish highwire act. He wore a blood-red leotard and an ashen death mask that resembled an angry ghost. Calling himself Deadman, he single-handedly revived ticket sales at the Hill Brothers Circus by playing to the audience's most morbid impulses. His act not only defied death, it appealed to the death wish in the crowds.

In his private life, Brand was falling in love with Lorna, the young owner of the Hill Brothers Circus, and was helping her rid the company of some corrupt performers. Things were going very well for him, and he was blissfully unaware that his life was about to get very complicated. But first his life would have to end.

One evening, as he was reaching the climax of his Deadman act, Brand was shot by an assassin. But his spirit lived on, rescued from the Afterworlds by the goddess of the Balance, Rama Kushna. Since Brand's death was unjust, Rama charged Deadman with restoring the Balance by finding his killer and bringing him to justice.¹ She gave Boston Brand the power to inhabit people's bodies, putting their minds at rest until he left them. Also, as a spirit, Deadman was invisible and intangible, although he later learned that enchanted beings could see and sometimes affect him.



Thus began one of the most bizarre manhunts in history, as this simple mission took one unexpected turn after another. All Deadman knew of his assassin was that he used a rifle and had a prosthetic hook in place of his right hand. But these clues led to blind alleys, dead ends, and of course, more clues leading to more blind alleys. Deadman met many people in need of help along this maze of disheartening and frustrating failures, and he selflessly gave of himself to aid them. Because he was invisible and insubstantial, he never received credit or acknowledgement for his work. Deadman even made some friends along the way, like the Forever People, who gave him an organic robotic body to inhabit. Boston used the robot body for a time but soon abandoned it.²

Among the people in need of help was Boston's brother, Cleveland. True to the Gypsy's prediction, Cleve did indeed become a famous circus performer. He took Boston's place in the Deadman act and even used his brother's stage name. This lured the Hook back to the circus to kill Boston Brand again. Deadman's interference prevented the assassination, but the Hook escaped, and Deadman had to continue his search.³

Ultimately, Deadman found the Hook and stumbled onto a worldwide threat. His killer was a member of the powerful cult called the League of Assassins and had killed Boston Brand as part of an elaborate graduation assignment. Because his brother Cleveland had taken Boston's place, the leader of the League of Assassins, called the Sensei, believed that the Hook had failed to kill Boston Brand. His failure dishonored the League, and the penalty was death.

The irony was that the Hook should have been punished because he succeeded, but instead he was sentenced to death because the League thought he had failed. Deadman failed in his attempt to prevent the assassin's scheduled execution, robbing him of seeing the Hook brought to justice. During this attempt, he discovered that he could not take control of the Sensei's body for some unknown reason.

The Hook was killed, but there was no justice in the death. A second murder simply compounded the first. A "Balance" had not been achieved. Therefore, the soul of Boston Brand was more anguished than ever.⁴

Deadman tracked the League of Assassins to the Himalayas, where he discovered a paradise called Nanda Parbat. The land was a haven built by Rama Kushna to redeem the souls of the corrupt and wicked. Inside the confines of this city, hateful people lost all interest in their evil ways and became placid and gentle.

It also caused Deadman's once incorporeal body to gain substance, and Boston Brand was literally brought back to life, but only as long as he stayed inside Nanda Parbat.⁵ During his brief stay in Nanda Parbat, the flesh-and-blood Brand was attracted to a former assassin named Lotus. But the failure of his mission was of overriding importance to him, and nothing came of their relationship. Deadman eventually faced down Rama Kushna and demanded he be allowed to continue his mission and his undead existence. Rama agreed, and Deadman was given a new lease on unlife.

In the first mission of his new career, Boston defended Nanda Parbat from an invasion by the Sensei and his League of Assassins. The League of Assassins now included Lotus who had also fled Nanda Parbat, causing her former madness and cruelty to return.⁶

Armed with a renewed sense of purpose, Deadman traveled the world, meeting and working with members of Earth's superhero community, like Batman, Superman, and the Justice League of America. He also traveled the spirit realms, where he met members of Earth's mystical community. One of these was with the Phantom Stranger, and although they got off to a rocky start, their companionship was to endure throughout the years. Deadman also worked with Swamp Thing and the other mystical heroes to prevent the Shadow Creature from destroying Heaven.⁷

During this, the League of Assassins was still loose in the world, and Lotus was still active. Deadman was brought back into the League's web of deceit when Lotus assassinated Boston's brother Cleveland. Rama's agents killed Lotus before Boston could avenge his brother's death.

This led to a series of events that threatened even Rama herself. Deadman learned that Nanda Parbat was built by the spirit of a man named Jonah, whom Rama had pulled back from the brink of death and had given Deadman-like powers. Jonah collected hundreds of thoroughly vile people and brought them to Nanda Parbat, where they could begin life anew, free from madness and malice.

Eventually, Jonah wanted to go to his spiritual rest. When Rama refused, Jonah left Nanda Parbat to build the League of Assassins. He took over the body of the Sensei and used the old man as his human instrument on Earth. The Sensei then built up massive technology capable of destroying Rama and brought his army to Nanda Parbat. In the fighting that ensued, Jonah was destroyed, but Rama died as well, taking Nanda Parbat with her. The men and women of the hidden city turned evil again and fled to the far corners of the world. Deadman, who retained his powers even after the fall of his goddess, rescued the innocent children of Nanda Parbat and set out to hunt down their evil parents.⁸

According to some accounts, Rama Kushna was responsible for the death of Boston Brand. These reports explain that the Hook's original target was a politician who was attending the Hill Brothers Circus. Rama's agents had hypnotized the Hook to make him shoot Boston Brand instead so Rama could turn Brand into her undead agent.⁹

Whether this is true or not is unknown. Rama is a strange deity, not bound by conventional morality. Her dedication to the "balance" makes all sacrifices worthwhile to her. Sometimes men must die to the world to begin their true life's work in the realms of magic.

Deadman now hangs out in the Realm of the Just Dead and helps Earth's mystical community stand against great threats. As a ghost, his abilities are slight compared to some of the great magical beings, but his courage and compassion make up for what he lacks in power.

Deadman has calmed down a lot since his early days, when he was full of frustration, rage, and misery over his spectral condition. His experiences have tempered him, and he has come to accept his fate. At times, he is even grateful for it.

•Role-Playing:

Deadman is lots of fun to role-play. He is somber, morose, and very sarcastic. Playing him gives you a chance to bring a bitter touch of melancholy to light, fun encounters and to break the tension of horrifying encounters with his ironic, world-weary observations. He is often impulsive and reckless, launching himself into battle without thought or fear, mocking his enemies as he goes.

If you play Deadman in games set during his early days, keep in mind his torment and play out his pain. During this period, Boston Brand experienced extraordinary isolation and loneliness. It took a long period of adjustment for him to accept life without the physical pleasures of life. Food, warmth, love and companionship were denied to him, and he suffered for it.

As a result, he spent much of his time absorbed in self-pity and misery, bemoaning his fate. He was only able to overcome his depression when he was involved in an important mission. When he had a goal, he forgot his anguish and focused on his purpose. Only then did he feel fulfilled.

If you are playing Deadman in the present day, play up his sarcastic side. He has mellowed greatly with age and has come to accept his fate. Although he still broods over all he has lost and sometimes yearns for the comforts of life, he has accepted his solitary existence.

The members of Earth's mystical community can see and talk to him, so he spends much of his time consorting with them and learning from them. When he is not visiting the Phantom Stranger, the Spectre or any

of his other friends, Deadman keeps busy exploring the outer reaches of the spirit worlds and the inner depths of his undying ghost body.

Note: Deadman refers to God as a female, as in "God knows, and she's not telling."

One of the unique aspects of the Deadman comic series was the strange visuals of Deadman hovering in space, sitting in cars driven by oblivious drivers, doing acrobatic leaps off of satellites, irreverently sitting on someone's head, etc. When you play Deadman, visualize the setting, and be sure to explain what he is lying on, hovering over, or whatever.

Remember, even though he is not visible or tangible, he is still present.

Boston Brand makes a great informant for the players. When there is mystical information the GM wishes to convey to the heroes (especially news of events on the spirit plane), you can use Deadman as an NPC to communicate the facts.

For example, while the characters are strolling along, a thoroughly ordinary cab driver or news vendor or any other nondescript person approaches them and cheerfully announces that he is Boston Brand. After a bit of light banter, Deadman proceeds to reveal what he knows. He takes any additional instructions the players care to give and then disappears as mysteriously as he appeared, leaving his host body just a little bewildered.

Of course, if there are not NPCs around for Deadman to inhabit, he can use one of the heroes' bodies. Remember to roll for Personality Transfer.

Deadman has no extraordinary control of magic that warrants his inclusion here. Being a ghost does not guarantee great wisdom or power, as Boston Brand clearly has shown; it is just one more aspect of life as a human being. Deadman is accorded a place here because of his knowledge, his service to the Earth, and his place of honor in Earth's mystical community. Despite a relative lack of powers, he has maximized his scant resources and has proven himself worthy of attention. He has made a significant contribution to the greater good of mankind, armed only with courage and determination.

Endnotes

1. *Strange Adventures* #205
2. *Forever People* #9-10
3. *Strange Adventures* #211-213
4. *Strange Adventures* #215
5. *Strange Adventures* #216
6. *Strange Adventures* #216
7. *Swamp Thing* #50
8. *Deadman* (mini-series) #1-4
9. *Secret Origins* #15

MISTER E

DEX:	5	STR:	5	BODY:	4
INT:	7	WILL:	12	MIND:	6
INFL:	8	AURA:	9	SPIRIT:	7
INITIATIVE:		20		HERO POINTS: 32	

•**Powers:** **Mystic Link*

Magic Sense: 5, Sonar: 5*, Time Travel: 35*, Truesight: 9*

•**Skills:** Occultist: 8

•**Advantages:** Connections: Earth's Mystical Community (Low); Iron Nerves; Magic Background; Scholar (History)

•**Drawbacks:** Serious Irrational Attraction to destroying the supernatural; Serious Physical Restriction (Blind); Serious Psychological Instability; Magician's Code; Minor Rage

•**Equipment:**

Pistol with Silver Bullets [BODY: 4, EV: 3, Ammo: 6, R#:3]

Note: The silver bullets gain a -4 Column Shift bonus to the RV when used against vampires, werewolves, and similarly enchanted creatures.

Wooden Stake [BODY: 8, EV: 3]

Note: Mr. E receives a -4 Column Shift bonus to his RV when he uses the wooden stake against vampires.

•**Alter Ego:** Eric (last name unknown)

•**Motivation:** Seeking Justice/Psychopath

•**Occupation:** Historian/Paranormal Investigator [MC]

•**Wealth:** 4

•**Background:**

Mister E is a Boston-based historian, monster hunter, and investigator of the supernatural. He is also the most unstable and potentially dangerous member of the informal group that comprises Earth's mystical community.

His peers know little about Mister E as his background, history and goals are as much a mystery to them as his name. This is because he protects his secrets with an almost paranoid zeal. He is psychologically unstable, and he has an obsession with purity, which is due to the childhood abuse he received from his father. One result of this abuse is his blindness. His father took his eyes out with a sharpened spoon because the boy was looking at a pornographic magazine. In addition, his explorations into the occult have driven him closer and closer to the edge. He is not completely insane, but he is getting close.

Mister E has a knack for showing up in the right place at the right time, and he fights the supernatural with a fanatic strength. He learned the business from his father, who fought many agents of the supernatural. He is a tall man who wears a white suit, trenchcoat, and dark glasses with blood-red lenses. He has some magic

power, but his strength is his well-honed mystic sense. He always carries an arsenal of anti-monster weapons, including a gun with silver bullets, wooden stakes, garlic, and charms.¹ With these tools, Mister E has fought vampires, werewolves, reanimated corpses, demons, Hell-hounds, evil sorcerers, and a host of enchanted creatures.

Although he fights against evil, he does not necessarily fight for good. He believes that the ends justify the means and would sacrifice innocents and wreak great havoc to accomplish his ends. In short, he is growing more and more like the monsters he fights.

Mister E joined with Doctor Occult, John Constantine, and the Phantom Stranger to introduce Tim Hunter to the realms of magic.² The already unstable E was dazzled by the power radiating from the boy and feared Tim would one day abuse his powers. He contrived to destroy Tim but knew he would have to do it far from the near-omnipotent gaze of the Phantom Stranger. He took Tim to the very ends of Time and tried to stab him to death with a stake. This attempt was stopped by the sudden arrival of Death (sister to Dream, the Sandman), who was there to "put out the lights" at the end of Time. She saved Tim and forced E to return to his own era by walking backwards through Time.³

At the end of Time, E confronted his own inner demons, including the dark side of himself that became manifest in a creature that was the shadow of his soul, called the Shadower. The Shadower took E to the age where science and magic were united in equal balance. There they met a mage who had planned the incident where Mister E was blinded by his father. The mage had engaged a being called the Temptress to bring him Mister E's eyes, which would have the ability to see through Time. She was the picture he was ogling in the pornographic magazine when his father took his eyes out with a spoon. The mage then used the eyes for his machine called the Chronoptic, which could see through Time. E killed the mage, took back the eyes, placed them in the eyes of the Shadower, and went to face the Temptress.

The Temptress is one of a race of non-material beings that use the human race as playthings for their amusement and advancement. They gain more "points," as it were, when they are able to lead humans to their destruction. When E confronted the Temptress, she

showed him the evil part of himself, particularly the fact that he, like his father, enjoyed spilling blood for the sake of spilling blood, and not for the sake of making things pure. She almost defeated him, but the Shadower, which had followed E through the Temptress' mystic maze, attacked and killed her, absorbing her evil into itself.

E then set out to kill Tim Hunter in the 20th century. When he faced the youth, Tim had gained some training in the mystic arts and was able to hold E off for a time. When E finally did gain the upper hand, he did

not have the heart to kill Tim. The Shadower did, however, and he attacked the boy. E quickly destroyed his counterpart and told Tim to leave. The Phantom Stranger, who had been watching these events, then told Mister E that he had only acted according to a plan designed by the Stranger and Doctor Fate in which Tim would be frightened into turning to the world of magic. Mister E then went on his way, mostly cleansed of his inner demons, and a little less certain of his control over his own fate.⁴

•Role-Playing:

Mister E's chief characteristic in his unpredictable nature. He always seems to be seething inside. Explosive violence lurks just behind his cold, expressionless exterior.

Play up his sanctimonious and wrathful nature. His self-righteousness is so extreme that it borders on hypocritical. While he would never work with or commune with the forces of darkness, he inadvertently serves them by his unflinching willingness to commit grave offenses against the innocent to accomplish his goals. Be as intense as possible, and just a little cracked.

Mister E is good for lots of bleak, sardonic, volatile fun. For an added visual effect, get some imposing looking dark glasses, and wear them while role-playing Mister E. Stare intently dead ahead while you are talking in character, but do not look at the person you are talking to. Speak with great intensity to the space next to him. This is guaranteed to be unnerving.

Endnotes

1. *Secrets of Haunted House* #31
2. *Books of Magic* #1
3. *Books of Magic* #4
4. *Mister E* #1-4



KID ETERNITY

DEX:	5	STR:	3	BODY:	3
INT:	5	WILL:	7	MIND:	4
INFL:	7	AURA:	9	SPIRIT:	7
INITIATIVE:		17		HERO POINTS:	
				50	

- **Powers:** Dimension Travel: 11, Self Link (Spirit Travel): 10
- **Skills:** Occultist: 7
- **Bonuses:** When he needs protection or assistance, Kid Eternity can automatically summon demons in the form of historical personalities from the Afterworlds by saying the word "eternity." The demons he summons will obey his orders, then automatically return from whence they came.
- **Advantages:** Area Knowledge (Heaven, Hell); Buddy (Mr. Keeper); Scholar (Divine Magic)
- **Alter Ego:** Christopher Freeman
- **Motivation:** Thrill of Adventure
- **Occupation:** Ghost
- **Wealth:** N/A
- **Background:**

In 1942, Christopher Freeman was orphaned and sent to live with his grandfather, the captain of a battered merchant ship. Christopher preferred the nickname "Kit," but most of the sailors on the ship just called him "the Kid." One day, a Nazi U-Boat torpedoed his ship. Christopher managed to survive, but only long enough to be killed by German machine gunners.

He passed through the Realm of the Just Dead, where he was reunited with his grandfather, and together, they journeyed to the gates of Eternity. The guardian of the gate allowed the Kid's grandfather to pass but refused to allow the Kid to enter. Apparently, a mistake had been made: the Kid had not been due to die for another 75 years. The guardian summoned Mr. Keeper, an

entity who apparently kept the books. He admitted to the mistake and realized that they could not restore the Kid to life, but they could compensate him by giving him a number of ghostly powers and by allowing him to return.¹

The Kid and Mr. Keeper spent the following years erecting Chaospheres (the so-called engines of paradise) and using the Kid's powers to help the needy. They enjoyed some success until they were captured by the Shichiriron, a group of presences that can occupy and animate inanimate objects. The Shichiriron took the Kid and Mr. Keeper to Hell, where they spent the next 30 years.²

Finally, the Kid was freed by a surge in synchronicity magic, when three people across the Earth all happened to say the word "eternity" simultaneously. He reappeared on Earth at a cocktail party, followed by the Shichiriron. The Kid quickly summoned Al Capone and Richard the Lionheart to his defense and escaped inside the mind of Jerry Sullivan, a young comedian who had been attending the party.³ Together, the pair borrowed the maps of Hell from a maniacal writer and returned to Hell to rescue Mr. Keeper.⁴

When he and Jerry freed Mister Keeper, the former prisoner acted as if he were leading them out of Hell. Instead, he led them to a castle amidst the madness. There they discovered that they were actually part of a grand scheme designed by the Lords of Chaos and that Mr. Keeper himself was a Lord of Chaos. Kid was told that he was never taken to Heaven. He had actually been taken to an illusionary Heaven created in Hell, where his grandfather was actually destined to go. There he was given powers by the Lords of Chaos, one of which was the ability to summon demon assistants who took the forms of historical figures. The Lords of Chaos needed a human vehicle to channel power to construct the Chaospheres (which were actually not the Engines of Paradise, but machines that would continue to focus chaotic energy). These machines would enable humanity to evolve to a higher level and the Earth to be restored to the paradise it once was. In the end, the Lords of Chaos would present the restored Earth as a gift to God in order that they might be "readmitted into the state of perfect grace." Kid was this human focus for chaotic energy. Likewise manipulated was the comedian Jerry, who was sent to father the first child of the new evolved humanity. Kid Eternity decided to concede to this mission and now continues to help Mr. Keeper construct more Chaospheres to this end.⁵

Endnotes

1. *Hit Comics* #25, *Kid Eternity* #1
2. *Kid Eternity* #1
3. *Ibid.*
4. *Kid Eternity* #2
5. *Kid Eternity* #3



THE DEMON ETRIGAN

DEX: 9	STR: 10	BODY: 12
INT: 12	WILL: 17	MIND: 14
INFL: 13	AURA: 17	SPIRIT: 12
INITIATIVE: 34		HERO POINTS: 130

Note: Etrigan's Hero Point total is always twice that of Jason Blood's (see below). When Blood transforms into Etrigan, multiply his current Hero Point total by two to determine Etrigan's starting number of Hero Points. When Etrigan returns to Blood's form, divide his Hero Points in half (rounding fractions up) to determine his number of Hero Points. Hero Points earned in adventures are always added to Etrigan's total.

•**Powers:** **Mystic Link*

Awareness: 11, Claws: 13, Flame Project: 13*, Jumping: 3, Invulnerability: 13, Magic Blast: 16, Mind Probe: 20*, Precognition: 30*, Regeneration: 10, Sorcery: 15

•**Skills:** Occultist: 15

•**Limitations:** Power Restriction: Mind Probe may only be used to learn what the target has experienced in the past, not what he is currently thinking; Power Restriction: Etrigan may not use Precognition on himself.

•**Advantages:** Area Knowledge (Hell); Connections: Hell (High); Iron Nerves

•**Drawbacks:** Strange Appearance; Miscellaneous: In one of Hell's more peculiar curses, Etrigan must always speak in rhyming verses; Miscellaneous: Etrigan cannot cross the bounds of a perfectly drawn "magic circle," nor can he use his Powers to attack targets on the other side of such a circle. [Note: only characters with the Occultist (Ritual Magic) Skill rated at 7 APs or higher can inscribe such circles. Inscribing a circle is an Automatic Action and takes roughly 15 minutes (8 APs of time) to complete.]

•**Equipment:**

LIVING ARMOR [BODY: 15]

Before particularly important combats, Etrigan impales a number of living scorpions on the sharp spikes that protrude from his bony skin, giving him a form of "living armor." Once put in place, the armor lasts ten phases before sloughing off and becoming useless.

•**Alter Ego:** Etrigan/Jason Blood

•**Motivation:** Responsibility of Power

•**Occupation:** Demon Lord (Rhymer Caste) [CE]

•**Background:**

The Demon Etrigan is a cunning, unpredictable, diabolical creature of extraordinary power and guile.

After the fallen angels carved out a treacherous, forbidding home in Hell, a few of the more adventurous demons attempted to reproduce. Etrigan is one of the

first products of these unholy unions. He was born the son of Belial, once one of the greatest of angels, and his life was Hell from the moment he clawed his way out of his mother's womb. Belial had the fledgling demon bound and hung in tortuous fire pits. He put the demonling Etrigan through great anguish and torment in an attempt to break him or harden him. Etrigan learned to overcome these hardships and even to thrive in the midst of them. He survived his Hellish treatment by becoming ruthless and cunning, and his power matured rapidly.

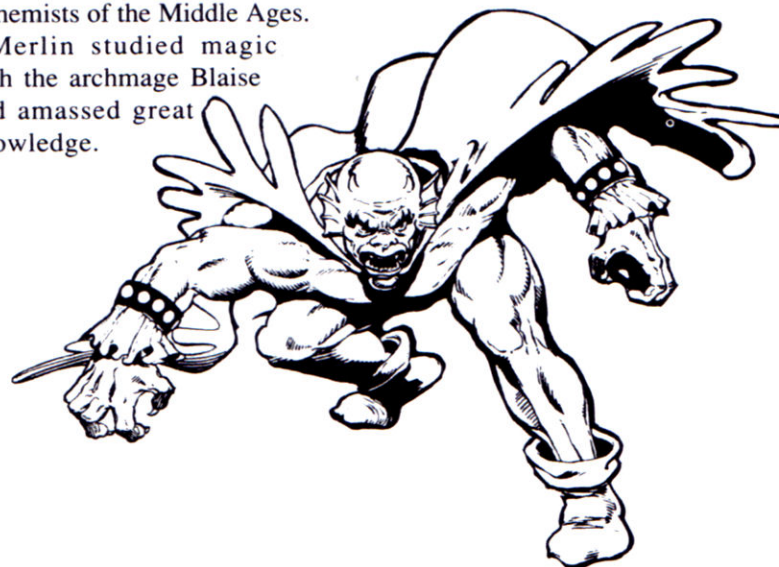
This strange demon cub was the first of a new breed of devil, one that had known only life in Hell. He had no memory of the radiant bliss of Heaven and did not secretly yearn to be back in its divine light. He had no remorse and no private sorrows. He was a demon first and foremost, and he reveled in what he was.

With a monumental arrogance born of supreme self-assurance, he carved out power in Hell. Soon, even the elder demons began to fear him.

Note: Some accounts list Etrigan as one of the fallen angels instrumental in Lucifer's plot against Heaven. It is possible that Etrigan perished in the fall and was reborn as Belial's son. It is also possible that these accounts are wrong. It is also possible that demons just lie a lot.

Belial was concerned about his son's rapid ascension in the very conservative power structure of Hell, and he fathered a new son to rein in the rambunctious Etrigan. His second son, Myrddin Ambrosius, who later became known as Merlin, was born of a mortal woman and was human with demon blood. Belial arranged for Merlin to learn sorcery from the enchanter Blaise so he could bind and control Etrigan.¹ The powerful demonic forces at work in the conception of the demon/human hybrid created a strange crystalline gem as a byproduct. This gem was called the Philosopher's Stone, and it contained exceptional magical power. Its origin and properties are not entirely understood, even by Belial. This is not the same Philosopher's Stone used by alchemists of the Middle Ages.

Merlin studied magic with the archmage Blaise and amassed great knowledge.



He became blood brothers with Blaise's son, a young squire named Iason. The two boys explored the wondrous worlds of high adventure together and entered into the service of the boy king, Arthur Pendragon. Iason became a knight in Arthur's court, and Merlin became Arthur's wizard and trusted adviser.²

In time, Merlin surpassed even his tutor in skill and grew to become the greatest sorcerer of the Earth. He trafficked with demons and learned to bind them. His Hellish heritage gave him special control over demons in general and over Etrigan in particular. The mortal Merlin Ambrosius succeeded where the hosts of Hell had failed: he managed to rein in, bind, and subjugate Etrigan. Merlin was effective at this because of the principle of sympathetic magic: like affects like; brother controls brother.

But the binding was not without a price. The only body strong enough to contain the demon was Merlin's friend, Iason. Hence, the demon Etrigan became bound to a human form.

Merlin and the human-bound Etrigan then fought the good fight against the legions of darkness and the sorceress named Morgan le Fay. When the final battle came, Merlin unleashed Etrigan on the invading demon army, and the demon racked up some exceptional damage on the invaders. Even the time-traveling Swamp Thing aided in the effort.

But in the end, Camelot fell to the invading hordes, and man's noblest dreams were dragged back into the mud for another hundred years. Merlin erased Iason's memories of the demon within him and released the knight into the world bearing the Philosopher's Stone and a fragment from Merlin's Eternity Book.³

That was Merlin's last act before the great mage was imprisoned by the imp Nimue, just as he had foreseen.

Iason Blaise, now called Jason Blood, lived through the centuries. He traveled all over the ancient world and had countless adventures. In generation after generation, he passed himself off as his own descendent and deflected all questions about his origins. He also suffered memory lapses and could not always remember the people he had met earlier. He met John Constantine's ancestor Lady Johanna Constantine, the Sandman's friend Hob Gadling, and Baron Winters, among others.

He was fascinated with demon lore and educated himself in the ways of magic and Hell. By the 20th Century, he had taken up residence in Gotham City and was a practicing demonologist. All the while the demon Etrigan was stirring, watching and waiting and biding his time.

In the late 20th Century, the forces of Morgan le Fay finally tracked down Jason Blood. Morgan was a withered old woman by this time and was only a

fraction of her former self. But she was still able to raise a motley band of warriors to fight for her.

After his first encounter with Morgan, Jason Blood received a mystic summons to travel to Merlin's crypt. There he read the inscription that freed the demon Etrigan from his body. The Demon fought Morgan's forces and repelled them.⁴

Jason Blood then set about fighting occult terrors in earnest. He was aided by friends like psychic Randu Singh, Glenda Mark, and the redoubtable Harry Matthews. Randu used his extrasensory perception to stay in psychic contact with Jason and Etrigan. Randu soon became adept at changing Etrigan by sheer force of will, even over great distances. Harry remained the least useful of the three, but oddly the most reliable. Of these three, Glenda proved to have the greatest aptitude for magic.

With the aid of the Philosopher's Stone, Blood was able to purge the Demon from his body, but he reluctantly revived Etrigan to save Glenda.⁵ He began to fall in love with her, but he hardened his heart and refused to let himself get close.

All the while, Etrigan honed his savage skills fighting witches, enchanted creatures, animated corpses, elemental forces, the undead, Morgan le Fay, and of course, other demons, like Kamara, the fear monkey.⁶ He even met and worked with John Constantine. In the course of his adventures, Blood met and talked to Merlin, but whether this was the real Merlin or a mere shade of the wizard is unknown.

Meanwhile, tensions grew between Jason Blood and Etrigan, and to quell the mounting war of their psyches, they struck a bargain. They decided to grow more like each other and strike a balance. But Etrigan appeared to be cheating. Jason Blood grew more like Etrigan, and Etrigan seemed to stay more like himself.⁷

The war of souls continued and grew more violent.

Despite the Demon's Hell-born nature, he aided Earth's heroes in the Crisis on Infinite Earths⁸ and was a fundamental player in the war against the Shadow Creature, ironically siding with the forces of Heaven. He rallied the demon forces that stood against the Shadow and led the charge wearing armor made from living, wriggling demons. His courage was in vain, for he was absorbed by the Shadow Creature, and his mind was completely probed. From Etrigan's psyche, the Creature learned of hate and fatalism, two concepts that made it stronger.

When the war with the Shadow Creature was over, it was the compassion of the Swamp Thing that carried the day, not the hatred of the defeated Etrigan.⁹

Glenda Mark was not content to let Jason Blood lose the war against the Demon. She researched Etrigan and discovered that he greatly resembled the arch-demon Belial. She used the Philosopher's Stone to trace Jason

to Tintagel Castle in Cornwall, where Merlin lay entombed. There, they began a chain of events that led them to summon Belial and to learn of Etrigan's origin. Along the way, Glenda was abducted to Hell, and Harry was killed. Jason rescued Glenda, but Harry was beyond saving. The Demon tricked Jason into releasing Merlin from his tomb, where the demon Asteroth bound him with hawthorn and whisked the old sorcerer off to Hell.

Without Merlin on Earth, the Demon was released from the enchantments that bound him to Jason Blood's body.¹⁰ But Etrigan quickly discovered that he was dependent on spending time in Blood's body and would die if he did not regularly return to it. Jason and the Demon could exist independently of one another now, but the Demon had to rest within Blood regularly.¹¹

Asteroth continued to hold Merlin captive and delighted in torturing him with hawthorn needles that pierced his spirit as well as his body. When the older demon resurrected Morgan le Fay and funnelled power into her, Glenda and Randu joined forces with Jason Blood and Etrigan to destroy the sorceress again.¹²

Etrigan returned to Hell to confront his demonic parents and embarked on the musical conquest of Hell.¹³ His conquest came to nothing, and he returned to Earth.

As time passes, the Demon grows more savage and more in control. It is unknown if Jason Blood can contain him for long.

•Role-Playing:

The Demon is a wild, bucking bronco of a role-playing experience. He is a savage, rash, and fearless mass of elemental fury. He delights in unnerving, frightening, and destabilizing his foes before he attacks

them. He gleefully leaps into the most violent confrontations, heedless of injury or damage. For example, in battle against the cult of Re-Incarnators, he attacked the cult by burrowing through their magical power generator, emerging into their inner sanctum by bursting out of their central power symbol. Therefore, feel free to go over the top in playing the Demon. Etrigan is as close to complete abandon and lack of restraint as you are likely to find in any gaming world. But don't forget that despite Etrigan's frenzied attacks, he is really a patient, carefully calculating creature. He lurks, lies in wait, sums up the situation, and then lunges in for the kill. His savage attacks make his enemies believe he is an unthinking brute and causes them to underestimate him.

Etrigan is much more than a calculating, scheming, savage bully. Despite the fact that Jason Blood feels Etrigan is gaining the upper hand in the struggle of the personalities, the truth is more complex than that. In reality, the Demon has changed as well. Although he would never admit it, Etrigan is gaining a small streak of compassion. He has acted in the best interests of several humans, ranging from Abigail Cable to Glenda Mark. He continually pits himself against demonic forces that threaten life on Earth, even when Merlin does not compel him to do so. Etrigan is not completely aware of this phenomenon, but he has learned a lot from Jason Blood and will no doubt learn more. This is a part of his personality that makes him all the more interesting and fun to play.

Etrigan is also a demon of the elite rhymers caste of Hell. Rhymers are known for being unflappable in battle. To show their supreme confidence and in the face of even the greatest opposition, they speak in



elaborate rhyme, even in combat. This has a chilling effect on their foes, unnerving them and weakening their resolve.

Okay, we know that holding conversations in rhyme, even simple verse, is a major challenge, to say the least. Being able to compose poetry freely in real-time is not a prerequisite for playing Etrigan. It does, however, add to the fun, and it is easier than it looks. The first thing to do is to read some of the Demon's dialogue. Devour *Swamp Thing* #26-27 and #50 (both of which are available in trade paperback reprints from DC Comics) and *The Demon* (mini-series) #1-4, where the rhyming was used to its best effect. Reading over his dialogue will give you a feel for the rhythm of the rhymes. Next, practice the verses. To prepare for a role-playing session, you can make up a list of rhymes that might be useful. Each time you say a bit of dialogue, work out a rhyme for it. Any rhyme, even a weak one, is better than none. Just like any role-playing skill, the more you use it the better (and easier) it gets.

There is nothing as exquisitely show-stopping as improvisational rhyming. Etrigan's rhyming has a chilling effect in a game session that is ten times as eerie as it is on the printed page. If you can master this role-playing challenge, you can steal every scene and be the envy of your gaming group. It is not for the faint of heart, but if you are up to the challenge, it can be supremely rewarding. The GM can encourage role-playing in verse by awarding a special Hero Point bonus for each completed rhyme. In game play, provide the player with a 1-5 Hero Point award for each Skill or Power use that is accompanied by an effective rhyme. Award 1 HP for verses out of meter that barely rhyme, 3-4 HPs for real rhymes with a decent meter, and 5 Hero Points for truly excellent verses that fit the situation and amaze the other players. For poetry so gorgeous it makes grown men weep and leaves women gasping for breath, award an automatic success to the accompanying action.

Endnotes

1. *The Demon* (mini-series) #1-4
2. *Books of Magic* #1
3. *Swamp Thing* #87, *The Demon* (first series) #1
4. *The Demon* (first series) #1-7
5. *The Demon* (first series) #8-10
6. *The Demon* (first series) #11-16
7. *Swamp Thing* #26-27
8. *Crisis On Infinite Earths* #1-12
9. *Swamp Thing* #49-50
10. *The Demon* (mini-series) #4
11. *Cosmic Odyssey* #1-4
12. *Action Comics Weekly* #636-641
13. *The Demon* (current series) #1-6

JASON BLOOD

DEX:	4	STR:	3	BODY:	5
INT:	11	WILL:	14	MIND:	10
INFL:	10	AURA:	14	SPIRIT:	10
INITIATIVE:		25	HERO POINTS: 65		

Note: Blood's Hero Point total is always half of Etrigan's. When Blood transforms into Etrigan, multiply his current Hero Point total by two to determine Etrigan's starting number of Hero Points. When Etrigan returns to Blood's form, divide his Hero Points in half (rounding fractions up) to determine his number of Hero Points. Hero Points earned in adventures are always added to Etrigan's total.

•Powers: *Mystic Link

Awareness: 11, Invulnerability: 6, Mind Probe: 20*, Postcognition: 20*, Spirit Drain: 5*, Precognition: 30*, Regeneration: 6

•Skills: Charisma (Intimidation): 9, Occultist: 12

•Limitations: Power Restriction: Mind Probe is only usable to learn what the target has experienced in the past, not what he or she is thinking. Power Restriction: Blood cannot use Precognition upon himself. Power Restriction: Spirit Drain is linked only to Jason's blood, which is fatal if used in a transfusion. The demonic elements in his blood drain life force from their host.

•Advantages: Connections: Earth's Mystical Community (Low); Iron Nerves; Scholar (Cults, Demonology, History)

•Drawbacks: Guilt; Secret Identity

•Alter Ego: Etrigan

•Motivation: Unwanted Power

•Occupation: Historian/Demonologist [MC]

•Wealth: 7

•Background:

Jason Blood was born centuries ago as Iason Blaise, son of Merlin's tutor, the great enchanter Blaise. Iason was befriended by Merlin, then called Myrddin Ambrosius. The two were very close and eventually became blood brothers.

Merlin joined the court at Camelot as wizard and adviser, and Iason became a knight of the Round Table. When Merlin wanted to bind Etrigan into a human host, the only body powerful enough to contain the mighty Demon was that of his friend, Iason.

With a heavy heart, Merlin trapped Etrigan in the form of his friend Iason and created an enchantment to transform the man into the Demon and back again. At the fall of Camelot, Merlin stripped all memory of the Demon from Iason and sent him to walk in the world as the immortal Jason Blood.

Jason Blood was unaware of the reason he was immortal but did not question his fate. He was always fascinated by the lore of devils and became a demonologist.

In the late 20th Century, Merlin's slumbering shade called to Jason, who discovered the spell that released the Demon. From then on, the two waged a pitched battle for control of their shared form.

Recently, Jason was able to free himself of the Demon but learned that Etrigan must continue to rest in Blood's mortal body.

•**Role-Playing:**

Jason Blood is a somber, brooding man who is haunted by very real inner demons. He is becoming darker and crueler every day, locking out all people who may be able to help him. He loves Glenda Mark but is frightened of becoming close to her. He fears that if he falls in love, she will fall victim to his demon as well. So he distances himself from her.

Although he made a bargain with Etrigan so that both of them would become more like the other, Jason Blood believes that the Demon is winning the battle of souls. He feels angry, betrayed, and lost as he sees his personality growing darker and more evil and Etrigan gaining in strength. The outcome of the struggle is still in question, but Jason Blood is far from the loser, no matter how bleak it looks to him.

DOCTOR FATE I

DEX: 7	STR: 4	BODY: 10
INT: 9	WILL: 6	MIND: 7
INFL: 7	AURA: 8	SPIRIT: 8
INITIATIVE: 23/36 HERO POINTS: 150		

•**Powers:** *Mystic Link

Invulnerability: 15*, Telekinesis: 11*

•**Skills:** Medicine: 7, Occultist: 16

•**Bonus:** Doctor Fate may substitute his APs of Telekinesis for his STR when performing physical Dice Actions (like throwing a punch).

•**Advantages:** Connections: Earth's Mystical Community (High), Infinity Inc. (High), Justice League International (High), Justice Society of America (High), Lords of Order (High); Insta-Change; Scholar (Archaeology)

•**Drawbacks:** Married; Secret Identity

•**Equipment:**

Helmet of Nabu & Amulet of Anubis [BODY: 10, INT: 13, WILL: 18, MIND: 14, INFL: 16, AURA: 22, SPIRIT: 22, Awareness: 12, Magic Sense: 12, Sorcery: 40]

Miscellaneous Drawbacks: While Nelson is wearing the helmet, he is possessed by the spirit of Nabu, an ancient Egyptian wizard and Lord of Order. Anyone who attempts to wear the helmet must have a SPIRIT of 6 APs or higher or he will be driven insane.

•**Alter Ego:** Kent Nelson/Nabu

•**Motivation:** Responsibility of Power

•**Occupation:** Sorcerer/Champion of Order/Foe of Chaos [CE]

•**Wealth:** 6

•**Background:**

The original Doctor Fate was a composite entity made up of the Lord of Order called Nabu in the body of the human being called Kent Nelson. Nelson fought the forces of Chaos for more than 40 years, from his creation in the 1940s until he willingly transferred his power to the new Doctor Fate in the 1980s.

The Lord of Order called Nabu first came to Earth from the planet Cilea thousands of years ago and took a human host body. In the guise of Nabu the Mage, he battled Chaos in ancient Egypt and Mesopotamia until his human host body began to wear out from the great strain of controlling powerful magical energies. Nabu placed his body into a state of magical suspended animation and stayed there throughout the passage of untold centuries, waiting for the coming of another suitable human vessel.

Kent Nelson was only a boy of 12 when he became Doctor Fate. His father, the brilliant archaeologist Sven Nelson, took him on an expedition to Sumeria. The Lords of Order mystically manipulated the elder Nelson into taking the boy to help uncover a Mesopotamian temple in the Valley of Ur, despite the obvious risks.

In the temple, Nabu's spirit called to Kent, drawing the magic-sensitive child to the sarcophagus where Nabu's host body rested. The boy opened the crypt door, releasing a deadly gas that slew Sven Nelson on contact but left the boy unharmed. Nabu the mage strode out of the tomb, awake and alive again. Nabu later told the boy the gas was intended to preserve his body, but in truth, it was conjured for the sole purpose of killing Kent's father.

With the death of his father, Kent's ties to the temporal world were severed, and he became a helpless pawn in the hands of the self-righteous Lord of Order.



Nabu banished all grief from the child's mind and transformed Kent into a full-grown man.

The Lord of Order put his newfound apprentice through a rigorous magical training program, which culminated in a final test in which the student was called upon to turn all his energies against his master. Kent did so, unraveling Nabu and destroying his physical form. When this happened, Nabu the mage was stripped away, revealing Nabu the Lord of Order in all his radiant glory. Nelson finally understood the great war between Order and Chaos and his place in it as a champion of Order. Nelson accepted his destiny, and Nabu bequeathed him a golden helmet and medallion. Kent donned the magical equipment and became the Immortal Doctor Fate. As the mantle of power was passed, Nabu's human body fell and crumbled to dust. Kent Nelson never realized that he was destined to meet a similar fate, that dust would be his only reward for a lifetime of sacrifice.¹

For now, Kent Nelson had killed his second "father" and was finally truly alone.

Doctor Fate launched himself into the fray against Chaos and battled a host of evil sorcerers, monsters, and enchanted beings. But as he did this, he also fought an inner struggle with Nabu. The Lord of Order inhabited Nelson's body through the helmet and often controlled Doctor Fate's actions completely. This bothered Kent, and he wanted more control of the Doctor Fate persona. To do this, he resorted to downgrading his own power to keep Nabu from controlling him. He refused to wear the helmet that contained Nabu's essence and fashioned a smaller helmet that revealed his lower face.² Although he was no more powerful than his fellow superheroes in this guise, he was satisfied to have control over his own body. Nabu won the power struggle, however, and Nelson returned to wearing the full helm and allowed the Lord of Order to control Doctor Fate completely.³

In defending Earth from incursions of Chaos, Doctor Fate relied greatly on assistance from Inza Cramer, the young woman who later became his wife. Nabu enchanted her with mystic energies that slowed her aging process, making her eternally young and functionally immortal, just like Doctor Fate. Nelson knew Inza was a great help to him, balancing his life in many ways, but what he did not know was that to become a completely whole being, he was supposed to merge with Inza, absorbing her into the Doctor Fate persona. This would create a champion of Order that was a complete being, a balanced synthesis of man and woman and a supremely powerful being. But the manipulative Nabu knew he would lose direct control over an integrated Doctor Fate. He was so eager to keep full command of his human host body that he prevented the mystical union, even though his obstruction meant

that Doctor Fate would never realize his full potential as a Champion of Order.

