



Name: Rintrah

Rank: 5

Karma: 5

Health: 120	Damage Reduction: -2
Focus: 120	Damage Reduction: -

Initiative: +4

Speed: 6

Occupation: Student

Origin: Magic (Sorcery)

Traits: Big, Combat Reflexes, Determination, Fresh Eyes, Font of Information, Quick Learner, Stranger

Tags: Alien Heritage, Extreme Appearance, Heroic, Mentor (Dr. Strange), Sorcerous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X7
Agility	2	11	+2	X5
Resilience	4	14	+4	X5
Vigilance	4	14	+4	X5
Ego	7	17	+8	X7
Logic	3	17	+3	X5

Powers:

Basic: Disguise, Discipline 2, Mighty 2, Sturdy 2, Wisdom

Magic (Sorcery): Astral Form, Sense Supernatural, Images of Ikonn, Flames of the Faltine, Bolts of Balthakk, Shield of the Seraphim, Winds of Watoomb, Dispel Spell

Omniversal Travel (Dimensional): Dimension Travel, Dimension Travel Together

Super-Strength: Clobber, Smash, Ground-Shaking Stomp

Biography:

Rintrah is a green, minotaur-like creature from the R'Vaal, a planet in another dimension. He was trained in the magic arts by a local sorcerer named Enitharmon the Weaver. From him Rintrah learned a form of magic involving the "strings of fate" called the Weaver-Magic. He first encountered Doctor Strange when he came to see Enitharmon to repair damage to the Cloak of Levitation. While Strange was away, another dark sorcerer attacked the Sanctum Sanctorum. Rintrah came back with Strange to help save the allies of the Sorcerer Supreme. Impressed by Rintrah's skills, Dr. Strange took him in as an apprentice. Rintrah aided Strange in many battles, and went on to teach mathematics and illusion magic at Strange Academy.

Commentary:

Rintrah is a pretty unique character that can fulfill a couple of functions in a campaign. His position as an apprentice for Doctor Strange means he can serve as a helpful sidekick to a higher ranked sorcerer, or as a guide to lower rank parties. He can even be a useful partner for mid-level magic users like Wong. And of course, as a member of Doctor Strange's entourage, he can help flesh out the community of magic users. And he can even take up a role as a teacher in a campaign set in Strange Academy or other magical institutions. Of course, he can also be a playable character, and a distinct one at that. The combination of a variety of magical spells plus some brute strength is pretty rare in this game, but can build a very exciting play style.



Name: Mindful One

Rank: 3

Karma: 3

Health: 90	Damage Reduction: -2
Focus: 60	Damage Reduction: -

Initiative: +2

Speed: 5

Occupation: Educator

Origin: Magic

Traits: Connections: Community, Determination, Enduring Constitution, Font of Information, Presence, Scientific Expertise

Tags: Lab Access, Mentor (Isaac Newton), Mysterious, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+5	X5
Agility	3	13	+3	X3
Resilience	3	13	+3	X3
Vigilance	2	12	+2	X3
Ego	0	10	+0	X3
Logic	4	14	+6	X5

Powers:

Basic: Brilliance 2, Inspiration, Mighty 2, Sturdy 2,

Elemental Control (Energy): Elemental Burst, Elemental Blast

Super-Strength: Clobber, Smash

Tactics: Battle Plan

Biography:

The Mindful One is a Mindless One that was taken in by Sir Isaac Newton, during his time as Sorcerer Supreme. He was enhanced by Newton to have intelligence and self-awareness, but lacked a soul. He worked as a servant for Newton and met Dr. Strange during an adventure involving several Sorcerers Supreme from across time. He went back with Dr Strange and became a member of the staff of Strange Academy. There, he works as a chef and Dormitory Resident, and teaches Sanctum Economics with Wong.

Commentary:

The Mindful One is best suited as a friendly NPC, a source of inspiration and information in a magical setting. The fact that he is a scientifically-minded individual in a mystical environment seems like it could lead to some interesting character interactions, and a unique perspective. He's well-suited to fight alongside a party, but he could serve as a dangerous villain if he were mind-controlled by a wielder of dark magic.



