



Name: Mind Maggots

Rank: 2

Karma: 2

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

Initiative: +1

Speed: 4

Occupation: Outsider

Origin: Magic

Traits: Connections: Outsiders, Fresh Eyes, Small, Stranger, Surprising Power:
Dimension Travel

Tags: Mysterious, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	13	+2	X2
Agility	2	13	+2	X2
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	2	12	+2	X2
Logic	2	12	+3	X3

Powers:

Basic: Brilliance 1, Uncanny 1

Magic: Brain Drain

Omniversal Travel (Dimensional): Dimension Travel

Telepathy: Mind Reading, Telepathic Blast, Telepathic Link

Biography:

Mind Maggots are psychic parasites that travel between dimensions. They feed on the mental energy of their prey. A swarm of them infected a young librarian named Zelma Stanton. She went to Doctor Strange for help. The Maggots took this opportunity to attempt to infest the Sanctum Sanctorum. Though caught off guard, Doctor Strange was able to contain the Maggots by drawing them to Zelma by having her admit her deepest secrets. The Maggots could not resist the temptation of such a psionic feast and Doctor Strange stopped the infestation.

Commentary:

These guys can be a good way to introduce your characters to more magical elements, which was the experience Zelma Stanton had to them. They are perfect for demonstrating telepathy powers to a lower ranked party. You can use them to add magic as a concept element, but I think they also have a lot of potential for telepathic characters. You could get use out of them in a mutant setting. Maybe the Xavier Institute has an infestation? You could also have a young mutant telepath inadvertently draw their attention while exploring the Astral Plane.



Name: Spinybeast

Rank: 2

Karma: 2

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

Initiative: +1

Speed: 4

Occupation: Assassin

Origin: Magic (Demonic)

Traits: Signature Attack: Vicious Attack, Small, Venomous

Tags: Cursed, Mentor: Nightmare, Signature Weapon: Claws, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	13	+2	X2
Agility	2	15	+2	X2
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	2	11	+2	X2
Logic	2	11	+2	X2

Powers:

Basic: Combat Trickery

Melee Weapons (Sharp): Exploit, Vicious Attack

Omniversal Travel (Dreamtime): Enter Dreamtime

Spider-Powers: Spider-Dodge, Spider-Sense, Wall-Crawling

Telepathy: Astral Form

Biography:

The Spinybeast is a small, highly venomous creature that lives in the Dream Dimension. Nightmare kept one as a pet, controlling it with a rod that could kill the beast with a single touch. Nightmare used it in his first fight against Doctor Strange. Doctor Strange backed away from the beast, and Nightmare thought he had the Sorcerer Supreme cornered. When Nightmare let his guard down, Strange used the Amulet of Agammotto to stun the Spinybeast and its master. Nightmare accidentally touched the Spinybeast with his rod, killing it instantly.

Commentary:

This nasty little guy can be a good minion for [Nightmare](#), or maybe a harbinger of his arrival. They also make a great enemy NPC when exploring Dreamtime. They can't do the most damage, but they should have an easy time inflicting the poison condition, especially against characters more designed for mystical battle. There is a nugget of story potential in the idea that Nightmare couldn't directly control this thing, but had to threaten it into obedience. Might make it a good wildcard element, potentially turning against its "master."



Name: Dreamstalker

Rank: 4

Karma: 4

Health: 90	Damage Reduction:-
Focus: 60	Damage Reduction:-1

Initiative: +2

Speed: 5

Occupation: Outsider

Origin: Magic (Demonic), Animal

Traits: Abrasive, Combat Reflexes, Connection: Outsiders, Extraordinary Origin, Free Running, Fresh Eyes, Stranger

Tags: Cursed, Mentor: Nightmare, Mute, Sorcerous, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+5	X5
Agility	4	14	+4	X4
Resilience	3	13	+3	X4
Vigilance	2	12	+2	X4
Ego	5	15	+6	X5
Logic	2	12	+2	X4

Powers:

Basic: Discipline 1, Flight 1, Mighty 1, Uncanny 1

Elemental Control (Swarm): Elemental Blast, Elemental Burst

Magic (Demonic): Penance Stare, Sense Sins

Magic (Sorcery): Flames of the Faltine, Mists of Morpheus

Omniversal Travel (Dreamtime): Enter Dreams, Enter Dreamtime

Super-Speed: Blazing-Fast Fists

Telepathy: Astral Form, Mental Punch

Biography:

Dreamstalker is the personal steed of Nightmare. It is a powerful beast in its own right, with physical and mystical might. It is equally powerful in the Dream Dimension as it is in the physical realm.