Instead, Inza was little better than a sidekick, nurse, and caretaker, helping Nelson pull himself together after his wrenching battles. She was a remarkably brave woman, however. Even though she had no powers, she willingly faced tremendous evil and extreme danger alongside Doctor Fate. The only foe she could not fight was Nabu, and she could only watch as Kent Nelson's personality faded from Doctor Fate altogether, and as Nabu became dominant. Nabu's consciousness completely displaced Nelson's whenever Nelson donned the golden helmet.

During a severe battle against an alliance of a renegade Lord of Order and Lord of Chaos, Doctor Fate was beaten badly. Faced with defeat, Nabu relented and allowed Kent to absorb Inza into the Doctor Fate persona. As a balanced being, Doctor Fate was able to triumph. This composite Doctor Fate was far more powerful than the Kent Nelson Doctor Fate because it was finally in balance.⁴ Nabu was unwilling to give up his hold so easily, however, and he removed Inza from the merge. As a result, Inza went insane and committed suicide. Nelson was saddened at her passing but was too much in Nabu's thrall to truly grieve her death.

In the late 1980s, the Lords of Order summoned Doctor Fate to the plane of Light to tell him of the *Kali Yuga*, the Age of Chaos, and to inform him that the forces of order no longer worked to stop Chaos. Instead, they decided they would actually work to hasten the spread of Chaos and the end of the world so that the inevitable new era of Order would soon follow.

Nabu rejected this decision and set about creating a new Doctor Fate. Since the growing Age of Chaos had taken its toll on Nabu's spirit and Kent Nelson's body, weakening the Lord of Order and rapidly aging the man, both Nabu and Nelson recruited a magic-sensitive boy named Eric Strauss and transformed him into an adult, just as Nabu had once magically matured Nelson.⁵

Meanwhile, Nabu's hold on Kent Nelson weakened as the Lord of Order's level of strength waned. Nelson was finally able to grieve for his slain father and for his lost love, Inza. He began to understand better than Nabu that Doctor Fate was supposed to be composed of a man and a woman.

In Nelson's final battle with the forces of Chaos, he demanded that Nabu allow Eric Strauss to merge with his stepmother, Linda, to form a truly powerful Doctor Fate. Nabu refused at first, but faced with final defeat, he relented. The two soul-mates merged, creating a more powerful Doctor Fate that had no room for Nabu.⁶ This was Kent Nelson's final legacy to the world: a Doctor Fate capable of surpassing the Lord of Order

Nabu in power. He then bade Nabu to let him go, and he died. His epitaph reads, "No man gave more." Strangely enough, Kent and Inza Nelson later returned to life to form the Doctor Fate entity that Nabu prevented for so many decades. See **Doctor Fate III**, following, for details.

In a bizarre postscript to the saga of Kent Nelson, the deposed Lord of Order Nabu took over Nelson's dead body, reanimating the soulless husk in order to understand what it is to be human. Nabu was exiled from the plane of Light and could never return to his fellow Lords. He therefore served as the mentor for Eric and Linda's Doctor Fate.⁷

Nabu had greater power than the Doctor Fate that followed him, although the new Fate had far greater potential. If Eric and Linda Strauss had gained full mastery over their power, they could easily have surpassed the old Fate in power.

•Role-Playing:

The original Doctor Fate has several personalities. The first is Kent Nelson as Doctor Fate, the second is a merger of Nelson and Nabu, and the third is pure Nabu in Nelson's body.

As Kent Nelson, Doctor Fate is grave, but driven by human passions. The more Nabu takes over, the more pompous and remote he becomes and the less human his motivations are. When he is fully Nabu, he is a cold, hollow being of pure Order. He is an emotionless iceberg of an entity, with no empathy with the mortals he delivers from Chaos.

Note: The original Doctor Fate does not appear in adventures set after the *Doctor Fate* mini-series.

Endnotes

1. *More Fun Comics* #67, *Secret Origins* #24
2. *More Fun Comics* #72
3. *All-Star Squadron* #23-24
4. *The Flash* #313
5. *Doctor Fate* (mini-series) #1
6. *Doctor Fate* (mini-series) #2
7. *Doctor Fate Annual* #1

DOCTOR FATE II

DEX: 7	STR: 4	BODY: 9
INT: 10	WILL: 17	MIND: 12
INFL: 11	AURA: 16	SPIRIT: 13
INITIATIVE: 28		HERO POINTS: 65

•Powers: *Mystic Link

Awareness: 8, Flight: 12*, Invulnerability: 15*, Magic Sense: 10, Sorcery: 20

•Skills: Occultist: 10

•**Advantages:** Buddy (Nabu); Connections: Justice League International (Low), Lords of Order (Low); Insta-Change; Pet (Petey the Demon)

•**Drawbacks:** Miscellaneous: Doctor Fate is a composite being made up of Eric and Linda Strauss. The Strausses disappear when Doctor Fate is formed.

•**Alter Egos:** Eric and Linda Strauss

•**Motivation:** Responsibility of Power

•**Occupation:** Sorcerer/Foe of Chaos [MC]

•**Wealth:** 4

ERIC STRAUSS

DEX: 3	STR: 3	BODY: 3
INT: 4	WILL: 5	MIND: 4
INFL: 6	AURA: 6	SPIRIT: 5
INITIATIVE: 13		HERO POINTS: 20

•**Skills:** Occultist (Occult Knowledge): 4

•**Drawbacks:** Age (Eric is really only 12 years old)

•**Motivation:** Upholding the Good

•**Occupation:** None

•**Wealth:** 2

LINDA STRAUSS

DEX: 3	STR: 2	BODY: 3
INT: 5	WILL: 4	MIND: 5
INFL: 7	AURA: 7	SPIRIT: 5
INITIATIVE: 15		HERO POINTS: 20

•**Skills:** Occultist (Occult Knowledge): 4

•**Motivation:** Responsibility of Power

•**Occupation:** None

•**Wealth:** 4

•**Background:**

The new Doctor Fate is an independent entity composed of the combined essences of Eric and Linda Strauss. The Lord of Order Nabu invested them with his power, and unlike the original Doctor Fate, they exist as a separate entity from him.

This second Doctor Fate was created when the original Doctor Fate began to weaken. As the Kali Yuga, or Age of Chaos, progressed, beings of Order waned. Since Nabu never allowed Inza Nelson to join her husband in the Doctor Fate form, Fate was weaker than he should have been and succumbed to the power of Typhon, a Lord of Chaos. Nabu therefore needed a new champion.

Linda Strauss lived with her stepson Eric after the death of her husband. Eric was the product of his father's former marriage, and after the old man's death, Linda was the only guardian Eric had.

Eric was magic-sensitive, an old soul in a young body. He had even seen the Lords of Order in his mirror when he was a child. Nabu sensed Eric's potential, abducted the boy from Linda's care, and magically aged the boy, turning him into Doctor Fate.¹

Linda sought out the aging Kent Nelson, and the two conspired against Nabu's plan. While Eric was fighting Typhon as Doctor Fate, Linda arrived and tried to merge with him. Nabu prevented her from doing so at first but relented when he saw that Eric was about to be swallowed by Chaos. Linda and Eric then merged and destroyed Typhon. After this, Nabu inhabited Nelson's body and began tutoring Eric and Linda in the art of being Doctor Fate.²

Although they had potentially greater power than their predecessor, Kent Nelson, Eric and Linda lacked his experience. The new Doctor Fate became a reserve member of Justice League International, declining full-time status with that organization of heroes.³

When Doctor Fate became a corporation of humanity and not the emotionless Lord of Order, the golden helmet (also called the Mask of Nabu) began to reflect this change. It became far more expressive, reflecting the human nature of its wearer. Instead of the impassive, stoic, hidden countenance of the original Doctor Fate, the mask began to show a variety of emotions: rage, anger, sadness, happiness, weariness, and many more. It went from shielding his emotions to accentuating and exaggerating them.

Eric and Linda fought some powerful foes⁴ but were not ready for the tyrant of Apokolips, Darkseid. Darkseid convinced the Lords of Order and the Lords of Chaos that the new Doctor Fate was the prototype for a new race that would have no need for gods, making Order, Chaos and Apokolips obsolete. The Dark Lord offered to put an end to the renegade Doctor Fate before the new race could come into existence. In return, he demanded that after the war between Order and Chaos was over, the victor share the universe with Darkseid, ensuring the survival of Apokolips.

In accordance with his plan, Darkseid then kidnapped Eric to Apokolips, sending hordes of para-demons after him. With Linda's intervention, Doctor Fate assailed Darkseid with the force of pure love. Stricken to the core of his icy, hate-filled body, Darkseid called off the attack. But a cowardly para-demon slew the stricken Eric. The war was over, and Eric was dead.⁵

After his death, Eric's spirit ascended past the physical plane and into the Realm of the Just Dead. Linda chased after him, trying to bring him back, but his spirit persuaded her not to, saying that they would meet again

in another incarnation. Linda returned to the physical realm, determined to wait for her dear friend to be reincarnated.⁶ For a brief period, Linda was able to form Doctor Fate by herself (see **Doctor Fate II 1/2**, following), carrying on in Eric's memory.

•Role-Playing:

The second Doctor Fate was a weird one, even by magic standards. As the synthesis of a man and a woman, Doctor Fate II is a great role-playing challenge. You can play him/her just like the old Fate, pompous and supremely self-assured, but you would be cheating yourself out of a lot of fun if you did.

Doctor Fate is alternately impulsive and unsure of himself/herself. She/he is eager to learn and often tries to look confident in the face of disaster.

Both Eric and Linda fervently believed in working for the greater good of mankind, but they did not always know how. Their on-the-job training left a lot to be desired. The crucial nature of their responsibilities created tension between them, and their relationship was further strained by the unexpressed love building between them. Play them, therefore, as vacillating between two extremes. When they are confused, they are tentative and hesitant. When they are confident, they are brash and supremely self-assured.

There are two ways to play Doctor Fate: one Player playing Eric, Linda, and Doctor Fate or two Players collaborating. If you have two Players who feel up to the challenge, have one play Eric, have one play Linda, and have them collaborate on Doctor Fate. They must make quick decisions on spells to cast, directions to take, and decisions. If the two Players are not in agreement, have both actions take place at half value (round up). For example, if one Player wants to retreat 6 APs by flying, and the other Player wants to stand his ground and use a 20 AP Magic Blast, Doctor Fate would fire a 10 AP Magic Blast while flying backwards 3 APs. Keep the game moving, though. If the two Players cannot decide quickly, they waste a phase. This can be frustrating, but it is great when the Players finally get their act together. It often closely simulates the action of the comic. Try it.

Despite the fun of this arrangement, we recommend that in games with a team of other heroes, Fate be played by just one Player. This will avoid confusion and free up the second Player to play a different Character. The GM should award the Player or Players extra Hero Points for role-playing the conflicts and tension between Eric and Linda.

Endnotes

1. *Doctor Fate* (mini-series) #1
2. *Doctor Fate* (mini-series) #4
3. *Justice League International* #10
4. *Doctor Fate* (current series) #1-10
5. *Doctor Fate* (current series) #12
6. *Doctor Fate* (current series) #13

DOCTOR FATE II 1/2

DEX: 3	STR: 2	BODY: 6
INT: 7	WILL: 6	MIND: 6
INFL: 7	AURA: 7	SPIRIT: 5
INITIATIVE: 17		HERO POINTS: 65

•Powers: *Mystic Link

Awareness: 7, Flight: 11*, Invulnerability: 14*,
Magic Sense: 9, Sorcery: 15

•Skills: Occultist: 8

•**Advantages:** Buddy (Nabu); Connection: Justice League International (Low); Pet (Petey the Demon)

•**Drawbacks:** Miscellaneous: This Doctor Fate is formed by Linda Strauss alone and is substantially less powerful than the Fate formed by the two Strausses.

•**Alter Ego:** Linda Strauss

•**Motivation:** Responsibility of Power

•**Occupation:** Sorceress [MC]

•**Wealth:** 4

•Background:

Linda Strauss first became Doctor Fate alone when Eric was sick and Doctor Fate was urgently needed to prevent the vampire known as Andrew Bennett from releasing ultimate destruction in his quest to destroy himself.¹ During another prolonged illness, brought about by the rapid-aging spell used to grow Eric to adulthood instantly, Linda accompanied Justice League International into battle against the Gray Man, a battle that was won when she and the Spectre persuaded the Lords of Order to intervene.²

Shortly thereafter, the forces of Darkseid killed Eric on Apokolips.³ Linda vowed not to become Doctor Fate again but resumed the Fate persona in response to various crises. Each time she became Doctor Fate it was more difficult, until finally she reverted to her human form and was unable to effect the transformation.⁴

After briefly uniting with Nabu to form a strange, four-armed Doctor Fate to stop the Lords of Chaos and their pawn, Dr. Benjamin Stoner, also known as the Anti-Fate, Linda fell into a coma.⁵ She was taken into the tomb of the Avatar, where she was reunited with Eric's spirit, and the two were reincarnated into the bodies of Eugene and Wendy DiBella, a San Francisco couple who were destined to die several weeks apart. Eric and Linda's souls were transplanted into the DiBellas' bodies so they could watch over Raina DiBella, Eugene's and Wendy's daughter, who is destined to be the first of a new humanity.⁶

After the transfer was complete, Nabu vacated the body of Kent Nelson and occupied Wendy's unborn child. Wendy, Eugene, and Raina are now living in San Francisco awaiting Nabu's birth into his new human form.

•Role-Playing:

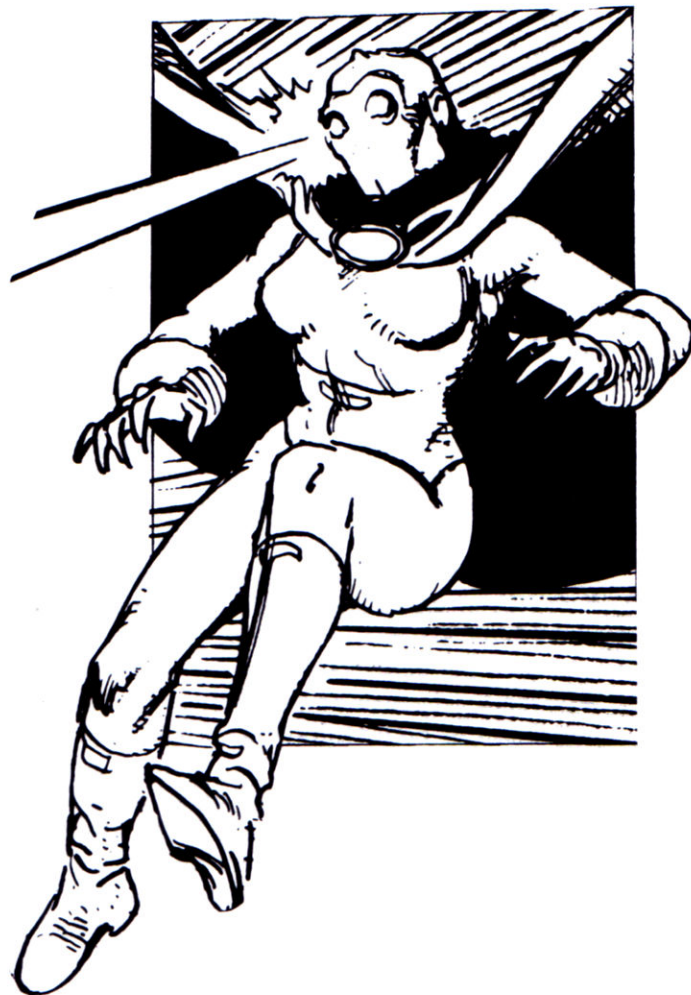
Without Eric, Linda was a little timid and unsure of herself but paradoxically more assertive in battling her

foes. Going it alone seemed to make her more self-reliant. She tended to be obsessive in her reactions to Eric's demise, alternating between severe depression and random outbursts of hostility toward anyone who tried to console her.

As Doctor Fate, Linda was able to discover that the true nature of magic transcends Order and Chaos and is above concepts of good and evil, a notion that neither the Lords of Order nor the Lords of Chaos can believe or even understand. On several occasions, Linda was able to divert her foes from their destructive ways by sharing with them the universal love she had discovered through her relationship with Eric.

Endnotes

1. *Doctor Fate* (current series) #4-5
2. *Justice League America* #31-32, *Justice League Europe* #7-8
3. *Doctor Fate* (current series) #12
4. *Doctor Fate* (current series) #19
5. *Doctor Fate* (current series) #21-22
6. *Doctor Fate* (current series) #23-24



NABU (in Kent Nelson's body)

DEX:	4	STR:	3	BODY:	4
INT:	9	WILL:	6	MIND:	7
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE: 20			HERO POINTS: 100		

•**Powers:** Awareness: 8, Sorcery: 5

•**Skills:** Occultist: 16

•**Advantages:** Connections: Doctor Fate (High), Lords of Chaos (Low), Justice League International (Low); Scholar (Magic)

•**Drawbacks:** Miscellaneous: Nabu is not at full power because his vast Lord of Order consciousness does not fit completely into Kent Nelson's mortal frame.

•**Alter Ego:** Kent Nelson

•**Motivation:** Responsibility of Power

•**Occupation:** Exiled Lord of Order

•**Wealth:** 4

•**Background:**

Nabu is a Lord of Order inhabiting the dead body of Kent Nelson, the former Doctor Fate. He serves as the mentor and adviser to the Doctor Fate formed by Eric and Linda Strauss.

Originally, like all other Lords of Order, he was a being of pure energy. He descended into a human host body during Earth's pre-history and has been in the corporeal realm since. He walked the emerging civilizations of Egypt and Sumeria, battling agents of Chaos and teaching the mysteries of Order.

When his original host body began to wear out, he placed himself in a state of suspended animation and wove a spell that would bring a more suitable host body to him. The host would have to be young and innocent of the ways of Chaos and strong enough to contain the powerful binding enchantments that would fasten Nabu's consciousness into the body. The perfect host later turned out to be Kent Nelson.¹

Nabu turned Nelson into Doctor Fate but refused to allow Nelson's wife Inza Cramer to become part of the incarnation of Fate. This ultimately caused the deaths of both Nelson and Cramer.² Nabu, therefore, turned Eric and Linda Strauss into the new Doctor Fate and inhabited the dead body of Kent Nelson to be their adviser.³ Because human beings are ultimately composed of both Order and Chaos, Nabu became tainted by Chaos by living as a human for so many millennia. His fellow Lords of Order recognized this and exiled him from the plane of Light. Hence, Nabu squeezed his vast consciousness into Nelson's body, rather than simply using it as a host, and the Lord of Order was able to experience human life firsthand.

After becoming human, Nabu began setting in motion a plan to protect the future of humanity and to continue the legacy of Doctor Fate. Along with the Phantom Stranger and the spirit of the Avatar, Nabu

arranged for Eric and Linda Strauss to take over the bodies of Eugene and Wendy DiBella upon their deaths so the DiBellas' daughter, Raina, might have a pair of loving parents. Once this was accomplished, the body of Kent Nelson crumbled to dust, and Nabu returned to his former status as a Lord of Order. The Avatar gave Nabu a choice between returning to the cosmos as a free spirit and being reborn as the DiBellas' second child.⁴

Nabu chose humanity and entered Wendy DiBella's unborn child. He is now waiting to be reborn as a true human.

•**Role-Playing:**

Nabu is a very colorful character who makes an excellent non-player character. He is powerful, wise, and slightly wacky; the perfect foil for the more serious Doctor Fate.

The GM can use him to provide the Players with valuable information. Unless a player comes up with a great way to play him, use him only as an NPC. This works well, especially since Nabu has at times seemed to have an agenda of his own regarding Doctor Fate, which he revealed to his allies only in bits and pieces.

Nabu also had an erratic personality. He was arrogant, manipulative, and ignorant of the ways of the world. Human life was hard for the exiled Lord of Order to master. Therefore, he was learning what it is like to be a human and was relishing every moment of it. When he inhabited a living human body and gained raw human senses, he immersed himself in sensory overload activities, like overeating, boozing, and watching too much TV. Each taste, sight, smell, and sensation was new to him, and he loved every mundane bit of it. Inhabiting living host bodies was never a very powerful sensory experience, and Nabu was enjoying the life experience firsthand.

He was also trying to cultivate a sense of humor, little realizing that humor is essentially anti-Order, if not outright Chaotic in nature. He was explosive, irreverent, and very strange. Play up the weird, frivolous side of his personality for full comic effect, but remember that he was a Lord of Order, capable of becoming instantly sober, severe, and very angry.

Nabu was motivated by Responsibility of Power, but the responsibility weighs heavily on his head. He was not completely sure that what he was doing is right, but he knew he had to stay on Earth and not yield to the Kali Yuga. Nabu's Motivation was not Upholding the Good: he was not above manipulating and deceiving anyone, even his allies, to attain his ends.

Endnotes

1. *More Fun Comics* #67, *Secret Origins* #24

2. *Doctor Fate* (mini-series) #1-4

3. *Doctor Fate Annual* #1

4. *Doctor Fate* (current series) #17-24



PETEY THE DEMON

DEX: 6	STR: 4	BODY: 5
INT: 5	WILL: 4	MIND: 5
INFL: 7	AURA: 6	SPIRIT: 6
INITIATIVE: 18 HERO POINTS: 15		

- Powers:** Flight: 5, Shape Change: 4
- Skills:** Occultist: 4
- Advantages:** Connections: Doctor Fate (High)
- Drawbacks:** Voluntary Exile (Demon Plane), Strange Appearance; Miscellaneous: Petey speaks with a very strange accent.
- Alter Ego:** Guarchamoollee
- Motivation:** Thrill of Adventure
- Occupation:** Pet Demon
- Wealth:** 0
- Background:**

Petey is a demon from a wild, sulfurous, demonic plane. He is a gentle, poetic soul that didn't fit in well with the harsh violent existence of his fellow demons. When a two-bit conjuror named Joachim Hesse summoned Petey to Earth with a horde of his fellow demons,¹ the second Doctor Fate sensed the demonic intrusion and sent most of the demons back home, accidentally overlooking one. This demon, lost and alone on Earth, sought out Doctor Fate and joined Nabu and the Strausses as their sidekick, and, with a little shape-changing, as their pet dog.

Petey returned to his home dimension once to seek his lost love, Hachabialshka. After rescuing her from an arranged marriage, Petey brought her to the Earth plane, but she was horrified by this world, and he sent her home.²

Petey was also later instrumental in persuading Kent and Inza Nelson to return to the Earth plane. After this he went to San Francisco, where he now lives with Eugene and Wendy DiBella, whose bodies are occupied by the souls of Eric and Linda Strauss.³

•Role-Playing:

Petey is a gentle, weird, and sloppy demon. He is guileless to a fault and harbors no malice or resentment to anyone. Angels should be so kindly.

Petey speaks with a strange accent. To duplicate it, replace all "w" sounds with a "v." "Window" is pronounced "Vindow." Replace the "ing" at the end of

words with an "ink" sound. "Running" becomes "runnink."

Endnotes

1. *Doctor Fate* (current series) #1
2. *Doctor Fate* (current series) #7
3. *Doctor Fate* (current series) #21-24

DOCTOR FATE III

DEX: 6	STR: 4	BODY: 3
INT: 4	WILL: 3	MIND: 4
INFL: 5	AURA: 7	SPIRIT: 7
INITIATIVE: 15/27 HERO POINTS: 25/75		

- Skills:** Occultist: 5
- Advantages:** Connections: Earth's Mystical Community (Low), Lords of Order (Low); Insta-Change; Iron Nerves; Magic Background
- Drawbacks:** Married; Secret Identity
- Equipment:**

HELMET [BODY: 10, INT: 9, WILL: 9, MIND: 7, INFL: 12, AURA: 13, SPIRIT: 15, Awareness: 7, Magic Sense: 10, Sorcery: 26]

Limitation: The current Doctor Fate is much more adept at creative spells than destructive ones. To reflect this, she takes an additional number of RAPs of Mystical Bashing Damage when she uses the Sorcery Power to mimic a Dice Power. To find the total number of RAPs of damage she must take, shift her RV -1 Column to the left when determining how much damage she must take from use of the Sorcery Power (see page 18 to 19). This penalty does not apply when she uses Sorcery to mimic Automatic Powers.

- Alter Ego:** Inza Cramer Nelson
- Motivation:** Upholding the Good
- Occupation:** Housewife/Sorceress [MC]
- Wealth:** 6
- Background:**

When Kent and Inza Nelson died, Nabu placed their spirits into the Amulet of Anubis for safekeeping. There, they created a fantasy world for themselves, which resembled a utopian "Ozzie & Harriet" type suburban environment. They even managed to form an imaginary son, whom they called Kent Jr. The couple lived in this dream world for a little over a year, when their illusion was shattered by the appearance of Jack Small, Petey the Demon, and Joachim Hesse. The three of them persuaded Kent and Inza to return to the real world and assume the mantle of Doctor Fate.¹

Upon returning to reality, the Nelsons found themselves in bodies that were duplicates of their originals as they were at age 25. When Inza expressed misgivings at the notion of living in Fate's tower for another 40 years, Kent suggested that they form Doctor Fate and use his power to merge the tower with a brownstone in New York City that Kent had owned

during the 1940s. They were successful, but the next time they tried to form Doctor Fate, to combat a Lord of Order named Shat-Ru, Kent was unable to join the merge, and Inza became Doctor Fate on her own. With a little luck, she managed to trap Shat-Ru in the corpse of the original Kent Nelson, which, although it had crumbled to dust in Nabu's wake, had reformed due to the magic still left in its structure.²

Since then, Inza acted as Doctor Fate on her own, taking advice from Kent on the finer points of being Fate. Unlike the previous versions of Fate, Inza took an active part in trying to clean up their neighborhood by magically fixing traffic lights, helping kids break their drug habits, and repairing flat tires. She also fought a number of mystical menaces.³ Kent, for his part, was perfectly willing to let Inza be Fate since he had had enough of being Fate for more than 30 years. He had also recently took a job as an assistant professor in archaeology.⁴

Inza's experience as Doctor Fate was not to be without troubles, however. The Lords of Order, deciding to allow the Earth to fall to the Kali Yuga, disowned Doctor Fate as their champion and withdrew their influence from the helmet. A nameless Lord of Chaos quickly seized their place and began to influence Inza's behavior as Doctor Fate, and she began to use her power as a force for retribution against a corporate mogul by the name of Thomas Bridge. Angered at his treatment her neighborhood, she pulled apart his new building to construct much needed housing for the area and wiped everyone's memory of Tom Bridge and his influence. Tom Bridge became a mindless pauper, begging for money on a street corner.

Horried at his wife's actions, Kent confronted Inza on her misuse of the power. For a time their relationship became tense and Kent went to Egypt on an archaeological dig, taking the mentally feeble Tom Bridge with him. After Tom Bridge regained his memory, Kent returned to Inza, to once again discuss her behavior. The Lord of Chaos, fearing Kent's further influence on Inza, sucked her into their dimension. Meanwhile, Shat-Ru told Kent that a sorcerer needs a focus of power, which is why Inza easily succumbed to the influence of Chaos. Hearing this, Kent donned his old half-helmet, and focusing his own mystical power through the Lord of Order, he went after Inza. He succeeded in pulling Inza from the Dimension of Chaos, but the Lord of Chaos followed them. Inza fought him off, changing her focus of energy from the Lord of Chaos to the people of her neighborhood and the world. Hence the people of the Earth became her familiar, and this overwhelming amount of power soundly defeated the Lord of Chaos. Now, Doctor Fate is truly her own person and her own power. She is truly a Champion of Earth.⁵

•Role-Playing:

The new Doctor Fate finds it easier to conjure up constructive spells rather than destructive ones, meaning that she is less likely than her predecessors to solve her problems by firing mystical blasts. She is making a deliberate effort to be a nurturing presence on her neighbors and has even gone so far as to teach some of the locals a spell to summon her in times of need.

When the Lords of Order disowned Fate as their champion, the helmet of Nabu took on chaotic characteristics. During this time, Inza went a little too far in trying to solve a problem, acting on a desire for retribution and revenge rather than for good. After she defeated the Lord of Chaos influencing the helmet, Inza became aware of her role as Earth's champion and she performs this role in a maternal manner.

Endnotes

1. *Doctor Fate* (current series) #21-24
2. *Doctor Fate* (current series) #25
3. *Doctor Fate* (current series) #26-on
4. *Doctor Fate* (current series) #28
5. *Doctor Fate* (current series) #32-40



TIMOTHY HUNTER

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	4	AURA:	9	SPIRIT:	7
INITIATIVE: 9			HERO POINTS: 15		

•**Powers:** Sorcery: 5

•**Skills:** Occultist: 4, Vehicles (Skateboard): 4

•**Note:** Tim Hunter's abilities develop at an alarmingly rapid rate due to his background. The GM may feel free to alter his stats to reflect the current state of his powers until new stats are published. Refer to the DC HEROES RPG Newsletter for current updates.

•**Advantages:** Connections: Earth's Mystical Community (High); Magic Background; Pet (Yo-Yo)

•**Drawbacks:** Age (12)

•Pet:

Yo-Yo

DEX:	4	STR:	1	BODY:	1
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	4
INITIATIVE: 9					

•Powers: Claws: 4, Flight: 2

Yo-Yo is Tim's yo-yo transformed into an enchanted owl. Like the toy it once was, Yo-Yo always returns when Tim calls it back.

•Motivation: Thrill of Adventure

•Occupation: Apprentice Sorcerer [MC]

•Wealth: 0

•Background:

Tim Hunter is an ordinary 12-year-old boy from South London who happens to have the potential to become the greatest sorcerer on Earth's plane. For this reason, the members of Earth's mystical community recently sought him out and showed him the realms of magic. They did so partly to show him the wonders that could be his if he chooses to pursue magic and partly to keep him out of the hands of evil sorcerers.¹

Tim is a wild talent. He has yet to be tutored formally in magic, but he was shown many of the types of magic that exist. Consequently, he has deep, instinctive knowledge of magic uninhibited by a magical style or dogma. This makes his enchantments unpredictable and spontaneous. He does not weave spells through complex procedures or techniques. He simply knows what he wants and makes his will real.

What none of the members of Earth's mystical community knows is that Tim Hunter is actually the son of the Faerie Queen. Some years ago, she made a secret visit to Earth and married Tim's father. Tim believes his mother is dead and has no idea that the beautiful, enchanting woman he met in the Faerie lands is really his mother.²

What Tim will do with his newfound knowledge is something the world will have to wait to learn. Time will be a pivotal player in the coming battle between light and dark forces of magic, but no one knows which side he will take. In the possible future he was shown by Mister E, Tim was the leader of the forces of darkness.³ When the enigmatic E failed to kill Tim at the end of Time, he became obsessed with killing the boy, hoping to prevent the youth from becoming corrupted.⁴ In the company of his Shadower, or E's shadow self, Mister E returned from the end of Time to kill Tim. Tim was prepared, having received some training from a magic-store owner who was really Zatanna in disguise. He battled Mister E successfully for a time but was overpowered. E did not have the heart to kill Tim, however, and the Shadower decided to take on the job. Before the creature could succeed, E

destroyed it and went on his way, but not before being told that his actions were all according to a plan designed by Phantom Stranger and Doctor Fate to frighten Tim into turning to magic. Tim has since chosen this road, and he continues to grow in the art.⁵

•Role-Playing:

Timothy Hunter is a kid. He has the goals, desires, passions, frustrations and fears of most other 12-year-old boys. He is a quiet child who looks more than he talks and sees more than he says. He is slightly bookish and could do well in school if the teachers cared enough to make it interesting for him. He is a serious, highly intelligent boy, and he feels slightly alienated from kids his age.

There is something else that sets him apart from the other children, however. He is a powerful natural mage with unprecedented inner potential to harness the forces of the universe, and this frightens and excites him. Sometimes, he cannot tell if he is excited or frightened because the symptoms are so identical, but he loves learning about, understanding, and wielding magic. Although he is intimidated by the powerful and mysterious members of Earth's mystical community, he likes John Constantine and Zatanna, and he takes great delight in the art.

Tim is a smart-ass and a wise-guy. He tends to be slightly insolent. This audacious streak, coupled with the powerful abilities he has the potential to develop, could prove an explosive combination. When he feels scared or lonely, he jokes to mask his doubts. Play this up. Do not make him nasty or unlikable, but look for fresh ways to play out his spirited behavior.

At 12, Tim is poised on the edge of young adulthood. He is in a very malleable state. The decisions he makes about himself now will be a part of him for the rest of his life. Play Timothy as living in a perpetual state of discovery. He has just realized that everything he thought he knew was wrong, and therefore, all possibilities are open to him. This is a very powerful place to stand. It is precisely because he is willing to challenge any assumption he has about the universe that he can attain power over the universe. As he ceases to believe that things are impossible, the universe will accommodate him by making them possible.

Endnotes

1. *Books of Magic* #1-4
2. *Books of Magic* #3
3. *Books of Magic* #4
4. *Mister E* #1
5. *Mister E* #4

I...VAMPIRE

DEX: 10	STR: 8	BODY: 11
INT: 9	WILL: 10	MIND: 10
INFL: 10	AURA: 12	SPIRIT: 10
INITIATIVE: 29		HERO POINTS: 85

- Powers:** Animal Control: 10, Dispersal: 10, Hypnosis: 8, Invulnerability: 18, Regeneration: 10, Self Link (Fog): 7, Shape Change: 10, Vampirism: 10
- Bonuses:** Miscellaneous: Bennett's Regeneration Power allows him to heal damage even after he has been killed, making him immortal.
- Limitations:** Miscellaneous: Shape Change can only be used to transform into a bat or wolf; Miscellaneous: Animal Control only works on bats, rats and wolves; Miscellaneous: Dispersal is only in effect, and is always in effect, when Bennett uses his Self Link (Fog); Miscellaneous: use of Vampirism Power leaves tell-tale marks on victim's neck.
- Advantages:** Connection: Lords of Order (Low); Connoisseur
- Drawbacks:** Attack Vulnerability: -4 Column Shifts versus wooden stakes; Fatal Vulnerability: Bennett takes 2 points of Physical Killing Damage each phase he is exposed to sunlight; Miscellaneous: Bennett must use Vampirism once per week to survive; Miscellaneous: Crosses and other holy symbols can be used to attack Bennett with an EV of 8, provided the attacker truly believes in the symbol he is brandishing; Guilt; Serious Irrational Fear of garlic and holy symbols.
- Alter Ego:** Andrew Bennett
- Motivation:** Unwanted Power
- Occupation:** Vampire
- Wealth:** 8
- Background:**

The greatest vampire of the last 400 years was Andrew Bennett, I...Vampire. In the course of his unlife, he destroyed a vampiric empire, the Cult of the Blood Red Moon.

Andrew Bennett was a heroic nobleman who distinguished himself in war and diplomacy during the reign of Queen Elizabeth I, and who was in love with the Queen's handmaiden, Mary Seward. Their love was doomed, however, when Andrew was attacked by an old, blaspheming vampire and given the vampiric curse. In defiance he swore he would fight the curse and not give in to his savage impulses. Mary was touched by his tragic struggle, and she insisted on sharing his affliction. But when she became a vampire, she had none of Andrew's scruples. She envisioned a world ruled by vampires, with the two of them at the top, reigning from a throne of blood. Bennett opposed her, and the two battled through the ages.¹

Seward built a huge organization, called the Cult of the Blood Red Moon, and schemed to subjugate humanity.

Bennett fought the Cult and finally succeeded in crushing it during the 1980s. Mary died, and Andrew appeared to be destroyed as well, killed by a super vampirism serum he took to augment his powers.²

But the serum resurrected Bennett, and he sought the aid of an order of vampiric Buddhist monks to help him die, but they were unsuccessful. To bring himself peace, he entered into an alliance with the Lords of Order, who were scheming to end all reality.

Following their instructions, Bennett then went to an ancient temple in the tiny East European nation of Eustania, where he found that the temple housed the Holy Grail. After drinking from the cup, Bennett was magically transported to the Tomb of the Avatar on the Deccan Plateau in India. There he found the sacred flute of Krishna, which could bring about the Mahapralaya, or Sleep of Brahma, in which all reality ceases to exist.

When Bennett played the flute, the universe ended, but Bennett did not. In a cruel twist of fate, the only creatures that survived the Sleep of Brahma were the vampire and Doctor Fate, who had come to India to stop him. The universe then came back into being and evolved back to the point in time when it had ceased to exist. When this happened, Bennett and Fate realized that man cannot rush the true end of the Universe.³

The vampire ended his alliance with the Lords of Order and used Krishna's flute to apparently end his undead existence once and for all. His true fate is still unknown.

•Role-Playing:

Andrew Bennett is a gentleman first and foremost. He is gallant and chivalrous, although he is often haunted and brooding. He is a man of great inner strength and character. Resisting his vampiric appetites for 400 years tempered him and gave him great will and courage.

Endnotes

1. *House of Mystery* #290
2. *House of Mystery* #321
3. *Doctor Fate* (second series) #5-6

DOCTOR MIST

DEX: 5	STR: 4	BODY: 5
INT: 8	WILL: 6	MIND: 5
INFL: 6	AURA: 8	SPIRIT: 7
INITIATIVE: 21		HERO POINTS: 22

- Powers:** **Mystic Link*
Illusion: 8*, Invulnerability: 7*, Transmutation: 6*
- Skills:** Martial Artist: 5, Occultist: 7
- Advantages:** Connections: The Global Guardians (High); Leadership; Magic Background
- Drawbacks:** Magician's Code
- Equipment:** Stone of Life [BODY: 8, Sorcery: 8]
- Alter Ego:** Nommo
- Motivation:** Thrill of Adventure
- Occupation:** Sorcerer, Team Leader [MC]

•**Wealth:** 9

•**Background:**

Doctor Mist is a middle-level sorcerer with high aspirations and low standards. He is eager to fight for good, but sometimes his zeal clouds his judgment. In his quest for authority and legitimacy, he has concocted exaggerated tales about himself that make him seem like a great sorcerer of ancient lineage. Eventually he began to believe his own distortions as truth. This self-deception is a chronic problem in lesser mystics, like Felix Faust, but it is truly unsettling in a hero.

Doctor Mist has presented himself as Nommo, the wizard-king of the great, 7000-year-old African empire of Kor and disciple of the mystic Flame of Life. The Flame was capable of curing illness and solving social problems, creating lands that resembled the antediluvian Golden Age. But Nommo misused his powers and grew corrupt. He incorporated the Flame of Life into his being and set about creating a race of magically powered companions for himself. When he did so, he created a collection of magical jewels called the Stones of Life, which he gave to his handpicked disciples. The Stones gave them great magical powers and reduced their need for study, discipline, and craft. In short, he gave them crutches to lean on, thereby stunting their inner growth. Some of the disciples implanted the gems in their brains, furthering their dependency on the Stones. Nommo told the disciples that they were not human but were of a special race of mages, called the *homo magi*.

The *homo magi* then tried to influence man's development by manufacturing wars and tinkering with social movements. Although they had limited success, Doctor Mist's claims go far beyond reality, stating that they created everything from the American Revolution and World War I to the magicians Zatara and Zatanna.¹

Doctor Mist's story may have some validity, but it stretches credibility to the breaking point. There may have been a King Nommo, but he did not become Doctor Mist. His story is so full of holes that it is hard to determine where the truth lies. It is clear, however, that Doctor Mist is a second-rate sorcerer with delusions of greatness. He may well be several hundred years old, but he is not 7,000.

What is known about him is sketchy at best. It is clear that he helped the other mystical heroes in the Crisis on Infinite Earths² and led the Global Guardians from their European headquarters, called the Dome.³

The Guardians had some small victories, but nothing spectacular enough to back up Doctor Mist's claims. Since the Global Guardians were disbanded, Doctor Mist has kept a low profile, except for a clash with Felix Faust. Bialya's Queen Bee recently constructed an android duplicate of Doctor Mist to assist her in the brainwashing of the reformed Global Guardians.⁴

Whether or not the real Doctor Mist is aware of this deception is unknown at this time.

•**Role-Playing:**

Doctor Mist is a noble, crusading sorcerer, but he is also prone to self-deception and inflated notions of self-importance.

Endnotes

1. *Secret Origins* #27
2. *Crisis On Infinite Earths* #10-12
3. *DC Comics Presents* #46
4. *Justice League Europe Annual* #1



DOCTOR OCCULT

DEX:	6	STR:	4	BODY:	5
INT:	8	WILL:	7	MIND:	8
INFL:	9	AURA:	10	SPIRIT:	9
INITIATIVE: 23			HERO POINTS: 85		

•**Powers:** **Mystic Link*

Dimension Travel: 7, Hypnotism: 14, Spirit Travel: 10, Telekinesis: 3*

•**Skills:** Detective: 11, Occultist: 11

•**Bonuses:** Doctor Occult's physical body accompanies him when he uses Spirit Travel; Spirit Travel is Usable On Others, but Doctor Occult must maintain physical contact with any other person who accompanies him.

•**Advantages:** Area Knowledge (Astral Plane, Citadel of the Seven, Faerie Realm); Buddy (Rose Psychic); Connections: Earth's Mystical Community (High), the Seven (High); Genius; Iron Nerves; Magic Background; Scholar (Cults, Demonology, History); Sharp Eye

•**Drawbacks:** Magician's Code; Miscellaneous: Doctor Occult and Rose Psychic are alternate identities for the same being. They switch places according to some as-yet unknown criteria and retain only a general impression of their actions as the other. Each uses the statistics listed above.