Name: Dijiang

Rank: 1

Karma: 1

Health: 30	Damage Reduction:-
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 4

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, Fresh Eyes, Small

Tags: Chaotic, Mysterious, Supernatural, Vision Issues, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	1	12	+1	X1
Agility	0	11	+0	X1
Resilience	1	10	+1	X1
Vigilance	1	10	+1	X1
Ego	2	12	+2	X1
Logic	0	10	+1	X1

Powers:

Basic: Additional Limb, Flight 1, Inspiration

Weather Control: Thunder

Biography:

The Dijiang, or Hundun, is a mystical creature from the dimension Ta-Lo. It has six legs and four wings, but lacks a face. It is an embodiment of primordial chaos, with an indecisive and childlike mind. It is incapable of planning ahead or making decisions, but has an innocent heart. They are rumored to make loud sounds like thunder during the night.

Commentary:

For this creature I mostly took inspiration from the Shang-Chi movie, though I tried to add a little bit more from mythology than we saw in the movie. I think these creatures could serve a fun role as well-meaning but confused allies, and help make Ta-Lo feel like a special and unique place. It might be a good idea to play up their unpredictable side if they get involved in battle. At time of writing it is not clear if Thunder affects friendly characters, but in this case assuming that it does might be the best approach. They can be disruptive to friend and foe alike, and really mess up communication on the battlefield.



Name: Qilin Rider

Rank: 3

Karma: 3

Health: 60	Damage Reduction:-
Focus: 60	Damage Reduction:-

Initiative: +2

Speed: 15

Occupation: Outsider

Origin: Special Training

Traits: Combat Reflexes, Determination, Fresh Eyes, Quick Learner, Piloting, Stranger

Tags: Signature Weapon: Bow, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+4	X3
Agility	3	13	+5	X5
Resilience	2	12	+2	X3
Vigilance	2	13	+2	X3
Ego	2	12	+2	X3
Logic	2	12	+2	X3

Powers:

Basic: Accuracy 2, Flight 1

Martial Arts: Attack Stance, Defense Stance, Fast Strikes, Chain Strikes, Focused Strike

Super-Speed: Speed Run 1, Blur, Blazing Fast Fists

Telepathy: Animal Communication (Qilin)

Biography:

In the realm of Ta-Lo, the Qilin is a chimerical horned creature, with hooves, horns, and scales. They have formed a telepathic link with a group of mortal residents of Ta-Lo, known as the Qilin Riders. The Riders protect the gateway between Ta-Lo and Earth. The Immortal Xian granted the Qilin Riders with potent skills in martial arts and archery. They were led by Jiang Li, a skilled warrior and mother to Shang-Chi. During a battle she was sent through a portal and believed dead, but actually was trapped in the Negative Zone. Her father, Chieftain Xin, took command of the Riders and turned them into a tool for revenge against the Five Weapons Society.

Commentary:

The Qilin Riders are a powerful force in battle, bringing together a variety of powers for a fast and effective fighter. They don't always have to be a villainous group, though they are perfect if you want an antagonistic faction in a Ta-Lo adventure. You might also find use for them in a more general campaign focused on magic, martial arts, or both. Their mixture of close and ranged options, plus their great movement, should make them a serious threat to mid-rank parties.



Name: Taotie

Rank: 3

Karma: 3

Health: 90	Damage Reduction: -2
Focus: 60	Damage Reduction: -

Initiative: +2

Speed: 6

Occupation: None

Origin: Monstrous

Traits: Berserker, Big, Combat Reflexes, Monster

Tags: Cursed, Extreme Appearance, Mute, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	15	+9	X6
Agility	1	15	+1	X3
Resilience	4	14	+4	X3
Vigilance	2	12	+2	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Brawling, Mighty 3, Sturdy 2

Martial Arts: Grappling Technique, Crushing Grip

Melee Weapons: Vicious Attack, Exploit

Super-Strength: Jump 2

Biography:

The Taotie are vicious and powerful beasts from the dimension Ta-Lo. They are capable of tracking down any member of a specific bloodline. A group of them were summoned by Chieftain Xin to eliminate the descendants of Zheng Zu, which included his son Shang-Chi. The Taotie hunted this family and were fought off by the Five Weapons Society.

