

MARVEL SUPER HEROES™

THE DARKHOLD

by Necromancer



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MARVEL SUPER HEROES™

THE UNOFFICIAL CANON PROJECT

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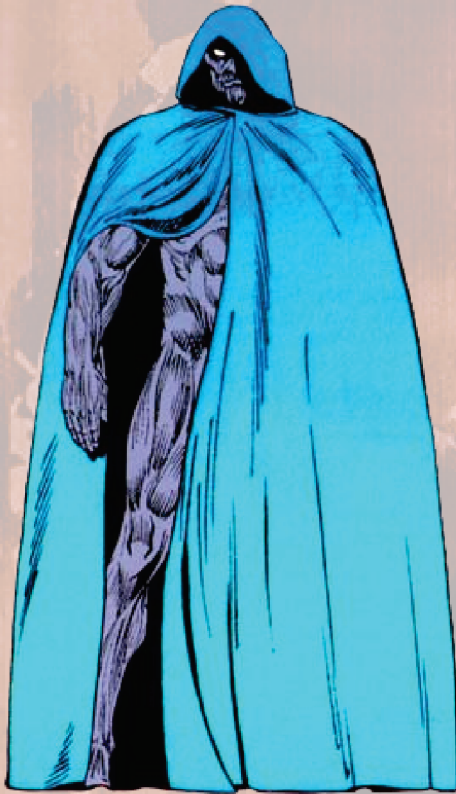
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Cthon



Cthon

F	Shift X (150)
A	AM (50)
S	Shift X (150)
E	CL 1000
R	Shift X (150)
I	Shift X (150)
P	Shift Z (500)

Health: 1350

Karma: 800

Resources: Shift X (150)

Popularity: -1000

Known Powers:

Note: In his own dimension, Cthon possesses all powers and spells at CL 1000 rank. He has total control over his dimension and can shape it to serve his every whim. However, he is trapped there and can only use the following powers in the Earth dimension:

Possession: Unearthly (100) rank.

Mind Control: Unearthly (100) rank. If he gains possession or control over a body then that body gains the following powers:

- *Levitation:* UN (100) rank.
- *Mind Blast:* UN (100) rank.
- *Plasma Generation:* UN (100) rank.
- *Telekinesis:* UN (100) rank.
- *Teleportation:* UN (100) rank.

Talents: Cthon is one of the writers of all occult lore.

History:

Origins

Billions of years ago, shortly after the formation of the Earth, the Demiurge, the sentient life force of Earth's biosphere, seeded the young planet with its essence, creating a race of Elder Gods, the foremost of which were Cthon, and his siblings Set, Gaea and Oshtur. The Elder Gods proliferated across the planet and ruled it for a million years. Cthon spent his time studying the mystic forces of the universe and eventually became the Earth's first black magician.

Elder God's Degeneration

Over time, at least one billion years ago, the Elder Gods degenerated and turned into demons, warring with one another and struggling for power and influence. Gaea, who had not been corrupted, feared for the safety of the new life brewing within the Earth's oceans. She went to the Demiurge and asked it to conceive in her a means in which to vanquish the demons. She entered into the depths of the Earth and gave birth to Atum, the first of a race of new gods. Atum traveled around the Earth, slaying the demons and absorbing their energy. Atum then took on a monstrous appearance, and became Demogorge, the God Eater. Cthon managed to escape the God Eater by fleeing into another

dimension, which he was imprisoned within. Before he left Earth however, Cthon inscribed all of his arcane knowledge onto scrolls made from indestructible parchment and left them behind to serve as a physical link between Earth and his new home should he ever choose to return. It was theorized by the Logomancer, that the Darkhold was originated from etchings carved by ancient and "hideous things" on the walls of the city of R'yллеh, possibly Cthon and a group of related demons.

1,000,000 BC

Allegedly, one million years ago (though it might not be literally), Cthon led a faction of evil gods in a war against another group. Cthon's side was defeated and banished from Earth and to the other-realm by his opponents. Over the centuries, humans would find the scrolls and other writings left by Cthon, eventually binding them together into a tome: The Darkhold.

Cthon's new dimension was close enough to continue influencing Earth. A pact was struck between the surviving Elder Gods, (Cthon, Set, Gaea, and the returning Oshtur) that each would occupy their own realms and not interfere with each other's territory. Earth was the realm of Gaea, and so Cthon was banned from ever returning there, or else face the wrath of the Demogorge. Still he found ways to intervene indirectly, through the demon races he created, which were not bound by his oath.

Father of Many Monsters

Cthon created or spawned (his spawns are said to be creations, while there is nevertheless a distinction between spawns and magical creations) several Elder Spawn, elder races such as the N'garai, the Ape Men, the Ape Lords, the Man-Bats of Ur-Xanarrh, the

harpies, the goblins, and his most infamous success, the Wolfmen of Valusia, whose Wolf Lords Garmr "The Hellhound", Lycaon "Bloodhound", Gaueko "The Night Beast", and Varcolac "The Wolf Demon" held the world in terror. He also created the "first who crawled out of the mud" to worship the Great Old Ones, the Broodlings of Cthon and the Nightgaunts. The Darkhold Dwarf, Dragonus, Midwife, Monstrosity, Nezaral, Whisperer and Wish Demon could be Cthon's spawns or magical creations.