•**Equipment:**

Symbol of the Seven [BODY: 17, Aura of Fear: 16, Exorcism: 16, Mystic Link (Reflection/Deflection):

7, Magic Shield: 6]

Limitation: Aura of Fear only works against demons and similar creatures of evil.

•**Alter Ego:** Richard Occult/Rose Psychic

•**Motivation:** Responsibility of Power

•**Occupation:** Paranormal Investigator [MC]

•**Wealth:** 5

•**Background:**

Doctor Occult is a powerful mage who has dedicated his life to fighting the forces of darkness. He fights his battles on two levels, the spiritual realm and the physical world. He combines magic with the wizardry of ordinary detective work. This two-edged approach keeps both his magical and his mundane foes off-guard. Mundane foes are easy prey for his magic, and powerful magical foes often cannot conceal themselves from a trained detective.

The story of Doctor Occult begins on the last day of the last year of the 19th Century. On that cold December 31st, in the American Midwest, a coven of Satan worshipers tried to summon their dark lord with the sacrifice of two infants, a boy and a girl. The cultists did not rouse Satan but did attract the attention of Koth, an evil entity that feeds on corrupt souls.

While Koth gorged himself on the cultists, the two innocent children were snatched from under his nose by a daring mystic named Zator. Zator, who sensed great mystic potential in the children, brought them to the hidden city of the esoteric order of the Seven. There they were raised by the Seven, initiated into the realms of magic, and given secret names, which they have not revealed to the world.

When their training was complete and the two were ready to return to the world, the male received a mystical amulet called the Symbol of the Seven. It contained a double cross within a circle, a black cross on a white background or a white cross on a black background, depending on the perspective of the viewer. It is an energy conduit and can repel or channel mystical energy.

The male initiate took the name Richard Occult, and the female called herself Rose Psychic. These names were designed to be provoking and disarming at the same time. They traveled to New York City in the 1920s and studied the ways of the outside world, obtaining formal educations and doctoral degrees. After their graduation, Richard became a paranormal investigator and formed a detective agency under the title "Doctor Occult, Ghost Detective." When he did this, he took on Rose as a silent partner and undercover assistant.¹ In actuality, however, since Doctor Occult and Rose Psychic are magically preserved, the two are linked by a special bond and are much closer than most people realize. They are virtually one person, switching bodies when necessary.

Together, the pair fought vampires, lycanthropic cults, astral invaders, avenging ghosts, and of course, the villainous Koth. As the battle against Koth reached its climax, the Seven presented Occult with an enchanted belt, sword, and ritual garb. In full battle regalia, he led the charge against Koth, and with the aid of the Seven he defeated the necromancer.²

With the fall of Koth, Doctor Occult returned quietly to his ghost-breaking practice. He did not step into the spotlight again until the *Crisis on Infinite Earths*, when he was crucial in stopping the Anti-Monitor at the Dawn of Time. His Symbol of the Seven and the original Green Lantern's Power Battery channeled the mystic power of the assembled mages of all the Earths.³

After the *Crisis*, Doctor Occult again disappeared, coming out of hiding only to join the informal band of Earth's mystical community during the war against the Shadow Creature. At that time, he showed up unbidden at Baron Winters' house to help channel energy into the fight.⁴ Also, he later helped with the initiation and education of Tim Hunter, escorting the youth on a guided tour of Faerie and the Magic Lands.⁵

Doctor Occult is both a plainclothes detective and a mage. Though he usually wears a trenchcoat and street clothes, he has worn a ceremonial costume in battle with Koth and used a sword and magic belt. Because his first appearance was in 1935, he preceded all other Golden Age superheroes. He wore the ceremonial garb before the first appearance of Superman in *Action Comics* #1. Thus, Doctor Occult is truly the first costumed superhero.

•**Role-Playing:**

Doctor Occult began his career as a steel-jawed, two-fisted private eye. He grew in heroic proportions to become an astral adventurer. He is a determined magician.

As he approaches his 100th birthday, he is feeling a little old and worn inside. Play him as staunchly heroic, with a hidden sadness.

Endnotes

1. *Secret Origins* #17
2. *More Fun Comics* #33
3. *Crisis On Infinite Earths* #10
4. *Swamp Thing* #49-50.
5. *Books of Magic* #3

THE PHANTOM STRANGER

DEX: 7	STR: 3	BODY: 12
INT: 20	WILL: 25	MIND: 25
INFL: 18	AURA: 25	SPIRIT: 20
INITIATIVE: 45		HERO POINTS: 300

- **Powers:** Awareness: 20, Sorcery: 35
- **Skills:** Occultist: 15
- **Advantages:** Area Knowledge (the Afterworlds); Connections: Earth's Mystical Community (High), Justice League of America (High), Lords of Order (Low); Leadership; Luck; Omni-Connection
- **Drawbacks:** Guilt
- **Alter Ego:** "The Gray Walker"
- **Motivation:** Unwanted Power
- **Occupation:** Mystical Guardian [MC/CE]
- **Wealth:** N/A
- **Background:**

The Phantom Stranger is the most enigmatic member of Earth's mystical community. His past is shrouded in mystery, his present abilities are unclear, and his destiny is a secret, possibly even to him.

The most popular origin for the Phantom Stranger is that he was once a high-ranking angel in the Heavenly hosts who chose not to take sides in the original angelic rebellion. He refused to take arms against his brothers and sided with neither Lucifer's forces nor Heaven's hosts. Although he understood the grievances of the rebellious angels, he also saw the need for Heaven to continue as it was.

When the rebellious angels lost and were consigned to the corruption that would become Hell, this neutral angel did not fall with them. He was exiled from the gates of Heaven, however, by the wounded but victorious Heavenly hosts. When, alone and saddened, he made his way down the precarious slope to Hell to join his misshapen, overthrown comrades, the fallen angels, mutilated and debased by their fall, hated him for the beatific purity that still surrounded him. In a rage, the new demon Leviathan tore the neutral angel's holy wings from him, stripping him of his former glory. The collection of demons then exiled him from the Hell they were building, leaving him forsaken, a being like no other in all of creation. Banished from Heaven and rejected from Hell, he became a being without a home, a wanderer, an outcast, a stranger, doomed to walk the gray roads between Heaven and Hell for all eternity, yearning for Heaven and denied a place in Hell.¹

The Phantom Stranger is also the Walker Between the Shadow Lands. He acts as Heaven's agent to soothe

the passage of souls to the Afterworlds. In his lonely exile, the Phantom Stranger sympathizes with mankind, who likewise "has no place to lay his head," and he has devoted his life in service to man, aiding the living in their choices and easing their passage to death.² His is a lonely road, but he faces it with the deep joy known only to one who has accepted his fate completely.

More than any other entity with comparable abilities and connections, the Phantom Stranger has had more contact with Earth's superhero community, frequently enlisting the aid of these heroes in fighting mystical menaces. In the past, he has been involved with the Justice League of America,³ Superman,⁴ and others.

•Role-Playing:

Because of his unusually obscure nature and vastly unquantifiable power, we recommend that the Phantom Stranger be used as an NPC rather than a Player Character. Running the Phantom Stranger in a DC HEROES game is a task that stretches even the best role-player's gaming skills. The Stranger is not a normal man with fantastic powers. In fact, despite his great empathy with man, he has very little in common with living, breathing human beings. He has inscrutable motivations, few limitations, virtually no human frailties, and ultimately very little personality. He does not have a wide variety of responses to different situations. It is hard to develop a persona with so little to go on. In short, there's not much of a role to play.

If a player really wants to try playing the Gray Walker, and the GM approves, the player should keep in mind that in this case, less is more.

As with all moody, atmospheric characters, the Phantom Stranger has a mystique that comes from his silent, foreboding countenance.

It is easy to shatter this mystique by doing too much. The Phantom Stranger has great wisdom and insight unknown to the common man. If the player says or does the wrong thing, it can shatter the whole illusion.

Think doomed, haunted, and slightly melancholy. Do not have him rush in to the rescue. Remember, it is important to the Phantom Stranger that men learn to make

the right choices, rather than depend on regular rescues by divine agents. Use your best judgment, and keep him mysterious and inscrutable. He is not Superman, or even Doctor Fate. He stays back, watching and assessing the situation. He only takes an active role when the soul of mankind is imperiled, and then he uses only the minimum amount of force necessary. He is



pleased when people sort out problems without his interference. After all, he wants humans to be strong and self-reliant, rather than relying on supernatural fixes and last-minute saves. Mystery and restraint are the keys to playing the Phantom Stranger. Therefore, playing the Phantom Stranger is a task best left to very experienced Players.

Conversely, the Phantom Stranger makes a great NPC. He is very useful as a scenario hook. Use him to start adventures by having him call on the heroes and charge them with a mission.

Despite the Phantom Stranger's formidable powers, he has never involved himself in fighting crime, wiping out hunger, establishing justice, or doing any of a host of common hero goals. For the most part, he leaves human beings alone to sort out their differences and make their own way in the world. He intervenes most often in supernatural menaces when the natural course of human life is threatened by entities far beyond mortal comprehension.

The Stranger makes some of the best entrances and exits in the DC Universe. Time his entrances to the most dramatic moments, and make sure he disappears when the players are distracted and unable to see the exact moment of his exit.

Endnotes

1. *Secret Origins* #10
2. *Swamp Thing Annual* #2
3. *Justice League of America* #103, #110
4. *Action Comics* #585

THE SANDMAN

DEX: 5	STR: 3	BODY: 9
INT: 13	WILL: 15	MIND: 12
INFL: 15	AURA: 16	SPIRIT: 20
INITIATIVE: 33		HERO POINTS: 125

•**Powers:** Awareness: 12, Dimension Travel: 16, Invulnerability: 16, Sorcery: 34 (35)*

Note: The Sandman's Sorcery Power was rated at 34 APs while his mystic ruby existed (see below). Now that the ruby is destroyed, his Sorcery has increased to 35 APs.

•**Skills:** Occultist: 18

•**Limitations:** The Sandman's Sorcery Power is the manipulation of "dream stuff." He cannot mimic a Power or ability that he cannot pull out of a dream of a living being.

•**Advantages:** Area Knowledge (Dream Dimension); Connections: The Endless (High), Earth's Mystical Community (Low), Hell (Low); Iron Nerves

•**Drawbacks:** Authority Figure

•**Equipment:**

Pouch of Sleep Dust [BODY: 14, SPIRIT: 14, Hypnosis: 15, Magic Sense: 12, Omni-Power: 9]

HELMET [BODY: 16]

The Helmet is the Sandman's badge of office, and with it he can visit other mystical realms with impunity as an official envoy.

Ruby [BODY: 12, SPIRIT: 12]

While in possession of the ruby, the Sandman's SPIRIT is considered 25 APs for the purposes of determining the amount of Mystical Bashing Damage he sustains while using his Sorcery Power. The Ruby was recently destroyed in a battle with Doctor Destiny, and the Sandman regained the SPIRIT he had placed in it.

•**Alter Egos:** Morpheus, Dream, the Oneiromancer, the Lord Shaper, Kai'ckul, Oneiros, L'Zoril

•**Motivation:** Responsibility of Power

•**Occupation:** Master of the Dream Dimension [CE]

•**Wealth:** 0

•**Background:**

Morpheus is the third of the race of seven beings called the Endless and ruler of the Dream Dimension. He is the master of dreams and nightmares, charged with overseeing the rich and limitless fields of sleep.

The Endless came into being as the universe appeared. Destiny was first of the seven, followed by Death and Dream.¹ They are older than gods and are not bound by the same laws. Gods will come and go, but the Endless will endure to the end of the universe.

Morpheus unfolded the Dream Dimension and populated it with more than 11,000 Dreamkin, made up of Minor Nightkin and Major Arcana. He charged them with visiting the sleep of mankind and providing wonders and terrors for inspiration and self-revelation. Among his servants are the legendary Cain and Abel, the scheming Brute and Glob, the Corinthian, Fiddler's Green, Lucien the bookkeeper, and Matthew the raven. Cain and Abel are the keepers of Mysteries and Secrets, the stories that are woven into dreams. Lucien is Dream's assistant, and Matthew is his eyes and ears in the world of men.

When mankind was in its infancy, Morpheus had a brief relationship with Calliope, the youngest of the muses. They had a son, the hero Orpheus, but their relationship ended badly. As human civilizations



emerged, the Sandman fell in love with the beautiful Nada, queen of the greatest human kingdom. She sought him out through the difficult, winding trails of the Dreamland. But their love destroyed her city, and she killed herself rather than tempt fate further.²

After this, the Sandman was content to rule the dreams of mortals without direct contact with them. But his sister, Death, recommended that Dream visit with men during their waking hours. Finally giving in to her requests, he accompanied her on a visit to an English tavern in 1389 and met Hob Gadling, a man who swore that death was a "mug's game" of which he would have no part. Dream offered to meet Hob in the same tavern in a hundred years' time if he continued to defy death. Hob Gadling was there waiting for him to arrive in the 15th Century and every century until the 19th. During one of these visits, the Sandman commissioned and inspired William Shakespeare to write two plays for him: *A Midsummer Night's Dream* and *The Winter's Tale*. In 1889, Hob (now called Robert) suggested that the Sandman was meeting him because Dream was lonely and wanted a friend. Hearing this, the Sandman left angrily, insisting that the Endless need no human friends. In 1989, however, he returned to meet Robert and admitted that he did indeed consider him a friend.³

In 1916, Dream was summoned and imprisoned by a group of Earth occultists, led by a man who was called the Daemon King. They were seeking to imprison Dream's sister Death but imprisoned Sandman by mistake. These diabolists stripped Dream of his three tokens of power, his bag of sand, his helmet, and his ruby, and held him prisoner within a mystic circle.

After he was free, the Sandman embarked on a quest to retrieve his tokens of power. At midnight, the witching hour, he respectfully summoned the Hecateae, and the three witches gave him vital clues as to the whereabouts of his tools. He retrieved his pouch of sand with the aid of John Constantine,⁴ he went to Hell to retrieve his helm from a demon,⁵ and he fought the mad Doctor Destiny for his Ruby of Power.⁶

Dream's imprisonment had grave repercussions throughout many dimensions. On Earth, it caused a frightening sleeping sickness in which dream-sensitive people all over the world fell into sleep-like trances or could not sleep at all.⁷ One such woman, named Unity Kincaid, fell into a sleep that lasted approximately 60 years. Unity was a "dream vortex," a dream-sensitive individual who "becomes the center of the dreaming" and who "destroys the barriers between dreaming minds..(so that) the myriad dreamers are caught in one huge dream until all the dreams are one."⁸ This vortex then collapses and takes the minds of all the dreamers with it, causing great damage to the dream dimension and leaving darkness behind. For this reason, Sandman takes the life of any such human being.

But Unity never fulfilled her station as a vortex because of Dream's imprisonment. She was placed in a mental hospital during her "illness," was raped by Dream's androgynous sibling Desire, and bore a child. The vortex was passed down her family line to her granddaughter Rose, whom the Sandman did seek out to destroy, albeit compassionately. He had no knowledge, however, of Desire's dealings in this matter and that he would be killing one of his own family. When he set about to do the deed, Unity, who was dying of a stroke, entered the Dreaming, took the place of her granddaughter as the vortex, and died. Dream was incensed that Desire had meddled in his affairs and threatened to destroy his sister-brother the next time.⁹

During a later family meeting arranged by Dream's brother Destiny, his sister Death made Dream realize that his earlier banishment of Nada to Hell was unjust. Struck with guilt, the Sandman realized that he would have to return to Hell and retrieve Nada from her imprisonment. He also knew he would be doing so perhaps at the expense of his own life because he had alienated the hosts of Hell on his last visit. After bidding adieu to his sister and drinking a toast with his friend Hob, he put on his helmet of office and went to meet with Lucifer.

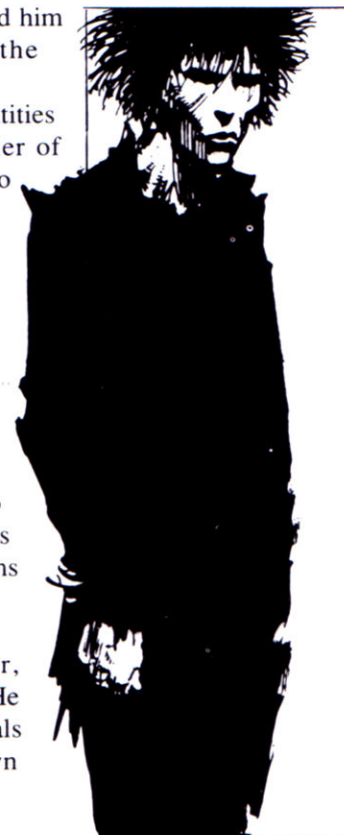
But when he arrived in Hell, things had changed drastically. Lucifer was in the process of closing down Hell and kicking out the last of its inhabitants. Nada was nowhere to be found, having been taken by one of the demons. Lucifer told Dream that, in effect, he was quitting. He gave the key of Hell to Dream so that he might choose its next ruler and asked him to remove his wings, which the Dreamlord did.

Dream then met with gods and entities of all types to decide the next ruler of Hell. Its ownership was given to two angels, Remiel and Duma, so that Heaven would be in direct control of Hell. Morpheus also retrieved Nada from the demon Azazel, who was holding her as a bargaining chip for ownership of Hell. Again he asked her to marry him and she refused. She was then reborn to a new life with his blessing.¹⁰

For now, Morpheus continues to rule his dimension, and his adventures are as varied as the dreams he shapes.

•Role-Playing:

Like the Phantom Stranger, Morpheus is best used as an NPC. He is omnipotent and appears to mortals in the form and dress of their own



racial background. He always appears as a tall, silent, regal, exotic, well-dressed man with eyes like “stars in pools of deep water.” He speaks deeply and gravely, choosing his words with great care.

Morpheus is very different from any other being in the DC Universe. He has a stately majesty about him, and a strange sadness. His motivations are not like those of any other characters.

Although Dream is very close to his sister Death, he leads a lonely life. During his captivity, he reflected on the things he valued and is now far more concerned with the lives of those close to him. He is more human, in the best sense of the word.

Endnotes

1. *Books of Magic* #4
2. *Sandman* #9
3. *Sandman* #13
4. *Sandman* #3
5. *Sandman* #4
6. *Sandman* #5-7
7. *Sandman* #8
8. *Sandman* #16
9. *Ibid.*
10. *Sandman* #28

The Endless

The Sandman is one of a family of powerful magical beings known as the Endless. There are seven of the Endless: Destiny, Death, Dream, Desire, Despair, Destruction, and Delirium. They are incomprehensibly powerful beings that are the living embodiments of their names. Although they sometimes imagine that they are godlike manipulators of man, they are actually servants of the living who exist because mortals believe they do.

Destiny appears as a mysterious, robed figure with an ancient book shackled to his arm. His sigil is a book. Death appears as an enigmatic young woman dressed in black, with an ankh around her neck. The ankh is her sigil. Desire appears as a tall, quiet, feminine-looking man whose sigil is a heart. Despair, the twin sister to Desire, is a bloated, miserable being whose sigil is a hook on a ring. Destruction disappeared 300 years ago, and Delirium is often isolated from the others. The elder three have important missions to fulfill and do not involve themselves in the manipulations of the younger ones.

CAIN

DEX:	3	STR:	3	BODY:	3
INT:	7	WILL:	6	MIND:	3
INFL:	7	AURA:	6	SPIRIT:	4
INITIATIVE:		17	HERO POINTS: 25		

- Powers:** Awareness: 6, Invulnerability: 8, Regeneration: 8
- Skills:** Artist (Storytelling): 12, Charisma (Intimidation): 7
- Bonuses:** Miscellaneous: Cain’s Regeneration Power works even if he is killed, making him essentially immortal.
- Advantages:** Area Knowledge (House of Mystery); Connections: Abel (High), Dream Dimension (High), The Sandman (Low); Scholar (Stories)
- Drawbacks:** Serious Irrational Attraction to killing Abel.(over and over again).
- Motivation:** Responsibility of Power/Psychopath
- Occupation:** Caretaker/Storyteller [CE]
- Wealth:** N/A

ABEL

DEX:	2	STR:	2	BODY:	2
INT:	5	WILL:	2	MIND:	2
INFL:	2	AURA:	7	SPIRIT:	1
INITIATIVE:			9	HERO POINTS: 25	

- Powers:** Awareness: 6, Regeneration: 8
- Skills:** Artist (Storytelling): 12, Charisma: 4
- Bonuses:** Miscellaneous: Abel’s Regeneration Power works even if he is killed, making him essentially immortal.
- Advantages:** Area Knowledge (House of Secrets); Connections: Cain (High), Dream Dimension (High), The Sandman (Low); Pet (Irving/Goldie the Gargoyle); Scholar (Stories)
- Drawbacks:** Serious Irrational Fear of Cain.
- Motivation:** Unwanted Power/Psychopath
- Occupation:** Caretaker/Storyteller [CE]
- Wealth:** N/A
- Background:**

Cain and Abel are spirit guides, brothers, and keepers of the ancient stories. They preserve the mythic symbol structures that float through the sleeping minds of dreamers, teaching lessons through subconscious imagery. These two represent man’s age-old struggles, such as the conflict between the violent and the peaceful, the shift in mankind from hunting to farming, and the sacrifice of fruit and sacrifice of meat.

The brothers are the reincarnations of the first murderer and the first victim. They were punished for their crimes by being made caretakers of stories and the mystical energy that surrounds them.¹ In order to enlighten humanity with mysteries and secrets, the brothers were given a commission by Dream of the

The House of Mystery and the House of Secrets

On the path to the center of the Dreamtime lie two houses separated by a graveyard: the House of Mystery and the House of Secrets. The exact physical locations of the houses are somewhat vague. Sometimes, when the mana flow through the dreamers on Earth is at a particularly high peak, one or both of the houses will shift into the Earth Dimension, somewhere in the hills of Kentucky. At other times, they can be found on a hillside overlooking the Afterworlds. It is much more likely for people to stumble across the houses in their dreams than in their waking hours. In any case, only those beings who are singled out to receive a mystery or secret by some higher power can reach the houses.

When a being first approaches the houses, he generally meets Cain and Abel, who ask him to choose whether he would rather be entrusted with a mystery or a secret. Mysteries are dark and impenetrable, but secrets must always be kept to oneself. The appropriate brother then takes the visitor inside his house and relates a horrific tale that will highlight a lesson that has a bearing on the visitor's waking life.

Inside, the houses defy perception. They are clearly larger on the inside than they are on the outside and contain a maze of passageways, rooms, and hallways. Virtually every room in the houses is a library crammed with dusty tomes and bizarre artifacts. Those who dare to wander into one of the houses without a guide will inevitably end up hopelessly lost in the winding passageways.

Endless to set up shop in the Dreamtime,² where they reside to this day in two great mansions, known as the House of Mystery and the House of Secrets (see sidebar).³

•Role-Playing:

Cain and Abel look different to the mortals who see them because each person sees the story guides as externalizations of that person's inner state of being. For example, the frightened Abby Cable saw them as sinister and unpredictable.⁴ The happy-go-lucky Blue Devil saw them as lighthearted old goofs.⁵

Periodically, the brothers reenact the original story in which they took part. Cain brutally kills Abel, but Abel always comes back to life shortly thereafter. After he slew Abel for the first time, it is said, Cain received a mark on his forehead that prevents anyone from harming him.⁶ This mark meant little to the demons in Hell when Cain was sent there as an emissary of Dream, which shook Cain's self-confidence badly.

Endnotes

1. *Swamp Thing* #33
2. *Sandman* #2
3. *House of Mystery* # 175-321, *House of Secrets* #81-154
4. *Swamp Thing* #33
5. *Blue Devil* #20
6. *Sandman* #22

BRUTE

DEX:	6	STR:	12	BODY:	9
INT:	2	WILL:	3	MIND:	6
INFL:	5	AURA:	5	SPIRIT:	6
INITIATIVE: 13			HERO POINTS: 32		

•**Powers:** Dimension Travel: 7, Illusion: 9

•**Skills:** Occultist: 4

•**Limitations:** Power Restrictions: Dimension Travel only between Dream Dimension and Earth's dimension; Illusion can only be used on sleeping people to create dreams.

•**Advantages:** Connection: Sandman (Low); Expansive Headquarters (Dream Dome), Scholar (Dreams)

Note: Adventures set after *Sandman* #12 no longer have the Headquarters.

•**Drawbacks:** Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Servant of Dream

•**Wealth:** 0



GLOB

DEX:	6	STR:	3	BODY:	4
INT:	5	WILL:	7	MIND:	6
INFL:	8	AURA:	8	SPIRIT:	8
INITIATIVE: 19			HERO POINTS: 32		

•**Powers:** Dimension Travel: 7, Illusion: 10

•**Skills:** Occultist: 6

•**Limitations:** Power Restrictions: Dimension Travel only between Dream Dimension and Earth's dimension; Illusion can only be used on sleeping people to create dreams.

•**Advantages:** Connections: Sandman (Low), Expansive Headquarters (Dream Dome), Scholar (Dreams)

Note: Adventures set after *Sandman* #12 no longer have the Headquarters.

•**Drawbacks:** Strange Appearance

•**Motivation:** Power Lust

•**Occupation:** Servant of Dream

•Wealth: 0

•Background:

Brute and Glob are an inseparable pair of renegade Dreamkin. They are two of the Major Arcana and belong to the Sandman's household staff. They are so perfectly complementary that they are virtually symbiotic beings, a single creature in two bodies. Brute is a powerful creature with great strength but little intelligence. The cunning Glob is virtually all brain and has a nearly useless, shriveled body.

When the Sandman was imprisoned by the human Daemon King,¹ the pair escaped from the Dreaming and created their own pocket universe in the mind of one boy, Jed Paulsen, whom they severed from the True Dreaming. Jed was the grandson of Unity Kinkaid, the true Dream Vortex.

Brute and Glob tormented the boy, making his conscious life hell. He retreated into his dreams, which built great psychic barriers between the real world and the Dream Dimension within him. In their own Dream Dimension, they set up a mortal named Garrett Sanford to be the new Sandman. They gave him a gaudy costume and made him superheroic Lord of their pocket Dreamworld.² When Sanford cracked under the strain, they replaced him with Hector Hall, the former Silver Scarab, who turned out to be a much more manipulable Master. Hall had died on Earth, and his spirit was far more amenable to the rigors of acting as Sandman.³

Hall's wife, Hippolyta, was the former Infinity Inc. heroine called the Fury. She became pregnant shortly before Hall's untimely death, so the two Dreamkin let him take her with him into the Dreaming.⁴ Cut off from linear time, her fetus stopped gestating and remained in magical suspended animation, where it absorbed great power from the land of Sleep.

When the Sandman escaped from the Daemon King's binding enchantments, he restored his realm. This involved rooting out the pocket dimension that was cut off from the True Dreaming. He removed the false Dreaming from Jed's psyche, dispatched Hall's spirit to its final rest, released Hippolyta from limbo (allowing her child to be born), and banished the terrified Brute and Glob to several millennia in the Great Darkness, where they are currently suffering great torment.⁵

•Role-Playing:

Brute is a clumsy, boorish hulk. He often says the wrong thing at the wrong time, but when he acts, he is quick and decisive.

Glob is sly, cunning, and very cruel. He craftily manipulates everyone around him.

Endnotes

1. *Sandman* (second series) #1

2. *Sandman* (first series) #1-6

3. *Infinity Inc.* #45, 49

4. *Infinity Inc.* #50

5. *Sandman* (second series) #12



THE CORINTHIAN

DEX:	11	STR:	8	BODY:	8
INT:	7	WILL:	9	MIND:	9
INFL:	9	AURA:	8	SPIRIT:	8
INITIATIVE:		27	HERO POINTS:		52

•Powers: Aura of Fear: 12, Dimension Travel: 8

•Skills: Charisma: 5, Occultist: 8

•Limitations: Power Restriction: Dimension Travel only between Earth and the Dream Dimension.

•Advantages: Connections: Sandman (Low)

•Drawbacks: Strange Appearance (teeth for eyes)

•Equipment:

Butcher Knife [BODY: 8, EV: 4]

•Motivation: Psychopath

•Occupation: Serial Killer

•Wealth: 3

•Background:

The Corinthian is a wildly demented, highly charismatic serial killer who was once a Nightmare in the service of the Sandman. When the Sandman was magically bound by the Daemon King, the Corinthian fled the Dream Dimension and roamed freely on Earth, where he inspired two generations of serial killers to imitate his ghoulish feats.

The Corinthian was Morpheus' masterpiece. His task in the Dreaming was to serve as a mirror for man's darkest fears, to reflect everything about humanity that mankind was afraid to see. As long as people feared confronting the whole truth about themselves, the dark horror of the Corinthian peered out at them. When they faced their inner demons, the Corinthian vanished. But the Corinthian was flawed and petty. Without the Sandman to direct him, he spent his time frightening and murdering people, chomping their eyeballs between the fangs that sit in his eye sockets.¹

When the world's serial killers held their first convention, the Corinthian was their guest of honor. He glorified their anonymous murders and held his audience spellbound until the Sandman arrived. The Dream Lord uncreated the Corinthian and doomed the killers to understand their atrocities clearly, without rationalizations.²

It is likely the Sandman will re-create the Corinthian, but without his earlier flaws of ego and vanity.

•**Role-Playing:**

The Corinthian fancies himself a heroic gladiator and king of the night. He dresses all in white and always wears stylish dark glasses over his fanged eye sockets. He is grand and glorious, exalting in the horror that he is. He enjoys murder and cruelty and loves to feel the eyes of sweet young boys pop between his teeth.

Endnotes

1. *Sandman* #10-12
2. *Sandman* #13

THE SPECTRE (present)

DEX: 12	STR: 16	BODY: 12
INT: 13	WILL: 18	MIND: 15
INFL: 15	AURA: 20	SPIRIT: 12
INITIATIVE: 40		HERO POINTS: 140

•**Powers:** **Mystic Link*

Animate Objects: 18, Aura of Fear: 18, Awareness: 12, Dimension Travel: 15, Fog: 25*, Illusion: 18*, Invisibility: 20*, Magic Sense: 12, Mind Probe: 35*, Self Link (Spirit Travel): 30

•**Skills:** Occultist: 18

•**Limitations:** Power Restrictions: Dimension Travel can only be used for travel to the Realm of the Just Dead and the Afterworlds, and the Spectre must have access to a fresh corpse to use the Power; Mind Probe only allows the Spectre to divine the target's intentions and whether the target is good or evil.

•**Advantages:** Connections: Earth's Mystical Community (Low), The Phantom Stranger (High)

•**Drawbacks:** Catastrophic Irrational Attraction to punishing murderers; Strange Appearance

•**Alter Ego:** James Corrigan

•**Motivation:** Seeking Divine Justice

•**Occupation:** Avenging Spirit [CE]

•**Wealth:** N/A (Corrigan: 5)

•**Background:**

The being now known as the Spectre was once a powerful Guardian Angel, possibly called Raphael, who was charged with protecting the portals of Heaven.¹

The Spectre was sent to Earth as punishment for an offense he committed against the Heavenly Hosts. The exact nature of his transgression is unclear and possibly incomprehensible by human understanding, but as a result, he has continuously been scaled up and down in power and buffeted between states of being by the angelic hosts. His lords have repeatedly given him tasks that are next to impossible and punished him when he failed to carry them out.

The Spectre's work prior to the 20th Century is largely unknown, but in the 1940s the forces who

guided the Spectre's destiny decreed that the Spectre would return to Earth in mortal guise. The angelic hosts chose the freshly murdered police detective Jim Corrigan to be the Spectre's mortal host on Earth. They intercepted Corrigan's spirit in flight from its watery grave and appeared to him as a mysterious Voice. The Voice imperiously informed Corrigan of his destiny, infused the Spectre's essence into him, and returned him to Earth to wreak vengeance on his murderers. Corrigan's ghost meted out the Voice's grim eye-for-an-eye revenge, killing his murderers in grisly ways and rescuing his kidnapped fiancée, Clarice. He broke off his engagement with her that night, even though he was still in love with her.²

Once the detective's death was avenged, his spirit did not want to live on. Corrigan preferred the eternal peace of the grave to a lifetime as a walking ghost. To convince him to continue his mission, the Voice revealed to Corrigan that Clarice was in danger. Further, the Voice withheld the power to save her life from Corrigan until he agreed to remain on Earth as a ghostly avenger (and the Spectre's undead host). Corrigan relented and has been under the domination of the Voice ever since.³

The spirit of Jim Corrigan launched into his first missions with zeal. Unfettered by the legalities and restrictions that bind mortals who fight for justice, the detective meted out insanity and grisly deaths to murderers. In these early missions, Corrigan was little more than a ghost passing as a human police detective. He did not breathe or bleed or show any organic characteristics. He was not aware that his amazing new powers were actually coming from an entity within him. The Spectre was weak from his fall and was not in direct control of Corrigan. The extent of his will was to influence the detective to construct and wear a white costume with a green cloak. Thus, Corrigan looked like the ghostly Spectre, even though he had never seen the Astral Avenger and did not know that the Spectre was an entity separate from him.

At length, the Voice allowed Corrigan to reclaim his body, and he walked the Earth as a whole man again. When he went into action as the Spectre, Corrigan's ghost would leave the resurrected body. The ghostly white and green form was now a part of Corrigan's soul, and he had no need for a costume.

Corrigan continued to do the work of the Voice and grew in power until he was capable of fighting sorcerers and mystical beings. He helped found the Justice Society of America and joined the wartime All-Star Squadron. All the while, Jim Corrigan was unaware that the Spectre was an entity separate from him, an entity that was growing in strength.⁴

After the war, the Spectre fought an evil astral entity called Azmodus (no relation to the demon Asmodeus), who had taken a living human host body, just as the

Spectre had taken Jim Corrigan's dead body. Both supernatural beings became trapped in their human hosts and did not get free for two decades, until Azmodus' human host died. Then the Spectre was finally able to defeat Azmodus.

By the 1960s the Spectre had gained enough self-will to exist as an entity separate from his host body. When Jim Corrigan realized that he was not really the Spectre, but merely the host to it, seeds of dissent began to grow between the two. They had different opinions about fighting crime, and they argued about solutions. At times, the tension became so great that Corrigan refused to allow the Spectre to enter his body.

The two continued working together against supernatural threats, but the Spectre was slowly eclipsing Jim Corrigan. During this time, the Spectre committed another unspecified infraction, and the Voice punished him with de-powerment. The Spectre was forced to wander with an ancient tome chained to his arm and could not fight crime. He was soon released from his de-powered state but was then bound into a crypt. Whether this was the work of the Voice or one of the Spectre's enemies is unknown. Doctor Fate eventually released him, and the Spectre renewed his war on criminals.⁵

The simmering conflict between Jim Corrigan and the Spectre finally erupted. On one of his cases, Jim Corrigan met and began to fall in love with a woman named Gwen Sterling. She was involved in several of his criminal cases, and her presence brought old memories in him up to the surface. He remembered his former life and realized how cold and sterile his unlife was. He yearned for the warmth and joy of being alive.

The Voice heard his anguish and granted his wish rather than risk having Corrigan become a half-hearted agent. Jim Corrigan was returned to life, free of the Spectre. He quickly proposed to Gwen Sterling, and they planned to marry. But before he could truly savor his newly returned humanity, he was killed in the line

of duty. The gangsters who murdered him dumped his body on Sterling's doorstep.

Again Corrigan's spirit was brought before the Voice. He pleaded to be allowed to go to his rest. If he could not have a fully human life, he would prefer oblivion. But the Voice refused and sent his spirit back to inhabit his buried body. Corrigan clawed his way out of the grave, rising from death a second time. He took his vengeance on the men who killed him and, in a chilling echo of his first death, broke off his engagement with his second fiancée, telling her that he could not love her. His destiny was to be the Spectre, and he rededicated himself to his bleak mission.⁶

The Spectre and Corrigan continued fighting crime and sorcerous enemies. They met many other superheroes and worked with other members of Earth's

mystical community. Despite his extraordinary power, the Spectre was still dependent on spiritually recharging inside Corrigan's body. Over time, his power increased to that of a god. He was nearly omnipotent and less dependent on Jim Corrigan.

The true test of the Spectre's power came during the Crisis On Infinite Earths, when he sensed the impending death of the physical



universe. He discovered that the Anti-Monitor had fled to the dawn of time and was planning to end life before it could form. Drawing together the warring factions of heroes and villains, the Spectre gave them new assignments and sent them to the dawn of time to confront the Anti-Monitor.

The Spectre himself attacked the Anti-Monitor, bolstered by the mystical energy of the other heroes. He lost the battle, and the universe erupted and imploded through him. In a cosmos-wracking aftershock, the universe was reborn, and the Spectre was left an unconscious ghost. He had succeeded in saving the positive universe but had failed the test.⁷

The Spectre lay in state in the halfway territories between Heaven and the Chaoplasm as a gigantic, comatose being. When the Shadow Creature threatened all of creation, a consortium of Earth's mystical heroes led by the Phantom Stranger set out to rouse the Spectre. Eventually they found the Spectre by discovering that the mystical lands they were passing through were actually the Spectre's massive body.

The Phantom Stranger implored the Spectre to stop the summoning of the Shadow Creature, saying that the Creature would bring back the original Darkness. But the Spectre arrogantly stated that he would take care of the Shadow Creature if the need arose.

But he was very wrong.

As the Shadow Creature rose, the Spectre expanded his already colossal form till he dwarfed all powers on Earth, but the Shadow Creature effortlessly disposed of him, casting his burnt-out ectoplasmic form away like a rag doll. The Spectre was not only defeated, but he was utterly humiliated, for his resistance had taught the Shadow Creature the concept of vengeance. Broken, the Spectre wept and begged forgiveness for his failure.⁸

Forgiveness was not to come. For failing in his impossible tasks, the Spectre was tremendously diminished in power and stripped of his omnipotence to become merely a powerful ghost. With the aid of Madame Xanadu, the Spectre was reunited with Jim Corrigan's body, and a new Spectre was born. This one was once again dependent on Corrigan for a host and could not be long separated from him.

After this, the Spectre embarked on a new series of missions, avenging people murdered before their time. Madame Xanadu became the keeper of the Spectre's spirit and his mystic lover. A great antagonism developed between Corrigan and the Spectre. Corrigan resented the Spectre's control over his life, and the Spectre disliked Corrigan's petty tantrums and resistance.⁹

During one mission, police shot Corrigan to death. The Spectre, denied a host body, faced dissolution. He went to the Afterworlds and asked the Phantom Stranger for Corrigan's body, but Corrigan refused to go back, and the two fought. At length, the Spectre took Corrigan's body back, against the human's will. The two inhabited the same body, dependent on one another for their "lives." In a final attempt to assert control over his own destiny, Corrigan started his own paranormal agency and hired investigators. His efforts ended in tragedy, and most of his agents died.¹⁰

Since his inception, the Spectre has continually oscillated up and down the cosmic power ladder. From his beginnings to his current standing, he has been bound to a constant circle of change. This is the most common theme and central metaphor in the Spectre's existence. He started his career as a low-powered

entity. For a while, he bolstered his powers with the mystic Ring of Life. His powers waxed and waned, and ultimately he reached his near-omnipotent standing. When he failed, the Voice cut him down to size.

It is also unclear whether the Spectre will ever discharge his responsibilities, atone for his offense and return to Heaven or even if such a thing is really attainable. Since the tasks the Voice sets for him are clearly beyond all possibility, it may be that the Voice does not want him to succeed.

•Role-Playing:

The Spectre is a grim, abrupt, and indifferent entity, hollow and cold as death. His grave behavior ranks as the least human and most alien of all the eerie and inhuman members of Earth's mystical community. Even the Phantom Stranger is more approachable, and Etrigan the demon has stronger social graces.

Play the Spectre as distant and remote. Despite all his work on mankind's behalf, he has little compassion, sympathy, or empathy for humankind. And why should he? He is clearly not human, and never was. He is far beyond common mortality. He has never truly experienced the joys and sorrows of life.

He has known the passionless rapture of Heaven and the soul-searing torment of Hell, but he is still inexperienced about the world of flesh in between. So play him like that: icy, aloof, and haunted. He needs no one and expects nothing from others. He is isolated from the chain of life and the human connections. He thrives on anger, vengeance and retribution, and has no use for gentler motivations. He is unforgiving and callous.

Endnotes

1. *Books of Magic* #1
2. *More Fun Comics* #52-53
3. *Secret Origins* #15
4. *More Fun Comics* #54-67
5. *Showcase* #60, 61, 64, *The Spectre* (first series) #1-10
6. *Adventure Comics* #431-440
7. *Crisis On Infinite Earths* #10-12
8. *Swamp Thing* #50
9. *The Spectre* (second series) #1-18
10. *The Spectre* (second series) #19-31



JIM CORRIGAN

DEX: 4	STR: 3	BODY: 4
INT: 6	WILL: 7	MIND: 7
INFL: 5	AURA: 6	SPIRIT: 6
INITIATIVE: 15		HERO POINTS: 140

•**Skills:** Detective: 6, Occultist: 3, Thief: 4, Vehicles (Land): 4, Weaponry: 4

•**Advantages:** Connections: New York City Police Department (Low), Madame Xanadu (High)

•**Drawbacks:** Miscellaneous: Corrigan and the Spectre are alter-egos and cannot exist at the same time.

•**Motivation:** Seeking Justice

•**Occupation:** Private Detective

•**Wealth:** 5

•**Background:**

Jim Corrigan was a tough New York cop during the violent days of the mob wars. His success in busting gangsters earned him a one-way ticket to the bottom of the river. His spirit was intercepted and returned to Earth by the mysterious Voice to be the physical vessel of the Spectre, denying Corrigan his eternal rest. Corrigan exacted revenge from the criminals who killed him but ended his engagement and effectively shut down his own life. As a resurrected dead man, he felt he had no use for the kind of love and care mortals need.