Commentary:

Dreamstalker is perfect for adding a physical component to a fight with Nightmare. The combination of Mental Punch and Blazing-Fast fists is unique and potentially devastating. You could also use this sheet for generic Nightmares (in every sense of the word) as a kind of wildlife in Dreamtime.



Name: Gulgol

Rank: 4

Karma: 4

Health: 180	Damage Reduction:-3
Focus: 90	Damage Reduction:-3

Initiative: +3

Speed: 6

Occupation: Outsider

Origin: Mythic

Traits: Big, Connection: Outsiders, Fearless, Fresh Eyes, Immunity: Sleep, Iron Will, Stranger

Tags: Enemy: Nightmare, Mute, Mysterious, Sorcerous, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X7
Agility	1	14	+1	X4
Resilience	6	16	+6	X4
Vigilance	3	13	+3	X4
Ego	0	15	+0	X4
Logic	5	15	+5	X4

Powers:

Basic: Anger, Brawling, Integrity, Mighty 3, Sturdy 3, Uncanny 3

Magic (Sorcery): Dispel Spell

Martial Arts: Brace for Impact, Do This All Day,

Omniversal Travel (Dreamtime): Enter Dreams, Enter Dreamtime

Biography:

Very little is known about the Gulgol. It is an extremely powerful interdimensional entity. It is immune to the need to sleep. As a result, it is one of the very few things Nightmare fears. Nightmare is constantly on guard to keep this being from entering the Dream Dimension. Doctor Strange was able to conjure an illusory image of Gulgol and distract Nightmare long enough to escape from the Dream Dimension.

Commentary:

I think this is the first time I've designed a sheet for a character that never actually showed up in a Marvel comic. He's a fascinating aspect of the Dream Dimension, and could help flesh out that environment. There's a reason Nightmare would fear him, as any magic-based character is going to have a hard time dealing with his raw physical power.



Name: Aleister and Anton

Rank: 1

Karma: 1

Health: 10	Damage Reduction:-
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 4

Occupation: Outsider

Origin: Magic

Traits: Connections: Outsiders, Fresh Eyes, Small, Stranger, Venomous

Tags: Cursed, Mysterious, Public Identity

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

Powers:

Basic: Additional Limb, Wisecracker

Magic (Demonic): Sense Sins

Biography:

Aleister and Anton are a pair of talking snakes that live in the Sanctum Sanctorum. They do not appear to be pets of Doctor Strange: He seems unaware of where they came from, and they are rude to him and his guests. The snakes possess a certain amount of mystical knowledge, and warn visitors to the Sanctum against messing with mystical items and artifacts. They are particularly critical of arms and beings who possess them, which Else Bloodstone theorizes is jealousy for not having arms themselves.

Commentary:

It's not really clear what the "deal" with these characters is. They aren't Doctor Strange's pets, more like a pair of jerks that happen to live in his house. They don't seem to have an agenda other than annoying people. These two don't really add much to a campaign, but can still be fun to have around. I would use them as hecklers, like a snake version of Statler and Waldorf. They would lurk on the sidelines of a fight, dishing out Wisecrackers at any character who misses a check. Probably not worth taking a turn to attack them, but still a potential problem.