Commentary:

The Taotie are a persistent and deadly threat, and well suited for a trip to Ta-Lo, but also for a more general campaign. The fact that they track down entire bloodlines opens up a few storytelling options. You can have them hunt down your heroes, following them across dimensions. Or, they could be sent after a family of NPCs that the party will have to race to protect.



Name: Chieftain Xin

Rank: 5

Karma: 5

Health: 120	Damage Reduction:-
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 25

Occupation: Leader

Origin: Special Training

Traits: Combat Reflexes, Determination, Fresh Eyes, Quick Learner, Presence, Piloting, Stranger

Tags: Authority, Enemy: Shang-Chi, Powerful, Signature Weapon: Bow, Signature Weapon: Sword, Sorcerous, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	16	+6	X5
Agility	6	16	+8	X7
Resilience	4	14	+4	X5
Vigilance	3	13	+3	X5
Ego	3	13	+3	X5
Logic	3	13	+3	X5

Powers:

Basic: Accuracy 2, Flight 1

Martial Arts: Attack Stance, Defense Stance, Fast Strikes, Chain Strikes, Focused Strike

Magic: Summon Portal

Melee Weapons: Hit and Run, Riposte

Ranged Weapons: Double Tap, Stopping Power, Headshot

Super-Speed: Speed Run 1, Blur, Blazing Fast Fists

Tactics: Keep Moving, On Your Feet

Telepathy: Animal Communication (Qilin)

Biography:

Xin was a member of the Qilin Riders tasked with protecting the realm of Ta-Lo. His daughter Jiang Li ventured into the realm of Earth and encountered Zheng Zu, who she fell in love with. However, his desire for power brought him into conflict with Xin, when he tried to steal sacred weapons from Ta-Lo. A fight between Xin and Zu broke out, and Jiang Li was caught in the crossfire. She was trapped in the Negative Zone, but both sides presumed her dead and blamed one another. When Zu's son Shang-Chi took over his father's organization, Xin targeted him and his followers. Xin launched an attack on Earth against his own grandson, willing to use dark magic like the Taotie in pursuit of his goal. He was only stopped when Shang-Chi fully embraced the power of the Ten Rings, only able to hold back their dark power with the help of his family.

Commentary:

Xin is well-suited as an archenemy for Shang-Chi, with his wide array of powers and his personal connection setting him up to be a memorable antagonist. His complex, somewhat twisted moral code can make him a complex antagonist even without the personal connection to his grandson, and his Qilin Riders make for great minions. His combination of Super-Speed, Martial Arts, and archery makes him a difficult foe to predict, as he can take a battle in many different directions. He can be a very tricky opponent to drop into a mystical campaign, where your players might not expect a villain with this kind of raw combat power.



Name: Shou-Lao the Undying

Rank: 4

Karma: 4

Health: 120	Damage Reduction: -3
Focus: 120	Damage Reduction: -

Initiative: +3E

Speed: 20

Occupation: None

Origin: Monstrous

Traits: Battle Ready, Combat Reflexes, Fresh Eyes, Monster, Situational Awareness

Tags: Extreme Appearance, Hunted, Mute, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	7	14	+7	X8
Agility	5	12	+6	X5
Resilience	4	14	+4	X4
Vigilance	3	13	+3	X4
Ego	1	11	+1	X4
Logic	0	10	+0	X4

Powers:

Basic: Accuracy 1, Additional Limb, Sturdy 3

Elemental Control (Fire): Elemental Burst, Elemental Blast

Martial Arts: Grappling Technique, Crushing Grip, Spin and Throw, Defense Stance, Unflappable Poise, Reverse Momentum Throw, Do This All Day, Brace for Impact, Always Ready

Resize: Grow 2 (Permanent)

Biography:

Shou-Lao is an immortal dragon who resides near the mystical city of K'un Lun. After being defeated in prehistoric times by Fan-Fei, she became the first Iron Fist. Since then, any martial artist who wants to claim the power of the Iron Fist must defeat a reborn Shou-Lao in unarmed combat.