He tried on several occasions to wrest control of his life from the Spectre, but he always ended up back with the spirit. Their twin destinies are completely entwined.

•**Role-Playing:**

Corrigan was once grateful for the Spectre, but over the decades he has come to resent the Astral Avenger and is often at odds with him. The detective regularly argues with the Spectre over the kinds of action they should take and over the amount of autonomy he has in his own life.



KIM LIANG

DEX: 3	STR: 2	BODY: 2
INT: 3	WILL: 3	MIND: 4
INFL: 3	AURA: 4	SPIRIT: 5
INITIATIVE: 9		HERO POINTS: 10

•**Skills:** Detective: 2, Occultist: 2

•**Advantages:** Connections: Jim Corrigan (High), Madame Xanadu (High)

•**Motivation:** Upholding the Good

•**Occupation:** Receptionist

•**Wealth:** 4

•**Background:**

Kim Liang was summoned by Madame Xanadu to be the "keeper" of Jim Corrigan, the Spectre's human host. She now acts as receptionist for Corrigan's private detective agency, and the pair have fallen in love.

•**Role-Playing:**

Liang is a bright, bubbly, creative and slightly unconventional woman. She hates tedium and monotonous work and loves unique and challenging opportunities. This makes her the perfect custodian for Jim Corrigan.

SWAMP THING

DEX: 5	STR: 7	BODY: 8
INT: 10	WILL: 15	MIND: 12
INFL: 12	AURA: 15	SPIRIT: 10
INITIATIVE: 27		HERO POINTS: 120

•**Powers:** Animal Control: 8, Animal Summoning: 8, Animate Objects: 8, Awareness: 10, Dimension Travel: 12, Growth: 13, Invulnerability: 15, Joined: 20, Magic Sense: 12, Personality Transfer: 8, Plant Control: 20, Plant Growth: 25, Regeneration: 10, Sealed Systems: 20, Self Link (Plant Growth): 20, Self Link (Spirit Travel): 25, Solar Sustenance: 20, Speak With Plants: 25, Split: 12, Telepathy: 15

•**Bonuses:** Miscellaneous: Swamp Thing's Splits do not reduce their APs of Physical Attributes when they Split.

•**Limitations:** Power Restrictions: Animal Control and Animal Summoning only work on insects; Animate Objects only works on wood; Dimension Travel can only be used for travel; Spirit Travel only works through areas where there is plant life.

•**Advantages:** Area Knowledge (Louisiana Bayous); Connections: John Constantine (Low), Parliament of Trees (High)

•**Drawbacks:** Married; Strange Appearance; Traumatic Flashbacks (triggered by fire)

•Equipment:

Psychogenic Tubers [BODY: 1, Illusion: 12, R#: 4]

Limitation: Illusion Power only works on individuals who eat the tuber; the illusion perceived is keyed to the character of the consumer. If the consumer's mind is filled with ugly thoughts, the tuber will magnify those, provoking living nightmares. If the person's mind is in a bright or pleasurable state, the visions are rich and harmonious. Swamp Thing can easily enter the mind of someone who has eaten the root and can then produce an ecstatic, transcendent experience by allowing the person's consciousness to enter the Green.

•**Alter Ego:** None (retains memories of Alec Holland)

•**Motivation:** Responsibility of Power

•**Occupation:** Elemental

•**Wealth:** 0

•Background:

The Swamp Thing is the deeply compassionate guardian of the biosphere and all life on Earth. He is the latest in a long, exalted line of plant elementals who have preserved the planet for millions of years. He is unquestionably the greatest of the lineage, having overcome the basic limitations of plant elementals and having discovered new powers.

The Swamp Thing was "born" when research scientist Alec Holland was caught in a fiery explosion

and collapsed in the swamp to die. Holland and his wife, Linda, had been working on a secret government project aimed at developing new forms of plant life that could grow in even the most inhospitable climates. They had developed a chemical they called the Bio-Restorative Formula.

The Hollands' government employers moved them to the wilds of the Louisiana bayous to conduct their experiment in secret because many disreputable organizations wanted to acquire the formula. They were to be protected by Matt Cable, a government agent.

One such corrupt organization, the shadowy criminal called the Conclave, sent a goon squad to buy, steal, or destroy the formula. When Holland refused to sell his experiment to them, the goons blew up the formula, the lab, and Holland. As he died, Holland propelled his anguished, burning body into the cooling waters of the bayou.

Then from the bog waters arose the shambling, muck-encrusted mockery of a man that is the Swamp Thing.¹

At first the Swamp Thing thought he was Alec Holland, since he had Alec Holland's memories. He imagined that the Bio-Restorative Formula had resurrected his body. But in reality, Alec Holland had died completely, and living plants had consumed his brain, creating a plant-based replica of his consciousness.

Just as planarian worms can absorb memories of other worms by consuming their bodies, so too could the magically-infused plant life in the swamp digest and assimilate the memories of Alec Holland. The plants also replicated his body, creating a useless set of lungs, an nonfunctional heart, and a full set of ineffective internal organs.

This is the pattern for all plant elementals. When the time is ripe for a new elemental, a human dies in fire and is submerged in rich, fertile bog water. The flames consume much of the body, leaving it ripe for rapid decomposition by the abundant plant life. The plants pattern their newborn consciousness after that of the human and construct a vegetable body around the shape of the human's corpse. Neither is very accurate, so the creature that arises from the bogs is frequently misshapen in form and mind.²

The early years of Swamp Thing were filled with anguish and horror as he tried to reclaim a humanity that he never really possessed. He experienced great tragedies, starting with the death of Alec Holland's wife, Linda.

As a plant elemental, the Swamp Thing was the preserver and protector of life. Ignorant of this fact he often wondered why he kept finding himself constantly drawn into horrific situations and into conflict with monsters more hideous than himself. He fought

werewolves, patchwork men, robots, and the wicked monster maker, Anton Arcane. Arcane was a ghoul of a man who created subhuman creatures from humans, animals, and dead body parts. He became Swamp Thing's greatest enemy and constantly hounded the elemental until the monster maker's long-overdue death.³

During this time, all that kept Swamp Thing going was the faint spark of hope that somehow he could find a way to reclaim his humanity. He angrily and violently put an end to all of his body's attempts to assert its vegetable nature. For example, if he stood in one spot too long, his feet would begin to put down tap roots. Outraged, he always tore them up. In short, he was rebelling against his own true nature. Not surprisingly, his crippling self-rejection caused him years of misery, pain, and desolation.

The pain of these years was relieved somewhat by a budding friendship with Abigail Arcane, Anton Arcane's niece. The tremendous evil in the despotic butcher Arcane was balanced by the boundless kindness and compassion of his brother's daughter. She cared deeply about Swamp Thing, and although she later married Matt Cable, she stayed with Swamp Thing in his travels. Swamp Thing in turn felt deep affection for her but was frightened by his feelings. Confused over his own half-man, half-monster status, he dared not express his feelings to her.

From his earliest days, Swamp Thing was hounded by the Sunderland Corporation, a powerful and corrupt organization with clandestine connections to a shadowy government security agency called the D.D.I. After many attempts to capture Swamp Thing, Sunderland and the D.D.I. embarked on a full-scale military operation. They finally overpowered him with explosive rocket fire and destroyed him.⁴ The D.D.I. froze his body and brought his remains to a Sunderland complex for study by Jason Woodrue, the Floronic Man.

Woodrue determined that Swamp Thing was really not a mutated Alec Holland, but was a unique plant entity and could be reborn simply by being unfrozen and being allowed to regenerate. In fact, although Swamp Thing's body could be battered into oblivion, it could not be killed by conventional means. Seeing a

chance to get revenge against the cruel General Sunderland, Woodrue thawed out Swamp Thing's body and allowed it to regrow.

The resurrected Swamp Thing found Woodrue's notes, read his deductions about the elemental's true origins, and realized that he was not human and could never hope to be. He saw that his life, identity, and humanity were a lie. He was not a man transformed into a plant; he was a plant who thought he was a man. Since the only thing that had kept him sane in his early years was the conviction that he might someday reclaim his humanity, this revelation threw him into a rage. He rampaged through the Sunderland complex and killed the corrupt General Sunderland.⁵

Driven by despair and haunted to the brink of insanity by his loss, Swamp Thing returned to the bayou, put down roots into the soil, and turned his mind inward. There, he began the long struggle for meaning in his life. If he was not Alec Holland, what was he?

Meanwhile, Woodrue found the elemental's swamped body and tapped into its consciousness. He managed to isolate the Swamp Thing's connection to the Green, the bio-energy field that surrounds the Earth. The Floronic Man's fragile half-plant, half-human mind snapped under the enormity of it, and he embarked on a quest to purge the Earth of humans and animals. Abigail Cable found and revived Swamp Thing in time for him to stop Woodrue, and with the

threat passed, the two of them then began a long, idyllic relationship in the verdant bayous.⁶

Swamp Thing finally accepted his vegetable nature and laid to rest the ghost of Alec Holland that he had been carrying around for so long. In accepting himself as he truly was, he found greater happiness than he had ever known. He relaxed and let his vegetable nature reassert itself, allowing his body to blossom with an abundance of rich flowering plants. Hence, the muck-man became a plant-man. However, the nagging question remained: if he was not Alec Holland, who or what was he? He resolved to explore and understand his own nature.⁷

He didn't know it, but he was about to get help of a most unusual sort.



A mysterious stranger by the name of John Constantine intruded on Swamp Thing's little bit of Heaven on Earth. The occultist offered Swamp Thing information about his origins in return for Swamp Thing's help on special missions. This began a whirlwind of adventures in which Constantine sent Swamp Thing on one quest after another, tempting him with more and more lore about plant elementals.

Constantine also introduced Swamp Thing to many members of Earth's mystical community, and the elemental slowly began to realize his place in the forces aligned behind the greater good of the Earth. At first, Swamp Thing resented Constantine's manipulations, but he soon realized that the occultist was providing opportunities for him to master his own unique abilities. The only way a plant elemental can discover his powers is to explore them himself, and Constantine provided Swamp Thing with the opportunities, the incentives, and just enough information to do so. In a sense, Constantine was tempering Swamp Thing, giving the elemental the opportunity to hone and refine his abilities.⁸

This led to an exciting phase in Swamp Thing's life, during which Swamp Thing finally mastered his elemental abilities. He learned to create duplicate bodies, to sprout rapidly from minimal plant life (even plant-like intestinal flora), to take over human bodies, to manipulate the vegetation in entire cities, and to become functionally immortal. He discovered that he could project his consciousness into the Green, around the world, through space and into alien vegetation, and even through time itself.

He soon met the earlier plant elementals who comprise the Parliament of Trees, and he understood his identity, purpose, and nature. He even outgrew the Parliament, defying their wisdom when necessary, and teaching them valuable lessons.

Swamp Thing saved all of creation during the war against the Shadow Creature, succeeding where Etrigan, Doctor Fate, the Spectre, and the Phantom Stranger had all failed. He succeeded because he did not bring confrontation and anger to the encounter, but abiding patience and compassion. His absorption into the Shadow Creature planted the seeds of a deep, enduring understanding and unconditional acceptance in the raw, unformed evil of the Creature and reminded it of the symbiotic nature of good and evil. The Creature could then take its place in the eternal pact with Heaven.⁹

During his explorations, Swamp Thing's friendship with Abby blossomed into love, and the two joined in a

rapturous union. They became husband and wife and conceived a child, with the assistance of John Constantine.¹⁰ Their child, Téfe, was born to be the next plant elemental to follow Swamp Thing,¹¹ and it has been prophesied that Téfe will be a powerful force of healing on Earth. Even Hell fears her potential.

•Role-Playing:

The most essential component of Swamp Thing's personality is his deep compassion. He has a profound reverence for all living things and strives to find solutions that allow everyone involved to win.

Like the natural forces from which he grew, he is accepting, giving, gentle, and serene. He is completely honest, open as all outdoors, and almost naive, despite all the horror he has seen. This is a radical departure from the gung-ho, stalwart heroes and wrathful, angst-ridden anti-heroes that comprise much of the DC Universe, and his character presents quite a stretch for the role-player looking for fresh gaming challenges.

Swamp Thing is slow to anger, but once enraged, he fights with an elemental fury. Although he reveres living things, he acknowledges the existence of anti-life forces that try to degrade and destroy life, and he knows they must be stopped by any means. He is not afraid to fight. He is just careful of whom he fights and why he fights them.

Swamp Thing's unique speaking patterns are fun to play out. Speak with a deep, languorous, stately voice. Do this by... stretching out all your... words and taking long... pregnant... pauses. Do not overdo it by taking forever to finish a sentence. Think calm and steady, rather than lethargic and listless. Gamemasters can assist this process by slowing down the pace and not hurtling the plot along at the breakneck speed usually used in games featuring Superman and other costumed adventurers.

For a more detailed history of Swamp Thing's career, consult the *Swamp Thing Sourcebook*.

Endnotes

1. *Swamp Thing* (first series) #1
2. Revealed in *Swamp Thing* (second series) #47
3. *Swamp Thing* (first series) #2 - *Saga of the Swamp Thing* #19
4. *Saga of the Swamp Thing* #20
5. *Saga of the Swamp Thing* #21
6. *Saga of the Swamp Thing* #22-24
7. *Saga of the Swamp Thing* #27
8. *Swamp Thing* (second series) #38-50
9. *Swamp Thing* (second series) #50
10. *Swamp Thing* (second series) #65-78
11. *Swamp Thing* (second series) #91



ABIGAIL ARCANE-CABLE

DEX: 2	STR: 2	BODY: 2
INT: 3	WILL: 2	MIND: 3
INFL: 4	AURA: 4	SPIRIT: 5
INITIATIVE: 9		HERO POINTS: 15

- Skills:** Charisma: 5, Medicine: 2, Occultist: 5
- Advantages:** Area Knowledge (Louisiana Bayous); Connection: Swamp Thing (High)
- Drawbacks:** Married; Mistrust
- Motivation:** Upholding the Good
- Occupation:** Former Medic/Child Counselor
- Wealth:** 0
- Background:**

Abby is the niece of Anton Arcane, the old archenemy of the Swamp Thing. She was raised with attendant horrors all around her, and the first stable presence in her life was Swamp Thing. They went through many bizarre encounters together, and his company brought her a much-needed calm that balanced out the terrors she had experienced. She loved him but dared not express it.

In one particularly grueling and horrifying incident, Abby was killed by her evil uncle, and her spirit was taken to the underworld.¹ Swamp Thing braved the horrors of Hell to reclaim her spirit and literally brought her back to life.²

After that, Abby fully understood that she loved the Swamp Thing. When she discovered he felt the same way, they consummated their love.³ Since then, the terrors have not stopped, but facing them is far easier since the two have bonded.

Abby and the Swamp Thing consider themselves married, and they just had a child, Téfe, whose destiny is to become the next plant elemental. Like her mother, Téfe died and her spirit was held prisoner in Hell. The Swamp Thing recovered Téfe's spirit, as he had recovered her mother's.⁴

•Role-Playing:

Abby is a loving, caring, and courageous woman. She has faced down living nightmares that would drive strong people insane. She was born to fight horror, and despite her fervent wish for peace and serenity, she embraces her destiny. This pattern is likely to continue until Abby resolves the horrors of her childhood.

For more information about Abby, see the *Swamp Thing Sourcebook*.

Endnotes

1. *Saga of the Swamp Thing* #31-32
2. *Swamp Thing Annual* #2
3. *Saga of the Swamp Thing* #34
4. *Swamp Thing* (second series) #96-100

DOCTOR THIRTEEN

DEX: 5	STR: 3	BODY: 3
INT: 4	WILL: 3	MIND: 3
INFL: 4	AURA: 2	SPIRIT: 3
INITIATIVE: 13		HERO POINTS: 20

- Skills:** Detective: 7, Gadgetry (Identify Gadget): 5, Scientist: 5
- Advantages:** Connection: The Phantom Stranger (Low); Expansive Headquarters (Doomsbury Hall); Iron Nerves; Magic Background; Scholar (Charlatans); Sharp Eye
- Drawbacks:** Married; Miscellaneous: Doctor Thirteen does not, will not, and perhaps cannot believe in magic. He attempts to explain any magical phenomenon scientifically.
- Alter Ego:** Dr. Terrence Thirteen
- Motivation:** Responsibility of Power
- Occupation:** Ghost-Breaker
- Wealth:** 9
- Background:**

Doctor Thirteen, better known as the Ghost-Breaker, is a private investigator who specializes in investigating



alleged mystical events. Despite coming into contact with magic on many occasions, he still insists that it does not exist.

Science has been the calling of the Thirteen family for many generations. Several centuries ago, uninformed people, confusing the Thirteens' advanced scientific principles with witchcraft, hounded members of the family as witches and warlocks. A string of bad luck and freak accidents also led many to believe that the family was cursed.

As a youth, Terrence Thirteen learned from his father to believe that everything he saw or experienced could be explained rationally. The "fact" that magic did not exist was ingrained into the fabric of Terry's being and became his life's work when he grew up. He made a career out of investigating supernatural phenomena, finding a rational explanation for every case he took on. He became known as the Ghost-Breaker for his uncanny knack for uncovering the truth behind supposed sightings of ghosts and spirits.¹

His perfect winning streak came to a halt, however, when he first encountered the enigmatic being known as the Phantom Stranger. Both Thirteen and the Stranger were investigating a series of accidents at a carnival that had been attributed to ghostly activity. Together, the pair managed to uncover that the fraud was the work of the carnival's crooked fortuneteller, but Doctor Thirteen was unable to prove his theory that the Phantom Stranger was a charlatan as well.²

Over the next few months, Doctor Thirteen crossed paths with the Phantom Stranger several times, always trying but failing to prove that the Stranger was a fraud. Despite witnessing myriad magic-spawned phenomena, Doctor Thirteen never lost faith in his belief that it could all be explained away as freak natural events, hidden technological devices, or mass hypnosis.³

After retiring to write his memoirs, Doctor Thirteen returned to his chosen profession at the urging of his wife. While traveling across the country, he stopped to pick up two hitchhikers, who turned out to be John Constantine and Timothy Hunter. Doctor Thirteen explained to Tim that there was no such thing as magic and that in all his wide experience with the subject, he had never found anything that could not be explained scientifically.⁴

•Role-Playing:

Doctor Thirteen is right: for him, magic does not exist. John Constantine used him as an example of a person who did not choose magic and therefore cannot really experience it. Therefore, whenever Doctor Thirteen becomes involved in matters with a mystical side, he will attempt to uncover a rational explanation for these events, and, due to the paradoxical nature of magic, such an explanation will always produce itself.

Although magic surrounds him, Doctor Thirteen has chosen not to be able to touch it. As a result, he lives in a much safer, but less interesting, world.

Endnotes

1. *Star-Spangled Comics* #122-130, *The Phantom Stranger* #1-22
2. *The Phantom Stranger* #3
3. *The Phantom Stranger* #4-10
4. *Books of Magic* #2



BARON WINTERS

DEX:	3	STR:	2	BODY:	3
INT:	10	WILL:	8	MIND:	9
INFL:	8	AURA:	12	SPIRIT:	8
INITIATIVE:		21	HERO POINTS: 50		

•Powers: *Mystic Link

Magic Sense: 3, Mind Probe: 5*, Remote Sensing: 20*, Telepathy: 10*

•Skills: Charisma: 7, Occultist: 11

•**Advantages:** Connections: Earth's Mystical Community (Low), The Night Force (High); Connoisseur; Extensive Headquarters (Wintersgate Manor); Leadership; Magic Background; Omni-Connection; Pet (Merlin); Scholar (Anthropology, Cults, History, Psychology, Sociology, Temporal Lore, Temporal Physics)

•**Drawbacks:** Forced Exile (from his Occult Masters and their Shadow Dimension); Forced Exile (from the here and now: Baron Winters cannot leave his Georgetown mansion into the present day; he can only leave into past historical periods); Magician's Code; Public Identity

•Equipment:

WINTERSGATE MANOR [BODY: 10, Energy Absorption: 8, Magic Field: 12, Sealed Systems: 11, Teleportation: 18, Time Travel: 38]

Limitations: All defensive Powers may only be used to protect individuals within the mansion from attacks originating outside.

Miscellaneous Drawbacks: Teleportation and Time Travel cannot be used separately. The Georgetown mansion's portals into the past have selective controls.

Note: Visitors normally cannot enter the mansion without the Baron's permission. Uninvited guests have been known to enter the mansion in the present day, however. The mansion also has a Mana Factor of +2 (see page 19).

•Pet:

MERLIN

DEX: 4	STR: 4	BODY: 4
INT: 5	WILL: 6	MIND: 5
INFL: 4	AURA: 5	SPIRIT: 6
INITIATIVE: 15		HERO POINTS: 12

•**Powers:** Analytical Smell/Tracking Scent: 7, Awareness: 9, Claws: 5, Running: 6, Telepathy: 3

•**Skills:** Thief (Stealth): 6

•**Advantages:** Lightning Reflexes

Merlin is a giant leopard-like cat of extraordinary intelligence. He serves as Baron Winters' conscience, tempering Winters' ruthless efficiency with human compassion.

•**Alter Ego:** Unknown

•**Motivation:** Responsibility of Power

•**Occupation:** Occultist-for-Hire [MC]

•**Wealth:** 15

•**Background:**

Baron Winters is an enigmatic master occultist who periodically forms a team of men and women he calls his Night Force to lead his investigations. Due to a severe (as of yet unrevealed) mistake he once made, he is unable to leave his house into the present. This limitation is a source of much speculation by other members of the mystical community and a source of great amusement to John Constantine. The house opens into different parts of the world in different eras, and Winters can only leave the house to enter the past.

The origin of Baron Winters is unknown, even to John Constantine, who has spent a lot of time and effort trying to uncover it. Winters may come from the far distant past or even the far distant future. In fact, he could conceivably be from any time period, as his Georgetown house allows him to travel in time. It is rumored that the Baron himself is unclear about the era of his birth. But, since he has a very Victorian notion of privacy, he does not enjoy talking about himself or revealing his secrets. Therefore, his true origin may never be known.

What is known is that he has lived for thousands of years and that he was educated in magic in a mysterious shadow realm. There, he broke a primary taboo by falling in love with another student, Katina. The two had a torrid affair that was interrupted by their guardians, who banished them to the outer physical realities, forcing them to sever their relationship. Katina gave birth to their son, Gowon, and raised him alone. As a result, Gowon grew up hating the Baron.

Baron Winters lived many lifetimes on Earth. As adviser to kings, he was the true power behind many thrones. He saw the rise and fall of empires and fought many battles with evil entities. His last adviser's job was with the Romanov Czars of Russia. But the Russian revolution put an end to this job.

Winters then fled to America, where he began his current occupation as an occult adviser, solving people's problems with his magical resources. His clients must first seek him out and agree to his exorbitant fees to receive his aid.

The Baron's work has taken many odd twists. In the past he operated a fortune-telling booth in a carnival he owned. These early cases brought him into direct conflict with the police, both in the past and present. Presently, Baron Winters uses other agents to solve cases and rarely gets involved himself. He uses his mystical senses to seek out effective agents, assembles teams called the Night Force, and dispatches them to fight mystical menaces. All for a fee, of course.

The Baron's agents have a high mortality rate, and those who survive frequently sustain injuries in the line of duty. They are often people with broken lives or with little to live for. Sometimes, the Baron plucks people from the past to do his dirty work. He has watched without emotion as many of his agents died or became crippled, and he is not above lying or misleading to accomplish his goals.

For a while, he had a reconciliation of sorts with Katina, and she and Gowon came to live in the Baron's house. Since they are among the last of their kind, they thought it wiser to work together. Katina had a lot to offer the Baron, since she is a far more accomplished mage than he, being powered by great inner demons.¹

Baron Winters owns a Georgetown mansion which is a powerful artifact in itself. It can open doors on any time period in any part of the world. Winters exploits its abilities on his cases, sending agents back in time to deal with past situations before or while they occur. He therefore stocks clothes of all eras in his house for use in his missions back in time. He enjoys leaving his house into the past and really comes alive when he does. All the world is his toy, and he loves it. All, that is, except the present.

Baron Winters' only real companion is a huge, sentient feline called Merlin, who communicates telepathically. Merlin was a gift from Katina and has been with the Baron for 300 years. Merlin disapproves of the Baron's uncaring, mercenary attitudes but acknowledges the good that Winters does and stays with him for that reason. In many ways, Merlin is the conscience of Baron Winters. The cat regularly tempers the man's baser notions with wiser approaches.

Recently, Baron Winters allowed his house to be used as a conduit to Hell, where demons were battling

the Shadow Creature. He developed a great distaste for John Constantine during that crisis, an antipathy that has only grown over time.²

In the war with the Shadow, the Baron saw Etrigan the Demon fall to the Creature. Since then, he and Jason Blood (Etrigan's other half) have become close acquaintances. It is also possible they knew one another in the past, as they both walked the Earth throughout the second millennium, A.D.

•Role-Playing:

Baron Winters is a refined gentleman occultist. He is distant almost to the point of being cold, but he is always the perfect aristocrat.

Vain, self-serving and very manipulative, Winters adeptly uses lies, distortions, and occasionally the truth to get what he wants. Yet, despite his exploitative ways, he is essentially noble and works for the good of man for all the wrong reasons.

Play him as the haughty, arrogant power behind the scene. He does not want to take direct action but prefers to use other agents in his stead. Focusing on the Baron's weaknesses can be almost as much fun as playing his strengths. He is prideful and arrogant, and a skillful person can manipulate him by playing to his vanity. He is intrigued by new information, and will pay greatly for it.

Endnotes

1. *Night Force* #1-14
2. *Swamp Thing* #49-50

THE WITCHING HOUR

The Witching Hour is more a state of being than a set of characters. It is represented by three mysterious women who stand for the feminine principles of wisdom and self-revelation. Many people fear such inner knowledge and consider the women to be evil witches rather than divine guides. The word "witch," however, comes from the same root as the words "wit" and "wisdom."

These three women, also called the Witch Queen or the Hecateae, are one of the most powerful of magical forces in the world. They are even respected by the seven Endless. Since, the Hecateae are the weavers of fate, they devise, spin, and ultimately cut the tapestry of mankind's destiny. In the same vein, the names Fata, Fortuna, Faery, and Wyrd all refer to fate and destiny. Because of this, they see the past, present, and future of all men, gods, and enchanted beings. This triple goddess is also a single being manifested as three women: the maiden (life-giver), the mother (preserver), and the crone (death-bringer). These Weird Sisters are among the oldest recorded gods and are known to all mythologies.

Names are very important to the Witch Queen. She was known to the Greeks as the Moerae (Clotho, who

spins the cloth of life, Lachesis, who measures it, and Atropos, who cuts it), to the Irish as the Faery Morrigan (Ana, Babd, and Macha), to the Hindus as Kali (Parvati, Durga, Uma), and to the Germanic Vikings she was called the Wyrd or Norns (Urth, Verthandi, and Skald). The Romans called her Fate or fortuna, and the pre-Roman Latinum called her "Uni" or "One." To the Medieval mind, she was called Fata Morganna. In the modern world, she's known as the Witch Queen, and her three aspects are named Cynthia, Mildred, and Morgaine. The Witching Hour scribe mistakenly referred to Morgaine as Mordred, a fact the crone is quick to point out to all concerned.

The Sandman once summoned the Hecateae to find his lost tools. To do this, he used a ritual that is commonly used among the mystical community for this purpose. The components of the ritual must be brought together at midnight, the Witching Hour. Once she has been summoned, each of the Hecateae will answer only one question. Remember, each of the three has a different personality. One is youthful and playful (Cynthia, the Maiden), one is pleasant and motherly (Mildred, the Mother), and one is eerie and ill-tempered (Morgaine, the Crone).

•Ritual:

SUMMONING THE FATES

Effect — Dimensional Travel (Summoning): 17 APs

Casting Time — 15 minutes (8 APs)

Necessary Components — a crossroads, a gallows, honey, snakes, and a black ewe at midnight during a crescent moon; Cost of \$1,000 (6 APs)

Special Restrictions — once summoned, the Hecateae will answer only one question each.

Hero Point Cost — 690

MADAME XANADU

DEX:	3	STR:	2	BODY:	2
INT:	10	WILL:	10	MIND:	8
INFL:	9	AURA:	13	SPIRIT:	8
INITIATIVE:		22	HERO POINTS: 40		

•Skills: Occultist: 13

•Advantages: Connections: Earth's Mystical Community (High), The Spectre (High); Miscellaneous: Madame Xanadu ages very slowly; Scholar (Occult Artifacts, Soothsaying)



•Cartomancy Rituals:

1. PREDICT THE FUTURE

Effect — Precognition: 17

Casting Time — 15 minutes (8 APs)

Necessary Components — Tarot cards; Cost of \$50 (1 AP)

Special Restrictions — None

Hero Point Cost — 56

2. SENSE EMOTION

Effect — Empathy: 10

Casting Time — 15 minutes (8 APs)

Necessary Components — Tarot cards; Cost of \$50 (1 AP)

Special Restrictions — None

Hero Point Cost — 15

3. DETECT COSMIC CALAMITY

Effect — Awareness: 10

Casting Time — 15 minutes (8 APs)

Necessary Components — Tarot cards; Cost of \$50 (1 AP)

Special Restrictions — None

Hero Point Cost — 5

4. ANSWER QUESTION

Effect — *INT*: 15, *WILL*: 15

Casting Time — 15 minutes (8 APs)

Necessary Components — Tarot cards; Cost of \$50 (1 AP)

Special Restrictions — None

Hero Point Cost — 130

Notes — Instead of mimicking Powers, this Ritual mimics the effects of a pair of Attributes: Madame Xanadu can use the Ritual's *INT* and *WILL* as the AV/EV of a single Perception Check or as the AV/EV of an attempt to answer a question or solve a problem.

•**Alter Ego:** Unknown

•**Motivation:** Responsibility of Power

•**Occupation:** Spiritual Adviser [MC]

•**Wealth:** 6

•**Equipment:**

Tarot Cards [BODY: 1] Xanadu uses the cards to perform her rituals.

13 AP ABCD Omni-Artifacts: These Artifacts make up her magical collection in her Greenwich Village parlor.

•Background:

One of the more enigmatic occultists in the world, Madame Xanadu is a seer who excels as a spiritual adviser and cartomancer (one who performs divination by cards).

Madame Xanadu's origins are shrouded in mystery, and she evidently prefers it that way since she has done nothing to lift the veil and reveal her past. She is rumored to be of Eastern European Gypsy descent, and she speaks with a trace of an accent. She is reported to have been seen in previous historical ages and may well be immortal.

Xanadu opened a fortunetelling shop on Christie Street in Greenwich Village, New York, and hung a sign reading "Enter Freely and Unafraid." From her storefront, she advises people in search of answers to problems both personal and mystical.¹

Madame Xanadu is precognitive and senses when her destiny is tied to the fate of another. Some people are mysteriously compelled to enter her shop, and some just stumble upon it by accident, which means "by synchronous connection." She knows the names of those people who seek her out and senses their troubles even before they enter her store.

Although she can dispense essential wisdom, shed light on a problem, and set a context of growth and healing, it is ultimately the responsibility of her clients to heed her advice and do the hard work of changing their ways. All Madame Xanadu can do is point out the path that they may take. It is up to each of her charges to follow it. She maintains that her clients are in situations that are vital to their spiritual growth. No matter how dangerous their predicaments may seem, it is essential that each person grapple with his own personal demons and be responsible for his own salvation.

Madame Xanadu is also keeper and curator of a large collection of magical artifacts. She monitors the active ones, dampens the power of the dangerous ones, and safeguards the collection by keeping it out of the wrong hands. This collection has come about largely because she never takes payment for her services. Instead she retains a memento of each case and places it in an opalescent jar. When she defeats demons and creatures of sorcery, she often captures some bit of their essence and adds it to her collection to keep it from causing further trouble.

After the Spectre's twin failures in the Crisis on Infinite Earths and the War Against the Shadow Creature, the Astral Avenger was de-powered by his masters and returned to Earth (see The Spectre on page 73 for details). Madame Xanadu recovered Jim Corrigan's body and prepared it for the Spectre's return. She provides the greatly de-powered Spectre with her spiritual insights and acts as his confidante and aide. The two are close in many ways, and she has even become his spiritual lover. Their magical bonding has enhanced her own mystical abilities in mysterious ways.²

•Role-Playing:

Madame Xanadu is a calm, sensuous, sultry woman of great wisdom and patience. She cares deeply about the people who come to her for assistance and invests herself completely in her work. Therefore, play her as dedicated to people and her work.

It is a great temptation to have Madame Xanadu heroically jump in and do all the hard work in solving her client's problems, like a good superhero would.

Playing her in character is a much greater challenge. She must hold back and advise, watching and waiting, and letting her clients confront their inner terrors alone.

Madame Xanadu is another Character who makes a better NPC, but in the right game she can be a lot of fun. She's not a high-powered Character, but her precognitive insights make her potentially very powerful.

Role-Playing Precognition:

Playing out precognition in a game session is tricky. The Gamemaster should only reveal minimal information in the precognitive flash, not all the answers. The best way to play it is to set up mysteries for the Player to solve and let the Player find his way through them.

Enterprising GMs can even create their own Tarot readings for games, or give important clues through Tarot cards. This is not at all necessary, but it can add flavor to a game.

Endnotes

1. *Doorway To Nightmare* #1-5
2. *The Spectre* (current series) #1-31

ZATANNA

DEX:	6	STR:	3	BODY:	5
INT:	9	WILL:	5	MIND:	6
INFL:	8	AURA:	14	SPIRIT:	11
INITIATIVE:		23		HERO POINTS:	
				75	

•Powers: *Mystic Link

Air Control: 10*, Earth Control: 10*, Flame Control: 10*, Flame Project: 10*, Ice Control: 10*, Plant Control: 10*, Sorcery: 16, Water Control: 10*, Weather Control: 10

Note: Originally, Zatanna only had the Sorcery Power. In *Justice League of America* #191, she lost her Sorcery Power and gained all of the other Powers listed. In *JLA* #257, she regained the Sorcery Power and can now use all of the Powers above at their listed levels.

•Skills: Occultist: 9

•**Limitations:** Miscellaneous: Zatanna must speak her spells out loud and in backwards English.

•**Advantages:** Connections: John Constantine (Low), Earth's Mystical Community (High), Justice League of America (High); Magic Background

•**Alter Ego:** Zatanna Zatara

•**Motivation:** Upholding the Good

•**Occupation:** Stage Magician [MC]

•**Wealth:** 4

•Background:

Zatanna is the daughter of the famous magician Zatara and is one of the most powerful living human sorcerers. Her life has long been marked by tragedy and great upheavals, as well as great triumphs. She has been

tested in some extremely grueling situations and has emerged from the fires as a master mage.

Zatanna Zatara is the daughter of the famous stage magician John Zatara and the sorceress Sindella. Her parents met when Sindella saved Zatara's life. The two fell in love and were quickly married. Although they were very happy, their bliss was not to last. Six months after Zatanna was born, Sindella abandoned her family. She faked her own death in a car accident and fled back to her homeland.

Sindella was a member of the elitist sorcerer community called the Hidden Ones, who live in magical seclusion in the mountains of northern Turkey. The Hidden Ones, who refer to themselves as the *homo magi*, believe they are a species separate from and superior to mankind. Their tradition includes living lives that are partially governed by magical artifacts. Although Sindella ultimately bears the responsibility for her decision to leave her family, her actions were influenced by a magic gem called the Medulla Jewel.¹

Zatara did not remarry. He raised Zatanna alone and was a stern but loving father, showing Zatanna the boundless realms of magic. He taught her his style of magic and showed her how to focus her concentration by speaking backwards English. Concentration is vital in harnessing the tremendous energies needed in casting sorcerous magic, and complex verbal tasks are one form of summoning and focusing her attention. Zatanna has adopted this practice as a concentration aid and uses it to this day out of respect for her father.



Zatara was very proud of his daughter and took her to many exotic cities as his stage magic act traveled around the world. He groomed her for a place in his magic show and even gave her a costume patterned after his own, complete with top hat and tails. This was a very exciting time for Zatanna, and although she sometimes yearned for the mother she never had, she was very happy.

When Zatanna was 18, tragedy struck, and Zatanna's world was turned upside down. Her father was attacked by an evil elemental called Allura and cursed with a powerful spell: if he ever saw Zatanna again they would both be killed. Zatara fled into sorcerous dimensions, looking for a way to undo the curse.

Although she was upset at the loss of Zatara, Zatanna was resolutely determined to find and rescue her father. She embarked on a quest that led around the world and into the company of heroes like the Elongated Man, the Atom, and Green Lantern. She trailed her father through the shadow dimensions but could not find him. During her quest for Zatara, Zatanna had met John Constantine in a Tantric Studies class, and for a brief, tempestuous time they were lovers. Eventually, after some more searching, she found the evil Allura's benign counterpart, who had been bound inside a sword hilt. The good Allura revealed Zatara's location in a dimension called Kharma, and Zatanna led the Justice League there on a rescue mission. There, the good Allura forced the evil Allura to release Zatara, and father and daughter were joyously reunited.² The JLA, impressed with Zatanna's courage, resourcefulness, and raw power, invited her to join. She declined, but she agreed to become a reserve member.

The young sorceress finally had her father back, but her parent troubles were far from over. Her mother, Sindella, feared that her people, the Hidden Ones, would hunt Zatanna down to take the Medulla Jewel, which Sindella had magically given to Zatanna at birth. Sindella tried to warn Zatanna of the gathering forces against her by making mystical contact with her daughter. The communication spell had the strange side-effect of transforming Zatanna's stage costume into a duplicate of Sindella's ritual garb, a blue skin-tight body stocking with a red cloak.

Zatanna, Zatara, and the entire Justice League embarked on another quest to the magically concealed city of the Hidden Ones and confronted the *homo magi* there. But they had arrived too late. The Medulla Jewel in Sindella's brain had taken mystical possession of her. During the battle that followed, Sindella managed to free herself from the jewel's control long enough to rescue Zatanna and Zatara, but she sacrificed her life to do so. Thus, Zatanna grieved for the loss of her mother a second time.³

When Zatanna and Zatara returned home, Zatara retired, but Zatanna stayed with the Justice League and

began a long and successful career as a crimefighter and defender of Earth. She adopted a new costume that was not based on those of her father or mother, but was uniquely her own.⁴ During this time, Zatanna over-extended her magical powers and burned them out. Through careful study and practice, she was able to rebuild them, incorporating more modern occultism. This new style she created combined the classicism of her father's form, the ancient traditions of her mother's form, the modern style of John Constantine, and her own research. During this brief period in her life, Zatanna thought she was not human, but a member of the *homo magi*, like her mother. These elitist mages told Zatanna that the ability to use magic was governed by genes, and only genuine members of the *homo magi* could truly learn it. She has since learned that this theory is untrue, confirming what she has long suspected. Zatanna was also fooled into thinking a mage called Adam was part of the Godhead, a being composed of the collective unconscious of all living beings. She was disillusioned when she found out he was just another self-deluded conjuror.⁵

During the now-legendary war against the Shadow Creature, Zatanna accepted John Constantine's invitation to join a ritual to channel magical energy into the fight. Zatara went along to protect Zatanna from Constantine, whom he never liked, but ended up protecting her from the Shadow Creature. When Zatanna was about to be consumed by the darkness, Zatara channeled the virulent energy into this own body, allowing it to destroy him, sacrificing himself to save his daughter.⁶

Racked with guilt, Zatanna grieved for her father for a long time. Her sorrow and guilt were softened when she was able to come to the aid of Zatara's imprisoned spirit. Her father's soul was captured by the sorcerer Wotan, and with the aid of the Spectre, Zatanna was able to release him. The Phantom Stranger then conveyed Zatara to his final resting place.⁷

Zatanna now lives in San Francisco, where she remains in contact with Earth's mystical community. Ever the peacemaker, she even stays in touch with the practitioners of the black arts, like Felix Faust, Tannarak, and Tala. She also assisted in the apprenticeship of Timothy Hunter, the boy with the potential to be Earth's greatest sorcerer. Zatanna is one of the few mages on Earth that Tim likes.⁸

Zatanna has lived a life of service and sacrifice. She devoted the early part of her adult life to searching for her father and mother. She sacrificed her powers to restore a villain called the Key. She risked her life and sanity to save the soul of a villain named Adam, who had fried his consciousness by attempting to steal Zatanna's magic powers. And even after the self-deluded Hidden Ones had caused her a lifetime of grief,

she still risked herself to save their community from its self-inflicted sleeping sickness.

But then, sacrifice runs in the family.

Zatanna began her mystical training in a real and symbolic search for her father and mother. In searching for them physically, she was also undergoing a spiritual search for them within her, an exploration of their influences on her, their magical styles, and their motivations. Symbolizing this inner search, Zatanna wore her father's costume while she searched for him, her mother's costume while she searched for her, and created a new costume when she had found them both. The new costume (not surprisingly) contains elements of both, but it is uniquely Zatanna's.

During times of crisis, Zatanna has been visited by the ghostly forms and voices of both Sindella and Zatara. Whether these are intelligent memories of her parents, stress-based phantasms, or actually the spirits of her deceased parents is not known.

•Role-Playing:

Zatanna is a great Character. She is warm, friendly, open, confident, and clear. The tragedy she has seen has tempered her, and though she knows great inner sorrow, she is outwardly loving, nurturing, and strong. She is bold and unafraid to sacrifice herself to aid others. In some ways, she is a paradox. She is the ideal feminist, but she is not afraid of wearing somewhat sexist clothes, like the fishnet stockings she wore at the start of her career and still wears in her stage act. Zatanna also feels some residual guilt and survivor syndrome over the deaths of her parents. In other words, because both her parents died saving her, Zatanna sometimes feels guilty about living when her parents died. This tension sometimes comes out in times of stress.