Pre-Cataclysmic Age in Atlantis

Meanwhile, the Darkhold scrolls found their way to Pre-Cataclysmic Atlantis. The first vampires were created there using Cthon's power, including the first vampire their lord Varnae.

Medieval Times

In Medieval times, Morgan Le Fay, formed a cult of mystics around the power of the Darkhold, and attempted to summon Cthon to do their bidding. Being invited back to Earth by its residents was a loophole in Cthon's pact with the Elder Gods, although he was under no obligations to obey his summoners. Realizing their mistake, Morgan's cult could not fully banish Cthon from Earth as he was in primordial times, instead they bound him to a single location on Earth, Mount Wundagore in what would become the Eastern European nation of Transia.

Morgan's tower became the resting place for the Darkhold itself. bound by spells to prevent it from being used for evil. A mystic from the Age of Camelot, known as Modred entered the tower, intending to harness the power of the Darkhold for good. The Other, a manifestation of Cthon, appeared to Modred and tried to bargain for his soul. Modred refused to give up his soul to the demon, but when his lady love

Janice entered the tower (and Cthon's field of influence) Modred sacrificed his soul to spare Janice's.

Modern Era

In modern times, the High Evolutionary built his tower upon Mount Wundagore, and unknowingly came under Cthon's watch. His associate, Jonathan Drew was possessed by the spirit of Magnus, one of Morgan Le Fay's old disciples, and warned against the threat of Cthon. After evolving his New Men from animals, the High Evolutionary trained them with a code of honor similar to the knights of old, preparing them to face Cthon should he ever rise again. Indeed he did, and so Magnus and the Knights of Wundagore drove Cthon back into his mountain slumber.

Before he left this world however, Cthon reached out and touched an infant girl being born on Wundagore that very night, marking her as a potential vessel for the future. That girl would be called Wanda.

Modred resurfaced in the modern world, awakened from his long sleep, but he continued to resist the influence of The Other. After Modred finally succumbed to Cthon's influence, he captured the Scarlet Witch and performed the ritual allowing Cthon to use her as a vessel on Earth. Cthon (as Wanda) opposed the Avengers when they arrived to help her, and imprisoned them in a mystical circle, that would summon Cthon fully to Earth.

However, the Beast arrived, dressed as one of Cthon's old nemeses from the Knights of Wundagore to distract him, and seized the Darkhold before the ritual was complete. Django Maximoff crafted a doll in Wanda's image (fatefully using wood from Wundagore imbued with some of Cthon's own power), and it acted as a conduit for Wanda's own soul. She regained her

body while Cthon was trapped within the doll. Quicksilver and the Scarlet Witch then buried the doll in an avalanche, leaving Cthon trapped within his own dimension once more.

Cthon had several plans working at once to ensure his own rebirth. Vittorio Montesi was the latest in a long line of Montesi priests employed by the Vatican to guard against the rise of Cthon and the influence of the Darkhold. The Montesi's even had special dispensation from the Vatican to marry and sire heirs, keeping their bloodline active against the forces of evil. Vittorio was sterile, however, and felt pressure to continue his family line, so he gave into the temptation and used the Darkhold to impregnate his wife. The misogynistic Vittorio thought that Cthon had made sport of him when his child turned out to be a daughter, not a son like he had wanted. Worse, Victoria Montesi was a lesbian, something the old world Vittorio considered an abomination. Little did he realize this was the least of Cthon's actions.

As an adult, Victoria came to lead a team of "Darkhold Redeemers", fighting the proliferation of Darkhold spells being disseminated in the world. In time, however, they learned that Victoria was actually the child of Cthon, not Vittorio, and the Elder God impregnated her in order to be reborn on the Earthly plane. Dr. Strange contained Victoria in a time-locked stasis for months while trying to find a way to stop the rebirth of Cthon. Fortunately, he was eventually successful.

Dark Reign

Cthon resurfaced and killed the New Men at Mount Wundagore, with no Dr. Strange to counter this new threat. Knowing about Cthon's activities, and how they had taken down most super heroes, Loki, disguised as the Scarlet

Witch, helped to reform the Mighty Avengers to combat him. However, Modred successfully summoned Cthon into the body of Quicksilver, and Cthon arrived, claiming that this reality would fall before him in the blink of an eye. Using Quicksilver's powers, Cthon altered the effects of the chaos cascade caused by Modred reading the Darkhold to whatever effects he so desired. But the Mighty Avengers defeated him using teamwork.

Ant-Man used his ants to scramble Quicksilver's nerve signals, rendering him unable to remember any spells. After a goading from "Wanda" about the destruction of his world, Bruce Banner transformed into the Hulk and pounded the Cthon possessed Quicksilver, while Hank Pym spoke encouraging words to those present, reducing their belief in the Elder God's strength, weakening him further.

Though Cthon managed to knock the Hulk away, his host body was now severely damaged and now unable to contain his power, so he left Quicksilver's body and entered into Modred's body, but at the same time, Vision read one of the spells from the Darkhold, imprisoning the Elder God within the tome, thereby averting the threat.