Name: Ygothic Cyclopeans

Rank: 2

Karma: 2

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

Initiative: +2

Speed: 4

Occupation: Outsider

Origin: Magic (Demonic)

Traits: Abrasive, Connections: Outsiders, Fresh Eyes, Small, Stranger

Tags: Alien Heritage, Cursed, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	13	+2	X2
Agility	1	12	+1	X2
Resilience	1	11	+1	X2
Vigilance	2	12	+2	X2
Ego	2	12	+3	X3
Logic	2	12	+2	X2

Powers:

Basic: Discipline 1, Flight 1

Magic (Demonic): Penance Stare

Plasticity: Extended Reach 1

Telepathy: Fool, Mirage, Telepathic Blast, Telepathic Link

Biography:

The Ygothic Cyclopeans are malevolent creatures, described by Doctor Strange as “the anti-thesis of creation.” They were involved in the multi-dimensional conflict known as the War of the Seven Spheres, taking the side of the Trinity of Ashes. They served as agents and saboteurs, targeting Doctor Strange. A swarm of them attacked the Sanctum Sanctorum, disguising themselves as humans. Doctor Strange invoked the Vishanti to banish them. The Vishanti granted his request, but then recruited him as a general in the War of the Seven Spheres.

Commentary:

These little creatures fulfill a rare niche as low ranked, generic telepathic enemies. They can be effective in a swarm together or as minions of a stronger mystical villain. They lend themselves to a “death by a thousand cuts” strategy that could be dangerous even to high ranked characters. Perhaps their most dangerous powers are their telepathic illusions, which can let them use Penance Stare and Telepathic Blasts on unsuspecting targets.



Name: Shadow Demon

Rank: 3

Karma: 3

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

Initiative: +2E

Speed: 5

Occupation: Outsider

Origin: Magic (Demonic)

Traits: Connections: Outsiders, Fresh Eyes, Quick Learner, Sneaky, Surprising Power: Teleportal, Stranger

Tags: Cursed, Imageless, Mute, Mysterious, Supernatural

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

Powers:

Basic: Disguise, Shapeshift

Phasing: Phase Self, Quick Phase

Power Control: Copy Power, Copy Ability, Copy Trait

Omniversal Travel (Dimensional): Dimension Travel

Teleportation: Blink, Teleport 2, Teleportal

Biography:

Shadow Demons are mysterious mystical creatures that have the ability to steal the shadows of living creatures. Jeff the Land Shark encountered one when he broke a jar in the Sanctum Sanctorum, freeing the Shadow Demon imprisoned inside. The demon copied Jeff's form and took his power. Jeff pursued the demon to retrieve his shadow, following it through portals to various locations. Eventually he followed the Demon to Madripoor, where the demon found another jar in the possession of the Hand. It broke the jar, freeing another, smaller demon. Jeff realized the second demon was the child of the first, and that freeing its offspring had been the goal all along. Jeff decided to let the demons go free, while Scarlet Witch, Magik, and Brother Voodoo constructed a new shadow for Jeff.

Commentary:

This sheet is effective at copying powers and evading damage, a sneaky doppelganger. While you can definitely use them as sinister foes, it might be more interesting to follow their comic storyline and have them not be malicious, just misunderstood.



Name: Tiboro

Rank: 4

Karma: 4

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

Initiative: +3

Speed: 5

Occupation: Leader

Origin: Magic (Sorcery)

Traits: Battle Ready, Font of Information, Iron Will, Magic Item Reliance, Presence, Public Speaking

Tags: Alien Heritage, Authority, Powerful, Sorcerous, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+4	X4
Agility	3	13	+3	X4
Resilience	3	13	+3	X4
Vigilance	3	13	+3	X4
Ego	5	15	+8	X7
Logic	2	12	+2	X5

Powers:

Basic: Discipline 1, Iconic Item (Wand of Tiboro), Sturdy 1, Uncanny 1

Magic (Sorcery): Bolts of Balthakk, Brain Drain, Icy Tendrils of Ikthalon, Summon Portal

Resize: Grow 2, Growing Attack

Teleportation: Blink, Blink Defense, Teleport 1

Wand of Tiboro

Powers: Discipline 3, Reality Manipulation

Requirements: Requires Discipline 1 and Supernatural Tag

Power Value: 3

Biography:

Tiboro is the Sorcerer Supreme and ruler of the Sixth Dimension. He identifies himself as a “spirit of decay” and comes to conquer civilization when it is at the point of collapse. He attempted to gain a stronghold on Earth by creating a cult of worshippers in Peru, but he drew the attention of Doctor Strange. Though Strange found his magical might, enhanced by the Wand of Tiboro, to be overwhelming, he had a plan. He tricked Tiboro into wasting his mystical energy battling an illusory duplicate, and was able to defeat Tiboro. Tiboro was one of several interdimensional leaders who plotted Strange’s assassination, and began a joint invasion of Earth.