Like her father, Zatanna is not cursed with the limitation of having to speak all of her spells backwards. She simply does so as a concentration aid. This could prove to be a lot of fun in a game. Write down words for spells and read them aloud backwards. It adds to the ambiance.

Endnotes

1. Revealed in *Justice League of America* #164
2. *Justice League of America* #51
3. *Justice League of America* #165
4. *Justice League of America* #187
5. *Justice League of America* #255-257
6. *Swamp Thing* #50
7. *The Spectre* (second series) #7-8
8. *Books of Magic* #2

In Memoriam

*"I warmed both hands before the fire of life;
It sinks, and I am ready to depart."*

— Walter Savage Landor

Once a seeker opens himself to magic and chooses to enter the invisible labyrinth, he cannot return to the mundane realm. The paths of magic are wild and exhilarating, but exceedingly dangerous and demanding.

Magic demands a heavy price in return for its secrets. Sometimes the mage is called upon to make the ultimate sacrifice, to die for the art. Arion, Lord of Atlantis, paid the greatest price, as did Merlin of Camelot. In the modern world, Kent Nelson gave his life after decades as Doctor Fate.

Sargon the Sorcerer and Zatara served mankind well for 50 years and gave their lives gladly for the cause of Heaven in the War Against the Shadow. The Silver Sorceress, although new to Earth, also gave her life for the sake of good. For this reason, they will all be remembered.



SARGON THE SORCERER

DEX:	5	STR:	4	BODY:	5
INT:	7	WILL:	7	MIND:	7
INFL:	8	AURA:	12	SPIRIT:	7
INITIATIVE:		20	HERO POINTS:		45

•Skills: Detective: 6, Occultist: 10

•Advantages: Connections: All-Star Squadron (High), Earth's Mystical Community (High); Magic Background; Scholar (Archaeology, Stage Magic)

•Drawbacks: Magician's Code

•Equipment:

Ruby of Life [BODY: 20, Animate Objects: 10, Ice Control: 10, Plant Control: 10, Sorcery: 10]

Limitation: Sargon must touch an object with the ruby in order to control it.

•Motivation: Upholding the Good

•Alter Ego: John Sargent

•Occupation: Performer [MC]

•Wealth: 7

•Background:

Sargon the Sorcerer was a stage conjuror and real-life sorcerer who, like Zatara, spent his life in defense of Earth, fighting crime and protecting the planet from magical incursions. Like Zatara, he gave his life to defend the Heavens and the Earth from the Shadow Creature.

Sargon's father was the famed archaeologist Richard Biddle Sargent. In 1917, while exploring in Mexico, Sargent uncovered a large, flawless, red ruby of astounding color and clarity. The cut of the gem was a different kind from that commonly employed by the Aztecs, and the origins of the gem remained a mystery.

Sargent had the huge ruby mounted on a gold chain and presented it to his fiancée. They were subsequently married and produced a son, John. The first object the child consciously saw and touched was the ruby. Thus he fulfilled the first part of an ancient spell.

In one of the many synchronous events that are common in the lives of mages, John accompanied his father on an expedition to the Temple of Asyareth, where the ruby was created. There, John learned that the gem was the highly potent Ruby of Life, an artifact of great mystical power. It dated back 4,000 years to the temple of Asyareth, goddess of the Tiparanes. A mystic order had carved the Ruby of Life and its sister gem, embedded in the Ring of Life, from an enchanted stone.

The mystics, led by a priest-king named Sargon, imbued the ruby and the ring with great power, blessing the ruby with a spell of transference. To channel the power of the ruby, the gem must be the first object a person sees and touches as an infant. Then the supplicant must recite an incantation while touching the ruby. If this ritual is done properly, the supplicant will gain total power over all he touches.

The mystics had created the transference spell so that no one could use the gem except members of their order. No power-hungry pretender would be able to steal the gem and harness its power, since he would not have been exposed to it at birth. The mystics did not predict that they would be overrun by invading armies or that the ruby would be stolen. The ruby remained in the east for centuries, and ultimately it was carried to the New World, where it ended up in one of Montezuma's treasure caches.

John understood the power of the Ruby of Life and found the incantation of transference. He chanted the spell and gained the power to channel the power of the ruby into all things he touched, making them bend to his will. Afraid of the reaction of a suspicious world, Sargent took a tip from Zatara and began a career as a stage magician, using the stage name of Sargon. He made audiences think his genuine magic spells were just tricks and feats of prestidigitation. This masquerade

fooled everyone, and Sargon was free to pursue his magical studies unfettered.¹

With the coming of World War II, Sargon joined the All-Star Squadron and operated in the public eye, along with the greatest living wizard, Zatara. He fought criminals and many mystic foes, like the Blue Lama. The magic welling from the Ruby of Life was not completely benign, however. It tempted Sargon into exploring the darker paths of magic. Therefore, Sargon soon became amoral and finally evil. With a full and complete knowledge of good and evil, he became a more well-rounded sorcerer and was able to make wiser choices. The experience aged him and left him remote and withdrawn, devoid of compassion or hate.

Sargon went on to lend magical assistance to the Justice League² and to consult with the members of Earth's mystical community. He played a pivotal role in the *Crisis on Infinite Earths*, when he joined with other mystics before the dawn of time to stop the Anti-Monitor.³ John Constantine recruited him to join in the war against the Shadow Creature, and he gave his life to channel mystic energies against it. Although Sargon began to crack under the strain of the Shadow Creature's attack, he faced his death squarely and died like a sorcerer.⁴

After Sargon died in the war with the Shadow Creature, the Ruby of Life ended up in the possession of the Phantom Stranger, who pocketed it when he took Tim Hunter back through time. The Stranger offered it to young Tim and he wisely declined it. The gem is presumably in good hands now.⁵

•Role-Playing:

At the start of his career, Sargon was a flamboyant and colorful sorcerer. As he started down the paths of dark magic, he grew hostile and cruel. Once he returned from his work in the black arts, he was cold and reserved, a hollow, haunted shell of a man, whose eyes had seen great sadness.

Endnotes

1. *All-American Comics* #26
2. *Justice League of America* #98
3. *Crisis On Infinite Earths* #10
4. *Swamp Thing* #50
5. *Books of Magic* #1

THE SILVER SORCERESS

DEX: 6	STR: 3	BODY: 4
INT: 8	WILL: 12	MIND: 10
INFL: 5	AURA: 6	SPIRIT: 9
INITIATIVE: 19		HERO POINTS: 55

•**Powers:** **Mystic Link*

Dimension Travel: 10*, Magic Sense: 10, Flight: 10*, Sorcery: 20

•**Skills:** Charisma: 5

•**Motivation:** Responsibility of Power

•**Alter Ego:** Laura Cynthia Neilsen

•**Occupation:** Heroine

•**Wealth:** 0

•**Background:**

The Silver Sorceress was once a member of the Justifiers, the heroes of the alternate-dimensional world of Angor. When their world was consumed in an atomic conflagration, Blue Jay, Wandjina the Thunderer and the Silver Sorceress, the only surviving heroes, traveled to Earth. Vowing to prevent this planet from meeting the same fate as their own, they embarked on a campaign to rid the Earth of its atomic weapons.

This quest brought them into conflict with the Justice League International. When the Justifiers tried to dismantle a Soviet nuclear power plant, the JLI was there to stop them, with help from the Rocket Red Brigade. Wandjina the Thunderer died trying to prevent the plant from melting down, while Blue Jay and Silver Sorceress were arrested and held prisoner in a Soviet facility for the study of metahumans.¹

The two heroes eventually escaped with the aid of a Soviet official. While Blue Jay elected to stay on Earth, the Sorceress returned to her homeworld. There she wandered, her heart as desolate as her world, until she was captured by the Extremists, the group of villains who destroyed her world. The villain known as Dreamslayer then stole the secret of dimensional travel from her mind. After turning the Sorceress over to Carny, the caretaker of the Wacky World amusement park, the Extremists traveled to Earth, intending to conquer the planet.

When, as the result of one of Dreamslayer's spells, the JLE found themselves on Angor, the heroes discovered Wacky World, where they confronted Carny and freed the Sorceress. In the process, Mitch Wacky, the park's original creator, was awakened from his cryogenic sleep. The Silver Sorceress transported herself, Mitch Wacky and the JLE back to Earth, where they ultimately defeated the Extremists.² (For more information on the Extremists and Dreamslayer, consult the *Justice League Sourcebook*.)

Silver Sorceress continued to work with the Justice League until the team was attacked by her nemesis Dreamslayer of the Extremists. She gave her life in this final conflict, destroying Dreamslayer in the process.³



89

•**Role-playing:**

Wise and compassionate, the Silver Sorceress served as the conscience and counsellor of the Justifiers. While she once felt that she could never fit in on Earth, she has since resolved to make it her home. Although deeply saddened by the loss of her home world, she is determined to put the past behind her and make a new life for herself. She is fascinated by the similarities between Earth and her home planet, yet is constantly surprised by their differences. She still feels herself very much a stranger in a strange land.

Endnotes

1. *Justice League* #2-3
2. *Justice League* #15-20
3. *Justice League Europe* #35

ZATARA THE MAGICIAN

DEX: 5	STR: 3	BODY: 5
INT: 10	WILL: 7	MIND: 6
INFL: 8	AURA: 14	SPIRIT: 10
INITIATIVE: 23		HERO POINTS: 40

•**Powers:** Sorcery: 17

•**Skills:** Occultist: 10

•**Limitations:** Miscellaneous: Zatara must speak all of his spells out loud and in backwards English.

•**Advantages:** Connections: All-Star Squadron (High), Earth's Mystical Community (High), Zatanna (High); Magic Background

•**Drawbacks:** Magician's Code

•**Motivation:** Upholding the Good

- Alter Ego:** Giovanni (John) Zatara
- Occupation:** Stage Magician [MC]
- Wealth:** 4
- Background:**

Zatara was a flamboyant stage magician and sorcerer during the heady Golden Age of heroism in the late 1930s and World War II. He was a member of the All-Star Squadron and one of the original heroes in the DC Universe. He lived a life of tragedy, separation and exile and gave his life for the one he loved most.

Born Giovanni Zatara, young John Zatara began a career in stage magic at the age of 19. He followed in the footsteps of his grandfather, Luigi Zatara, who was a famous illusionist and entertainer, and his fascination with stage magic led him to study real sorcery, including the mystical writings of Leonardo da Vinci. It was then that he quickly learned that he had a natural talent for the art, and, fascinated by da Vinci's practice of writing his notes backwards, Zatara fashioned a style of magic in which he spoke all of his spells in backwards English. He was not compelled to do this, as is sometimes mistakenly recorded; he merely used it as an aid in sharpening and focusing his concentration.

As he became adept at sorcery, he began to incorporate elements of real magic into his stage act, to the delight of his audiences. When he realized that his talents could be used to stop criminals, he embarked on an exciting career as a crime fighter. Outfitted in his magician's top hat and tails, he broke up gangs and captured criminal masterminds. Any information that leaked out to the public about his exploits only added to his mystique and enhanced his magic act.¹

In a world where magic was pushed back into the shadows by the precise laser light of science, wizards and creatures of enchantment often had to hide to survive. Zatara, like his comrade Sargon, chose to hide in plain sight, by announcing what they were to a disbelieving world. He could work his charms on the people of the world openly, with just a little misdirection.

When World War II began and America's heroes joined together to fight the Nazis, Zatara joined the fight. At first he fought Nazi spies and saboteurs, but soon it became apparent that the war effort would require more of him. Adolf Hitler had acquired a powerful magical artifact called the Spear of Destiny, purported to be the spear used to kill Christ, and was using its power to ensure his victories. Conventional warfare and even superheroes were helpless against its power. He was invited to join the All-Star Squadron and fought alongside them, but Zatara never quite liked working with flamboyant heroes. He preferred that the world think of him as little more than a stage illusionist. Nevertheless, Zatara used his magical forces to weaken Hitler's necromancy and to assist in his defeat.

After the war, Zatara returned to the stage but continued to use his powers in the defense of mankind. He traveled over the world, fighting evil sorcerous powers and extra-dimensional beings. While fighting the evil King Inferno in northern Turkey, Zatara was trapped beneath an avalanche and left for dead. There, he was rescued by a mysterious female wizard named Sindella who was a member of an elitist sect of mages called the Hidden Ones (also called the *homo magi*).



Zatara fell in love with her, and the two were married. They produced one child, a girl named Zatanna.

After Zatanna's birth, Sindella appeared to die in a car crash. In reality, she faked the crash in order to return to her people in Turkey.³ Zatara never remarried, devoting his life to raising Zatanna. He initiated her into the worlds of magic and taught her all he knew. She was a good student and showed more potential than either of her parents. Zatanna was Zatara's greatest joy, and watching her develop as a mage and as a person fulfilled him more than his sorcerous battles and adventures ever did. Still, he could not bring himself to give up his battles against the forces of darkness, and that proved to be his downfall.

When Zatanna was 18, Zatara was attacked by an evil half of a bipolar elemental being called Allura. She put a powerful curse on Zatara that would cause both him and Zatanna to perish if he ever saw her again. To save his daughter, Zatara fled to magical dimensions where Zatanna could never find him. There, he began a quest for a solution to the enchantment that tore him from his daughter. He had many adventures in the shadow dimensions and battled many of his old foes, but he never found the good Allura that could remove the spell placed by the evil Allura.

Ultimately, Zatanna completed the task, finding the good Allura and bringing the entire Justice League of America to the dimension of Kharma to rescue her father.⁴ After their reunion they went on a quest for Sindella in the secret city of the Hidden Ones. The two sorcerers tore away the veil from the concealed city and found Sindella. Unfortunately, Sindella had been completely possessed by the magical artifact she used to wield magic, the Medulla Jewel. The father and daughter team tried to rescue her, but Sindella died, sacrificing herself to save Zatanna. In her last moments she realized and confessed her undying love for Zatara.⁵

After the sorrows of his long years in exile, Zatara finally retired, to find a measure of happiness denied him in his danger-filled life. He came out of seclusion only because John Constantine had persuaded Zatanna to join in the war against the Shadow Creature. To battle the menace, they held a seance with other members of Earth's mystical community to monitor the Afterworlds. During the seance, Sargon the Sorcerer was killed by a malevolent mystic force that whirled round the group searching for weak links. The power was about to consume Zatanna when Zatara cast a spell to channel the darkness into his own body. He was engulfed in sorcerous flames and died. Thus, he gave his life to protect his daughter, and died with the quiet dignity and heroism of that bygone era that created him.⁶

Zatara's story did not end there. His spirit was intercepted by the sorcerer Wotan on its way to its final reward. To free her father's spirit, Zatanna joined forces with the Spectre, who released Zatara's soul from magical captivity.⁷ After Zatara's death, Zatanna received magical guidance that she believed to come from Zatara. Whether this is because Zatara's spirit was captured or just a manifestation of Zatanna's guilt is unknown. What is known is that Zatara's wisdom lives on in Zatanna and will guide her for the rest of her life. She is his enduring contribution to the world, the brightest legacy left by any sorcerer.

•Role-Playing:

Zatara is a gentleman of the old school, when refinement, gentility, and good character were of paramount importance. As a result, he sometimes seems stuffy and old-fashioned to modern people. An old-world mystic to the last, he objected to the "modern-style occultism" practiced by the new breed of mystic dabblers like John Constantine. He believed in discipline, control, and thoroughness in his magic and in his personal life.

During his youth, he was a brash, confident mage. As he aged, he grew more mellow, and as he suffered great tragedies, he grew grave and detached. He never gave in to morose depression, but a hint of sadness was always present in his actions.

Note: Zatara is one of the oldest characters in the DC Universe. His first appearance was in *Action Comics* #1, along with the flagship character of the DC firmament, Superman.

Endnotes

1. *Secret Origins* #27
2. See *The World At War Sourcebook*, also available from Mayfair Games.
3. *Justice League of America* #164
4. *Justice League of America* #51
5. *Justice League of America* #165
6. *Swamp Thing* #50
7. *The Spectre* (second series) #7-8

Mystical Villains

"Men are usually more inclined to submit to him who makes himself dreaded than to one who merely strives to be beloved..."

— Niccolò Machiavelli, *The Prince*

Of all the villains in the DC Universe, the beings who traffic in the black arts are the most sinister. Traditional supervillains are motivated by quick profits or petty power grabs, while magical villains often seek the complete subversion, subjugation, or utter destruction of the human race. The ranks of the mystical villains include everything from demons to sorcerers to foolish mortals armed with artifacts far beyond their ken.

This section describes the major villains who wield magical forces. It does not include villains who are magical in nature or origin but do not control magic directly. Such villains would include Black Adam, Brother Blood, the Cheetah, and so forth. The Fiddler, for instance, knows a few tricks involving the mystical properties of music, but he is no sorcerer.

Some other villains appear to wield magic but do not. For example, Abra Kadabra is not a real wizard, but merely a 64th Century man armed with futuristic technology. Fyre does not really manipulate dark magical forces, but rather controls mysterious energies from the New Gods pantheon. And Superman has ascertained that Mr. Mxyzptlk uses an advanced form of super-science to pull off his allegedly magical tricks.



ABNEGAZAR, RATH & GAST

DEX: 7 (6)	STR: 13 (7)	BODY: 16 (10)
INT: 9 (6)	WILL: 10 (6)	MIND: 12 (7)
INFL: 11 (7)	AURA: 15 (8)	SPIRIT: 13 (6)
INITIATIVE: 27 (15) HERO POINTS: 85		

•Powers: *Mystic Link

Animate Objects: 16 (7)*, Awareness: 8 (0), Energy Blast: 15 (8)*, Matter Manipulation: 18 (8)*, Magic Sense: 8 (5), Sorcery: 22 (9)

•**Note:** The numbers in parentheses represent Rath and Ghost's current APs. This reduction is due to the death of Abnegazar (see below).

•**Skills:** Occultist: 10

•**Advantages:** Area Knowledge: (Hell); Connections: Felix Faust (Low), Hell (Low), Wotan (Low); Iron Nerves, Scholar (Demon Lore)

•**Motivation:** Nihilist

•**Occupation:** Predead Demons [CE]

•**Wealth:** N/A

•Background:

Abnegazar, Rath and Ghost are a brotherhood of powerful demons. They were spawned during the horrific non-time of the Predead, and were part of the Great Old Ones who ruled Earth's plane in the eldritch time when the Earth was a concave bowl. They rampaged across creation unfettered until their actions attracted the attention of the Lords of Order.

The Lords of Order, manifesting themselves as entities called the Timeless Ones, routed the demons and banished them beyond Earth's plane. Knowing they were fated to lose to the Timeless Ones, the trio of demons placed part of their essence in magical items, providing them with a tenuous connection to the Earth plane. Abnegazar created the Red Jar of Calythos, Rath made the Green Bell of Ulthool, and Ghost fashioned the Silver Wheel of Nyorlath. In the hands of a competent sorcerer, these items could allow the demons to span the dimensional gulf and return to Earth. To prevent this from happening, the Timeless Ones hid the items where no normal man could find them. Therefore, the demon brothers had to await the coming of superior men.

In the 20th Century, a sorcerer named Felix Faust learned of the demons' imprisonment and realized that the new Justice League of America could accomplish what the Timeless Ones thought was impossible. The demon brothers channeled power to the minor mage, giving him enough energy to enchant the entire team. The enthralled heroes collected the artifacts as Faust commanded but broke his control and defeated the sorcerer before he could summon the demons.¹ The League later thwarted many other attempts to release the brothers.²

The demons yearned for a return of the rule of the Predead and sided with the Shadow Creature in its war

against Heaven in an attempt to establish Chaos on Earth. During the momentous war that followed, the demons battled an alliance of Heaven and a divided Hell. They nearly won, but in the end the forces of Light and Shadow came to an understanding, ending the war.

Abnegazar perished at the hands of Doctor Fate during this conflict. The loss of one of the triad diminished the power of the remaining two brothers to a tiny fraction of what it once was. Although they found themselves finally free of their imprisonment, they were too weak to exert their will.³ Thus, Rath and Ghast, once supremely powerful demons and were now little more than minor demonlings, easy prey for the spells of the sorcerer Wotan. Wotan used the dispirited demons as lackeys in a vendetta against Zatanna, which was ultimately foiled by the Spectre.⁴ The Spectre imprisoned the mournful pair in Limbo, where they impotently await orders from any other sorcerer with enough skill to command them.

•Role-Playing:

The arch-demon brothers are cruel, cunning, and completely devoted to Chaos. Even the orderly nature of Hell is too restrictive for them. They are wicked, sly, and insidious in their dealings with men.

After the death of Abnegazar, Rath and Ghast were reduced to fumbling assistants, barely able to carry out basic tasks. They have little of their former intelligence and cunning.

Endnotes

1. *Justice League of America* #10
2. *Justice League of America* #11, 35, 147-148, 206
3. *Swamp Thing* #50
4. *The Spectre* (second series) #7-8

TALISMANS

Each of the demons who once lived on the Earth plane has a special talisman that allows him to return to Earth. The talismans of Abnegazar, Rath, and Ghast were known as the Silver Wheel of Nyorlath, the Green Bell of Ulthool, and the Red Jar of Calythos. The GM can create similar talismans if he wishes a villain to attempt to summon another demon of the Predead. To summon one of the Predead, a special ritual must be performed over the talisman by one of the demon's agents on Earth, as follows:

Effect — Dimension Travel (Summoning): 15

Casting Time — Five minutes (7 APs)

Necessary Components — candle, hourglass, crystal ball, incantation bowl with burning incense, goblet filled with blood, and the talisman specific to the demon being summoned; Cost of \$1,000 (8 APs)

Special Restrictions — The first five components must be placed at the five corners of a star inscribed on the floor in front of the Occultist during the ritual. After successfully performing the ritual, the Occultist must make a Dimension Travel Action Check against an OV/RV of 10/10. Positive RAPs indicates that the demon has been brought to the Earth plane. If the Occultist is interrupted after he has cast the ritual, but before he makes the Dimension Travel action check, the demon will be released 100 years after the moment in which the talisman ritual was cast.

Hero Point Cost — 680

THE ANTI-FATE

DEX:	4	STR:	2	BODY:	4
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	4	SPIRIT:	3
INITIATIVE:		9/33		HERO POINTS:	
				10/85	

•Skills: Medicine: 3

•Advantages: Connections: Arkham Asylum (High), Lords of Chaos (Low); Scholar (Psychology)

•Drawbacks: Serious Psychological Instability

•Equipment:

HELM OF THE ANTI-FATE [DEX: 9, STR: 7, BODY: 9, INT: 12, WILL: 16, MIND: 13, INFL: 12, AURA: 18, SPIRIT: 13, Awareness: 8, Flight: 10, Invulnerability: 17, Magic Sense: 10, Sorcery: 23]

•Alter Ego: Doctor Benjamin Stoner

•Motivation: Unwanted Power/Nihilist

•Occupation: Administrative Director of Arkham Asylum/Chaos Warrior

•Wealth: 6

•Background:

Doctor Benjamin Stoner was a psychologist who went mad while working at Arkham Asylum. Therefore, he was easy prey for the Lords of Chaos, who turned him into an evil, chaotic mockery of Doctor Fate.

Stoner's mother died when he was 8, and his father withdrew from reality into sickness and madness. The young boy spent his childhood and adolescence caring

for his father. When his father died, Stoner went searching for more people to serve. He earned his doctorate in psychology and soon advanced to the position of Director of Arkham Asylum. His direct contact with the violently deranged inmates wore him down until he began to lose his own sanity.

The Lords of Chaos exploited his condition and pushed him over the brink. They captured Eric Strauss during his first outing as Doctor Fate, stole his power, corrupted it power and funnelled it to Stoner, who became the Anti-Fate. Stoner then went on a rampage, defeating the Phantom Stranger and the Justice League. Ironically, the powerless Eric Strauss conquered the Anti-Fate simply by being strong enough to take his power back.¹

Stoner barely survived this encounter. As soon as he was well enough to function, the cruel Lords of Chaos reclaimed him, shaping him into a new Anti-Fate. They realized that their earlier failure was due in part to Stoner himself. The psychologist had not completely lost his faith in the power of love, and so he was not the complete puppet they thought he was. Therefore, the Lords of Chaos set to work destroying every vestige of Stoner's faith in love and human decency. They blighted and tormented his soul, stripping him down to his basic essence before giving him the Anti-Fate power once again.

The new Anti-Fate released the Arkham inmates and sent them on a rampage. The Lords of Order directly intervened, returning the inmates to their cells, but they failed in their effort to turn Stoner to their side. The Anti-Fate unleashed demons from the Chaos Realm onto the Earth plane to wreak havoc. Meanwhile, both the Lords of Order and Chaos continued to try to gain his loyalty their cause.

While this went on, Nabu and Linda Strauss combined to form a new Doctor Fate to confront the Anti-Fate. Stoner was too powerful, however, and nearly killed them. With the last of their power, they transported the Anti-Fate to the Tomb of the Avatar in India, where they overwhelmed Stoner with the power of love. With this, Stoner rejected both the Lords of Order and Chaos and shrugged off the mantle of the Anti-Fate.²

•Role-Playing:

Benjamin Stoner was a good and caring man who was not spiritually strong enough to work with the wildly insane people at Arkham. By giving of himself until he had nothing more to give, he left himself vulnerable to the temptations of the Lords of Chaos. He is meek and mild, with a lot of repressed anger. In his Anti-Fate persona, he babbles and argues with himself incessantly.

Endnotes

1. *Doctor Fate* (mini-series) #1-4

2. *Doctor Fate* #18-22

BARTER

DEX: 3	STR: 3	BODY: 3
INT: 11	WIL: 13	MIND: 12
INFL: 11	AURA: 13	SPIRIT: 10
INITIATIVE: 26		HERO POINTS: 65

•**Skills:** Charisma (Persuasion): 12, Occultist: 9

•**Advantages:** Omni-Connection; Pet (Jadoo); Scholar (antiquities, exotic items, trading)

•**Drawbacks:** Catastrophic Irrational Attraction to Making Deals

•**Equipment:**

TRADING SHOP [BODY: 15, Dimension Travel: 3]

Bonuses: The shop is also protected by security systems ranging from powerful beams (Heat Vision: 9) to subjugated demonlings [DEX: 6, STR: 7, BODY: 7, all Mental and Mystical Attributes rated at 2, Initiative: 10]

Limitations: The shop itself does not move between dimensions or locations, but its doors will open on a given dimension or location if Barter successfully makes a Dimension Travel Check, using the rules on page 19.

•**Alter Ego:** Unknown

•**Motivation:** Mystic Compulsion

•**Occupation:** Businessman [MC]

•**Wealth:** 16

•**Background:**

Barter is a cryptic businessman who lives in a huge, trans-dimensional Pawn Shop filled with incredible magical and scientific devices from many ages and dimensions. He sells nothing but will trade anything.

Barter's origin is shrouded in mystery, but it is generally understood that he is very old and was cursed by a power far older than the Lords of Order and Chaos. He is doomed to never give without taking, or take without giving. He will make deals with anyone who can contact him and can always provide the item his trading partner desires. There are many ways to contact him. In technological societies, all one must do is look up Barter's telephone number in a phone book, and the next door they walk through will take them to Barter's inter-dimensional Pawn Shop. However, Barter's shop cannot connect with doors that are magically sealed or warded.

Recently, Barter took an interest in the young superheroes named Hawk and Dove. He sensed the aura of Chaos around Hawk and became curious about his origins. To find out more, he recruited the youthful Lord of Chaos known as Child and bargained with him for information about Hawk and Dove.¹ While he was awaiting Child's information, he conducted research of his own into the pair's past. From Child, he learned that Hawk and Dove were an experiment created by T'charr, a Lord of Chaos, and Terataya, a Lord of Order, aimed at discovering whether Order and Chaos could learn to work together.²

Barter contacted Hawk and Dove in their civilian identities and offered to give them information about their origins in exchange for an ancient Bible that was in the possession of one Count St. Germaine, a centuries-old alchemist and old enemy of Barter's. When Hawk and Dove infiltrated the Count's Paris mansion and recovered the Bible, Barter gave them the names of the Lord of Order and Lord of Chaos who had given them their powers but would reveal no more.³ Hawk and Dove left Barter's shop angrily, but the trader knew they would return.

They soon did as he predicted, to gain transportation the other-dimensional world called Druspa Tau, to follow their enemy named Kestrel. Once Barter had opened a door onto that world, Hawk sucker-punched Barter and brought him to Druspa Tau as well.⁴ There, the war between Chaos and Order was in full swing, and Hawk and Dove were caught up in the middle of it. After a climactic battle, Hawk and Dove absorbed the essences of the Lord of Chaos and Lord of Order who had created them, and everyone involved returned to Earth.⁵

Barter continues to run his shop, ever eager to make new deals.

•Role-Playing:

Barter is an intensely regal, charismatic businessman. He uses a stilted, slightly archaic mode of speech, without any contemporary slang or colloquialism. He can be charming or vicious as the mood suits him, but he is always devious. He always chooses his words very carefully, almost always in a way that leads his costumers to misconstrue his meaning.

Barter hardly ever leaves his shop since he has set up a wide network to bring his customers to him.

Endnotes

1. *Hawk & Dove* (third series) #2
2. *Secret Origins* #43
3. *Hawk & Dove* (third series) #6-7
4. *Hawk & Dove* (third series) #14
5. *Hawk & Dove* (third series) #15-17

CHILD

DEX:	6	STR:	4	BODY:	9	
INT:	4	WILL:	13	MIND:	7	
INFL:	11	AURA:	14	SPIRIT:	12	
INITIATIVE:			21	HERO POINTS:		85

•Powers: *Mystic Link

Awareness: 10, Darkness: 6*, Dimension Travel: 14, Dispersal: 10*, Invulnerability: 12*, Magic Sense: 8, Sorcery: 14, Telepathy: 8*

•Skills: Occultist: 12

•Advantages: Area Knowledge (Domain of Chaos); Connections: Barter (Low), Gemworld (Low), Lords of Chaos (High)

•Drawbacks: Age (although Child is an immortal Lord of Chaos, he wears the form and has the personality of a young boy); Serious Rage

•Motivation: Nihilist

•Occupation: Lord of Chaos [CE]

•Wealth: N/A (essentially unlimited)



FLAW

DEX:	4	STR:	10	BODY:	5
INT:	1	WILL:	1	MIND:	1
INFL:	2	AURA:	1	SPIRIT:	5
INITIATIVE: 11			HERO POINTS: 15		

- Powers:** Magic Field: 10, Skin Armor: 10
- Skills:** Martial Artist: 5
- Advantages:** Connection: Child (High); Lightning Reflexes
- Drawbacks:** Catastrophic Rage; Strange Appearance; Miscellaneous: Flaw is totally subservient to Child.
- Motivation:** Nihilist
- Occupation:** Servant of Child
- Wealth:** N/A
- Background:**

Child and Flaw are a Lord of Chaos in human form and a hulking monstrosity made from shards of Gemworld itself.

The pair first appeared on Gemworld, where they intended to spread chaos and destruction. There, they were opposed by Princess Amethyst and her friends, and at first, Child and Flaw managed to defeat them.¹ Amethyst retreated from this battle to her home on Earth, with Flaw and Child in hot pursuit. Flaw attacked Amethyst's human father, Herb Winston, but Amethyst, in her Amy Winston persona, managed to lure the two back to Gemworld.²

After a bitter struggle, Amethyst managed to destroy Flaw. Then, by allowing her form to be absorbed into the very essence of Gemworld, she managed to banish Child from Gemworld's plane and prevented the Lords of Chaos from further encroachment into her homeland.³

Child roamed around various dimensions after his defeat, finally reappearing in the trans-dimensional pawn shop run by the mysterious Barter (see page 94). There, Child learned that Barter had a piece of Flaw in his possession, which the youthful Lord of Chaos could use to re-create the monster. Before he would turn over the shard, however, Barter insisted that Child learn the identity of the beings who had created the superheroes Hawk and Dove. Child eagerly agreed to do so.⁴

Child stole a memory sphere from one of his fellow Lords of Chaos, T'Charr, which contained the information Barter sought. Their deal complete, Child took the fragment of Flaw and left Barter to ponder the glowing sphere's many glowing memory tendrils.⁵ The information eventually led Barter, Hawk, and Dove to the mystical land of Druspa Tau, where one of the great battles in the war between Order and Chaos was being fought. Having little else to do, Child and the resurrected Flaw also traveled to Druspa Tau to take part in the battle.⁶



During the struggles that followed, Flaw was destroyed again, this time smashed to pieces by Hawk. Barter used another fragment of Flaw to trick Child into hurtling himself into an abyss, and the pair have not been seen since.⁷

•Role-Playing:

Think of the most excitable, mischievous, and precocious 10-year-old imaginable, give him the power of a god, and you have Child. Although he is eons old, Child's personality perfectly matches the form of a young boy that he has chosen to adopt. He is immature, irresponsible, and self-centered to an almost absurd degree. He does, however, seem to have a soft spot in his heart for Flaw, despite the fact that he constantly badgers and insults his hulking companion. Child took extreme risks, even for a Lord of Chaos, in order to rebuild Flaw, perhaps the only selfless act he has ever performed.

Flaw is completely loyal to Child, in a puppy-dog sort of way. If his brutish strength and crystalline invulnerability were matched with intelligence, he would pose much more of a threat than he does. As it is, he is little more than a muscle-bound flunky for Child to order around.

Endnotes

1. *Amethyst* (second series) #15
2. *Amethyst* (second series) #16
3. *Amethyst Special* #1
4. *Hawk & Dove* (third series) #2
5. *Secret Origins* #43
6. *Hawk & Dove* (third series) #14
7. *Hawk & Dove* (third series) #15-16

CIRCE

DEX: 7	STR: 3	BODY: 6
INT: 10	WILL: 10	MIND: 9
INFL: 10	AURA: 14	SPIRIT: 8
INITIATIVE: 27		HERO POINTS: 75

•Powers: *Mystic Link

Energy Blast: 16*, Magic Blast: 12, Sorcery: 8

•Skills: Occultist: 14

•RITUAL:

CREATE BESTIAMORPH

Effect — Shape Change: 12, Control: 12

Casting Time — Instantaneous (0 APs, or one phase)

Necessary Materials — None, but the ritual must be performed at midnight during a full moon.

Special Restrictions — The ritual only works on men.

Those affected resume their normal shapes during daylight, but remain mentally enthralled to Circe.

Hero Point Cost — 497

•Limitations: Power Restriction: All Circe's magic is useless against the herb Moly and anything protected by it.

•Advantages: Area Knowledge (Colchis); Leadership; Scholarship (Olympian Magic)

•Drawbacks: Forced Exile

•Alter Ego: Cassandra Colchis

•Motivation: Power Lust

•Occupation: Sorceress

•Wealth: 10

•Background:

Circe was born the princess of Colchis, daughter of the legendary Hyperion and Perseis of ancient Greece. She studied sorcery and soon was feared by her subjects. When Circe killed her weak-willed husband, the people of Colchis seized the opportunity to exile the sorceress to a barren island. There, she used her spells to lure sailors to the island, enchanted them and ultimately put them to death. She was not satisfied with this, however, and she sought revenge against those who punished her. She prayed for vengeance, and her prayers were answered by Hecate.

Hecate the Crone (not to be confused with the Hecatae) was goddess of magic and third part of the Trinity of the Moon, along with Artemis the Maiden and Demeter the Mother. Unlike the rest of the gods, she was not an Olympian, but from the far more powerful line of Titans. Nevertheless, she aided Zeus in overthrowing the Titans and legitimizing his reign. She also cast a great enchantment protecting the weakened gods, giving Olympus a chance to rebuild after the war against the Titans. Zeus was in awe of Hecate, but his wife, Hera, was jealous of the wise crone's power and worked to undermine her authority. Insulted by the gods she helped to enthrone, Hecate returned to Earth and answered the supplications of Circe.

The goddess infused her soul into Circe's body,

ending her existence as Hecate and beginning a new one as a reborn Circe. But before she reincorporated, Hecate left Circe a prophecy: "Upon the death of Witch, and birth of Witch, Hecate, by Name and Choice, shall repossess her soul."

Circe believes that Princess Diana of Themyscira, better known to the world at large as Wonder Woman, is the second witch of the prophecy and fears that on Wonder Woman's death, Hecate's soul will flee her body and inhabit Princess Diana's. To avoid this day, the sorceress once tried to reincorporate Wonder Woman, so Diana would never truly die. She failed and was snatched from the Earth plane by the god Hermes.¹ She further tried to control the heavens and earth by inciting the various Pantheons to war against each other. What Circe plans to do next is not known.²

•Role-Playing:

Hurt by mistrust and petty suspicions of men and women, Circe delights in using her powers to fan the flames of mistrust between the sexes. She spreads her corruptive influence throughout the world, driving a wedge between people and inciting violence and fear. She turns men into beasts, bringing out their baser urges and mutating their bodies. These Bestiamorphs carry out her wicked deeds.

Circe is a sly, regal woman with a tremendous streak of cruelty. She commands like a born leader and accepts nothing less than excellence from her followers.

Endnotes

1. *Wonder Woman* (second series) #17-19

2. *War of the Gods* #1-2

THE DAEMON KING—deceased

DEX: 3	STR: 2	BODY: 3
INT: 4	WILL: 4	MIND: 5
INFL: 6	AURA: 6	SPIRIT: 6
INITIATIVE: 13		HERO POINTS: 22

•**Skills:** Charisma: 7; Occultist: 7

•**Advantages:** Connections: Occultist Community (Low), The Order of Ancient Mysteries (High); Connoisseur; Scholar (Immortality Magic)

•**Drawbacks:** Catastrophic Irrational Attraction to achieving immortality

•**Ritual:**

SUMMON AND BIND DEATH (DREAM)

Effect — Dimensional Travel: 17 APs; Mystic Freeze: 25 APs

Casting Time — 1 month (23 APs)

Necessary Components — Magdalene Grimoire, 13 participants (including caster), coin of stone, song of dirt, binding circle inscription on floor, knife from under hills, stick (stuck through a dead man's eye), claw from a rat, a lost name, blood (from caster's vein), feather (from angel's wing), midnight on a full moon; Cost of \$100,000 (12 APs)

Special Restrictions — this ritual, although written to summon and bind Death, actually summons and binds Dream. The Mystical Freeze binds him in a bubble resembling a Mystic Shield. In this bubble he will be free to move. If the circle is broken he will be able to escape.

Hero Point Cost — 660

•**Alter Ego:** Roderick Burgess

•**Motivation:** Power Lust

•**Occupation:** Head of Occult Order

•**Wealth:** 8

•**Background:**

Vanity, power, dizzying success, and colossal failure were the legacy of Roderick Burgess, the self-styled Dæmon King who imprisoned the Sandman for much of the 20th Century.

Burgess was a charismatic occultist who lived during the heyday of spiritualism in turn-of-the-century England. By the time Europe was plunged in the madness of World War II, Burgess had built up a large following, called the Order of Ancient Mysteries.

He was aided by his closest friend, Ruthven Sykes, his mistress, Ethel Cripps, and his son Alex. The Order concocted a scheme to summon and imprison Death, the second of the Endless. Their invocation was flawed, however, and instead of Death, they summoned her brother Dream.

The Dæmon King took the Sandman's Helm, Ruby, and Pouch of Sand and kept the Lord of Dreams a prisoner in a mystic circle. This caused grave repercussions across the Dreaming, as people fell into

endless comas, lost the ability to sleep, or had nightmares when they were awake. The scientific community could never explain these episodes of "sleeping sickness."

The Sandman would never bargain for his freedom, and the frustrated Burgess grew old waiting for his prisoner to speak. As time passed, Burgess was betrayed by his best friend and mistress. Sykes had an affair with Ethel and left Burgess, taking the Sandman's treasures with them to San Francisco. Sykes then traded the Helm to a demon in return for an amulet of protection to ward off Burgess' revenge spells. Sykes met a messy end when Edith left him and took the amulet and treasures with her.

Burgess died a miserable old man, frustrated that he ever had to face death. His son Alex took over the Order and was punished by the Sandman when the Lord of Dreams finally escaped his captivity.¹

•**Role-Playing:**

The Dæmon King lived by vanity and died of it. He was an insufferably arrogant occultist, whose secret goal was to gain the respect of the rest of the Occult Community and especially Aleister Crowley, who considered Burgess a petty hedge wizard. He was a cold man who insisted that his own son call him Magus instead of Father.

Endnote

1. *Sandman* #1

DOCTOR DESTINY

DEX: 5	STR: 4	BODY: 5
INT: 10	WILL: 11	MIND: 4
INFL: 8	AURA: 7	SPIRIT: 7
INITIATIVE: 23		HERO POINTS: 125

•**Skills:** Artist (Actor): 8, Gadgetry: 10, Scientist: 8

•**Advantages:** Connections: Arkham Asylum (Low); Genius; Scholar (dreams, dream manipulation, Hermetic philosophy)

•**Drawbacks:** Serious Psychological Instability; Strange Appearance (after *Justice League of America* #154)

•**Equipment:**

Ruby [BODY: 12, SPIRIT: 16, Sorcery: 30]

Note: The ruby is actually the property of the Sandman (see page 68). After years of exposure to its effects, Doctor Destiny managed to tap its power and warp it so that only he could use it.

•**Alter Ego:** John Dee

•**Motivation:** Power Lust/Psychopath

•**Occupation:** Lunatic

•**Wealth:** 0

•**Background:**

Doctor Destiny was once a petty criminal scientist who used his genius to create astounding devices for crime. He was a failure until his mother, Ethel Dee,

gave him the Sandman's Dreamstone. He used the Ruby to power his Materioptikon, which let him create reality from the fabric of dreams. He manipulated the Dreamstone, forcing flaws and adding circuitry, until it was attuned to him and not the Sandman. Morpheus was imprisoned by the Dæmon King at the time, unaware of what Destiny was doing and unable to stop or prevent it.