Prophecy of the Red Slayer

A new member of the Darkholders, Barry Gleason, attempted to enact a ritual to resurrect Cthon using the symbiote empowered serial killer, Carnage, who he believed to be the subject of a prophecy in the Darkhold: "When the Red Slayer spills blood on the sacred stone, he who sleeps shall wake, and what walked once will walk again."

The Darkholder's attempt to sacrifice Carnage backfired, infusing him with the Darkhold's eldritch power and compelling him to travel to a secret island in the Timor Sea, where a temple



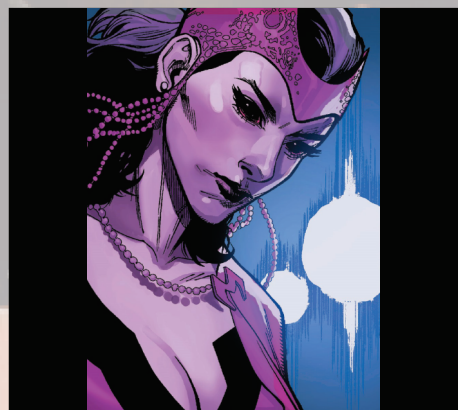
to Cthon had been built and guarded by the Broodlings of Cthon.

Carnage was able to awaken Cthon, who manifested as a blue skinned eldritch monster and began to devour the Broodlings present. When Carnage demanded to be rewarded, Cthon casually swatted him aside and began summoning the other evil gods. However, he was confronted by Jubilee Van Scotter who used the combined power of her own Darkhold augmented symbiote, the Raze symbiote and the Toxin symbiote to face him in combat and ultimately banish him.

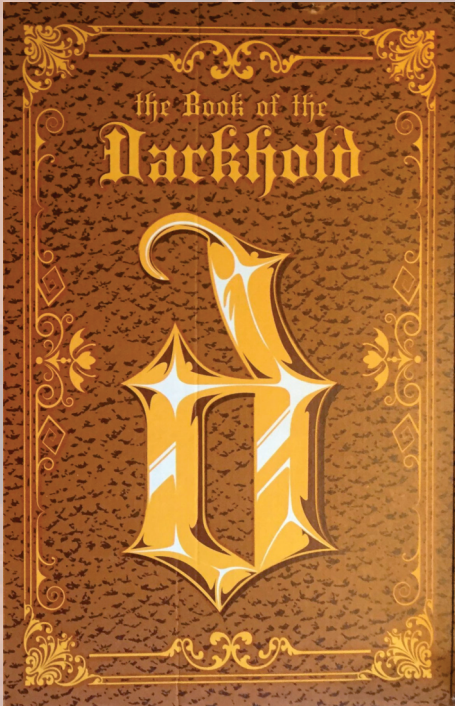
Secret Empire

During Hydra's takeover of America,

Cthon possessed the Scarlet Witch again. Under possession, Wanda became a member of Hydra's Avengers. She was eventually freed from Cthon's possession by Dr. Strange During the final battle against Hydra.



THE DARKHOLD



The Darkhold

Known Powers:

Invulnerability: The pages of the Darkhold are invulnerable to harm, possessing Class 1000 protection versus all types of damage. The binding of the Darkhold however, does not possess this protection and the pages can be scattered.

Linguistics: The Darkhold is automatically readable by any being who possesses the tome.

Occult Knowledge: Any being who has access to the Darkhold gains a +1 CS bonus to Reason when researching matters of the Occult.

Elder Magic: The spells of the Darkhold were written by Cthon and therefore rely upon Elder Magic to accomplish their goals. The section entitled Spells of the Darkhold has a listing of the known spells which can be found within its black pages.

Summon The Other: Any being who

cannot cast the spells from the Darkhold or written upon its pages, can still summon The Other, an aspect of Cthon who will cast the spell for them.

History:

Overview

Eons ago, the evil Elder God Cthon wrote all of his evil works and spells on indestructible parchment. Originally being written on flesh before being transcribed to stone and later a collection of parchments often referred to as the Cthon scrolls. The pages were later bound together into a tome known as "The Darkhold", also called "The Shiatra Book of the Damned", or "The Book of Sins". It has served as the source of other spell books, such as the Necronomicon. Cthon left these scrolls on Earth so that it may always serve as a conduit to the Earthly Realm for Cthon's influence and power.

Ancient History

Billions of years ago, the Elder being known as Cthon was forced to flee the Earth from Demogorge, the God Eater. Before doing so, he put into writing all of his evil works and spells on indestructible parchment. Originally being written on flesh before being transcribed to stone and later a collection of parchments often referred to as the Cthon scrolls. Cthon left these scrolls on Earth so that it may always serve as a conduit for his influence and power.

Despite that fact, the Logomancer, theorized that the Darkhold (as well as the Necronomicon, the Oracles of Zoroaster and other mystic scrolls and books) was in fact just imperfect copies of the ancient writings etched on the walls of R'lyeh, produced by ancient beings, though it is possible that Cthon, author of the Darkhold's content, was one of those ancient beings.