Commentary:

The immortal dragon is necessary if anyone wants to try to make their own Iron Fist-inspired character, but there's a few other ways to use him. He can be a perfect encounter for an adventure to K'un Lun, or in a general campaign involving magic, martial arts, or even time travel. His combination of raw strength and martial arts skills, plus draconic fire, should make him the perfect challenge for any inspiring martial arts master. He's designed to be defensive, hard to pin down or land a decent hit on. For offense he can use his fire or throw his enemy across the map.



Name: Black Priests

Rank: 3

Karma: 3

Health: 90	Damage Reduction:-
Focus: 90	Damage Reduction:-1

Initiative: +3E

Speed: 5

Occupation: Outsider

Origin: Unknown

Traits: Fresh Eyes, Determination, Situational Awareness, Sneaky, Stranger

Tags: Mysterious, Sorcerous, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	0	10	+0	X3
Agility	1	11	+1	X3
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	4	14	+5	X4
Logic	4	14	+4	X3

Powers:

Basic: Discipline 1, Flight 1, Uncanny 1

Magic (Sorcery): Flames of the Faltine, Icy Tendrils of Ikthalon, Shield of the Seraphim, Bolts of Balthakk, Crimson Bands of Cyttorak

Omniversal Travel (Multiversal): Multiversal Travel

Telepathy: ESP, Telepathic Link, Cloak

Biography:

They mysterious beings known only as the Black Priests were first encountered by the Illuminati during the Incursions, an event that saw the Earths of various universes colliding violently with each other. This event was the source of a conflict known as the “Game of Worlds.” The main belligerents were the Beyonders and the forces of Dr. Doom, but the Black Priests seemed to have their own agenda. Doom hypothesized they were a sort of “immune response” by the Multiverse, and were willing to destroy alternate earths to protect the Multiverse as a whole. As the situation became more and more desperate, Dr. Strange joined them and took a position of leadership, and ultimately teamed up with Doom against the Beyonders. The Black Priests seemed to make no distinction between science and magic, casting spells with a language known as “The Words” that bent reality to their will.

Commentary:

The Black Priests are a strange faction, but one a clever Narrator can make good use of. I suggest leaning into their unclear motives and origins as a strength, presenting your party with a foe they probably can never really understand. They’re perfect for a campaign that hops across the multiverse. Their role as an “immune system” for the multiverse might have them stop whatever shenanigans your players have planned, perhaps fulfilling a similar role to the Time Variance Authority in time travel adventures. There’s nowhere in the Multiverse you’ll be able to hide from them. Their inscrutable motives might make them a group you could bargain with, though at great risk. They can also be a good enemy in any campaign involving magic or the unknown, as a force even the greatest minds of Earth will have trouble understanding.



Name: Wyrmspawn

Rank: 2

Karma: 2

Health: 30	Damage Reduction: -1
Focus: 60	Damage Reduction: -

Initiative: +2

Speed: 4

Occupation: None

Origin: Alien

Traits: Signature Attack: Grappling Technique, Small

Tags: Alien Heritage, Extreme Appearance, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	14	+3	X2
Agility	0	11	+0	X2
Resilience	1	11	+1	X2
Vigilance	2	12	+2	X2
Ego	0	10	+0	X2
Logic	4	14	+4	X2

Powers:

Martial Arts: Grappling Technique

Omniversal Travel (Dimensional): Dimension Travel

Plasticity: Extended Reach 1, Flexible Bones 1

Power Control: Bump Power

Spider-Powers: Jump 1

Telepathy: Telepathic Link, Command

Biography:

The Wyrm of Desolation was an interdimensional monster that attacked the realm of Ta-Lo. It was repelled by the hero Nezha, who used the Ten Rings to trap it in a pocket dimension. In recent years, MI6's study of the Ten Rings inadvertently opened a portal to the dimension the Wyrm was trapped in. The portal was quickly closed, but several fragments of the Wyrm managed to sneak into our dimension. These Wyrmspawn took control of human hosts, binding them to the Wyrm's will and augmenting their strength. Seeking to unite humans into the Wyrm's hive mind, the Wyrmspawn used infected hosts to compete in the Game of Rings. A Wyrmspawn took control of Shen Kuei in the final round, but Shang-Chi triumphed and freed him from the Wyrm's control.

Commentary:

The Wyrmspawn are a good villain or a Ta-Lo adventure, as the comics version of the MCU's take on the Dweller-in-Darkness. I've interpreted them as a sort of telepathic face-hugger, and the path for an encounter involving them is clear. You have to make sure they don't get you in their grip, or they'll take over your mind. You could also have them already be in control of hostile NPCs at the start of combat, boosting their power as they seek out to claim new host bodies.

Note: When Wyrm spawn successfully grabs a character, they have a Telepathic Link with that character for as long as they are grabbed.



Name: Soul-Eater

Rank: 3

Karma: 3

Health: 90	Damage Reduction:-
Focus: 90	Damage Reduction:-2

Initiative: +2

Speed: 5

Occupation: Outsider

Origin: Monstrous

Traits: Battle Ready, Combat Reflexes, Connections: Outsiders, Fresh Eyes, Surprising

Power: Enter Dreams Together, Stranger

Tags: Cursed, Extreme Appearance, Signature Weapon: Club, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X3
Agility	2	12	+2	X3
Resilience	3	13	+3	X3
Vigilance	2	12	+2	X3
Ego	3	13	+3	X3
Logic	2	12	+2	X3

Powers:

Basic: Additional Limb, Flight 1, Uncanny 2

Elemental Control (Hellfire): Elemental Burst

Omniversal Travel (Dreamtime): Enter Dreamtime, Enter Dreamtime Together, Enter Dreams, Enter Dreams Together

Magic (Sorcery): Brain Drain, Mists of Morpheus

Martial Arts: Grappling Technique

Biography:

Soul-Eaters are demonic creatures from the Sixth Dimension. Doctor Strange encountered a group of them in the dreams of a young boy from Manhattan. The Soul-Eaters had been driven from their home by the interdimensional anti-magic militia known as the Empirikul. Doctor Strange defeated the group's leader, Spurrgog the Hell-Breather, and convinced the rest to go feed on the dreams of convicted murderers at Ryker's Island.

Commentary:

The Soul-Eaters are a good enemy to encounter in an adventure to Dreamtime, or to have them bleed over into the real world. You could have them attack a party in their sleep while their guard is down, forcing them to fight their way back to the waking world. Although I'm basing them on their appearance in Doctor Strange comics, they have enough in common with the Soul-Eaters from the Shang-Chi movie that you could use them in an adventure in Ta-Lo as well.



Name: Ammut

Rank: 6

Karma: 6

Health: 210	Damage Reduction: -4
Focus: 180	Damage Reduction: -

Initiative: +6

Speed: 6

Occupation: Lawyer

Origin: Magic (Demonic)

Traits: Berserker, Big, Dealmaker, God Heritage, Legal Eagle, Interrogation, Monster, Presence, Public Speaking

Tags: Amphibious, Cursed, Extreme Appearance, Supernatural, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	8	17	+12	X10
Agility	2	11	+2	X6
Resilience	7	17	+7	X6
Vigilance	6	16	+6	X6
Ego	7	17	+11	X10
Logic	2	12	+2	X6

Powers:

Basic: Discipline 4, Healing Factor, Mighty 4, Sturdy 4

Magic (Demonic): Sense Sins, Penance Stare, Hellfire Chains, Possession, Brain Drain, Leech Life, Astral Form