His power was so great that the Justice League of America resorted to drastic measures to stop him. They hypnotized him and manipulated his psyche to prevent him from dreaming. This kept him from using the Materioptikon for criminal purposes but caused him to lose his mind and shrivel to a skeletal wreck of a man.

He then lived in Arkham Asylum, where his sanity eroded further. When his mother died, he escaped, reclaimed the ruby, and used it to initiate a psychopathic rampage. The Sandman, recently freed and searching for his stolen tokens of power, could not stop Dee until the psychopath decided to leech all the Sandman's power into the ruby and destroy the gem.

But the destruction of the Dreamstone returned all its power back to the Sandman, including power the Lord of Dreams had been without for millennia. Morpheus then returned Dee to Arkham and gave him back the ability to dream.

•Role-Playing:

Dee is absolutely, unpredictably insane. He is driven by a desire for power and by a curious love/hate relationship with his mother, even after her death.



ECLIPSO

DEX:	8	STR:	20	BODY:	15
INT:	10	WILL:	12	MIND:	10
INFL:	10	AURA:	11	SPIRIT:	10
INITIATIVE:		28		HERO POINTS:	
				100	

•**Powers:** *In passive evoked form only.

Dispersal: 15*, Flight: 15, Invulnerability: 15, Regeneration: 9, Sorcery: 10

•**Skills:** Gadgetry: 10, Occultist: 13, Scientist: 10 (Bruce Gordon only)

•**Limitations:** Dispersal creates a high-pitched whining noise.

•**Advantages:** Connections: Diablo Island (High), Lords of Chaos (Low); Genius; Iron Nerves; Leadership; Scholar (Astronomy, Darkness Magic)

•**Drawbacks:** Serious Rage; Strange Appearance; Fatal Vulnerability: solar energy (sunlight), range of 0 APs; Loss Vulnerability (all Attributes and Powers): solar energy (sunlight), range of 0 APs

•**Equipment:**

Black Diamond [BODY: 10, Darkness: 12, Energy Absorption: 12, Mystic Link (Energy Blast): 12, Mystic Freeze: 12]

•**Alter Ego:** Bruce Gordon and others

•**Motivation:** Nihilist

•**Occupation:** God of Vengeance

•**Wealth:** 0

•**Background:**

Eclipso is a dark spirit, a God of Vengeance who was banished from Earth in the distant past. This banishment was accomplished by magically transforming Eclipso's physical essence into the Heart of Darkness, a huge black diamond which was then secreted in a tomb in the impenetrable jungles of the Congo, near Lake Tanganyika. In 1891, a thief stole the gem and spirited it away to London, where a jeweler cut the stone into 1,000 identical smaller diamonds. The smaller gems were then sold individually, so that they soon became scattered across the globe.

The fractioning of the Heart of Darkness severely weakened the spell banishing Eclipso from Earth. It enabled him to manifest himself once more on the planet, but only at night and only when the possessor of a black diamond summons him by feelings of rage or revenge. Once manifested, Eclipso acts out the host body's revenge fantasy: maiming bullies, murdering bosses, etc. If the host body is an aggressive personality (as is Bruce Gordon), he or she instantly assumes personality characteristics (pointy ears, glowing red eyes, eclipse mark covering half the face) associated with Eclipso; if the host body is a passive personality, it evokes a separate Eclipso manifesting itself according to that individual's power fantasy (a videogame monster, a stalking panther, a raging behemoth, etc.).

Bruce Gordon became Eclipso when he went to Diablo Island in the South Seas to study a total eclipse. There he ran afoul of the island's primitive shaman and was cut by the magician's black diamond. He has since fought the demon within him in a Jekyll and Hyde war for existence.¹

•**Role-Playing:**

All host bodies to Eclipso evince his personality and consciousness. He is extremely vicious, ruthless, and destructive. He never laughs or smiles, never gloats, and never sets elaborate traps for his foes; he just kills them. For the most part, one could think of his fighting tactics to be that of a cornered animal.

Endnotes

1. *Eclipso: The Darkness Within* #1

THE FAERIE QUEEN

DEX: 6	STR: 4	BODY: 7
INT: 15	WILL: 22	MIND: 10
INFL: 13	AURA: 16	SPIRIT: 19
INITIATIVE: 32		HERO POINTS: 10

•**Powers:** Sorcery: 32

•**Skills:** Occultist: 19

•**Advantages:** Attractive; Connections: Faerie Realm (High), Timothy Hunter (Low), The Sandman (Low)

•**Drawbacks:** Authority Figure; Fatal Vulnerability: iron, range of 0 APs

•**Alter Ego:** Titania

•**Motivation:** Thrill Seeker

•**Occupation:** Queen of the Faeries [CE]

•**Wealth:** N/A (essentially unlimited)

•**Background:**

The Faerie Queen is a mysterious entity powerful beyond human understanding. Of all the supernatural creatures, she and her Faerie kin are among the strangest. Her realm of Faerie appears much like the Golden Age of Man. In their ever-living land of pure magic, there is no sin or death, and life is an endless meditative revelry.

The Faeries once lived on Earth and walked hand in hand with the mortal race, protecting and guiding them. These early men lived in harmony with nature and all life, as the Faeries taught them. The Faerie Queen ruled this blissful pre-time paradise alongside Auberon, king of the Faeries.

As man began to assert dominance over the planet, he lost his connection with the Faeries. He made the Earth into a polluted, corrupt place that was not hospitable to Faerie life, and the Fair Folk left Earth's plane for Fay, the Faerie Realm.

The Faerie Queen makes rare reappearances on Earth. Her last known foray into Earth's plane was at the request of the Sandman, who had inspired

Shakespeare to write a play in her honor, the famous *A Midsummer Night's Dream*. Shakespeare's troupe performed the play for her, and she rewarded them by taking the playwright's son, Hamnet, to her Faerie Realm.¹

The Faerie Queen made an additional secret trip to the world of men, and at great personal cost, she kept this visit a secret from all Earth's protectors. On Earth she took a mortal husband and gave birth to a child. This child was Timothy Hunter, the boy destined to become the greatest mage in history.²

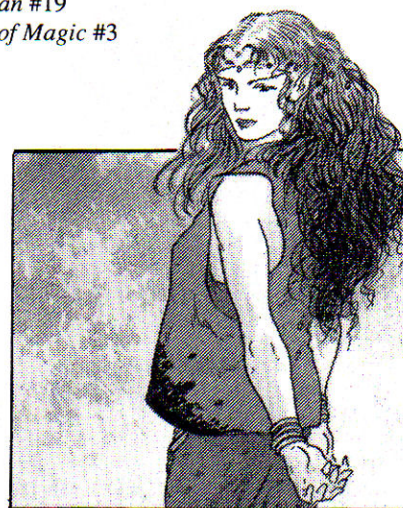
When Doctor Occult took Tim Hunter through mystical dimensions, he made sure to go on an extended tour of the perilous, exhilarating Faerie Lands. The Queen tempted Tim Hunter to stay, but he resisted. She was angry that he refused, but she was also thrilled beyond words that her son proved so clever. She is monitoring Tim's enchanted life from her mystical world.³

•**Role-Playing:**

The Faerie Queen is exotic, breathtakingly beautiful, and very dangerous. She is governed by a code of behavior quite alien to humans, who often view her as capricious and vain. By human standards she is an enigma, but by following basic rules, humans can relate well to her. She insists on good manners at all times and punishes infractions severely. She likes to keep mortals in her realm forever as servants, and if humans eat Faerie food or accept Faerie gifts, they are obligated to stay in Fay forever. She respects mortals who are clever enough not to be captured and enjoys their company.

Endnotes

1. *Sandman* #19
2. *Books of Magic* #3
3. *Ibid.*



THE FAMILY MAN—deceased

DEX: 6	STR: 7	BODY: 6
INT: 5	WILL: 7	MIND: 4
INFL: 4	AURA: 3	SPIRIT: 3
INITIATIVE: 15		HERO POINTS: 40

- Skills:** Detective: 6, Thief: 4
- Advantages:** Connection: British Police (Low); Iron Nerves
- Drawbacks:** Dark Secret (Mass Murderer), Catastrophic Irrational Attraction to Killing Families
- Equipment:**
Bayonet [BODY: 5, EV: 3]
- Alter Ego:** Detective Superintendent Sammy Morris, Retired
- Motivation:** Psychopath
- Occupation:** Serial Killer
- Wealth:** 4
- Background:**

The Family Man was an aged psychopathic serial killer who preyed on entire families. He was one of the most feared of mass murderers, and his butchery jobs were especially grisly.

Sammy Morris began his career as a teenager by killing both his domineering father and his less than caring mother. He then took a job with the police department which further calloused him to human compassion. His career was made out of killing families, and he killed at least 75 people before John Constantine stopped him.

Morris struck a bargain with the mysterious, eccentric collector called Jerry O'Flynn. He gave Jerry ghoulish artifacts from his murders, and Jerry procured new victims for him by locating happy families. John Constantine discovered the Family Man's plot while staying at Jerry's house after the collector mysteriously disappeared.¹ The Family Man came by to pick up the name of the latest victim, and Constantine, trying to be helpful, passed Jerry's packet on to the murderer.²

When he discovered the extent of the plot, Constantine torched Jerry's house and set out to stop the Family Man.³ But Constantine lost his nerve and went into hiding for two months. He had seen something very familiar in the eyes of the old man that had unnerved him, something of himself. The man who looked demons squarely in the eye was terrified at the thought of confronting someone old enough to be his grandfather.⁴

The Family Man realized he had made a mistake in leaving Constantine alive, but he was disturbed by dark dreams in which Constantine appeared as his executioner. Constantine's two-month disappearance gave the Family Man time to track down and kill Constantine's father.⁵ After this, Constantine plunged deeper into despair and, for the first time in his life, bought a gun to defend himself.⁶

When the two finally faced each other, Constantine resorted to murder to end the threat of the Family Man, but in so doing, he infected himself with the Family Man's dark curse. With his death, the Family Man succeeded where the legions of Hell themselves had failed: he made Constantine a killer.⁷

•Role-Playing:

The Family Man was a grim, cold, vicious old man who hated and despised humanity. He had no trace of warmth or empathy in him and always killed in horrible, mutilating ways: generally cutting strips off his victims with a bayonet.

Endnotes

1. *Hellblazer* #23
2. *Hellblazer* #24
3. *Ibid.*
4. *Hellblazer* #28
5. *Ibid.*
6. *Hellblazer* #29
7. *Hellblazer* #30

FELIX FAUST

DEX: 5	STR: 3	BODY: 5
INT: 9	WILL: 11	MIND: 9
INFL: 9	AURA: 10	SPIRIT: 13
INITIATIVE: 23		HERO POINTS: 95

- Powers:** Magic Sense: 7, Sorcery: 7 (20)

Note: Faust could only use Sorcery at the higher APs when his abilities were being bolstered by the demons Abnegazar, Rath, and Ghast.

- Skills:** Occultist: 9

- Advantages:** Connections: Crime Champions (Low); Magic Background; Scholar (Alchemy, Demonology)

- Equipment:**

Spell Books: [BODY: 1]

These tomes contain arcane rituals mimicking nearly every imaginable Power (see pages 60-61 of the *Character Handbook* and pages 23-27 of this book). Faust has such a formidable collection of spells that any magic rituals he enacts are four times normal effect (add 2 to the APs of mimicked Powers produced by the ritual).

- Motivation:** Power Lust

- Occupation:** Sorcerer

- Wealth:** 10

- Background:**

Felix Faust is a small-time sorcerer, a petty thief with delusions of competence and yearnings for great magical power.

Faust's desire for excessive power began during his youth, when he read the story of his namesake's bargain with Mephistopheles and was inspired. He did not view bargaining away his soul as selling out; he saw it as buying in. He was ready, willing, and eager to

sell his life force in return for power and wealth. The only problem was, he had no takers.

So he traveled the world, studying dead languages, dead cultures, and black arts, looking for a way to contact an entity that would want to purchase his soul. He continually lowered his price, but no one seemed interested.

One day, Faust discovered the *Necronomicon*, an ancient tome written by the mad Abdul Al-Hazred. The thrice-cursed book gave Faust a glimpse into the horrific nightmare landscape of the Predead. There, he learned of three archdemons named Abnegazar, Rath, and Ghast (see pages 92-93), and how the Lords of Order, in the guise of a race called the Timeless Ones, had imprisoned these demons in the Earth eons earlier.

Faust set out to gather the Red Jar of Carlythos, the Green Bell of Ulthool, and the Silver Wheel of Wyerlath, all of which were needed to release the demons from their prisons. To assist his efforts, the demons funnelled power and lore to Faust, allowing him to control the entire Justice League of America. Faust was ecstatic with his newfound potency, but it was not to last. The Justice League recovered the talismans under his influence but stopped Faust before he succeeded.¹

Faust spent the rest of his life in futile quests for true magical power. His downfall was that he believed mystical control could be bought and sold like merchandise, instead of being discovered by inner study and outer dedication. Therefore, he was always doomed to failure and to spending long, lonely years in prison.

Ultimately, Faust did confront himself. In a prison psychological seminar, Faust came to grips with his neurotic, unreasoning compulsion to acquire cheap and easy magical power. Face to face with his own pettiness, he screamed away all the anguish of years wasted in frustrating hate and scheming.

He came through the fires of his own psyche a strong man, finished with crime and power lust. After his parole, he took a job as curator of the Star City

Library's Special Literature Department, where he could put his knowledge to good use. He was finally happy.

Tragically, Faust's little bit of peace was not to last. While studying the writings of the ancient sorcerer Nostromus, he was attacked by the wizard's spirit. The evil spirit possessed him and forced him to return to his former ways. The Justice League helped him overcome the possession, but the corruption that Nostromus had planted in his soul was very strong, and Faust soon returned to his old ways, contriving great schemes to acquire riches and power.²

Not all his actions are entirely self-serving. When all of creation was threatened in the Crisis on Infinite Earths, Faust came to the aid of all of Earth's mystical heroes, adding his power to theirs to fight the Anti-Monitor.³ He has no memory of this now, however.

Faust spends most of his time licking his wounds, plotting new schemes, and getting into pathetic, drunken, magical brawls in the San Francisco nightclub, Bewitched.⁴

•Role-Playing:

Felix Faust is his own worst enemy. He has often come within a hair's breadth of success, only to sabotage himself at the last moment. He has snatched defeat from the jaws of victory so often that his foes often view him with more pity than malice.

His great need to gloat about his grandiose plots has caused him to reveal vital secrets to defeated enemies, giving his foes a second (or sometimes even third) chance to thwart his plans. This has led some members of Earth's mystical community to suspect that Faust does not really want to take over the world; he just wants someone to take him seriously.

Play him as oscillating between bumbling incompetence and horrendous rage.

Characteristic of mages who rely on magical crutches in the place of inner knowledge and rigorous discipline, Faust is obsessed with self-preoccupation and



self-importance. He has inflated his ego to the point where he believes himself to be an ancient sorcerer of noble lineage instead of a middle-aged charlatan. Whether this is a passing delusion or an enduring madness remains to be seen. If he persists in imagining that he is an immortal and primordial sorcerer, he may actually become dangerous.

Endnotes

1. *Justice League of America* #10
2. *Justice League of America* #182
3. *Crisis On Infinite Earths* #10
4. *Books of Magic* #2

THE GENTLEMAN GHOST

DEX:	6	STR:	5	BODY:	5
INT:	4	WILL:	3	MIND:	3
INFL:	7	AURA:	8	SPIRIT:	8
INITIATIVE:		17	HERO POINTS:		68

- Powers:** Self Link (Spirit Travel): 18
- Skills:** Occultist: 3
- Advantages:** Connections: Earth's Mystical Community (Low); Connoisseur, Scholar (Ghost Lore, History)
- Equipment:**
Flintlock Flare Pistol [BODY: 7, Flash: 8, Fog: 6, R#:3]
- Alter Ego:** James (Gentleman Jim) Craddock
- Motivation:** Thrill Seeker
- Occupation:** Rogue
- Wealth:** 6
- Background:**

The Gentleman Ghost is an invisible spirit clad in a well-tailored, visible ethereal white suit, top hat, and jaunty monocle, which dangles disconcertingly in the empty space where his right eye should be.

The Ghost is the undying spirit of Gentleman Jim Craddock, a 19th Century English highwayman, who, before he was hanged for his crimes, swore he would return. No one knows the powers he bargained with for the right to return, but 100 years later, he returned to England as a disembodied spirit.

He first used his ghostly powers to embark on a crime spree in Europe but was stopped by the original Hawkman and Hawkgirl.¹ Later, he reappeared in Gotham City, but Batman put an end to his plans. Although the Ghost had many setbacks, he was never captured. As a ghost, he is less interested in the money he steals than in the joy of stealing it.

Looking for new thrills, the Ghost invited himself to a conclave of Earth's mystical community and tried to join the Phantom Stranger, the Spectre, Doctor Fate, and Zatanna in making plans for the defense of Earth's plane. The assembled heroes had little use for him, and he left the conclave disappointed and unfulfilled.²

The Gentleman Ghost now spends his time looking for some activity to occupy his seemingly infinite time. He has yet to find it, and it is likely he will continue to pester the members of Earth's mystical community, seeking admission to that august body.

•Role-Playing:

The Gentleman Ghost is an aristocratic spirit with a flair for drama and delusions of importance. He devises crimes for the greatest thrill.

Endnotes

1. *Flash Comics* #88
2. *The Spectre* (second series) #11

THE GRAY MAN

DEX:	3	STR:	3	BODY:	7
INT:	12	WILL:	10	MIND:	7
INFL:	12	AURA:	16	SPIRIT:	15
INITIATIVE:		27	HERO POINTS:		110

- Powers:** Magic Blast: 15, Sorcery: 25, Split: 30
- Skills:** Occultist: 8
- Bonuses:** Miscellaneous: None of the Gray Man's Splits loses any Attribute APs, but the only power that carries over to the Splits is Magic Blast.
- Limitations:** Miscellaneous: Magic Blast has a range of touch.
- Advantages:** Connections: Lords of Chaos (Low), Scholar (Divine Magic, Dreams)
- Drawbacks:** Minor Psychological Instability
- Motivation:** Psychopath
- Occupation:** Mana Collector [CE]
- Wealth:** 0
- Background:**

The Gray Man is an unwilling servant of the Lord of Order who is charged with collecting residual psychic energy from bodies of the freshly dead.

The drab, emotionless being known as the Gray Man was once a colorful high priest of an ancient order of sorcerers. He probed the great mysteries of the Veil of Illusion separating this realm from others and stumbled onto the dimension of the Lords of Order. His mystical knowledge grew a thousand-fold, but he was never able to take advantage of his new insights.

The Lords of Order, thinking they were rewarding him for his brilliance, made him their servant, and drained all the richness and wonder from his being. He was left a dull, colorless husk of a man who saw all life as lonely, cold, and gray.

The Lords then created an army of duplicates of the Gray Man and set them to work collecting the "dream essence" from the dead. This dream essence is energy from the Sandman's realm: rapidly evaporating psychic residue that lingers around a corpse after the soul has departed. It is not known if this mana-collection service is necessary or even beneficial to mankind, since it was not always required. As the Gray Man said: "Mana

forms the very fabric of mystic energy. With it, mankind can make magic—perhaps even challenge the gods... and the Lords of Order would never permit that.”

The Gray Man hated his task, but the Lords of Order were unaware of his anger. Embittered at his loss of meaningful life, the Gray Man decided to steal mana from the living and kept the collected mana for his own use. He caused tremendous problems for the town of Stone Ridge, Vermont, which was transformed into a nightmare on Earth. Doctor Fate and the Justice League stopped him before his madness could spread, and the Lords of Order released the Gray Man from his task and from existence.¹

The Lords then created another Gray Man, but this one also went renegade and consumed too much power. He had to be stopped by the combined forces of Justice League International, Doctor Fate, the Spectre, the Lords of Order, and the Lords of Chaos. After the attack of these combined forces, he was lobotomized and returned to his task, but, since mana and mind are closely related, it is unlikely that he will remain brainless for long.²

•Role-Playing:

The Gray Man is a drab, emotionless, self-pitying being given to making long speeches about the dull, hopeless world in which he lives. If he could have emotions, he would be depressed. When he gets fired up with power, he becomes a megalomaniacal tyrant.

Endnotes

1. *Justice League* #6 - *Justice League International* #7
2. *Justice League America* #31-32, *Justice League Europe* #7-8

JOACHIM HESSE

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:		6	HERO POINTS: 40		

•Skills: Occultist: 2

•Advantages: Connections: Doctor Fate (Low)

•Drawbacks: Unluck

•Equipment:

Occult Reference Books [BODY: 1, Occultist (Occult Knowledge): 9]

•Alter Ego: Joachim Hesse

•Motivation: Thrill Seeker

•Occupation: Dilettante

•Wealth: 12

•Background:

Joachim Hesse is a minor occult dabbler with an amazing ability to get himself in terrible trouble by involving himself in disastrous and deadly situations.

Hesse was born rich, intelligent, and gifted. Bored with most challenges, he turned to the occult for thrills. He managed to summon a clutch of demons from a nether plane but was unable to control them. Before the demons could rip him apart, Doctor Fate intervened and saved him. One of the demons, Petey, escaped and joined Doctor Fate and Nabu as their pet and sidekick.¹

Hesse next devised a plan to transform himself into Indra, Master of the Fourth Heaven, and consequently rule the world. To do so, he had to inscribe a mystic circle and sit in it for 40 days and nights without food or sleep. While he was sitting in his circle, he got a return visit from Petey the demon. Petey liked spending time with Nabu and Fate, but he grew homesick and soon decided to return to his nether dimension. Hesse could not cast the spell but gave Petey the book of spells and let the little demon send himself back. Petey did not like his return trip and came back to Earth with the demoness he loved. The demoness, terrified at the repulsive features of the shaggy, potbellied Hesse, insisted on going home. Despite the heartbreaking drama unfolding in his living room, Hesse remained in his mystic circle.²

His devotion attracted the attention of the current Indra, who was not pleased that a mortal was trying to usurp his divine position. Indra summoned raging storms and elementals to attack Hesse, but the spell of the mystic circle, protected the conjurer. Doctor Fate destroyed the barriers keeping them out of Hesse's building, but he could not breach Hesse's circle. Finally Deadman tricked Hesse into leaving his circle by tempting the starving conjuror out with an eggroll.³

When the archvillain sorcerer Wotan embarked on his plan to steal the power of the Krishna from the Tomb of the Avatar, he assumed that Doctor Fate would oppose him. To gain insight into the new Doctor

Fate, Wotan went right to Joachim Hesse and terrorized the occultist. Hesse had little of importance to tell him, so Wotan threw him into Doctor Fate's amulet. When Wotan's mind was turned over to universal love, he was too distracted to reclaim Hesse.⁴

Life in the amulet was blissful, with all of Hesse's whims fulfilled instantly. Hesse enjoyed this pleasurable reality until his stay was interrupted by the arrival of Doctor Fate's associates, Petey and Jack Small. He assisted them in locating Kent and Inza Nelson, who were also in the amulet fulfilling their own dreams of a perfect married life. He then helped them Petey and Small persuade the Nelsons to return to the land of the living. Hesse preferred to remain in the amulet because only there would he be eternally happy.⁵

•Role-Playing:

Hesse is a spineless nebbish who earnestly wishes he was a great sorcerer. He is eccentric, irreverent, and a little silly. He is a good NPC for comic relief or for starting trouble that the heroes have to sort out.

Endnotes

1. *Doctor Fate* (second series) #1
2. *Doctor Fate* (second series) #7
3. *Doctor Fate* (second series) #8-9
4. *Doctor Fate* (second series) #14
5. *Doctor Fate* (second series) #22

INDRA

DEX: 10	STR: 9	BODY: 11
INT: 8	WILL: 12	MIND: 7
INFL: 13	AURA: 10	SPIRIT: 10
INITIATIVE: 31		HERO POINTS: 88

•**Powers:** Air Animation: 10, Awareness: 15, Dimension Travel: 7, Earth Animation: 10, Flame Animation: 10, Life Sense: 14, Plant Control: 10, Plant Growth: 8, Remote Sensing: 16, Water Animation: 10, Weather Control: 12

•**Skills:** Charisma: 7, Occultist: 5

•**Advantages:** Area Knowledge (the Fourth Heaven); Scholar (Immortality Magic)

•**Alter Ego:** Unknown

•**Motivation:** Power Lust

•**Occupation:** Lord of the Fourth Heaven [CE]

•**Wealth:** 0

•Background:

Indra is a former mortal who cast the powerful Circle Penance ritual and was rewarded with power beyond mortal understanding. He was made into Indra, the Lord of the Fourth Heaven. He resides in an ethereal side dimension of the Afterworlds, attended by beautiful astral entities.

One day in the 20th Century, Indra felt a tug at his power. He looked into the mortal realm and saw the human sorcerer Joachim Hesse (see page 104) casting the Chilla-Nashini, the same Circle Penance ritual that granted Indra his powers.¹

Determined not to be usurped, Indra set the elemental forces at his disposal into action, attacking Hesse's New York apartment with heavy storms, waterspouts, walking trees, and other rampant forces of nature. Despite his power, he could not get into the building.

Doctor Fate arrived to stop the violence and fought Indra, but he ended up helping Indra to get into the building. Inside, Indra was again incapable of breaching the Penance Circle around Hesse. He despaired that Hesse would usurp him and take his Indra name and power.

Deadman came to his rescue by tempting the fasting Hesse out of his circle with a hot eggroll. Indra repaired the damage he had done to the city and returned to his Fourth Heaven, happy once more.²

•Role-Playing:

Indra is a strange, megalomaniacal divine being who is determined to



keep his power at all costs. He speaks with very stilted, B-movie English.

Note: This Indra is a sorcerer who partakes of divine power and is not the Hindu god of the same name.

Endnotes

1. *Doctor Fate* (second series) #7-8
2. *Doctor Fate* (second series) #9

PAPA MIDNITE

DEX:	4	STR:	5	BODY:	5
INT:	9	WILL:	10	MIND:	9
INFL:	9	AURA:	10	SPIRIT:	8
INITIATIVE:		22		HERO POINTS:	
				45	

•**Skills:** Charisma (Intimidation): 10, Occultist: 12

•**Advantages:** Area Knowledge (New York); Connections: John Constantine (Low), New York City Police (Low), New York City Underworld (High); Expansive Headquarters

•**Drawbacks:** Serious Irrational Attraction to Wealth

•**Voodoo Rituals:**

1. ANIMATE DEAD

Effect — Animate Dead: 14

Casting Time — 4 hours (12 APs)

Necessary Components — Special powders and herbs, prepared skulls, blood, damned earth; Cost of \$2,500 (7 APs)

Special Restrictions — Anyone attempting to Intimidate a zombie animated with this Ritual receives a -2 Column Shift bonus to the target's RV.

Hero Point Cost — 30

Notes — Zombies animated with this Ritual do not receive the DEX penalty (see the *Character Handbook*, page 47).

2. VODOO RITUAL

Effect — Voodoo: 8

Casting Time — 2 hours (11 APs)

Necessary Components — prepared voodoo doll requiring a sample of the target's hair or clothing, specially prepared pins; Cost of \$2,500 (7 APs)

Special Restrictions — None

Hero Point Cost — 8

3. PREDICT THE FUTURE

Effect — Precognition: 15

Casting Time — 30 minutes (9 APs)

Necessary Components — Specially prepared skulls; Cost \$5,000 (8 APs)

Special Restrictions — None

Hero Point Cost — 39

Notes — The skulls used to perform this Ritual are not consumed upon its completion and may be reused. This special bonus adds +1 to the Components Factor Cost Modifier.

•**Alter Ego:** Unknown

•**Motivation:** Mercenary

•**Occupation:** Crime Boss/Voodoo Priest [MC]

•**Wealth:** 15

•**Background:**

Papa Midnite is a voodoo priest and major crime boss in New York City. His history is shrouded in mystery, and very few people even know of his existence.

Midnite is a man of great appetites and extreme decadence. His nightclubs cater to the most depraved whims of New Yorkers, with drugs, prostitution, and murderous sports readily available for his customers' entertainment. His voodoo powers give him an edge over other crime bosses, and his unthinking army of brutish zombies provide him with extraordinary protection. He rules his illicit operations with an iron fist and reacts swiftly and violently to crush anyone who interferes with his profits.

As a high priest of the Loa, Papa Midnite can create zombies that are superior to standard undead. His zombie servants are as fast as they were in life and can act independently of Midnite. Their statistics are given below.

Midnite knows John Constantine, and the two have worked together in the past. Constantine recently called on Midnite for help in binding a demon of hunger. Their ritual was successful, binding the demon forever into Gary Lester, one of Constantine's friends from Newcastle. Lester's remains were walled up in the cellar of one of Midnite's casinos.¹

•**Role-Playing:**

Papa Midnite is a grave, somber man of mystery. He does not speak often, but when he does, his rumbling voice can paralyze normal men with fear.

He is a cruel man who makes slow, careful plans before taking any course of action.

PAPA MIDNITE'S ZOMBIES

DEX:	3	STR:	6	BODY:	8
INT:	1	WILL:	1	MIND:	1
INFL:	5	AURA:	2	SPIRIT:	6
INITIATIVE:		9		HERO POINTS:	
				0	

•**Advantages:** Miscellaneous: The zombies are immune to mental attacks.

•**Drawbacks:** Attack Vulnerability: -2 Column Shifts against fire; Miscellaneous: The zombies are easily intimidated, receiving a -2 Column Shift modifier to their OV/RV whenever anyone attempts to Intimidate them using Character Interaction.

•**Role-Playing:** These Zombies are sluggish dolts with no personality and no self-will. They are easily dominated by anyone who makes a successful Intimidation attack against them.

Endnote

1. *Hellblazer* #1-2

MNEMOTH

DEX: 13	STR: 9	BODY: 12
INT: 8	WILL: 6	MIND: 7
INFL: 10	AURA: 12	SPIRIT: 10
INITIATIVE: 31		HERO POINTS: 54

•Powers: *Mystic Link

Aura of Fear: 9, Emotion Control: 10*, Flight: 11*, Personality Transfer: 16*, Telepathy: 10*, Vampirism: 16

•Limitations: Miscellaneous: Mnemoth can only use Vampirism on subjects he has taken over with Personality Transfer.

•Advantages: Connections: Hell (Low)

•Motivation: Nihilist

•Occupation: Minor Demon

•Wealth: N/A

•Background:

Mnemoth (pronounced nee-moth) is a foul, loathsome, verminous demon with the aspect of a hideous, bloated fly dangling a long, prehensile tongue. It is a Hunger Spirit and fosters an intense, irresistible craving in its victims. The unfortunate humans who are victim to his influence try to consume endless amounts of whatever they love best: food, jewelry, comic books, or even religious icons. The victims then die of starvation, wasting away while gorging themselves.

The Hunger Spirit first surfaced in Sudan, where the local shaman stopped it by binding it into a young boy's body. The shaman expected the spirit to consume his living sacrifice, and in so doing, consume himself. But slavers found the boy and sold him.

Gary Lester, one of John Constantine's old friends from Newcastle, was in Tangiers at the time, looking for drugs. He found the boy, exorcised the demon, channeled Mnemoth into a bottle and tried to use it to relieve the cravings of his drug addiction. But he could not handle even the imprisoned demon and mailed the bottle to one of Constantine's contacts in the United States. Unfortunately, that contact had died, and the package wound up back at the post office, where it was opened by a curious postal worker. The demon then escaped and forced people to starve to death while gorging on their favorite things.¹

With the aid of Papa Midnite, John Constantine bound the demon into Gary Lester. When Lester died, the demon went with him. Mnemoth is currently in Hell, looking for another chance to get loose on Earth.²

•Role-Playing:

Mnemoth says nothing verbally. It uses Emotion Control and Telepathy to taunt and tempt its targets. It is cunning, cruel, and utterly contemptuous of mankind.

Endnotes

1. *Hellblazer* #1
2. *Hellblazer* #2

NERGAL

DEX: 8	STR: 8	BODY: 14
INT: 12	WILL: 15	MIND: 16
INFL: 15	AURA: 18	SPIRIT: 15
INITIATIVE: 35		HERO POINTS: 180

•Powers: *Mystic Link

Awareness: 12, Claws: 9*, Personality Transfer: 9*, Regeneration: 8*, Sorcery: 21

•Skills: Occultist: 14

•Advantages: Area Knowledge: (Hell); Connections: Hell (High); Iron Nerves, Scholar (Demonology)

•Motivation: Nihilist

•Occupation: Duke of Hell [CE]

•Wealth: N/A

•Background:

Nergal is a powerful and malevolent Duke of Hell who appears in many forms depending on his will. On Earth, he favors the humanoid form of a classical medieval demon, with reddish flesh, bald head, slightly reptilian features, and sometimes with bat wings. In Hell, he often appears as a magnificent, glowing agglomeration of many forms, including insect, beast, and angel shapes. The realm he rules in Hell is called Mashkan-Shapir, where his official title is Arch-Duke Nergal.

His influence on Earth rose to great prominence during the Middle Ages, when most people believed in demons. As the centuries passed and science replaced magic, his dominance waned considerably. Nergal therefore adjusted to modern life by acting covertly and using human pawns more often. The demon's favorite tools are debauched sex and extreme suffering, which he gleefully inflicts on his droves of mortal worshippers.

Nergal clashed with John Constantine on several occasions. The two first crossed swords at Newcastle, when Constantine was a callow and inexperienced occult dabbler. Constantine and his occult team tried to summon the demon Sagatana to fight the monstrous Norfulthing but read from an inaccurate Grimoire Verum. Although the scroll was designed to summon Sagatana, it did not accurately depict his unholy sigil. Instead, the symbols on the parchment described Nergal.

Nergal appeared because his sigil was invoked but was not under Constantine's control since the hapless conjuror did not know the demon's name. Reveling in Constantine's lack of power, the demon claimed the soul of an innocent child that was under Constantine's protection. Nergal gave Constantine his first view of Hell and announced that Constantine and all his friends were damned. His prophecy came true, as all John's occult team met horrific ends over the next few years. Constantine himself was temporarily committed to an asylum, never knowing the name of his enemy.¹

For most of human existence, the realms of Heaven and Hell shared the souls of mankind in roughly equal

proportion. But with the advent of the War Against Shadow, Hell was torn asunder with civil war, and Heaven gained the upper hand on Earth. At the forefront of Heaven's army were the Tongues of Fire. This group was a high-tech extremist branch of the Resurrection Crusade, a self-righteous band of men eager to reap souls for their masters. The Crusade learned of a prophecy that foretold the birth of a powerful force for good, and the Tongues sought to bend the prophecy to their will by producing their own child and instituting New Jerusalem on Earth.

Nergal set out to stop the Tongues' plan but was powerless in their high-tech sanctum. He then tried to kill Zed, the woman selected by the Tongues to bear the child. Constantine, who was Zed's lover, stopped Nergal's monstrous assassin but was badly injured shortly thereafter. Nergal forced the crippled Constantine to agree to help stop the plan and healed his former adversary with a transfusion of his own demon blood.²

John Constantine, now Nergal's pawn, made love to Zed, tainting her with demon blood and rendering her unfit to bear a child of Heaven. In retribution, the divine powers angrily destroyed the Tongues of Fire, and the demon rejoiced, completely unaware that Constantine conspired with Swamp Thing to create the true child of prophecy. The result was Têfe, daughter of Abby Cable and the Swamp Thing. Because Constantine was the human vehicle Swamp Thing used to father the child, Têfe has Nergal's blood in her veins.³

The demon tried to kill Constantine in revenge for fulfilling the prophecy, but Constantine tricked Nergal by escaping into cyberspace through a computer biorhythm hookup. The demon followed, his power greatly diminished in the realm of pure science. Constantine led the demon right into the Tongues of Fire computer systems and straight through an uplink to Heaven. As a result, angels scourged and destroyed his form, taking what little was left of him to Heaven.⁴

The sudden influx of alien souls in Heaven and Hell wrought during the Invasion gave Nergal a chance to sneak out of Heaven. But his reception in Hell was a chilly one. He was sentenced to eternal punishment for his failures on Earth, but Lord Beelzebub stayed the hand of the demonic twins of punishment, Agony and Ecstasy. This boon made Nergal Beelzebub's lackey, and the demon lord put the duke to work in a plot to keep Têfe's soul in Hell. Nergal failed, and Swamp Thing took Têfe's soul back to Earth, destroying the entire realm of Mashkan-Shapir in the process.⁵

Nergal's punishment for his additional failure is not yet known.

•Role-Playing:

Nergal is violent, cruel, petty, and treacherous. In front of cringing mortals, he is commanding and despotic. Before demons and beings of real power, he is a cringing coward. He prefers acting through subordinates rather than taking an active role, but he will get involved when he runs out of other ideas or when his anger gets the better of him. He is accustomed to seeing humans cringe before him and is stymied when they do not.

On Earth, he uses living beings as the

basis for his magic. He sculpts body parts together to make giant monsters, he plunges his claws into human flesh to see through the eyes of the roving spirits of mortals, and he uses captured dryads to see into the green.

Until its destruction, his realm of Mashkan-Shapir was structured to reflect the understanding of mystic circuitry that Nergal learned in cyberspace.

Endnotes

1. *Hellblazer* #11
2. *Hellblazer* #8
3. *Hellblazer* #10, *Swamp Thing* #76
4. *Hellblazer* #12
5. *Swamp Thing* #96-98



POISON IVY

DEX: 5	STR: 3	BODY: 4
INT: 8	WILL: 8	MIND: 4
INFL: 9	AURA: 8	SPIRIT: 8
INITIATIVE: 22		HERO POINTS: 55

- **Powers:** Plant Control: 8, Plant Growth: 6, Poison Touch: 5, Systemic Antidote: 8
- **Skills:** Acrobatics (Climbing): 8, Charisma: 10, Gadgetry: 6, Martial Artist: 5, Scientist: 6
- **Advantages:** Attractive; Connections: Arkham Asylum (Low); Scholar (Botany, Horticulture, Poisons)
- **Drawbacks:** Serious Irrational Attraction to Batman; Serious Psychological Instability
- **Alter Ego:** Pamela Isley, Lillian Rose
- **Motivation:** Psychopath
- **Occupation:** Botanist
- **Wealth:** 4
- **Background:**

Poison Ivy is a woman genetically manipulated to contain the magical essence of plants. She has a direct connection to the natural world and can control plant growth.

Isley survived a pampered, friendless childhood by working a garden. Her attraction to plants was so strong that Jason Woodrue took her as a student, along with Philip Sylvian (creator of the Black Orchid), and Alec Holland (whose mind became the template for the Swamp Thing).

During a series of experiments, Woodrue put Isley in contact with the forces of nature, blurring the line between plant and animal. As a result, she can make animals into plants and make plants behave like animals. She can secrete poisons and potions through her skin and take over minds with a kiss. Woodrue ostensibly accomplished this through science, but in reality he merely used science as a focus to harness the magical, elemental forces of nature.¹ Because of her powers, Isley considers herself a Queen of the May, symbol of growth and hope and truth. She is really just a pretender to the throne. Black Orchid is the real May Queen, and Isley knows it.

Poison Ivy found one man with the drive and charisma to match her own—the Batman—and she traveled to Gotham City to meet him. In an attempt to win Batman's love, she donned a revealing costume made of living leaves and captured three villains. But the Dark Knight rejected her. In retaliation, the slightly unstable Ivy turned her hand to a new passion, crime, and became a master villain, thwarting Batman on several occasions. Ultimately, Batman sent her to Arkham Asylum, where she languished for a long time, shut off from the natural world that sustained her. There, she passed the time breeding stunted plant-animals in the dark, growing more bitter.²

Ivy was released from Arkham by Task Force X and became a member of the Suicide Squad.³ After the Squad disbanded, she promptly used her power over men to take control of Puerto Azul in South America. Her domination did not last long, and she was soon back to doing missions for the reformed Squad.⁴

•Role-Playing:

Poison Ivy's emotions are mercurial and elemental. She can be sweetly innocent one moment and bitterly cruel the next. Her wild instability keeps her male victims coming back for more. Men adore her, and women mistrust her. Her loving smile and effortless charm drive men mad with desire but make them too weak to act effectively. She is very aware of her power over men and uses it to her best advantage.

Although Poison Ivy's Motivation is listed as Psychopath, this is not an adequate description of the forces that drive her. She is a complex woman, far more complicated than such straightforward Batman villains as Two-Face or Clayface. She craves all types of power, be it monetary, sexual, political, or botanical. She finds the characteristically male pursuits of empire building and acquisition to be terminally boring. Instead, she revels in process of growth, freedom, decay, and death.

Because of her link with nature, she is not completely of the world of mankind. To the rest of the world, it may look like she has utter contempt for rules, when she really follows the rules of the vegetable kingdom.

Endnotes

1. *Secret Origins* #36
2. *Batman* #181
3. *Suicide Squad* #33
4. *Suicide Squad* #39-43

THE PROTO-DEMON

DEX: 12	STR: 8	BODY: 10
INT: 11	WILL: 12	MIND: 12
INFL: 13	AURA: 14	SPIRIT: 13
INITIATIVE: 36		HERO POINTS: 56

- **Powers:** **Mystic Link*
Chameleon: 8*, Sorcery: 18
- **Skills:** Charisma: 7
- **Advantages:** Attractive; Connections: Hell (Low)
- **Drawbacks:** Minor Irrational Attraction to causing suffering
- **Alter Ego:** None
- **Motivation:** Nihilist
- **Occupation:** Minor Demon
- **Wealth:** 0
- **Background:**

The Proto-Demon is a Hell-born creature created from the essence of history's mass murderers to work the will of Hell on Earth. His form is mutable, and he can look like a man or woman at will.