Pre-Cataclysmic Age

Humans first found the Darkhold during the Pre-Cataclysmic Era, when the lands of Atlantis and Lemuria were still above the waves. When the warrior Kull slew the dark sorcerer Thulsa Doom, Doom's followers, the Darkholders, utilized the tome to create the first vampire, Varnae. Varnae had been mortally wounded in battle with Kull. Varnae consumed one of the Darkholders who attempted to command him, and then began to create other vampires. Some surviving Darkholders managed to make off with the Darkhold before Atlantis sank beneath the waves. Sources place the rise of Kull and the fall of Thulsa Doom some time circa 18,500 BC. When Atlantis sank, Varnae went into hibernation and did not revive until circa 10,000 BC.

Hyborian Age

He found that some parchments of the Darkhold had been left behind in the Flaming Mountains of Khorasha and attempted to recover them. In an altercation with Conan, Red Sonja and Zula, Varnae controlled the bat like Afterlings. Zula used the Darkhold against Varnae casting an incomplete incantation which shocked him. Zula apologized, explaining that the spell as written was incomplete "I'm sorry the incantation ended where it did, and only harmed Lord Varnae instead of destroying him." The spell had appeared to Zula written in Stygian.

Zula also used the Darkhold against the Set worshiping sorcerer Thugra Khotan. Later Red Sonja and Zula traveled to Zamboula, which served as the western part of the Turanian empire. Totrasmek, a priest of the deity Hanuman, who had been searching for the scrolls for years, came into possession of the Darkhold. Zula recovered the Darkhold and used the scrolls, to transport himself and Sonja away. Zula noted that the scroll

disappeared as a result of using the spell. Historians in the Vatican would note that at some point during the Hyborian Age, the Cthon scrolls were taken East. The scroll containing the vampire destroying spell was indeed taken, during the two millennia into what would become Tibet.

Antiquity

At some point, Mephisto imprisoned a demon called Darklove, into a page of the Darkhold.

6th century

In circa 500 AD, Morgan Le Fay bound the scrolls into book form for the first time: The Darkhold. It also came to be called The Shiatra Book of the Damned, or the Book of Sins. Morgan and the Darkholders attempted to use the Darkhold to summon Cthon to do their bidding, but he proved much too powerful for them. Although, much too powerful for them to send him back to his realm, Morgan managed to imprison Cthon's spirit underneath Mount Wundagore. Morgan's lover Magnus, having witnessed true evil, betrayed Morgan and stole the Darkhold, sealing it within the Tower of the Darkhold on the Isle of Wight. Magnus enchanted the tower so that no one with evil intentions could enter.

During the time of King Arthur, a well meaning mystic named Modred entered the tower seeking to use the Darkhold as a force for good. The Other, Cthon's avatar on Earth, spoke out to Modred and demanded that he sacrifice his soul in exchange for the power that he sought. Modred initially resisted, believing that doing so would be the only way to attain the Darkhold's powers, but relented when The Other began to attack his bride to be, Janice. Having sacrificed his very soul, Modred was placed into a centuries long death like slumber. Saint Brendan was sent by the church to do battle with the evil

inadvertently released from the Darkhold. He would later scatter the Darkhold's pages throughout the world.

Necronomicon and other copies

The scrolls also inspired other black magic tomes, such as the legendary Necronomicon, a powerful black magic tome patterned after the Darkhold, created by Abdul Alhazred during the 8th century.

12th century

In 1149, a heretical monk named Aelfric, had recollected the pages of the Darkhold. The monk was burnt at the stake, the Darkhold with him. However, the Darkhold reformed itself, and was purchased by a trader who was then murdered.

In 1150, Paolo Montesi of the Catholic Church, bound many of the Cthon scrolls into the Book of Sins.

17th century

By the 1600's, the Vatican came to possess the Darkhold. Dracula sent a thief to acquire it for him, but Cagliostro slew the thief and took it for himself. At some point the vampire Lord Ruthven, may have possessed the Darkhold.

20th century

Before late 1930, Gregor Rusoff acquired the Darkhold. He would later copy much of it's content into a journal of his ancestor, and used it as a journal for himself. Accounts vary as to how he had come to possess it. Two accounts say that he had purchased the tome, but others say that he stole it from the sorcerer Taboo. In any event, when he read of the origin of lycanthropy in the Darkhold, Gregor himself contracted lycanthropy. Gregor, whose ancestor Grigori had also been a werewolf, would later pass the curse onto others

in his familial bloodline: his son Jack Russell, and his granddaughter Nina Price. During this time, Dracula shadowed Rusoff, keeping tabs on him and his doings.

Taboo the sorcerer claims to have found the Darkhold in an old Balkan castle. He apparently did so no later than 1958.

Possibly circa 1958, Gregor Rusoff attempted to raise Cthon hoping he could cure him of lycanthropy. Cthon struck out at Rusoff, seeming to strike him dead. The High Evolutionary and Magnus then managed to defeat Cthon. Rusoff evidently survived somehow. Presumably, the revived Gregor Rusoff recovered the Darkhold and somehow managed to hide his activities from the High Evolutionary and Magnus for some time. He was later slain by villagers no earlier than approximately 20 years ago.