Commentary:

Tiboro is a sort of mini-Dormammu, combining his magical and size-changing powers in a smaller package. His wand has a major effect on battle, heavily increasing his damage output and giving him access to a strong Narrative Power. Taking the time to disarm him is a strategy worth considering, but you would have to get around his teleportation defenses first.



Name: Dagoth

Rank: 4

Karma: 4

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

Initiative: +2

Speed: 5

Occupation: Leader

Origin: Magic (Sorcery)

Traits: Combat Reflexes, Signature Attack (Leech Life), Signature Attack (Elemental Suffocation), Bloodthirsty

Tags: Amphibious, Mentor (Shuma-Gorath), Cursed, Sorcerous, Supernatural, Villainous, Alien Heritage

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+6	
Agility	3	13	+3	
Resilience	3	13	+3	
Vigilance	2	12	+2	
Ego	4	14	+4	

Logic	4	14	+4	
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Powers:

Basic: Discipline 1, Mighty 2, Sturdy 2

Elemental Control (Water): Elemental Burst, Elemental Blast, Elemental Grab, Elemental Suffocation

Magic (Sorcery): Leech Life, Dispel Spell, Summon Portal

Super-Strength: Crushing Grip

Super-Speed: Speed Swim

Telepathy: Telepathic Link, Command

Biography:

Dagoth is an ancient aquatic demon, and a high-ranking servant of the dreaded Shuma-Gorath. In ancient times he was worshipped by the inhabitants of Kalumesh, a powerful city that sank into the sea. In modern times Dagoth returned to herald the reawakening of Shuma-Gorath. He used his demonic power to enthrall the inhabitants of Penmallow, a small seaside town in Cornwall. He directed the thralls to walk into the sea and sacrifice themselves for Shuma-Gorath, but Doctor Strange was able to free them with the Vapors of Valtorr. Dagoth later plotted with Tiboro, Umar, and Aggammon to assassinate Doctor Strange and invade the earth without the protection of the Sorcerer Supreme.

Commentary:

Dagoth can be used as a standalone villain, a teammate for the other dimensional overlords in this pack, or as a minion for Shuma-Gorath. In any case he's a good vessel to add a Lovecraftian touch to magical plotlines. His aquatic nature can be a fun element to work with, and he might be a good villain for a storyline involving Atlantis.



Name: Aggamon

Rank: 4

Karma: 4

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

Initiative: +4

Speed: 5

Occupation: Leader

Origin: Magic

Traits: Determination, Iron Will, Leverage, Magic Item Reliance, Presence, Public Speaking

Tags: Alien Heritage, Authority, Powerful, Rich, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+2	X4
Agility	4	14	+6	X6
Resilience	3	13	+3	X4
Vigilance	4	14	+4	X4
Ego	3	13	+3	X4
Logic	4	14	+4	X4

Powers:

Basic: Iconic Item (Jeweled Demolisher Beam), Inspiration

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

Tactics: Battle Plan, Focus Fire

Telepathy: Command, Grand Mirage, Mirage, Telepathic Link, Telepathic Network

Jeweled Demolisher Beam

Powers: Accuracy 2, Dispel Spell, Elemental Blast, Elemental Burst

Restriction: Requires Dimension Travel

Power Value: 4

Biography:

Aggamon is the ruler of the Purple Dimension, a realm filled with mystical jewels. He enslaves all who enter his dimension to mine jewels. A pair of thieves tried to steal a gem from the Sanctum Sanctorum, and inadvertently stranded themselves in the Purple Dimension. Doctor Strange followed them to investigate. He offered himself to Aggamon in exchange for their freedom, and challenged the ruler of the Purple Dimension to a duel. Aggamon used his powerful demolisher beam, which was a match for Strange's mystical power. As the stalemate drew on, Aggamon came to fear the possibility of destruction as the hands of Doctor Strange and relented. Aggamon worked with other dimensional overlords to kill Doctor Strange and weaken the Barrier that protected the earth. He and his collaborator realized their mistake when an even stronger mystical force, the Three Mothers, also came through the Barrier. They were all defeated in the crossfire between the Three Mothers and the new Sorcerer Supreme, Clea.