Melee Weapons (Sharp): Vicious Attack, Exploit

Super-Strength: Crushing Grip, Clobber, Smash, Ground-Shaking Stomp, Unstoppable Smash

Biography:

Ammut is a monstrous creature from Egyptian Mythology, with the head of a crocodile, the front body of a lion, and the hind-quarters of a hippopotamus. Known as the “Devourer of the Dead,” she holds a grim but important role in the Egyptian afterlife. The deceased are judged by Anubis, with their hearts placed on a scale alongside the feather of Ma’at. If the heart is heavier, the soul of the deceased is fed to Ammut. She was encountered by Magik on a quest for the Sword of Bone, and posed riddles to the magician Ian McNee in the Astral Plane. When Moon Knight was trapped in an illusory mental hospital, he received guidance from Ammut, possessing a psychiatrist named Dr. Emmet.

Commentary:

Ammut is a powerful foe well equipped to fight on a few fronts. Characters focused on Magic, Telepathy, and physical strength all have something to fear from her. The most obvious place to use her is in an adventure focused on Egyptian Mythology, either in the present or in the distant past. However, Ammut’s unique role in the afterlife means she can show up in other places as well. In adventures involving the afterlife, the Astral Plane, or anything mystical, Ammut is a perfect challenge for your party. Proving yourself pure of heart might be the best way to deal with her. She might be reasoned with, but she’ll never show mercy.



Name: Nightmare

Rank: 6

Karma: 6

Health: 150	Damage Reduction: -2
Focus: 120	Damage Reduction: -

Initiative: +4E

Speed: 5

Occupation: Leader

Origin: Magic (Demonic)

Traits: Combat Reflexes, Fearless, Leverage, Monster, Presence, Signature Attack: Mists of Morpheus, Situational Awareness

Tags: Authority, Cursed, Enemy: Dr. Strange, Powerful, Sorcerous, Supernatural, Worshiped, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	15	+6	X7
Agility	2	12	+2	X6
Resilience	5	15	+5	X6
Vigilance	4	14	+4	X6
Ego	7	17	+7	X6
Logic	7	17	+7	X6

Powers:

Basic: Combat Trickery, Mighty 1, Sturdy 2

Magic: Brain Drain

Magic (Demonic): Penance Stare, Hellfire Chains, Demonic Possession

Magic (Sorcery): Crimson Bands of Cyttorak, Shield of the Seraphim, Images of Ikonn, Mists of Morpheus

Omniversal Travel (Dreamtime): Enter Dreams, Enter Dreamtime, Enter Dreams

Together, Enter Dreamtime Together

Telepathy: Telepathic Link, Telepathic Blast, Command, Orders, Mirage, Grand Mirage

Teleportation: Blink, Teleport 1, Blink Barrage

Biography:

Nightmare is a powerful demon who rules a kingdom in the Dream Dimension. He feeds off of the fears and nightmares of sleepers in our dimension. He seeks to trap people in his one realm, and also to spread his influence into the waking world. This pursuit has frequently brought him into conflict with Dr. Strange, though he has encountered many heroes and villains of Earth. The War of the Realms offered him an opportunity to expand his power on Earth, and launched attacks on Earth and Jotunheim, but was repelled by the X-Men and Loki, respectively.

Commentary:

Nightmare is a classic Marvel villain, and pretty much obligatory for any adventure that takes place in Dreamtime. However, his plots often involve the real world as well. I've designed him to be effective in both the waking world and Dreamtime, and in a fight with Nightmare he might jump between the two, attacking the heroes on two fronts. He can hold his own in the real world, but will always be more dangerous in his home turf. In either realm he can move fast and hit hard, as well as throw tricks and illusions at the heroes. He has a wide array of threats to a party, even one of which can be a serious problem for the unprepared. He's a great test for any hero, making them stand up against whatever their greatest fear is.

Note: While in Dreamtime, Nightmare gets an Edge on all checks, and increases his damage multipliers by +2.