Later Rusoff's son Jack Russell, also became a werewolf. Recovering the Darkhold from Miles Blackgar, he gave it to a Father Joaquez to translate. Aelfric's ghost possessed Joquez. At the end of this struggle, Russell erroneously thought that the Darkhold had been destroyed. Later Russell traveled to Transylvania to visit Rusoff Manor with the Indian woman Topaz. There they found Gregor Rusoff's journal. Dracula came to possess the diary and left it behind in a blizzard in the Alps (since the diary contained a copy of the Montesi Formula to destroy vampires. However, Morgan Le Fay later recovered the diary.

At some point, Dr. Doom found a part of the Darkhold that allowed him to cast a spell to access part of Belasco's realm of Limbo.

During the Rise of the Midnight Sons, when Lilith and her offspring were released into the world once more, the Darkhold went missing from the

Vatican. At that time, the Darkhold Dwarf began appearing to people around the world, giving them small black envelopes containing pages from the Darkhold and enticing them to use its forbidden spells to fulfill their wishes for power, immortality, riches and revenge. Victoria Montesi, reluctant heir to the Montesi responsibility of safeguarding the Darkhold, as well as the prophesied Montesi incorruptibility, began having visions as the pages were being used. When she herself was attacked by the Darkholders, she resolved to hunt down the pages of the book with the help of Interpol agent Sam Buchanan and occultist Dr. Louise Hastings. These Darkhold Redeemers (as Lilith once called them) managed to collect a number of the pages before they eventually disbanded.

21st century

The Darkholders took interest in Carnage, based on the prophecy in the Darkhold "When the Red Slayer spills blood on sacred stone, He Who Sleeps shall awake and that which walked shall walk once again". Cult member Barry Gleason, orchestrated Cletus Kasady's meeting with them, and the Darkholders attempted to sacrifice Carnage to awaken Cthon. This resulted instead by Carnage being empowered by Cthon, stealing the cult's copy of the Darkhold, and attempting to use it to summon the Elder God. Carnage and Cthon were stopped by Victoria Montes, Toxin, Man-Wolf, and Jubilee Van Scotter; with Victoria taking the copy of the Darkhold to the Children of Midnight.

Baron Helmut Zemo used the Darkhold to enhance Blackout's powers in order to cover Manhattan in a shroud of Darkforce shadows.

To investigate the origins of a monstrous invasion, Elsa Bloodstone cross referenced the Daveroth Fragments with the scrolls of Cthon,

and the Le Fay Testimonies with the Darkhold.

Recently, Victor Von Doom has come into possession of the Darkhold.



THE DARKHOLDERS

The Cult of the Darkholders has existed ever since humankind discovered the Darkhold. They seek to restore the Darkhold to its former power and through its magical powers, gain control over humanity. Among the past goals of the Darkholders was the compilation of its pages into book form. As fragments are found, these may serve to raise the power of the Darkholders and further their attempts to recover the book.

The typical Darkholder possesses the mystical level of an Adept. As such, they possess at least 8 spells of Excellent or higher rank, two of which will be of Incredible or higher rank. As Adepts the Darkholders are at the lowest rank of sorcerer that can gain special attention from other dimensional entities.



CARE AND HANDLING OF THE DARKHOLD

Legend states that most people who touch the Darkhold are instantly corrupted by Cthon's overwhelming influence and become his villainous servants. Even the sorcerer Dr. Strange remarked that his use of the Darkhold in his battle against Dracula and his casting of the Montesi Formula had forever stained his soul. Grigori Rusoff forever cursed his bloodline with the curse of the werewolf when he originally came into contact with the black tome. It seems only a person born of the Montesi bloodline may handle it without immediate dire and irrevocable events befalling them. When a person first comes into physical contact with or reads from the Darkhold, they must make a Psyche FEAT roll, no Karma may be added to this roll. If they score a successful color result of Green or higher, nothing happens and they can continue about their business. However, if a White result comes up than the Judge should roll on the event table to determine what happens. Often Cthon's power lashes out at those near to the Darkhold with devastating effects.



Roll	Event
01-08	Aelfric the Mad Monk's spirit becomes aware of the hero and attacks using his possession ability
09-16	The hero is afflicted by the Curse of the Werewolf
17-24	The hero is afflicted by vampirism The hero is immediately banished to some other dimension, most likely Limbo
25-32	A demon is summoned and it is not happy about being pulled to the Earth dimension, it may attack the hero
33-40	The hero is transformed into an undead state, most likely a zombie
41-48	The hero's soul is corrupted with evil

Roll	Event
49-56	The hero turns to evil and becomes a servant of Cthon
57-64	The hero is afflicted by a Geas which compels him to serve the Darkhold
65-72	The hero becomes incredibly attached to the Darkhold and cannot bear to let it out of his sight
73-80	The hero is afflicted by the Necromancy, Shades spell and his double begins to stalk him
81-96	The hero is violently hurled away from the Darkhold
97-00	The hero is possessed by Cthon himself and sets out to prepare the Earth for his return