Commentary:

This guy looks like kind of a generic villain at first, and in terms of personality he probably is. His combination of ranged combat, tactics, and telepathy is unusual and could lead to some unpredictable strategies. I might use the Barbarians from the Avengers book for his henchmen. The setting of the Purple Dimension has a lot of potential. It's a realm full of treasure and tyranny. To me that sounds like the perfect place for an RPG adventure.



Name: Blackheart

Rank: 3

Karma: 3

Health: 60	Damage Reduction:-
Focus: 90	Damage Reduction:-1

Initiative: +3

Speed: 5

Occupation: Student

Origin: Magic (Demonic)

Traits: Beguiling, Dealmaker, Surprising Power: Summon Portal

Tags: Cursed, Supernatural, Sorcerous, Mentor: Carol Danvers, Enemy: Doctor Doom

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	1	11	+1	X3
Agility	3	13	+3	X3
Resilience	2	12	+2	X3
Vigilance	3	13	+3	X3
Ego	3	13	+5	X5
Logic	3	13	+3	X3

Powers:

Basic: Discipline 2, Uncanny 1

Elemental Control (Hellfire): Elemental Burst, Elemental Blast, Elemental Grab

Magic (Demonic): Penance Stare, Hellfire Chains, Sense Sins

Magic (Sorcery): Crimson Bands of Cyttorak, Sense Supernatural, Summon Portal

Biography:

The powerful demon Blackheart was sent by his father to capture the time-displaced souls of Billy and Tommy Maximoff. His attempt was thwarted by the members of Avengers Academy. As punishment, Mephisto stripped his son of his magical powers and abandoned him on earth. Now in the form of a young adult, Blackheart took shelter at Avengers Academy. Though apprehensive given his villainous path, Carol Danvers decided to offer him a chance at redemption. Taking the name “Gabriel” he joined the student body and quickly became involved in a love triangle with Kid Juggernaut and Aaron Fischer. Though Blackheart has proven loyal to his new friends, his past has come to haunt him. At a Christmas party his presence led to an altercation with Doctor Strange, and when Doctor Doom became the new Sorcerer Supreme he attacked Blackheart on behalf of his mother.

Commentary:

This younger, kinder take on Blackheart rounds out the [Avengers Academy roster](#) but can also fill a complex role in any mystical storyline. It’s going to be hard for any magic user to trust him, which can create a compelling dynamic as either an NPC or a player character. To balance out his evil reputation he combines Beguiling, Dealmaker, and high Ego to make for a very smooth talker.



Name: Mr. Smile and Mr. Sulk

Rank: 2

Karma: 2

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

Initiative: +1

Speed: 5

Occupation: Criminal

Origin: Magic (Demonic)

Traits: Connections: Criminals, Sneaky, Situational Awareness

Tags: Black Market Access, Cursed, Extreme Appearance, Signature Weapon: Knife, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X2
Agility	1	11	+1	X2
Resilience	2	12	+2	X2
Vigilance	1	11	+1	X2
Ego	3	13	+3	X2
Logic	0	10	+0	X2

Powers:

Basic: Combat Trickery, Discipline 1, Sturdy 1

Magic (Demonic): Leech Life, Hellfire Chains

Melee Weapon (Sharp): Exploit, Hit and Run, Vicious Attack

Biography:

Mr. Smile and Mr. Sulk are a pair of minor demons who are involved in criminal activity across multiple dimensions. They came into the employ of Madame Masque when she started a cartel smuggling magical weapons. This drew the attention of Doctor Strange, who battled the pair in Nidavellir. Doctor Strange imprisoned them in the Dungeon Dimension. The pair was later encountered by the members of the Midnight Mission, smuggling humans from earth to the Dungeon Dimension in exchange for their own freedom. They were defeated and drawn back to the Dungeon Dimension.