Minor demons under the command of a great archdemon collected the souls of mass murderers from their assigned pits of torment and distilled their essence into a colossal skeletal "womb." This boneyard birthed a protoplasmic creature that assumed the form of a tall, fair, sinister man. Calling him the Proto-Demon, they planned to have the their creation counter the influence of, and assassinate, the Chosen, who had engendered a new hope in mankind through their Millennium project.

Before the Proto-Demon could face the New Guardians, he made a test run through New York to exercise his powers and gain servants. He transformed New Yorkers into werewolves and sent one to attack Jim Corrigan to weaken the Spectre. He did not kill the private investigator outright but made the mistake of enjoying Corrigan's suffering as he bled to death. An alliance of Deadman and Madame Xanadu stopped the Proto-Demon's werewolf surrogates and saved the Spectre and Corrigan.

The Spectre and Deadman then traveled to Hell, and finding Womb of Bone, the Spectre possessed the entire bone framework and used it to destroy the Proto-Demon. The archdemon resurrected the Proto-Demon to undergo more training, but punished him for his failure.¹ When and where the creature will show up next is anyone's guess.

•Role-Playing:

The Proto-Demon is a cold, calculating creature. He wears stylish suits and cultivates an aristocratic demeanor. He has a wicked smile and enjoys gloating over the suffering of others. Though a powerful fiend from Hell, the Proto-Demon is an immature creature, with little wit or subtlety. When his skill catches up with his potential, he will be a formidable opponent.

Endnote

1. *The Spectre Annual* #1

TALA

DEX:	7	STR:	6	BODY:	7	
INT:	5	WILL:	9	MIND:	6	
INFL:	10	AURA:	13	SPIRIT:	13	
INITIATIVE:			22	HERO POINTS:		40

•Powers: *Mystic Link

Darkness: 8*, Flight: 6*, Illusion: 8*, Invisibility: 7*, Invulnerability: 10*, Sealed Systems: 20*, Sorcery: 11

•Skills: Occultist: 10

•Limitations: Sealed Systems only works when Tala is imprisoned beneath water or Earth.

•Advantages: Connections: Dark Circle (High)

•Drawbacks: Loss Vulnerability: Tala loses her powers when imprisoned beneath water or earth

•Alter Ego: Unknown

•Motivation: Nihilist

•Occupation: World Conqueror

•Wealth: 8

•Background:

Tala's origins are a mystery. She claims to be a goddess, and there is some evidence to support this theory, since there are records of her existence dating back centuries. However, Tala appears to be a rather immature sorceress to lay claim to such inflated origins. It is more likely that she is a mortal mage who has found a way to partake in the demonic goddess form of Tala.

She first appeared in recent times in Haiti, when she was released from an underwater tomb by a group of voodoo ritualists. This appearance was witnessed by Dr. Terrence Thirteen, the "Ghost Breaker," but even this circumstance did not convince the steadfast sleuth that magic was real.¹

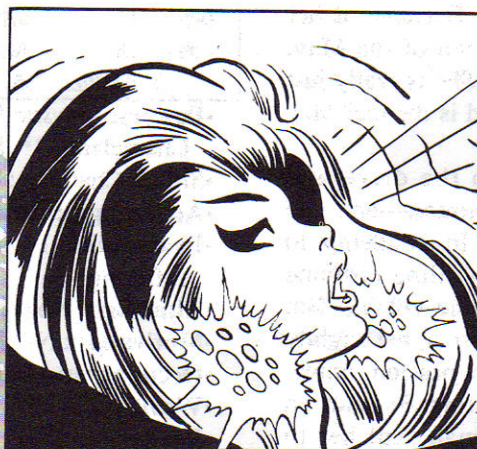
Tala has fought the Phantom Stranger on many occasions and bears a great, unrequited love for the Gray Walker. Although he has stopped all her mad schemes, this only increases her adoration for him. At

one point, she organized a group of evil mystics named the Dark Circle (not to be confused with the 30th Century group of the same name), with the intent of taking over the world.² The Phantom Stranger put an end to this, and Tala responded by trying to destroy the world if she could not rule it. Only the combined forces of the Stranger and his enemy Tannarak managed to stop her.³

In her off-hours, Tala waits tables in Bewitched, an occult nightclub in San Francisco (see page 118).⁴

•Role-Playing:

When she is insisting that she is a goddess, Tala is a mean-spirited, vicious woman who takes great



pleasure in evil, chaos, and the corruption of human souls. The rest of the time, she can be rather sweet.

Endnotes

1. *The Phantom Stranger* #4
2. *The Phantom Stranger* #14, 20-23
3. *The Phantom Stranger* #24
4. *Books of Magic* #2

TANNARAK

DEX:	6	STR:	5	BODY:	5
INT:	8	WILL:	8	MIND:	7
INFL:	7	AURA:	12	SPIRIT:	10
INITIATIVE:		22	HERO POINTS:		32

- Powers:** Sorcery: 9, Transmutation: 10
- Skills:** Martial Artist: 6, Occultist: 4
- Advantages:** Connections: Dark Circle (Low); Magic Background; Scholar (Alchemy, Immortality Magic, Necromancy)
- Drawbacks:** Minor Irrational Attraction to all forms of Immortality.
- Equipment:**
Sword-Cane [BODY: 8, EV: 4]
- Alter Ego:** Unknown
- Motivation:** Power Lust
- Occupation:** Sorcerer/Nightclub Owner
- Wealth:** 7
- Background:**

The sorcerer known only as Tannarak was born in England more than a century ago and was raised in Egypt. When he was a child, his dearest friend and playmate was a girl named Dianna. When the young Tannarak and Dianna stole food from an Arab fruit dealer, Tannarak was caught and punished. The sadistic merchant forced the boy to stare at a corpse for hours.

The experience unhinged the boy, starting his unhealthy obsession with death. He eventually reached the point where he would do anything to cheat death. He studied magic from the deluded successors of the true alchemists and sorcerers and gained great power without great wisdom. To defeat death, Tannarak isolated the aging factor from his body and bound it to a huge statue of himself. But in removing the aging factor, he also removed a precious part of his spirit, and to compensate for it, he had to steal the life essences of others. In short he had become immortal, but at a great price. Finally, Dianna died, and all that brought joy and meaning to his life died as well.

Now Tannarak wanted to bring back the love and joy he knew when he was a mortal, but he went about it in a twisted manner. He developed the notion that Dianna had been reincarnated and that if he could find her new self, he could make her immortal. He kidnapped a woman named Michelle and tried to make her immortal, believing she was Dianna. The Phantom

Stranger thwarted Tannarak's plans and left him for dead beneath his great statue.¹

But Tannarak lived on and continued his quest for power over death. He worked with underground mystical groups, including Tala's Dark Circle. Later, when it suited his purposes, he even sided with the Phantom Stranger against the Dark Circle.²

After this, Tannarak sold out to the Lords of Chaos to defeat the Phantom Stranger. He was swayed into supporting Chaos because he believed the reports that in this magical era, the Lords of Chaos will win the eons-old struggle.

Although the Phantom Stranger has destroyed Tannarak's tainted body several times, the sorcerer has always managed to put his essence into some new human host. He has never gained a single real victory over the Phantom Stranger, except his constant, methodical survival.

Tannarak does not believe he is evil or that he uses black magic. The way he sees it, "black magic" grew from improper usage of the word "necromancy," which refers to magic of the dead. Tannarak seeks to use the magic of death to reach the "real," eternal world beyond death. His quest for truth, reality, and immortality often requires that he commit atrocities, which is perfectly acceptable to him.

The necromancer has also opened a nightclub called Bewitched, which has become a nexus for evil magicians in San Francisco. All the evil sorcerers, necromantic creatures, and magical burnouts now hang out there. Together in this atmosphere, they reminisce about old times, plot new schemes, but mostly brood and drown their sorrows. The patrons share a common bond of knowing enough magic to be dangerous, but not enough to be happy. So even though they are wicked creatures, they are also forlorn and piteous.³

•Role-Playing:

Tannarak is an angry, cruel sorcerer with pretensions of competence. He is constantly frustrated by his inability to grasp the magical domination he so desperately craves. His frantic quest for victory over death and his cravings for power have left him a bitter failure. He is a pathetic, self-delusional sorcerer, with little hope of overcoming the wild power cravings that devour him and pitch him into ill-conceived assaults on the world.

In his more lucid moments between magical misadventures, he is a charming, gracious gentleman who plays a passable cocktail piano.

Endnotes

1. *The Phantom Stranger* #10
2. *The Phantom Stranger* #23-24
3. *Books of Magic* #2

TYPHON

DEX: 7	STR: 6	BODY: 10
INT: 8	WILL: 14	MIND: 12
INFL: 12	AURA: 14	SPIRIT: 13
INITIATIVE: 27		HERO POINTS: 42

- **Powers:** Awareness: 10, Dimension Travel: 14, Invulnerability: 12, Magic Sense: 8, Personality Transfer: 8, Sorcery: 14
- **Skills:** Occultist: 12
- **Limitations:** Power Restriction: Dimension Travel only between Earth and the Domain of the Lords of Chaos
- **Advantages:** Connections: Doctor Fate (Low), Lord of Chaos (High), Nabu (Low)
- **Drawbacks:** Strange Appearance
- **Alter Ego:** None
- **Motivation:** Nihilist
- **Occupation:** Lord of Chaos [CE]
- **Wealth:** 0
- **Background:**

Typhon is a violent, unpredictable, and grotesquely powerful Lord of Chaos. He has been growing in power during the Kali Yuga, or Age of Chaos.

Typhon came to Earth from the Plane of Chaos, assumed physical form and dedicated his existence to defeating Doctor Fate and spreading Chaos. He made an alliance with Doctor Benjamin Stoner (see page 93), the Administrative Director of Arkham Asylum, and used the madhouse as a base of operations.

When the Lord of Order Nabu began training Eric Strauss to become Doctor Fate (see page 59), Typhon provided Strauss with his first challenge. The Lord of Chaos defeated the boy easily, and Stoner took him to the asylum. There, Typhon and Stoner subjected Eric to the torments of the damned, collected the powerful energies created by the psyches of the madmen at Arkham and channeled them into palpable forces. Typhon then gave the Helm and Amulet of Doctor Fate to Stoner, causing the psychiatrist to become the Anti-Fate. The two then went on a rampage that no Earth hero could stop.

But the powerless Eric Strauss did what no other hero could do and stopped them. His spirit had grown strong during his Arkham ordeal, and he single-handedly took back his Doctor Fate power. Typhon retreated, threatening to win the final war and leaving Stoner behind.¹

Despite his bravado, Typhon was suitably chastened by his defeat, and he secretly gained respect for Nabu and the new Doctor Fate. When he learned that the Lords of Order were planning to cheat the Lords of Chaos out of the Kali Yuga by destroying the universe, he made a truce with his old enemies. He took over the body of the Strauss' friend, Jack Small, and in an unlikely coalition, Typhon, Nabu, and Doctor Fate

joined forces to battle the Lords of Order and their pawn, Andrew Bennett (see page 64).

The alliance faltered from the start. Although Nabu was eager to work with Typhon, Eric Strauss had not forgiven the Lord of Chaos for his torment in Arkham and repeatedly attacked him. Because of the infighting, Bennett succeeded in bringing about the Mahapralaya, the sleep of Brahma, and ended the universe.² Fortunately, the divine forces that brought forth the universe simply re-created it. Typhon was ecstatic and prepared to launch his reign on Earth, but Doctor Fate battled him to a standstill, tore Typhon from Jack Small's body, and hurled the tiny, wriggling Lord of Chaos back to his dark realm.³

Typhon has not been seen since, although he is very likely plotting his revenge.

•Role-Playing:

Typhon is a violent, obnoxious, wildly demented Lord of Chaos. He brags with pompous bravado, rages at minor annoyances, and treats everyone with contempt. He constantly overestimates his own power and underestimates his foes.

He hates hearing his name mentioned and screams "Don't speak my name!" when anyone says "Typhon."

Endnotes

1. *Doctor Fate* (mini-series) #1-4
2. *Doctor Fate* (second series) #5
3. *Doctor Fate* (second series) #6

WOTAN

DEX: 4	STR: 3	BODY: 4
INT: 10	WILL: 10	MIND: 9
INFL: 10	AURA: 13	SPIRIT: 16
INITIATIVE: 24		HERO POINTS: 75

- **Powers:** Awareness: 9, Magic Sense: 12, Sorcery: 30
- **Skills:** Gadgetry: 10, Occultist: 11, Scientist: 11
- **Advantages:** Genius; Leadership
- **Motivation:** Power Lust/Responsibility of Power
- **Occupation:** Villain
- **Wealth:** 10
- **Background:**

Wotan is a powerful sorcerer and scientist and an ancient archenemy of Doctor Fate. He is the current incarnation of a prehistoric female shaman.

In his first incarnation, Wotan was born a simple, plodding woman in a frozen northern wasteland. Wotan hates his first incarnation with such passion that he has magically erased her name from his mind. This nameless woman never questioned her drab existence until she was savagely and brutally raped by a gang of marauding men.

Near death, she was filled with wonder, dread, and awe at the life she had once taken for granted, and she swore to find the answers to the questions that suddenly arose. She cried out to her creator to be saved from

death, and somehow she found the strength to get up and walk.

In her delirium, she stumbled onto the cave of an old wise woman, a shaman. The shaman said she had been awaiting the arrival of the nameless woman for a long time, and she made her an apprentice shaman. Thus Wotan began his training in the paths of power and began to find the answers he sought.

He first learned the secrets of life-extension, gaining more time to study the ancient mysteries. Then he learned to transfer his soul into other bodies, again lengthening his lifespan. Finally, he learned controlled re-birth and was able to reincarnate with all his memories intact. Thus, he has been male and female and of every race and nationality.

His quest for answers slowly became a quest for power, and he became as malicious as the gang of men who attacked his first incarnation. He closed his heart to love and began to inflict on others the same suffering that once drove him to his search.

Wotan's atrocities attracted the attention of Nabu, the Lord of Order, who walked among men thousands of years ago. Through the ages the two fought epic battles, but no battle was conclusive. Eventually, Nabu wore out his human host and was forced to put his body into suspended animation to await the coming of the child who could contain his powerful essence.

Wotan finally had a free hand on Earth and went wild building a sorcerous empire. His quest for knowledge became an obsession, and he studied everything, including the emerging discipline of science. It was during this period that he created his final body, the distinctive green-skinned, emerald-haired man with grim features and pointed beard.¹

Nabu came out of his self-induced slumber in the 20th Century and created Doctor Fate. The superhero attacked Wotan, and in some of the epic mystical battles of the 1940s, he thwarted all of the sorcerer's plans. Eventually, Doctor Fate imprisoned Wotan in a mystic tomb beneath the Earth.² Wotan escaped but wisely did not attack Doctor Fate. His plans were thwarted by heroes as diverse as the original Green Lantern and the Shining Knight. Finally, he was banished to an extra-dimensional Limbo and could not escape for decades.³

Wotan saw a chance to escape Limbo when Zatara died in the war against the Shadow Creature. The banished sorcerer intercepted Zatara's departing soul and used it for an elaborate plot to switch bodies with Zatara's daughter, Zatanna. The Spectre foiled the plan but was forced to let Wotan return to Earth in exchange for Zatara's spirit.⁴

Back on Earth, Wotan discovered that Kent Nelson had died and that there was a newer, weaker Doctor Fate. He attacked Fate with the intention of absorbing

his power and using that magic to become the Supreme Being. He needed Nabu's power to enter the temple to the Hindu Avatar Krishna and absorb the energy in the bodily remains of the last Avatar.⁵

Wotan consumed Nabu, defeated Doctor Fate, and entered the temple. When he emerged, he was blind and crying with joy. The power he had quested for and become heartless to find was the power of love. He had come full circle and in blindness found what his sight could not. He is currently in the custody of the servant of the last Avatar, overcome with the power of love, and is not a threat.⁶

•Role-Playing:

During Wotan's heyday, he was a cruel, malicious, twisted sorcerer. His quest for knowledge was overcome by his quest for power, and he lost sight of his original mission.

Play him with a malevolent anger. He was evil, without a shred of compassion.

Endnotes

1. Revealed in *Doctor Fate* (second series) #14
2. *More Fun Comics* #55
3. *All-Star Squadron* #48-49
4. *The Spectre* (second series) #7-8
5. *Doctor Fate* (second series) #14
6. *Doctor Fate* (second series) #15



Magical Locations



As described previously, magic does not flow evenly across the dimensions that make up the DC multiverse. Some locations are inherently magic-rich, while others are magic-poor. This section describes a number of places in the DC multiverse that are particularly rich in magic or have a strong magical background. It is divided into two subsections the **Earth Plane** and **Other Realms**.

The Earth Plane

The Earth Plane was once extremely rich in magic, but several billion years ago, the Guardians of the Universe collected up all of the stray magical energy in the cosmos and compacted it into a container that was hurled into the heart of a star for safekeeping. From that point on, science became the dominant discipline of the Earth plane, but magical energy still lingered in pockets throughout the universe. One planet that still had a considerable amount of ambient mystical energy remaining was Earth. As the eons passed and science began to gain the upper hand, magic on Earth became less prominent, so that now there are only a handful of true magic practitioners left.

The Earth is ringed round with a crisscrossing lattice work of invisible lines called *ley lines* that connect all the power sources of the planet. Great temples and monuments like Stonehenge and the Temple of Vishnu are built on the power spots, and the ley lines conduct magical energies to and from them. Geomancers study this ebb and flow of energy and can smooth out areas where energy gets stuck. John Constantine once stopped a consortium of mages bent on corrupting the ley lines. The following places are almost all on intersections of ley lines.

ARKHAM ASYLUM

Arkham Asylum is a study in contradictions. The avowed purpose of its wardens and medical staff is to restore its inmates' sanity and give them a rational, scientific outlook on life. But Arkham is also steeped in magic, which is by definition insane, irrational, and unscientific.

In the last decade of the 19th Century, the Arkham family mansion was occupied only by young Amadeus Arkham and his mother, who was the victim of a serious mental illness brought on by grief over her

husband's death. For several years, the house was Arkham's entire world, as he cared for his mother and tried to make her well. In 1920, Arkham ended his mother's anguish by slitting her throat with a pearl-handled razor. In shock and horror, he blocked the incident from his mind, and his mother's death was believed to be suicide. Arkham resolved then that he would make the mansion into an asylum for the criminally insane, as a method of dealing with the demons of madness that he had unleashed in his act of violence.

One of Arkham Asylum's first inmates was Martin "Mad Dog" Hawkins, who had brutally raped and murdered Arkham's wife and daughter. One year to the day after his crime, Amadeus Arkham strapped Hawkins into the asylum's electroshock couch and electrocuted him. The incident was written off as a not-very-tragic accident.

"The world is a net; the more we stir in it, the more we are entangled"

In the years that followed, Arkham became convinced that the house was alive and was trying to tell him something, that an evil bat-spirit was spreading madness throughout the world. Finally, in 1929, he remembered the truth regarding his mother's death and had a complete breakdown. Not long after, he killed his stock broker and was judged insane. He spent the rest of his life in the asylum he had founded, scrawling a complex magical binding spell into the floor of his cell with his fingernails.

As soon as the sigil was complete, he died, a faint smile on his lips. The asylum's administrators placed Arkham's journal and personal effects in his cell and sealed it up.

Today, Arkham remains a focus of magic and madness. It has become famous as the facility where many of the Batman's foes are incarcerated, including the Joker, Two-Face, the Mad Hatter, and Killer Croc. Other notable criminals who have been held at Arkham are the Floronic Man, Doctor Destiny, and Poison Ivy. Recently, the Joker led the inmates in taking control of the facility. The inmates demanded that Batman spend

the night with them at the asylum to see what it was really like. Batman complied with their wishes in order to free a number of hostages and ultimately learned that the asylum's chief administrator, Doctor Cavendish, was behind the escape. Cavendish had found Amadeus Arkham's secret room, read his journals, and become convinced that Batman was the bat-spirit Arkham had feared. With the help of Dr. Ruth Adams, one of the asylum's psychiatrists, Batman defeated Cavendish and regained control from the inmates.

Many mystical events have surrounded Arkham Asylum, due to its magic-sensitive location. Several years ago, Dr. Benjamin Stoner came to Arkham and was corrupted by the asylum's madness. Under the aegis of the Lords of Chaos, he became the Anti-Fate (see page 93 for details). Psychologist Roger Huntoon, an old associate of John Constantine's, now works at Arkham as a therapist while gathering data to support the preposterous anti-hero theories he first made public in his book *POW! Psychology!* When the Sandman was freed from his imprisonment, he came to Arkham to find Doctor Destiny, the mortal who had gained possession of his mystical ruby.

Arkham Asylum has a Mana Factor of +1 for Characters who attempt to use magic on the asylum's grounds.

The Grounds

Arkham Asylum is located roughly 20 miles north of Gotham City, surrounded by woods. An electrified fence surrounds the building, and the grounds outside are rigged with motion and heat sensors to detect escapees or unauthorized visitors. The main entrance is monitored by a series of video surveillance cameras that feed into the asylum's security office. The exterior systems have an OV/RV of 10/10 against the Thief (Security Systems) Subskill on attempts to bypass or sabotage them.

Behind the asylum, there is a garden and exercise area. Patients are only allowed outside in small groups (no more than three at a time), and there are always several guards for each prisoner present.

First Floor

The reception hall is where patients and visitors are admitted. Prisoners who are being incarcerated or released are kept in special holding cells in the retaining cell block just west of the reception hall. This is also the area where prisoners may meet with their visitors, although administrative policy keeps such visits to a minimum. The administrative offices include individual offices for the asylum's chief administrator, warden, and psychiatric staff, as well as the central security office for the entire facility.

The therapy center is used mostly for group sessions, while the rehabilitation center is set up for one-on-one sessions between patients and the psychiatric staff. The rest of the areas on this floor should be self-explanatory (the kitchen, dining room, etc.).

Second Floor

With the exception of the isolation cell block, all of the holding facilities on the second floor hold ordinary (that is, non-metahuman) patients. There are both minimum and maximum security blocks. The isolation cell block does not have any regular occupants but is used as a disciplinary measure for patients who warrant solitary confinement.

There are two operating rooms on this floor. Although electroshock therapy is no longer used at Arkham, the original sign on the door still reads "Shock Therapy," and the staff and patients still refer to the room by its old status. Today, it is used as a secondary infirmary and operating room. The operating theater is Arkham's main medical facility, even though procedures involving surgery are rarely part of patients' therapy. More often, the operating room is used to perform emergency surgery on inmates who have been injured in outbursts of violence in the asylum.

Attic

The spare rooms in the attic are mostly cluttered with personal effects that once belonged to the Arkham family. From time to time, prisoners have attempted to escape by hiding out in the attic, but they have always been detected and returned to their proper places. The attic is rumored to be haunted by the ghost of Elizabeth Arkham, mother of the asylum's founder.

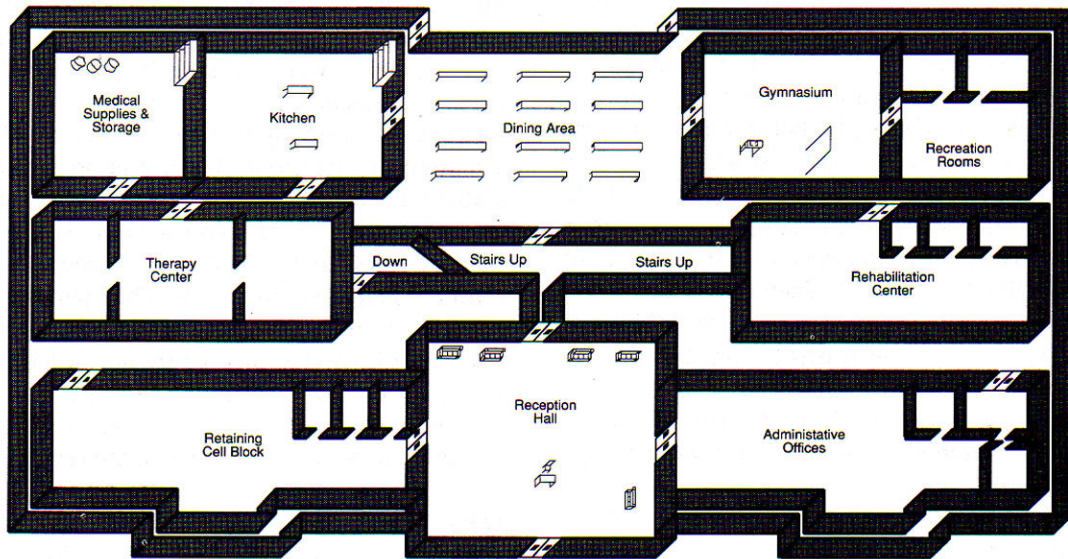
Basement

Most of the basement houses "special treatment" blocks, which are designed to isolate particularly dangerous criminals, especially those who possess metahuman powers. The restraining facilities that are in use here are second only to Belle Reve Penitentiary in Louisiana in their ability to neutralize their prisoners' metahuman abilities. Among the prisoners who have been held in these blocks are the Joker, Two-Face, Doctor Destiny, Clayface III, Killer Croc, Maxie Zeus, the Mad Hatter, Poison Ivy, and Professor Milo.

In a hidden corner of one of these blocks is the sealed-up cell that once held Amadeus Arkham, the asylum's founder. Scrawled on the floor of this cell is a sigil that Arkham drew with his fingernails in an attempt to bind the madness of the house and prevent it from escaping into the world. Doctor Cavendish, the asylum's most recent chief administrator, found this sigil along with Arkham's private journal and became

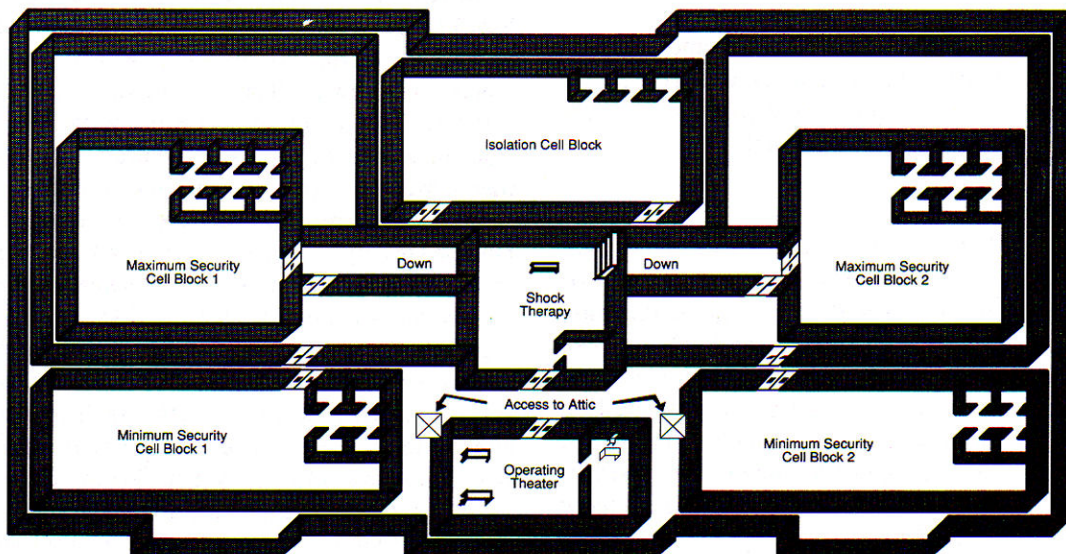
convinced that the evil spirit Arkham was trying to contain was Batman. After Cavendish was killed in this very cell, the asylum's administrators decided to seal it up again.

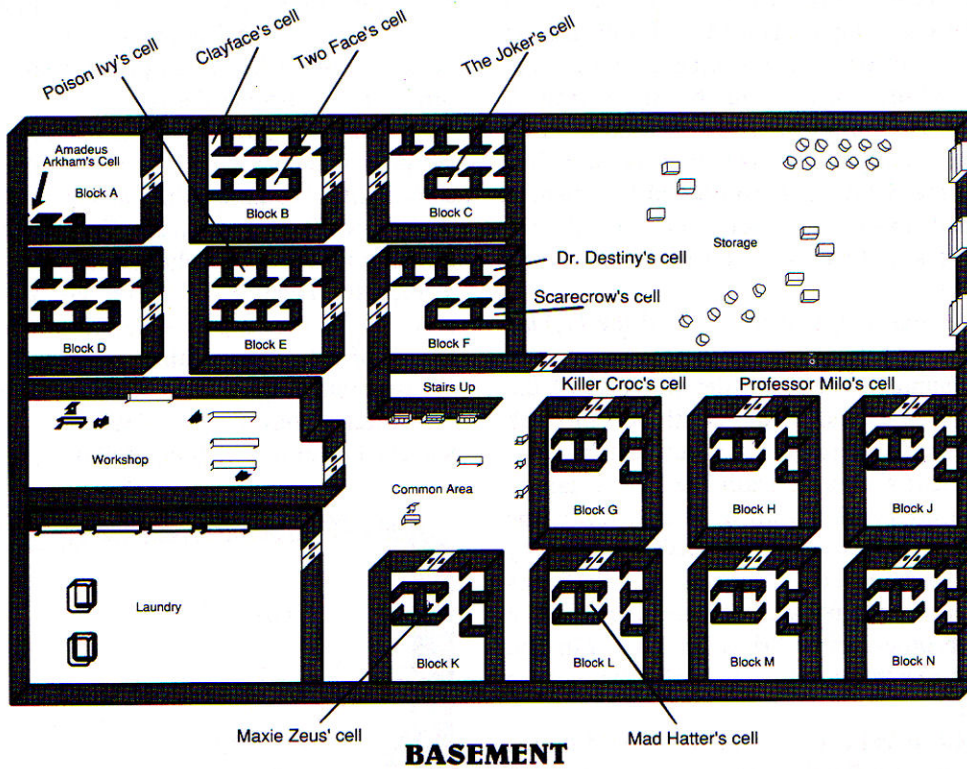
In the center of the basement is a common area where prisoners on good behavior may gather to watch television, play games, or otherwise interact with each other. The workshop is an area where patients may work on arts and crafts as part of their therapy. A recent string of violent incidents in the workshop has made the asylum's psychiatric staff reduce its use of the area for therapeutic purposes. There are also storage and laundry facilities in the basement.



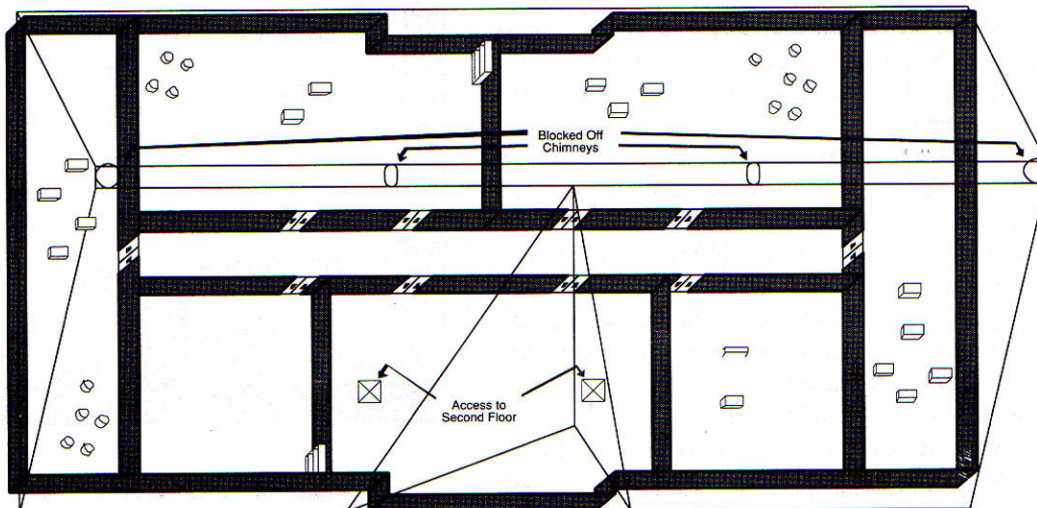
GROUND FLOOR

SECOND FLOOR





ATTIC (Spare Rooms and Storage)



ATLANTIS

About 50,000 years ago, human society blossomed into its greatest civilization, the fabled land of Atlantis. In this enchanted kingdom, art and magic flourished as man turned dreams and aspirations into sublime reality. Atlantis was founded by mages who unleashed the power of the 12 astrological signs into 12 gems, which were scattered over the world. The city began an age of prosperity and growth unprecedented on Earth. During Atlantis' age of exploration, the mages visited and colonized other lands, including the dimension of Skartaris. Skartaris would ultimately be colonized by Lord Norrad the Younger and his followers, who fled Atlantis before the deluge that consumed it. Atlantis' soul and greatest mage was Arion, Lord of Atlantis, who oversaw the kingdom's rise and was there for its fall (see page 37).

Arion was the high mage of the City of the Golden Gate and resisted repeated attacks and betrayals by his brother Garn Dannuth. Their conflict was part of the greater battle of dualities, which continued through Atlantis' history. Despite Arion's best efforts, the continent of Atlantis sank beneath the ocean, taking much of human civilization with it. Finally, only one Atlantean city, Poseidonis, remained inhabited, ruled by King Orin. Orin rejected the mysticism that was Atlantis' birthright and embraced science, much to the chagrin of his brother, High Priest Shalako. Finally, Poseidonis fell beneath the waves as well, although its people survived.

Orin continued to believe that science would be his people's salvation, and finally, Shalako led a group of his own followers to the city of Tritonis, where he used magic powers granted him by dark gods to make it inhabitable. The conflict between the two brothers grew into a conflict between the two cities. Orin's scientists developed a serum that allowed the people to breathe underwater, but when he offered it to the population of Tritonis, a curse by Shalako caused the Tritonians to mutate into fish-tailed beings. Shalako paid for his treachery with his life, but his evil ways were continued by his son, Dardanus.

Finally, war erupted between the two cities. In the final battle, Dardanus and Orin were slain, and a truce was made. Since then, each city has ruled itself. But the conflict of brothers continued. In 1500 B.C., the princes Kraken and Haumond battled over a Poseidonian war against the people of the surface world. In the modern world, the heroic Aquaman is frequently opposed by his half-brother, the Ocean Master.

The Mana Factor of Atlantis is +1.

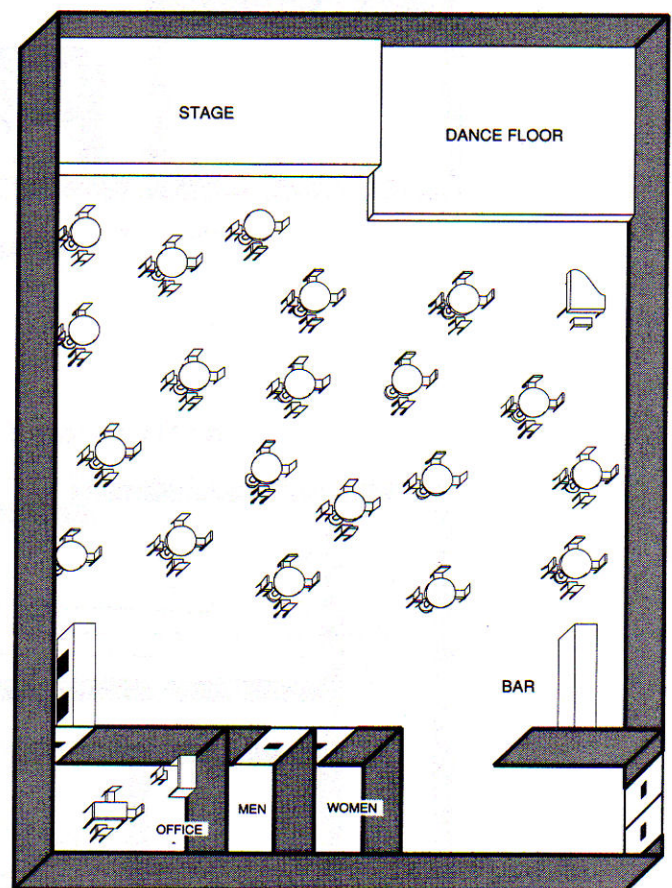
(For a more detailed history of Atlantis and its people, see pages 76-85 of the *Atlas of the DC Universe*.)

BEWITCHED

Bewitched is a nightclub in San Francisco, California, that is a frequent gathering place for the less-reputable members of the villainous mystical community. On any given evening, a patron might run into Felix Faust, the Wizard, a vampire, or perhaps a werewolf or two. The club is owned and operated by the necromancer Tannarak, who also plays cocktail piano. Among the establishment's staff is the sorceress Tala, who waits tables between her attempts to seduce the Phantom Stranger and conquer the world.

Bewitched is generally considered neutral territory by the heroes and villains who make up Earth's mystical community. However, this unspoken truce was nearly broken when the magician Zatanna brought young Timothy Hunter to the club to introduce him to some of its regulars. Zatanna and Tim might have been captured or killed by the forces of darkness but for the timely arrival of John Constantine, who bluffed his way past the assembled mages and got the pair out.

Bewitched has a Mana Factor of +1 for use of the Sorcery Power or Occultist Skill on the premises.



THE CITADEL OF THE SEVEN

In a hidden fortress high in the Himalayas, an esoteric order of mystics called the Seven probes the mysteries of the universe. Members of the order have created a refuge from the world where they could work in lofty isolation from influences they see as distracting and corruptive.

It was the Seven who saved the life of the infant children who grew up to become Richard Occult and Rose Psychic. The Citadel can only be located by characters who have the Area Knowledge (Citadel of the Seven) Advantage. There has been some suggestion that the Citadel lies in a pocket dimension just removed from the Earth plane and can only be reached by those whom the Seven allow to find it.

The Citadel has a Mana Factor of +1.

THE CITY OF THE HOMO MAGI

Sorcerers often try to remove themselves from the affairs of mortals, but few have succeeded like the *homo magi*. Convinced that they were born apart from humanity with a genetic quirk that made them able to use magic, they rejected humanity and insulated themselves in a hidden corner of northern Turkey, with great spells to lock the world out. The barrier around their city shifted it slightly into another dimension and made it invisible to human eyes. The barrier was powered by an artifact known as the Medulla Jewel, a gem that was lodged in one of the *homo magi*'s brains and passed from mother to daughter. The current possessor of the Medulla Jewel is the sorceress Zatanna.

In total isolation from the flowing tides of magic, the mystic energy of the Medulla Jewel soured and became corrupt, causing the *homo magi* to sicken spiritually. Everything they touched became tinged with tragedy, including the lives of Zatanna's parents, Zatarra and Sindella. Fortunately, Zatanna managed to escape the city, forcing the *homo magi* to return to the real world.

The *homo magi* were doomed to isolation and unhappiness because of their arrogance. Their corrupted magic eventually caused a sleeping sickness that would have destroyed them if not for Zatanna's timely intervention. The city itself is little more than a collection of residences; everything that the *homo magi* required in terms of materials and services was provided by their magic. The only feature of note is the Temple of Hope, where the Power Crown, the *homo magi*'s most potent artifact, is kept. Among other things, the Power Crown can enhance the mystical power of the Medulla Jewel's possessor.

On a mountaintop high above the city stands the Shrine of Ages. The only approach to the Shrine is a winding path. To attempt to reach it any other way is to

court death. Along the path, a seeker is confronted by horrifying illusions and hallucinations drawn from his own subconscious. The images will only harm a traveler if his will is weak or his courage falters. The *homo magi* built the Shrine after they fled Rome, and its original architect served until recently as its guardian. At the center of the Shrine is a fountain whose waters kept the Guardian alive for millennia. The fountain also featured a statue of Zatanna herself, who the Guardian claimed was the *homo magi*'s Chosen One. After he imparted this information to Zatanna, the Guardian crumbled to dust. It is assumed that the Shrine is now unguarded.

The Mana Factor of the City of the Homo Magi is +1.

DOCTOR FATE'S TOWER

On the outskirts of Salem, Massachusetts, there is a stone tower with no doors or windows. This is the sanctuary of Doctor Fate. From the outside, the tower appears to be roughly four stories high, with a rampart along the top. A powerful spell was cast over the tower years ago, allowing entrance through the walls by Fate's welcome guests and preventing any intrusions. The tower has only been breached once. In 1942, the Amazing-Man used his ability to mimic any substance he touches to meld with the stone of the wall and push his way through.

Attempting to map the inside of the tower would be futile, since it is actually larger on the inside than it is on the outside, and the layout changes at the whim of its owner. Artifacts from ancient Egypt, the Middle Ages, and the present scattered all over within its walls. Among the items that Fate has kept in the tower are the Orb of Osiris, the Helm of Nabu (during the period he had forsworn wearing it), and the Amulet of Anubis. Fate also had a huge occult workshop in the tower, which had a rating of 25 APs. Since the departure of Nabu, the workshop has lost much of its magical nature and is now only 15 APs.

Recently, the latest incarnation of Doctor Fate created a gateway between the tower and the brownstone occupied by Kent and Inza Nelson in New York City. This way, the Nelsons are able to live a relatively normal life, while still staying in close contact with the tower.

The Mana Factor of Doctor Fate's Tower is +2.

HOUMA, LOUISIANA

It is debatable whether the magic events that center around Houma, Louisiana, are the result of the presence of the Swamp Thing or whether the residence of the earth elemental and his family draw mystical occurrences toward the area. Whatever the case may be, it is undeniable that Houma has become a major center

for mystic forces since Alec Holland died and the Swamp Thing was born. For a complete description of the area, see pages 31-32 of the *Swamp Thing Sourcebook*.