KNOWN SPELLS OF THE DARKHOLD

Astral Projection

The caster can separate his astral self, his very life essence, from his physical self and travel through space unbound by physical laws while retaining human consciousness. The astral form is invisible, intangible and incapable of being harmed except by the most powerful of magic or by opponents who are themselves in astral form. If the caster wishes to project his astral self while he is under combat or duress he must make a spell rank FEAT (Realms of Magic) roll or a Psyche FEAT roll (UPB). The duration of effect determines how long the caster can remain in this form without physical deterioration occurring to his physical form. If the astral self does not return to its physical form before the duration of effect has elapsed, the caster's body dies and the astral self can only enter it as it does any other corpse or dummy, creating a blind zombie like creature. If the caster's body is destroyed while he is astrally projecting then the character is stranded in his astral form. If the caster is stranded in his astral form due to the death of his physical body, the caster's astral form will dissolve after an amount of time equal to the character's normal spell duration according to his Psyche rank. (For example, a character with IN (40) Psyche would dissolve after one day and a character with UN (100) Psyche would last indefinitely). The caster can transport other willing subjects to the astral plane along with himself. When attempting to do so, he must make a successful Psyche FEAT roll, a White or Green result means the caster traveled and his passengers did not, a Yellow or Red result means that the astral travel worked perfectly. Astral projection cannot affect someone against their will. Characters in their astral forms can see and communicate with each other. If one or both parties do not wish to be seen, they may have to hide behind solid objects. If the active character who is seeking has a

lower power rank than the astral character who is avoiding being seen, he must make a Psyche FEAT roll, even if that character is in plain view. If seen they can have magical combat in their astral forms. Magical items, have an astral counterpart which can be taken into the astral plane. It behaves just as it's real counterpart would but its powers are lessened by -1CS rank while on the astral plane. Any magic item the character owns on the physical plane can be manipulated by the caster while in his astral form. Time alteration spells and powers which effect the real world have no effect upon the astral plane.

Bands of Ikthalon

When the caster calls up this enchantment sapphire bands appear to entrap his target. It takes a full round for the bands to completely form. The target can try to dodge through or away from the bands in the round they appear and only if the Area being tapped is a 10 foot cube. If the spell is directed at the individual himself, he cannot dodge through it. When the character is bound by the bands there is a 75% chance he is bound, a 25% chance that he is gagged, and a 10% chance that he is blinded. A separate roll is made for each of these effects. The bands cause no harm to the entrapped character. The bands have a Material Strength that is equal to the caster's Psyche rank. Normal attacks will not affect the bands, but magical attacks may free the character. If the magic attack's spell rank (Realms of Magic) or power rank (UPB) is higher than the Material Strength of the bands, it will shatter the bands if the character also makes a Green Strength FEAT roll. If the two ranks are the same, the character must make a Yellow Strength FEAT roll to shatter the bands and if it is higher than the character needs a Red Strength FEAT roll to shatter them. The caster does not have to maintain concentration on

the bands, he can move, speak or attack normally. However, if the caster is affected by a hostile attack then he must perform a successful Psyche FEAT roll to keep the bands from breaking. The bands automatically break if the caster is rendered unconscious.

Banishment

This is a powerful spell and once enacted the target is either temporarily or permanently banished from the Earth dimension. When it is cast at a target, the caster pits his spell rank (Realms of Magic) or his Psyche rank against that of the target in a FEAT roll. If the caster is successful, his target is banished from the Earth dimension for the spell duration which is based upon his spell rank (Realms of Magic) or his Psyche (UPB). The caster may specify which plane the intended target is to be banished to, if he does not specify then characters are generally relocated to the realm of Limbo. The target can find their way back from the new dimension by using a magical gateway, whether a naturally occurring one or created by the spell or power. Alternatively, the character can also be banished from the new dimension back to the Earth dimension.

Binding

An extremely powerful spell, Binding may temporarily or permanently entrap a target within an object. When cast, the caster pits his spell rank (Realms of Magic) or his Psyche rank (UPB) against that of his target. The character must roll a successful FEAT roll to enact the mystical binding. If he is successful, the target is henceforth entrapped within the desired object. The object can be anything a mirror, a sword or even a mountain. The character can still manifest his magical abilities and powers from the object however, subject to the Judge's discretion. If the object is shattered, the

imprisoned character is immediately released from his prison. This spell was once used to bind Cthon himself into Mount Wundagore where his essence was trapped for decades.