Commentary:

I think these characters are perfect for Urban Fantasy, or any adventure that combines street level crime with magic. Having them work with the Hand or the Hood seems like a good fit, and they could also be minions for [Deathwatch](#) or other magical gangsters. You could even have them work for more mundane criminals like Tombstone or Kingpin, either to branch out into magical crime or to help deal with magically powered heroes.



Name: The Lion of Wolves

Rank: 3

Karma: 3

Health: 30	Damage Reduction:-
Focus: 90	Damage Reduction:-1

Initiative: +2

Speed: 5

Occupation: Tycoon

Origin: Magic

Traits: Connections: Celebrities, Dealmaker, Famous, Fresh Eyes, Surprising Power: Summon Portal

Tags: Black Market Access, Extreme Appearance, Mysterious, Powerful, Rich, Supernatural, Streetwise

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	1	10	+0	X2
Agility	1	10	+0	X2
Resilience	2	11	+1	X2
Vigilance	3	13	+3	X2
Ego	6	14	+4	X2
Logic	2	12	+2	X2

Powers:

Basic: Disguise, Uncanny 1

Magic (Chaos): Powerful Hex, Jinx

Magic (Demonic): Sense Sins

Magic (Sorcery): Summon Portal, Images of Ikonn, Leech Life

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

Power Control: Bump Power, Dampen Power

Biography:

The Lion of Wolves is a mysterious and influential figure in the magical underworld of New York City. He is the leader of a “magical NGO” called C.O.V.E.Nant. He hosts lavish parties where guests are required to wear masks, as the Lion finds human faces disgusting. At one such party he inadvertently freed a chaos demon, and contacted [Wyn](#) to exorcise it. The Lion later guided Wyn’s ex-fiancee Ninety-Seven on a journey to meet the Living Tribunal.

Commentary:

This is a good character for situations where you don’t want the party to know if they should trust someone. He can be an aid to heroes or villains, or both at the same time. He’s not trustworthy but predictably will act in his own self-interest. He can be a mediator and manipulator of the magical underworld.



Name: Asti the All-Seeing

Rank: 4

Karma: 4

Health: 60	Damage Reduction:-
Focus: 120	Damage Reduction:-

Initiative: +4E

Speed: 5

Occupation: Outsider

Origin: Magic (Demonic)

Traits: Connections: Outsiders, Free Running, Fresh Eyes, Signature Attack: Flames of the Faltine, Signature Attack: Penance Stare, Situational Awareness, Stranger

Tags: Cursed, Extreme Appearance, Mentor: Dormammu, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+4	X4
Agility	4	14	+4	X4
Resilience	2	13	+3	X4
Vigilance	4	14	+4	X4
Ego	5	15	+5	X4
Logic	1	11	+1	X4

Powers:

Basic: Flight 1, Group Flight

Elemental Control (Swarm): Elemental Blast, Elemental Burst

Magic (Demonic): Penance Stare

Magic (Sorcery): Summon Portal, Flames of the Faltine

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

Plasticity: Extended Reach 1

Sixth Sense: Detect Supers

Teleportation: Blink, Blink Defense, Teleport 1, Telespot

Biography:

Asti the All-Seeing is a powerful minion of Dormammu. He has the ability to travel through dimensions with ease, and sense any target it seeks. He is a “living portal”, able to summon eldritch tentacles or swarms of bats. Asti was encountered by Doctor Strange on his first trip to the Dark Dimension, trusted by Dormammu with attempting to trap Doctor Strange. Dormammu used Asti when he and Loki planned to pit the Avengers and Defenders against each other. Asti waited until the two teams had assembled the broken pieces of the Evil Eye of Avalon, so that Dormammu could use it to merge Earth with the Dark Dimension. Asti later joined the Revengers, a supervillain team led by the Maker. His dimensional powers aided the team in infiltrating the headquarters of Avengers Idea Mechanics.