The Houma area has a Mana Factor of 0, although the surrounding bayous have a Mana Factor of +1 when Swamp Thing is at home.

JIM CORRIGAN'S OFFICE

People seeking help with paranormal problems are sometimes drawn to a small Manhattan office run by ex-cop Jim Corrigan, whose body houses the Spectre. Cases are sometimes referred to Corrigan by Madame Xanadu, who occupies the floors below.

All of Greenwich Village, which includes the building where Corrigan's office is located, has a +1 Mana Factor.

NANDA PARBAT

High in the Himalayas was a magical city called Nanda Parbat. The living goddess Rama Kushna engulfed the city in a magical nimbus that kept the place warm in the snows and protected it from the outside world. She drew the wicked of many nations to Nanda Parbat, where they were incapable of any wicked actions.

But her trusted aide Jonah turned against her and tried to tear down the city. Rama and Jonah died in the struggle, but Deadman rescued the children of the former residents. Now there are only snows where once there was a noble city.

The Mana Factor of Nanda Parbat is +2.

THE PARLIAMENT OF TREES

In the heart of the Brazilian rain forest, there is a grove of trees where Earth's plant elementals take root when they tire of their wanderings and wish to make room for their successor. This grove is known as the Parliament of Trees, and it exists both on the Earth plane and in the Green.

The Parliament was originally located in Antarctica, in a grove that has been known in legend as the Garden of Eden, but it was forced to relocate after an attack by Matango, the 13th plant elemental, who had been corrupted by an alien life force known as the Gray. After searching the Earth for a new home during a period known as the Great Migration, the elementals regrew their physical bodies in their current location.

The grove is attended by a tribe of villagers, who believe that the elementals will carry their souls into the grove when they die. These tribesmen would rather die than violate the grove, and they do their utmost to prevent others from entering it. Only those humans

whom the Parliament chooses are allowed to enter the grove and walk among the physical shells of the great Erl-kings. In this century, only John Constantine, Abigail Holland, Tèfe Holland, and the Floronic Man have been allowed to behold the Parliament.

This village was recently destroyed by land developers who leveled it. The men responsible, and all other animal life forms for miles around, were inadvertently killed by Tèfe Holland in one of the first uses of her elemental powers. The repercussions of this act are still being felt.

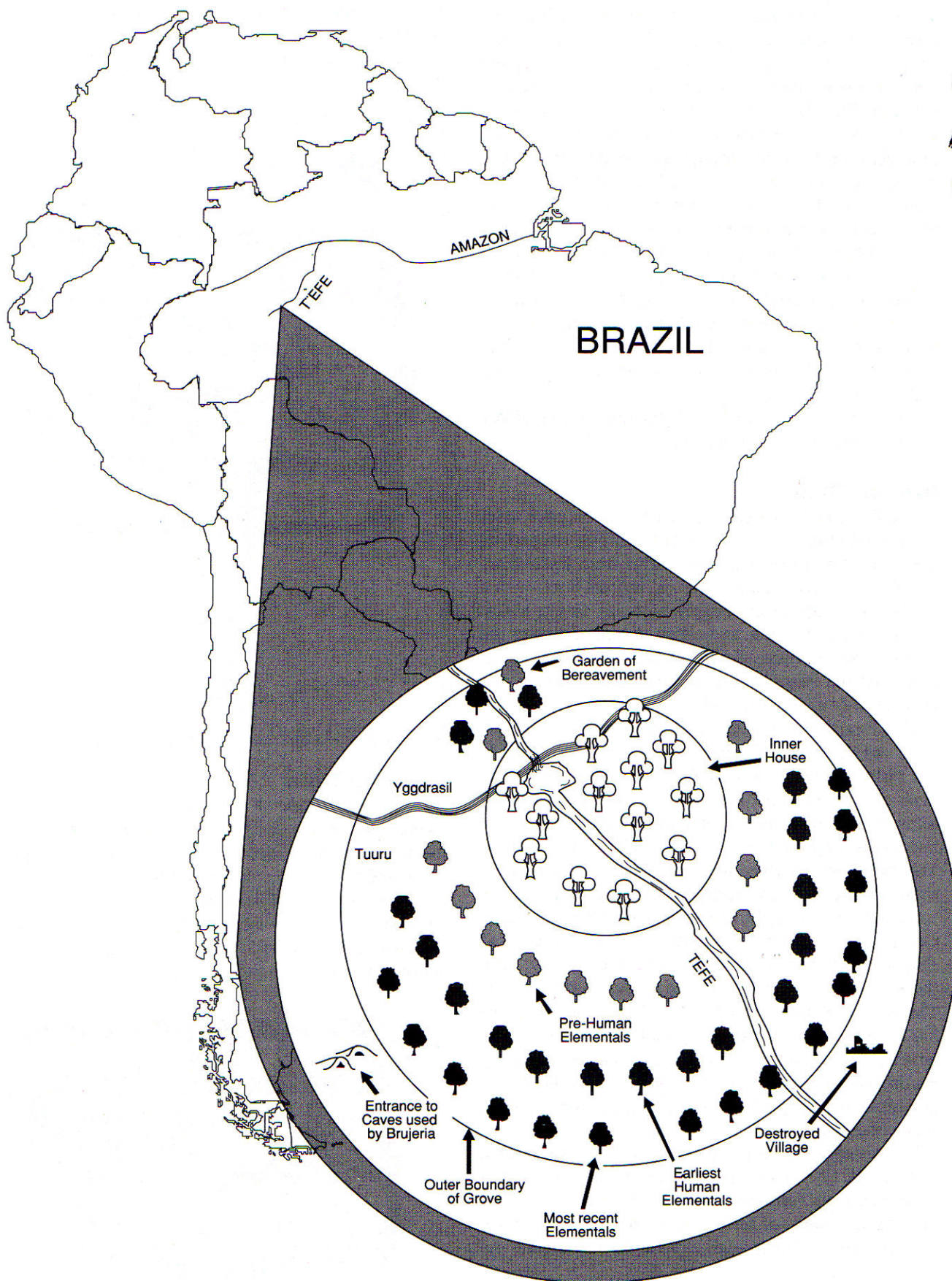
The Parliament is divided into two groups, known as the Inner House and the Outer House. The most recent elementals, including Alex Olsen and Albert Hollerer, are located just inside the grove's outer boundaries. Continuing inwards, the earlier elementals based on templates taken from human beings may be found, including such notables as Jack in the Green, Ghost-Hiding-in-the-Rushes, the Bog Venus, and the Kettle Hole Devil. Deeper in the grove are those elementals who were based on other life forms, ranging from common animals like birds and beasts to exotic species of dinosaurs.

The messenger between the Outer and Inner Houses is Bifa, the 14th elemental. He has chosen to retain his roughly lizard-like appearance, and he is the only member of the Parliament not rooted to one spot.

The Inner House is composed of the first 13 elementals. Their forms surround a pool at the bottom of a waterfall. The pool is covered by a layer of algae, which is the physical form of Misk, one of the Founders of the Parliament. The eldest Founder is Yggdrasil, whose two intertwining trunks are reminiscent of the DNA chain fundamental to all life forms. Yggdrasil was grown from a seed planted by the Swamp Thing, who had traveled to the beginning of time. Armed with the Swamp Thing's memories, Yggdrasil manipulated the Parliament to make sure that the Swamp Thing would be created properly. Half of Yggdrasil was tainted by the Gray during the battle of Eden and is covered by the Gray's fungus. Two of the other founders, Eyam and Canax Kax, were captured by the Gray but have since been freed. Since the discovery of the Gray's presence in Yggdrasil's mind, the Parliament has been led by Tuuru, the second elemental, and Yggdrasil has become the ambassador between the Green and the Gray.

Beyond the waterfall is the Garden of Bereavement, where the Parliament has grown images in the likenesses of those elementals who were lost to the Gray over the millennia. These are the only trees in the grove that are not occupied by the spirits of elementals.

The Mana Factor of the Parliament's grove and the surrounding area is +2.



WINTERSGATE MANOR

In a very posh neighborhood in the Georgetown section of Washington, D.C., stands a dignified mansion, which is the home of the enigmatic Baron Winters. A visitor to the house can reach any time and place in history merely by opening a door and walking through. The Baron can control what eras the doors open to, but a visitor risks losing himself in a random time period if he walks through a door unawares. Some of the times that the Baron has visited include 14th Century England, 18th Century France, and 1933 Hollywood. Due to some mistake he made in the past, Baron Winters is unable to exit the house into the present day. Whenever he attempts to do so, he finds himself in some past time. The exception to this is his garden, and he sometimes takes his clients on brief tours of the back yard. The flowers growing in the mansion's garden bloom all year round, even during harsh winters.

The mansion's location at the junction of several key ley lines gives it a Mana Factor of +2.

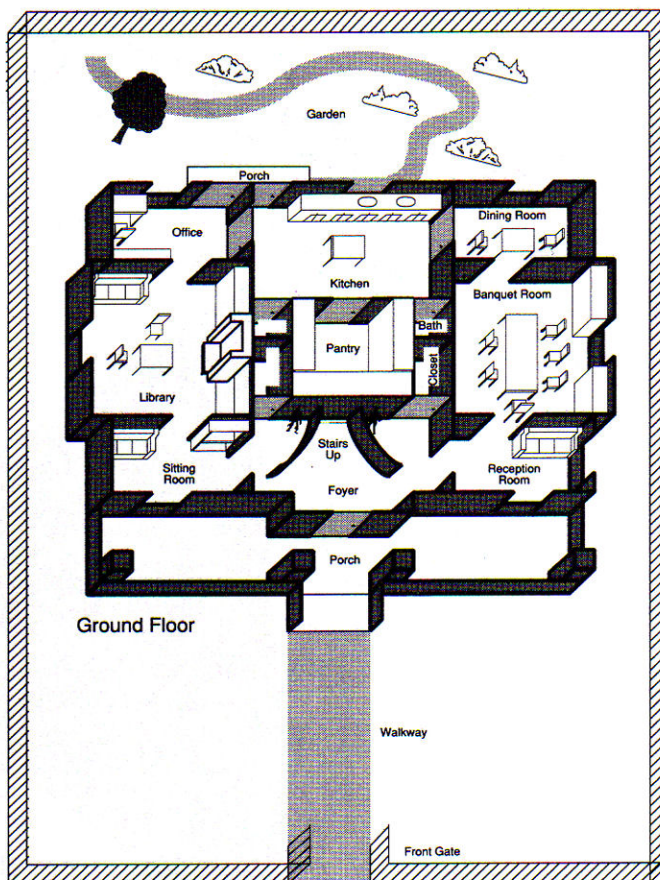
Ground Floor

The foyer is decorated in a lush Victorian style, with elegant paintings and gold-plated molding decorating the walls. An ornate chandelier hangs from the ceiling. A twisting staircase leads up to the second floor, with a small pair of balconies roughly half-way up the stairs. Several suits of armor and other objects decorate the foyer as well. Some visitors have noted how well-preserved the Baron's antiques are, little realizing that they are only a few years old.

The library, sitting room, and office to the left of the foyer are the heart of Wintersgate Manor. When he is not visiting other time periods, Baron Winters spends most of his time here. The walls of all three rooms are lined with bookshelves, containing volumes in every known language and even some in unknown languages. The rooms are furnished in an elegant style, with chairs, sofas, and tables drawn from different historical eras. A large old desk occupies one corner of Winters' office. On the inside wall of the library, there is a large fireplace that always seems to have a fire burning, even though no one ever has to add wood to the flames. There is no chimney attached to this fireplace, but this has never caused the Baron any problems, since his fire never produces smoke. The sitting room is where the Baron generally meets with his clients, while the library and office are his preferred meeting place for his Night Force operatives.

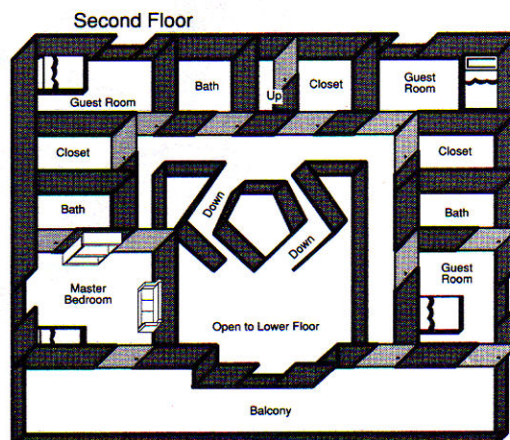
The reception room is decorated in the same lush style as the library and its adjoining rooms, although it is only sparsely furnished. The banquet room features a large table capable of serving up to 20 people at a time, and its walls are lined with cupboards that display the

Baron's collection of fine china and silverware from around the world. The dining room is smaller than the banquet room, and the Baron frequently uses it to entertain guests. Recently, John Constantine and Timothy Hunter dined here with Winters and Jason Blood.



Second Floor

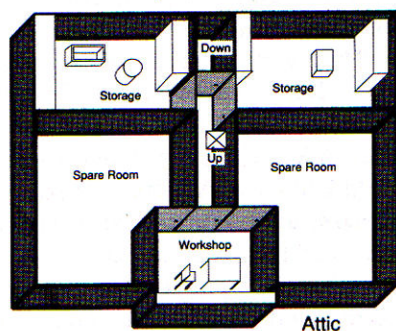
The second floor of the manor consists entirely of living quarters for Baron Winters and his guests. The master bedroom is decorated in an ancient Egyptian style, and the Baron's king-sized bed is patterned after Cleopatra's barge. The guest bedrooms are outfitted somewhat less extravagantly but no less elegantly. A doorway in one of the hall closets opens onto the stairway that leads up to the attic.



Attic

The most prominent feature of the attic is the Baron's workshop, which is filled with ritual components, skulls, tomes, and grimoires of all descriptions. In game terms, it is a 7 AP Workshop. It was in this room that the group of occultists organized by John Constantine formed a gestalt to assist in the War against the Shadow Creature.

A hatch in the ceiling of the attic's hallway contains a ladder, which allows a person to climb up into the mansion's tower and on up to the "crow's nest" atop the building. The storage rooms in the attic contain many artifacts and antiques that the Baron has set aside for further study (or for safekeeping, or both), while the spare rooms are used only when Baron Winters needs the space for casting rituals.



Other Realms

Practitioners of magic have known for millennia that there are entire realities that lie parallel to our own, but on different planes of existence. Each of them has a cosmology and set of guiding physical laws that is unique unto itself. The following list provides a brief introduction to some of the most important mystical dimensions that make up the DC multiverse. For a more complete listing of the other dimensions appearing on the diagram on page 33, consult the *Atlas of the DC Universe*.

THE ASTRAL PLANE

The Astral Plane is a world of pure spirit that exists alongside the material world. This spirit infuses all of physical matter and is linked directly to every life process. It is understood slightly differently by everyone who experiences it. A domain of the spirit, the Astral Plane lies just outside the physical realms of the Earth and the Green. Linked to all of the physical matter in the Earth dimension, the spirits or essences infusing the Astral Plane interact with their physical counterparts to shape all metaphysical phenomena.

The Astral Plane is understood differently by everyone who experiences it. To Doctor Occult, who

has probed its mysteries in depth, the Astral Plane is an extra-planar space not unlike any other, with its own set of rules and mysterious inhabitants. To John Constantine, who has danced along its fringe, it is no more than a set of surreal visual constructs created by the traveler to help rationalize the world of the spirit.

In addition to simple Dimension Travel, the Astral Realm may be reached through the use of the Suspension and Spirit Travel Powers. Innumerable conduits connect the Astral Plane to the Realm of the Just Dead. The Mana Factor of the Astral Plane is +1.

AZARATH

A millennium ago, a group of mystics sought to banish all evil from their souls. They traveled to a new dimension and cast spells to purge themselves of all wicked thoughts. They established a pacifist community called Azarath and lived together in harmony. Unfortunately, they forgot that no magic forces can be truly destroyed. The energies they sought to banish from their beings did not die, but flourished in another dimension, making Azarath ripe for conquest by pure evil.

When the extra-dimensional monster Trigon came to Azarath, he found it easy to corrupt. He conquered the community, but the mystics sealed him into their dimension so he would be unable to take over other worlds. He later escaped and began a takeover of Earth, but he was stopped by the New Titans. Summoning the aid of the souls of all the Azarathians, Trigon's daughter Raven was finally able to defeat the demon and restore peace to her world.

The Mana Factor of Azarath (and Trigon's dimension) is +2. For more information, consult the *Atlas of the DC Universe* and the *New Titans Sourcebook*.

DOMAINS OF ORDER AND CHAOS

The Lords of Order and the Lords of Chaos are ancient entities that fight an endless war against each other on the battleground of men's souls. The Lords of Order imagine themselves to be the custodians of mankind's destiny and have guided civilizations to help them resist incursions by Chaos. Chaos also believes itself to be important to mankind, but it thinks that humanity needs to be shaken up because too much Order causes mankind to stagnate with complacency.

It is too simplistic to say that Order is good and Chaos is evil. Rather, they are both points of view, and neither side sees the whole picture. The Lords of Order have often worked to hurt mankind, and some Lords of Chaos have been beneficial to man. Kid Eternity's Mister Keeper is a good example of a Lord of Chaos who is on the side of humanity.

Both sides also think they can triumph in the eternal struggle, oblivious to the fact that they are part of a matched pair and cannot exist without the other.

The Lords of Order and Chaos are beings of pure energy and can assume any aspect they desire. The forces of Order favor noble guises like heroic warriors, and the Forces of Chaos favor horrific aspects, like dragons and monsters. The most famous Lord of Order was Nabu, who walked the Earth in host bodies for thousands of years. He created Doctor Fate and then exiled himself from the Lords when he felt they were becoming too aloof and removed from mankind. The Lords of Chaos include: Typhon, Vandaemon, Child (who created Flaw), and M'shulla & Gorum (who created Kestrel).

At one point, a Lord of Order and a Lord of Chaos actually dared to fall in love, risking the wrath of both groups. Lord Terataya and Lord T'Charr called a truce in their war and cooperated in a grand experiment. They created Hawk and Dove as part of a non-hostility pact.

Currently, the Lords of Order have withdrawn from the struggle and have left the Earth to the Lords of Chaos. They believe it is inevitable that the Earth will be engulfed by Chaos and that the Kali Yuga, or Age of Chaos, will descend on the world. It is not known whether this is true or not.

In the home realms of the Order and Chaos Lords, the Mana Factor is +4.

THE DREAM DIMENSION

The Dream Dimension lies between the Astral Plane and the artificial dimension of Cyberspace, and it is linked to all living beings through their subconscious minds.

To enter the Dream Dimension, one passes through either the Gate of Horn or the Gate of Ivory. The Gate of Ivory admits dreams of lies, figments, and deceptions. The Gate of Horn allows truth through. Once past these gates, the dreamer follows a slow spiral, like that of the Sandman's helm, toward the center of the realm. It is along this path that one might find the Houses of Mystery and Secrets, both of which serve as stopping points on the frontiers of Nightmare, a Dreamtime subdimension connected to the spiral path through a series of treacherous conduits.

More than 11,000 enchanted entities inhabit Dreamtime, including the Major Arcana, the Minor Nightkin, and assorted lesser dreams. The warder of the Dream Dimension is an accountant named Lucien. Its messenger is a raven named Matthew.

When Dream was captured by human diabolists, his realm suffered. Since the Sandman is the incarnation of the Dreamtime, his imprisonment and isolation caused decay and despair in the Dreamtime. As many dreams lost their resonance, some people were unable to sleep, and others fell into deep slumbers lasting decades.

Many of the inhabitants of the Dreamtime also suffered. The Raven Woman decayed badly and lives only in nightmares. Untrustworthy palace servants Brute and Glob vanished into a young boy's dreaming and tried to set up a new Sandman to take Dream's place. The Corinthian, created to be a vengeful nightmare, escaped and became a serial killer on earth. Fiddler's Green transformed himself from a verdant land into a man and walked the Earth. Even the Fashion Thing ran rampant among men, appearing as the Mad Mod Witch, and the Mad Madonna Witch.

When Dream returned, he straightened them all out again and set things right.

The Mana Factor of the Dream Dimension is +3.

FAERIE

Faeries, also known as the Fair Folk or Fay, are a beautiful and dangerous race that inhabited Earth long before man. They were the beloved of Gaea, and they were ruled by King Auberon and Queen Titania. During the Golden Age of Man, Faeries and men lived side by side. After the first great sinking of the mystical world known as Atlantis, mankind lost touch with the Faeries, although they still appear to very young children and the minds of poets.

As time passed, the Earth became less hospitable to the Fay, and they left Earth's plane completely. Some few, like Robin Goodfellow the Puck, stayed behind to cause mischief. Some went to the Gemworld, although they abandoned it long before its destruction.

The Faery Morrigan was one of the greatest of the Fair Folk. Her name was taken by Morgan le Fay, the human enchantress who attacked Camelot and fought Etrigan in the 20th Century.

Faerie lies at the heart of the Magic Lands, and doorways in Queen Titania's palace open on all of them. Doctor Occult and Timothy Hunter made use of these doors to visit various mystical realms during Tim's initiation into magic. With its high concentration of mana energy, Faerie has a Mana Factor of +4.

GEMWORLD

The enchanted world of Gemworld was formed from residual magical energy descended from Atlantis. As magic faded on Earth, a group of mages decided to spirit away rich quantities of the planet's mana and create a realm that would be immune from the ebb and flow of magical tides. Their magic would never fade and later return, as magic does on earth.

They found a dimension suitable to their plans, funnelled Earth magic to it, and bound the mana into 12 gemstones. Each stone had a kingdom to protect it, and huge communities sprang up around them. Some lesser Faeries from Earth migrated here with the magic.

The kingdoms of Gemworld squabbled over the stones, with occasional usurpers fighting to take them all. The Lords of Order and Chaos also staged their squabbles on Gemworld. Amethyst, Gemworld's greatest heroine, ended the wars by consolidating power into her being and merging with the planet.

By the 30th Century, Gemworld is destined to evolve into Zerox, the Sorcerer's World, and to return to the Earth dimension. It will be the home of the White Witch and the Council of the Twelve, which duplicates the 12 gemstone houses from Gemworld (which are, in turn, manifestations of the 12 astrological houses of Atlantis).

The Sorcerer's World will be destroyed in the Magic Wars, when the Archmage frees himself from his ancient prison beneath the planet's crust and unleashes raw magical power across physical reality. Just as Gemworld was founded by exiles, the wizards who live on Zerox will exile themselves beyond Earth's dimension rather than fight the Archmage. Their new home is unknown.

After the Magic Wars and the fall of the Sorcerer's World, science takes complete dominance over the minds of men, and magic fades for a long, long time. While it existed, Gemworld/Zerox had a Mana Factor of +3.

THE GREEN

The Green is a contradictory place. It is both a location and a state of being. It has no true physical component, and yet it is grounded in the mundane physical world. The Green can best be described as a transcendent state of harmony with all of nature in which the "knower" is united with the "known."

The energy of all living vegetation forms the Green, which extends as far as plant life reaches. It is a restorative, healing place where there is compassion and love for all.

One who enters the Green feels he is slipping into a cool and comfortable place where all cares dissolve into the safe and nurturing bosom of the Mother of All Life. Those attuned to the Green can travel through it to any other location it reaches. They can get answers to important questions through the natural knowledge of the vegetable world.

Lying close to the Earth, the Green is the wellspring of the life forces sustaining its plant life, "Mother Nature's cupboard," as Walt Whitman might have understood it. As much a state of mind as a metaphysical locale, the Green is a cool, comfortable realm where all worldly cares disappear into the nurturing bosom of the Mother of All Life, the Gaea entity which catalyzes the creation of elemental. The Swamp Thing, Woodrue, Black Orchid, and Poison Ivy have all sampled its delights.

Lying at the center of the Green is a subdimension known as the Gray, the home of decay and entropy.

The Mana Factor of the Green is +2.

The Afterworlds

HEAVEN

Heaven is the original construct, the first creation. Into the Chaoplasm, the void of nonbeing, came being. It shimmered into existence along with the first creation, giving form to the void, and uttering the ineffable. Heaven can best be understood as a series of seven concentric spheres surrounding a core of unimaginable purity of essence. Each sphere is a step in greater goodness, reaching in to the greatest good. Around the outside are seven guardian angels.

The foundation of Heaven is set in a rigid hierarchy, with levels of angels for protection. The judgment of Heaven sometimes seems severe, but it is always just and fair. Heaven is a metaphor for the ultimate self-knowledge, for being true to the self. Its Mana Factor is +3.

There was a war in Heaven, causing Lucifer and his angels to fall from grace. For reasons more complex than can be simply understood, they were placed in charge of watching men torture and punish themselves.

HELL

Hell is commonly known as a place of punishment where bad people go to suffer for their sins. It is populated with great demons who torment lesser demons, lesser demons who torment the damned human souls, and damned human souls who torment themselves. These human souls ultimately torment Lucifer, the devil at the top of the heap. Lucifer, once the brightest of all angels, is now consigned to an existence far from the Oneness that created him, with no sacred music in which to bask and only the moans of the anguished to keep him company.

Heaven was a place of bliss and harmony throughout its existence, until the moment Supreme Being decided to create man. Some angels found the plan to populate Earth with "homunculi" made from clay quite distasteful. They felt it unjust that their place in the cosmic scheme become secondary to such humble creatures.

Other angels, full of a love of God, abhorred the idea of bowing down to any other creature but God. And some angels simply wanted power, preferring to rule in Hell rather than serve in Heaven. Lucifer, also known as the angel Satan, began the rebellion, and he gathered about him greater and lesser angels for his army.

The battle was at once horrible and glorious. The forces of Heaven triumphed and cast the rebellious angels into the abominable Chaoplasm that surrounds Heaven. The fall through the void twisted, burned, and

disfigured the angels but did not destroy them. Instead, it transformed them into the demonic forms they now inhabit.

Some sources mention the presence of an angel who chose to remain neutral. Although he agreed in part with the rebellious angels, he chose not to fight on their side. For his indecision, he was disowned by Heaven and Hell and doomed to walk the realms between, with no home. Some believe this being is the Phantom Stranger.

Hell is a place of great torment, suffering, resistance, misery, and despair. The light of inner truth in Heaven is replaced by the flickering half-light of self-deception and delusion. The ultimate irony of Hell is that the people who suffer there do so of their own volition. By believing they are evil, they create their own perfect punishment. The Mana Factor of Hell is +3.

LIMBO

Limbo is an extra-dimensional void that is completely formless and empty. It is symbolic of the attempts of some people to isolate themselves from other humans and all life.

The Mana Factor here is +1.

MOUNT OLYMPUS

The Olympians were one of the greatest of all ancient pantheons. They created great projects, went on quests, hated, fought, and loved among themselves and their subjects for millennia. Theirs is a story of bloody patricide and war, as great Uranus was killed by his son, the Titan Cronus, who was in turn overthrown and killed by his son Zeus. Zeus established himself as supreme ruler and built a great kingdom. Mount Olympus is actually one of three kingdoms. The other two are Hades and Poseidon's underwater world. Within Mount Olympus is the Areopagus, which is the foul home of Ares, god of war.

The gods left Earth's plane after a disastrous war with Darkseid of the New Gods. With the resurrection of Chronus, they left to find their forebears, the Titans of Myth, and settled in new territories. Although the gods have left this plane, their legacy lives on in the Troia of the New Titans, Wonder Woman of the Amazons, and even the New Gods, who were created from energy discharges during the Olympians' war with the Titans.

The Mana Factor of all of the Olympian subdimension is +3.

REALM OF THE JUST DEAD

After Death visits them, souls await the next stage of their journey in the formless limbo called the Realm of the Just Dead, also known as the Gateway to the Afterworlds, the Elysian Fields, the Gray Worlds, and

the Waiting Room. This afterlife can be a paradise or a torment, depending on the kind of reward each person thinks he deserved. From here, souls pass on to Heaven, Hell, oblivion, or reincarnation.

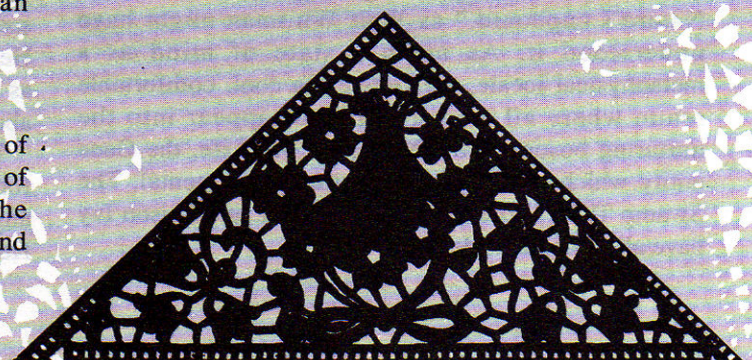
Strange creatures known as Poltergeists roam the Realm, grazing on ectoplasm, the excess matter thrown off by the dead as they pass through to the Afterworlds. Poltergeists are completely mindless, forming from the fabric of the Realm at points where particularly violent emotions seep through from the living world. If touched, they will burst apart with a noxious odor.

Along the edge of the Realm of the Just Dead are entrances to the many Afterworlds. Recently, a number of pocket Afterworlds were created by the souls of the many aliens who died during the Dominators' invasion. Between all of the Afterworlds, there is a walkway known as the Gray Path, which is visible only to the Phantom Stranger. Part of the Stranger's strange destiny is to walk this path between the worlds forever but never to rest in one of them. It is this aspect of his persona that has caused him to be known in some circles as the Gray Walker.

Some souls become trapped on Earth after their deaths, unable to reach the Realm of the Just Dead and become ghosts. This can happen in cases of particularly violent death or as a result of occult rituals. Some known ghosts include John Constantine's father (who was temporarily trapped by a ritual his son had cast as a youth), the Gentleman Ghost, General J.E.B. Stuart (the guardian of the Haunted Tank), and Alec Holland, although the Swamp Thing was later able to send him to his after-life.

Sometimes the Spectre assists souls in passing into the Realm of the Just Dead, and sometimes the Phantom Stranger provides them with some comfort on their way. Deadman visits here frequently but never stays long.

The Mana Factor in the Realm of the Just Dead is +3.



Index

- Abnegazar, Rath and Gast92
 Advantages, *magical*28
 Afterworlds, The.....125
 Alchemy30
 Amethyst.....35
 Anti-Fate, The.....93
 Arkham Asylum114
 maps.....116
 Arion, Lord of Atlantis37
 Artifacts21
 Creation of.....21
 Identify.....22
 Astral Plane, The123
 Atlantis118
 Azarath123
 Banishment(see Dimension Travel)
 Bewitched.....118
 Biorythms (& Mana)13
 Blood, Jason (see also Etrigan, The
 Demon).....54
 Brute and Glob71
 Cable, Abligail Arcane (see also
 Swamp Thing, The).....80
 Cain and Abel70
 Child95
 Citadel of the Seven, The119
 City of the Homo-Magi119
 Conduits.....21
 Constantine, John39
 Corrigan, Jim (see also Spectre, The).....76
 Corrigan's Office120
 Creating a Magic Using Hero.....18
 Daemon King, The98
 Darkness Magic30
 Deadman.....45
 Demon, The (see Etrigan)
 Demonology30
 Dimension Travel, (Power)19
 Banishment19
 Dimension Guide33
 Summoning20
 Divine Magic31
 Drawbacks, *magical*31
 Dream (see Sandman, The)
 Dream Dimension.....124
 Doctor Destiny.....98
 Doctor Fate I.....55
 Doctor Fate II59
 Doctor Fate III/259
 Doctor Fate III61
 Doctor Fate's Tower.....119
 Doctor Mist.....64
 Doctor Occult (see Occult, Dr. Richard)
 Doctor Thirteen (see Thirteen, Dr.
 Terrence)
 Eldritch Stories14
 Enchanted Entities15
 E, Mr.....48
 Eclipso99
 Eternity, Kid (see Kid Eternity)
 Etrigan, The Demon51
 Faerie124
 Faerie Queen, The100
 Family Man, The101
 Fate, Doctor (see Doctor Fate)
 Faust, Felix101
 Flaw95
 Gemworld.....125
 Gentleman Ghost, The.....103
 Gestalt, *mystic*.....
 Gray Man, The.....103
 Green, The125
 Heaven.....125
 Hecatae (see Witching Hour, The)
 Hell125
 Hellblazer (see Constantine, John)
 Heroes, *mystical*34
 Hesse, Joachim104
 Houma, Louisiana.....119
 How to Use This Book128
 Hunter, Timothy62
 Huntoon, Roger (see also Constantine,
 John)45
 I... Vampire.....64
 Indra.....105
 Kid Eternity50
 Liang, Kim (see also Spectre, The).....76
 Limbo126
 Magic, *Art of*.....4
 History of.....6
 in DC HEROES12
 Science and.....17
 Magical Items16
 Magical Initiation (Drawback)32
 Magical Locations114
 Magician's Code (Drawback).....31
 Marj (see also Constantine, John)43
 Mana Energy12
 Biorythms and.....13
 Sources of.....14
 Tapping Mana stream.....14
 Effects on Sorcery Power19
 Mana Factors19
 Mercury (see also Constantine, John).....42
 Midnite, Papa (see Papa Midnite)
 Mist, Doctor (see Doctor Mist)
 Mystic Gestalt (see Gestalt, *mystic*)
 Mnemoth.....107
 Mount Olympus.....126
 Nabu (see also Doctor Fate I, II, III/2,
 and III).....60
 Nanda Parbat120
 Necromancy.....31
 Nergal107
 Occult Catastrophe22
 Occult, Dr. Richard.....65
 Occult Knowledge (Subskill)22
 Occultist (Skill)21
 Papa Midnite.....106
 Parliament of Trees.....120
 map121
 Petey (see also Doctor Fate II)61
 Premonition (Subskill).....27
 table28
 Phantom Stranger, The67
 Poison Ivy109
 Price of Magic17
 Subplots18
 Proto-Demon, The109
 Realm of the Just Dead.....126
 Ritual Disciplines (Scholar)30
 Ritual Magic (Subskill)23
 creating a Ritual (Occult
 Experimentation)24
 Duration of effect.....24
 Parts of a Ritual.....23
 Performing a Ritual23
 Modifying a Ritual Effect.....23
 Necessary Components.....25
 Sample Rituals26
 Sandman, The68
 Sargon the Sorcerer87
 Scholar (Advantage).....30
 Silver Sorceress, The89
 Soothsaying31
 Sorcery (Power).....16
 Spectre, The73
 Sub Dimensions.....21
 Summoning (see Dimension Travel)
 Swamp Thing, The77
 Synchronicity Energy18
 Tala110
 Tannarak111
 Thirteen, Dr. Terrence80
 Typhon.....112
 Villains, *mystical*92
 Voodoo31
 Winters, Baron.....81
 Wintersgate Manor122
 map122,123
 Witching Hour (Hecatae)82
 Wotan112
 Zatanna85
 Zatara.....90
 Zed (see also Constantine, John)44
 Zombies106

How To Use This Book

This book is a supplement for use with the DC HEROES Role-Playing Game, Second Edition. All the statistics and game mechanics contained herein conform to the rules and guidelines for play presented in the Second Edition boxed set, except where specifically noted in the text.

Types of Modules

This book is one of several different types of gaming modules that are available for use with the DC HEROES Role-Playing Game. The specific type can be found on the upper left-hand corner of the front cover, and will be one of the following:

Sourcebook: A sourcebook contains game-related and background material on a certain subject relating to the DC Universe, most often a specific group of heroes, a certain location, or a special genre. Gamemasters who prefer writing their own adventures will find sourcebooks especially helpful, since in addition to Characters' statistics, sourcebooks contain historical, organizational, and reference material about the sourcebook's subject.

Adventure: An adventure contains a full-length scenario for play with a certain hero, heroes, or teams of heroes. Adventures for individual heroes are called One-On-One adventures and are intended for only two players, one of whom acts as Gamemaster.

Match-Play: A Match-Play adventure is also designed for two players, but features a unique system whereby each player alternates between playing a hero and Gamemastering for his or her partner.

Solitaire: A Solitaire is an adventure for one player, where the book acts as Gamemaster.

Anthology: Anthologies are collections of shorter adventures, each featuring a different hero or heroes, and each written by a different author.

Changes From Previously Published Materials

There are certain Characters whose statistics are somewhat different in this book from those given in DC HEROES Role-Playing Game, First Edition, modules, the *Background/Roster Book*, and/or previous Second Edition modules. This is because of the constantly-evolving nature of the DC Universe, and new developments which have occurred in the Character's comics. For example, a Character may have gained a new Power or Skill, and that new ability is now included in his or her statistics.

Some Power descriptions in this book may also be different from other descriptions of the same Power. These differences reflect an updated perception of how these Powers work in the DC Universe.

The Gadgetry rules have been modified from the First Edition of the DC HEROES Role-Playing Game and the *Hardware Handbook*. Most of the changes should be self-explanatory, with the following exceptions.

A Gadget whose name is in all capitals (BATTLE SUIT, AUTOMOBILE) cannot be taken away in combat, while Gadgets whose names are in upper- and lower-case letters (Pistol, Radio) can be taken away in combat. A Gadget with italicized Attributes (*Str*, *Body*) can substitute its APs of the Attribute for the user's APs of the Attribute in all situations, while non-italicized Attributes (*Str*, *Body*) can only be substituted for the user's Attributes in certain situations, depending on the nature of the Gadget. If a Gadget does not possess Mental and/or Mystical Attributes, it is immune to Mental and/or Mystical Attacks, respectively. The R# listed in a Gadget's statistics represents its

Reliability Number. Gadgets with no R# listed are considered to have a Reliability Number of 0. If a Player rolls the Gadget's R# or lower while using the Gadget, the Gadget immediately breaks down and must be repaired.

Adventure Structure

Adventures are divided into the following four sections. In any of these sections, *italicized type* is meant to be read directly to the Players.

Gamemaster's Introduction: This section provides the Gamemaster with information needed to run the adventure.

Characters: Information concerning both Players' and Non-Player Characters will be found in this section. Occasionally, only modifications to previously published Character information and Hero Points may be listed. See the full description in the *Background/Roster Book* in the DC HEROES Role Playing Game, Second Edition, boxed set for the rest of that Character's statistics.

Encounters: The bulk of an adventure is a series of Encounters which make up the adventure's storyline. That is, Characters go from situation to situation, each of which is represented by a separate Encounter. Each Encounter is divided into four sections: *Setup*, *Players' Information*, *GM's Information*, and *Troubleshooting*. Brief descriptions, including maps, game mechanics, and incidental Character locations, are often included in the Encounters.

Endgame: This explains the outcome of the adventure and the awards given to the Players. Consequences of incomplete or failed adventures are also mentioned, so that the GM can design further scenarios if desired.

Abbreviations

AP(s) Attribute Point(s)
Aura Aura Attribute
AV Acting Value
Body Body Attribute
CS Column Shift(s)
Dex Dexterity Attribute
D10 Ten-Sided Die
EV Effect Value
GM Gamemaster
HP(s) Hero Point(s)
Infl Influence Attribute
Int Intelligence Attribute
Mind Mind Attribute
N/A Not Applicable
NPC(s) Non-Player Character(s)
OV Opposing Value
RAP(s) Result AP(s)
RV Resistance Value
R# Reliability Number
Spirit Spirit Attribute
Str Strength Attribute
Will Willpower Attribute
2D10 Two Ten-Sided Dice

A Word About Grammar

The male pronoun (he, his, him) is used in this book as a third-person singular in many instances. This usage is intended as a neuter term and should be read as "he or she," "his or her," or "him or her" in all instance where it is used to imply a person of either gender. The use of the male pronoun is not intended to exclude women from this game or to suggest their exclusion.

**"WHERE MAGIC IS CONCERNED,
THERE IS ALWAYS AN INITIAL DECISION,
AN INITIAL WILLINGNESS TO LET IT ENTER YOUR LIFE.
IF THAT IS NOT THERE, THEN NEITHER IS MAGIC."**

—MR.E, *BOOKS OF MAGIC* #4

IN THE DC UNIVERSE™, MAGIC IS
UNCERTAIN, TURBULENT AND EVER-
CHANGING. MAGIC HAS SHAPED AND
BEEN SHAPED BY HISTORY, AFFECTING
ALL THAT COMES TO PASS IN THE WORLD
OF DC COMICS.

*THE MAGIC SOURCEBOOK GIVES YOU THE
COMPLETE HISTORY OF MAGIC IN THE DC
UNIVERSE AND FEATURES:*

- A NEW SYSTEM OF DIMENSION TRAVEL
THAT INCLUDES A DETAILED MAP, SO YOU CAN
GET ANYWHERE YOUR ADVENTURES MAY LEAD,
- REVISED RULES FOR THE SORCERY POWER AND
THE OCCULTIST SKILL, AND
- NEW RULES FOR CREATING MAGIC-BASED
CHARACTERS.

*NOTABLE STATISTICS AND HISTORIES FOR
MAGICAL CHARACTERS INCLUDE:*

TIM HUNTER™	JOHN CONSTANTINE™
MR. E™	THE SPECTRE™
SANDMAN™	EVERY DR. FATE™
DOCTOR OCCULT™	THE PHANTOM STRANGER™
PRINCESS AMETHYST™	ETRIGAN™
PAPA MIDNITE™	KID ETERNITY™

AND MORE!

DETAILED LOCATIONS INCLUDE:

- THE PARLIAMENT OF TREES™
- THE AFTERWORLDS™
- SKARTARIS™
- ARKHAM ASYLUM™
- AND THE KEY, MAGICAL POINTS OF THE WORLD.



00255



0 29877 01000 4

ISBN 0-923763-21-X

0892255MFG1200

™ indicates a Trademark of DC Comics Inc.
All Characters names, renditions, associated
slogans, and indicia are Trademarks of DC
Comics Inc. Copyright © 1992 DC Comics
Inc. All rights reserved. Used under license.

Made in U.S.A.