Black Mirror

The infamous Black Mirror was forged by demonic hands. It is one of the four Cornerstones of Creation and it is rumored that he who controls all the cornerstones can rule over and shape reality itself with the vast power they would gain. The Black Mirror consists of two parts, the Black Mirror itself and the proper incantation to operate the Black Mirror, one does not work without the other and the incantation exists in the Darkhold. The Black Mirror is its own device and exists somewhere within the world. The Black Mirror allows its user, via the proper incantations, to travel to other worlds, other dimensions and even forward or backward through time. The user can also project his image to other individuals on other worlds, dimensions or times and converse with them freely. Once a person travels via the Black Mirror its mirrored surface solidifies and a second incantation is required to travel through it again. The one stipulation to travel using the Black Mirror is that one needs to travel to an exact point and time where a Black Mirror existed to emerge from its mirrored surface, otherwise, a traveler would emerge into a world of demons. To properly use the Black Mirror requires the sorcerer to possess the Black Mirror, the proper incantations found in the Dark Hold and the mystical ability to use magic, the Other cannot cast this spell for the user of the Black Mirror. The spell caster's spell rank (Realms of Magic) or Psyche (UPB) determines how far distant he can travel by using Range E on the Power Rank Range table found in the UPB. The player can use the Magical Limits table (p.31) in the Manual of Magic to determine his ability to cross



dimensions, it is also rumored that the Black Mirror is the only way to gain passage to the location of The Last Chronicle of Cthon (the final lost page of the Darkhold). It is likely that The Last Chronicle of Cthon contains at least one spell, however that dark magic has so far remained unrevealed. The Black Mirror itself has a Material Strength of GD (10) and it can be easily shattered if one is not careful with it.

By The Darkhold's Foul Three

By the Darkhold's Foul Three is a entreaty to the Elder God, Cthon. It calls upon him and his unfathomable magical might to intervene directly on behalf of the caster by using the spell caster himself as a conduit for Cthon's power. If Cthon deems to interfere on behalf of an individual casting this spell, it is entirely his own whim to what will transpire and what actions he may take. The caster's soul is automatically forfeit to Cthon, as channeling such cosmic evil irrevocably corrupts the soul and turns the caster into a servant of Cthon. Cthon if he so deems it, can immediately possess the individual in question and manifest his presence upon the dimension where this spell was cast (see Cthon's possession power in his write up on page 3). If a caster is fool enough to call upon Cthon's power, he needs only to succeed on a spell rank (Realms of Magic) FEAT roll or a Psyche (UPB) FEAT roll, any color result besides White represents success.

Circle of Protection

The Darkhold isn't all doom and gloom, in it's teaching of how to summon other worldly forces, it also teaches how to protect against those forces. A circle of protection is a mystical ward, usually in the form of a circle with runes about it's perimeter, drawn upon the ground. It usually possesses a 10 foot diameter. The inscriber of the circle must use a medium to draw it that is an allergen to

the creature or demonic force it is to protect against. For example, if protecting oneself from a werewolf, than powdered silver or wolfsbane would be instrumental in the warding circles creation (the Judge has final arbitration in this matter). Once completed, the circle will prevent the creature to be warded against from crossing it's perimeter, the caster and their allies usually reside within the circle. Breaking or crossing the warding perimeter of the circle of protection will break it's protection, allowing the warded creature to breach it's defenses. The caster's spell rank (Realms of Magic) or his Psyche (UPB) are used as the intensity which a warded creature must overcome to cross the circle. If they cannot pass a Psyche FEAT roll versus the caster's intensity than they cannot breach the ward. Powerful creatures generally do not fear weak casters and it is much easier for them to break the protections of the warding circle.

Chameleon Worms

Many casters unwittingly bring the curse of the Chameleon Worms upon themselves, as they think it a means of gaining immortality, and it is, of a sort. When the caster enacts this spell he is transformed into a host of worms. In this form, the cursed individual is practically immortal, most forms of attack no longer harm him because they simply pass through the host. The character can also reshape his amorphous body squeezing through small pipes, cracks, under door jambs and burrowing through the ground, able to go and do whatever a worm can. Together the worms are practically invulnerable, separately each one must be killed or a single worm can regenerate the entire host. Offensively, the worms can entangle, suffocate and even devour others. The host also gains a morbid hunger for warm flesh that also causes the host to experience feelings of decay and pain when not



actively feasting. Following are the cursed victims new statistics and powers:

F GD (10)
A PR (4)
S FE (2)
E UN (100)
R as host
I as host
P as host

Health: 116

Karma: varies

Known Powers:

Collective Mass: The character's body is now a host of living worms. The character can fit through any opening that a worm could and most physical attacks pass through the character's new "body" without causing harm.

Regeneration: The host body has RM (30) regenerative abilities, a single worm can regenerate the entire mass and the character is effectively immortal unless all the worms are destroyed.

Feeding: The worms can inflict FE (2) damage every round to all persons within a single Area as they devour their targets.

Suffocation Attack: The worms can cover an individual causing them to suffocate, the target is subject to the rules for holding their breath. If they are not free of the worms at the time their breath expires, they suffocate and must check for a Kill result and Endurance Shifts.

Hunger: The Chameleon Worms now hunger for living flesh and they must feed. If they do not, they will lose -1CS Endurance each week until they perish.

Conjure Darkforce

The hero can generate and control the extra dimensional energy known as "Darkforce." This resembles a tangible, impenetrable shadow and possesses several unique characteristics that the hero can manifest:

- Blunt attack for power rank damage and power rank range
- Shadow casting of power rank intensity
- Manifest darkness over a maximum range of 3 Areas
- Flight at -1CS speeds of the power rank
- Gateway
- Energy Solidification

The power rank of this spell is considered to be equal to the caster's spell rank (Realms of Magic) or the caster's Psyche (UPB).