Commentary:

Asti is an effective minion for Dormammu, combining several useful features. Ranged and close combat, magical powers, and incredible mobility. Asti can zip around the map and between dimensions with ease. Furthermore, hiding from him is as hard as running from him.



Name: Gu'ranthic Guardian

Rank: 4

Karma: 4

Health: 120	Damage Reduction:- 3
Focus: 150	Damage Reduction:-

Initiative: +4

Speed: 6

Occupation: None

Origin: Magic

Traits: Battle Ready, Big, Combat Reflexes, Determination

Tags: Mentor: Dormammu, Mute, Sorcerous, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X6
Agility	3	12	+4	X5
Resilience	4	14	+4	X4
Vigilance	4	14	+4	X4
Ego	4	14	+4	X4
Logic	0	10	+0	X4

Powers:

Basic: Accuracy 1, Additional Limb, Energy Absorption, Mighty 2, Sturdy 3

Elemental Control (Energy): Elemental Blast, Elemental Burst

Magic (Sorcery): Dispel Spell

Super-Strength: Clobber, Crushing Grip, Ground-Shaking Stomp, Immovable, Quick Toss, Smash

Biography:

The Gu'ranthic Guardian is a huge creature made of living stone that lives in the Dark Dimension. It was constructed by the Gu'ranthic Empire, who ruled the Dark Dimension before Dormammu. The statue guards the Azure Throne, and is inanimate unless empowered by a mystical being, usually Dormammu or his sister Umar. When various heroes travel to the Dark Dimension, the Faltines often send the Guardian to stop them. It has battled Doctor Strange, Clea, and even Thor.

Commentary:

This is a good physical obstacle for any trip to the Dark Dimension. You could add him to the end of my [Fury of the Fear Lords module](#) to increase the difficulty a little. One other way to use him is the enemy for a mission to the Dark Dimension to grab some artifact or free some prisoner. He would go nicely with a horde of [Mindless Ones](#). He could also be an effective henchman for Dormammu or Umar, adding to their damage potential and potentially taking hits as they skulk or interpose.



Name: Mister Misery

Rank: 5

Karma: 5

Health: 150	Damage Reduction:-2
Focus: 150	Damage Reduction:-1

Initiative:+5

Speed: 20

Occupation: Outsider

Origin: Magic

Traits: Big, Bloodthirsty, Combat Reflexes, Connections: Outsiders, Fresh Eyes,
Signature Attack: Brain Drain, Signature Attack: Mental Punch, Stranger

Tags: Convict, Cursed, Enemy: Dr. Strange, Extreme Appearance, Secret Identity,
Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	13	+8	X8
Agility	1	9	+1	X5
Resilience	5	15	+5	X5
Vigilance	5	15	+5	X5
Ego	5	15	+7	X7
Logic	4	14	+4	X5

Powers:

Basic: Additional Limb, Anger, Mighty 3, Discipline 2, Uncanny 1

Magic (Demonic): Penance Stare, Sense Sins

Magic (Sorcery): Brain Drain, Dispel Spell, Possession

Plasticity: Coiling Crush, Extended Reach 2, Flexible Bones 2, Reverse Punch, Slip Free

Telepathy: Mental Punch

Biography:

The Sanctum Sanctorum hides a dark secret. The “Thing in the Cellar” is kept imprisoned in the Sanctum’s basement, created by Doctor Strange as a vessel for the darkness and pain using magic would inflict on him. It was kept hidden in the basement until the Sanctum came under attack by the Emperikul, an anti-magic militia. Strange unleashed the creatures against the invaders. The creature, now named Mister Misery, had a powerful rage against its creator. It saved Doctor Strange from Empirikul, wanting to kill Doctor Strange himself and take his time. After the Empirikul’s defeat Doctor Strange’s pain was distributed among millions of willing people. Freed but lacking purpose, Mister Misery decided to roam the world and devour the suffering of others. Doctor Strange attempted to offer himself to the creature in exchange for sparing the innocent, but he refused. Mister Misery left and said that any other suffering it inflicted on others would be Doctor Strange’s fault.

Commentary:

Mister Misery is a personal and dangerous enemy for Doctor Strange. He has a unique focus on reducing focus through physical means, though he’s just as effective at dealing regular damage. His durability and damage output means he has a good chance at outlasting his enemies, fitting for a villain more focused on dragging a fight out and making it as painful as possible.



Name: Zom

Rank: 6

Karma: 6

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

Initiative: +6E

Speed: 20

Occupation: Outsider

Origin: Mythic

Traits: Battle Ready, Bloodthirsty, Combat Reflexes, Connections: Outsiders, Fresh Eyes, Iron Will, Magic Item Reliance, Situational Awareness, Stranger, Unusual Size: Huge

Tags: Black Market Access, Convict, Cursed, Extreme Appearance, Sorcerous, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	9	17	+13	X10
Agility	1	17	+1	X6
Resilience	6	16	+6	X6
Vigilance	6	16	+6	X6
Ego	8	18	+9	X7
Logic	1	18	+1	X6

Powers:

Basic: Brawling, Discipline 1, Energy Absorption, Healing Factor, Iconic Item (Crown of Blindness), Iconic Item (Forlock), Iconic Item (Manacles of Living Bondage), Wisdom

Magic (Sorcery): Dispel Spell, Flames of the Faltine, Possession

Power Control: Power Slider (Restraint- If Zom's Forlock is attached, he is boosted. If it is removed, all characters in the universe cannot use Karma for 24 hours.)

Forlock

Powers: Mighty 4, Sturdy 4, Uncanny 4, Clobber, Smash, Ground-Shaking Stomp, Unrelenting Smash

Restrictions: Can be removed by a character using a standard action and making a TN 16 Melee check, Minimum Rank 6, Requires Cursed tag

Power Value: 13

Crown of Blindness

Powers: None

Restrictions: The wielder is dampened, this item can only be removed by another character using a standard action and making a TN 18 Ego check

Cost: 1

Note: The Crown of Blindness can be attached to a character within reach by making an Ego attack with Trouble that deals no damage.

Manacles of Living Bondage

Powers: Effect Option (Ablaze), Exploit, Hellfire Chains, Mysterium, Vicious Attack, Weapon (Range: Reach, Melee +1)

Restrictions: Worn, Requires Convict Tag, Wielder cannot freely travel between dimensions

Cost: 3

Biography:

Zom is an incredibly ancient and immeasurably powerful creature. It was imprisoned eons ago by many powerful beings, including Dormammu and Eternity. Its powers were restrained and it was jailed within a magical jar called the Legendary Amphora. In modern times, Doctor Strange retrieved the Amphora in direction from the Ancient One. Strange used the threat of Zom to hold back the sorceress Umar. Strange shattered the Amphora and freed Zom, which drove Umar to retreat back to the Dark Dimension. Now Strange had to deal with Zom, an even more powerful opponent than Umar. The

Ancient One told Strange the Zom's long strand of hair was the source of his power. Zom warned that severing his Forelock would unleash a wave of dark magic across the world. Strange accepted the risk was worth it and cut the Forelock. All the practitioners of dark magic became empowered for a short time, but Zom was weakened. The Living Tribunal, one of the most powerful entities in the Multiverse, arrived to return Zom to the Amphora. Strange repaired the shattered jar but there have been occasions where a portion of Zom's essence has slipped through the cracks.

Commentary:

This sheet has a lot going on. He's basically a series of dilemmas, making the player figure out how much effort they want to expend to weaken him. He starts a fight with the Crown of Blindness and his Forelock attached. They cancel each other out, but if one is removed things change dramatically. He needs someone else to take his Crown of Blindness off, so it might be worthwhile to take out any of his allies before that can happen. If it is removed, it can be reattached, or even attached to another character. Cutting his Forelock is a risky choice- it reduces his power immensely but the cost can be brutal. Beneath all these dynamic elements is an oppressively powerful physical threat, particularly dangerous to magic users. While you can decide to just use brute force to take him down, that prospect is hard enough that it makes your other options look appealing.