Control Ectoplasm

This spell allows the caster to generate, manipulate and shape the extra-dimensional spirit matter called ectoplasm to perform power stunts:

- Blunt attacks of power rank damage and power rank range
- Telekinesis at power rank intensity and power rank range
- Construct intangible spirit forms
- Energy solidification of power rank intensity
- Phasing with power rank intensity

The power rank is considered to be equal to the caster's spell rank (Realms of Magic) or his Psyche (UPB).

Curse Of The Werewolf

This dark blood magic is as ancient as long ago Atlantis before it sank beneath the waves. Through this powerful curse Cthon gave rise to the Wolf Men of Valusia and the modern day werewolf. When using this spell,

the sorcerer must have a definite human target in sight or else the curse could potentially rebound and effect the caster. When cast at a valid opponent, the sorcerer compares his spell rank (Realms of Magic) or his Psyche (UPB) against his target's Psyche. The sorcerer then makes a FEAT roll with the opponents Psyche as the intensity of the FEAT. On a Green result or higher, the target is cursed to become a werewolf. The cursed person will transform into a werewolf 3 times per month, on the night of the full moon and the nights preceding and following it. The werewolf's statistics are derived from the players original statistics with the following modifications applied:

- +3 CS to Fighting (Maximum of Incredible (40))
- +2 CS to Agility (Maximum of Remarkable (30))
- +3 CS to Strength (Maximum of Remarkable (30))
- +3 CS to Endurance (Maximum of Amazing (50))
- +5 CS to Intuition (Maximum of Monstrous (75))
- Claws and Fangs capable of inflicting up to Remarkable (30) Edged damage
- Night Vision
- Enhanced senses of hearing and smell equal to his Intuition +1CS
- Tracking
- Hyper running up to 2 areas per round
- Leaping
- Amazing (50) resistance to physical damage
- Aversion to wolfsbane, must pass a Yellow Endurance FEAT roll to approach the substance
- Weakness to silver, a Yellow Endurance FEAT roll is required to survive blows from silver weapons which also reduce the werewolf's health accordingly

The curse of the werewolf can also be reversed, freeing an individual from it's

supernatural grip. The caster simply has to cast the spell just as he normally would only this time the Psyche FEAT is resolved by the player comparing his Psyche to the caster's spell rank (Realms of Magic) or Psyche (UPB) and then rolling a Psyche FEAT roll. The caster's rank sets the intensity in the reverse casting. If successful, the hero is cured of lycanthropy.

Demogorge

When Atum the God Eater drove Cthon from the Earth dimension long ago, he swore that if ever another Demogorge should arise, it would be under his control. To that end he recorded this spell on a black page of the Darkhold. When the caster reads this incantation they are transformed into the host for the Demogorge. This spell does not allow the caster a FEAT roll to avoid it's effects, the curse may be undone by a powerful spell caster who can reenact the Demogorge spell in reverse at which point the curse will be lifted and the actions of the Demogorge undone. Undone to the point that any one slain by the Demogorge will return to life and regain their powers and the Demogorge will return to it's original self. The curse bestows upon the caster very strong desires to seek out and slay supernatural beings. Every time the caster manages to slay a supernatural victim, he gains any Ability ranks greater than his own and all powers of the slain individual as long as they are supernatural in origin. He also gains their weaknesses, for example, if he slew a vampire he would gain all of it's powers but also be cursed by the need for blood and aversion to holy objects and sunlight. There is no limit to how many powers the Demogorge may attain nor a limit to his supernatural weaknesses and aversions. The only stipulation is that the Demogorge loses all Karma and cannot gain or spend Karma.



Demonic Transition

Demonic transition is a ghastly process which attunes the caster to a demon of great power. Once this spell is cast, the sorcerer must select a demon by it's true name to become attuned to it, so a bit of beforehand research may be required or a reckless individual may let fate decide for him. Once the attunement has been cast and a connection has been made, the caster can take over control of the demon's form, orchestrating it's actions from behind the scenes, seeing though the demon's eyes and feeling what the demon feels. There is no initial roll for resisting the effects of the attunement by the demon, it occurs automatically once cast, therefore most demons despise this spell and the sorcerer's who make use of it. The demon may pit it's Psyche score against the possessing caster's Psyche to resist carrying out certain actions that the possessing caster wishes to accomplish. The duration of this spell is based on the caster's spell rank (Realms of Magic) or it's Psyche (UPB) and can be located on the magical limits table located on page 31 of the Manual of Magic.

Enhancement

This powerful enchantment is used by the Judge to create magically enhanced characters, Altered Humans of magical origin. The Judge can use this spell to create player characters as well as NPCs. To create a character, roll percentile dice on the Magical Enhancements Table for the type of enchantment, then again on the Special Conditions Table for special conditions of the enchantment.

Roll	Enhancement
01-10	Raises 1 select ability by 1 rank.
11-25	Raises 2 select abilities by 1 rank each.
26-40	Raises 2 random abilities by 2 ranks each
41-60	Raises 2 random abilities by 2 ranks each and grants one magical power.

61-75	Raises 2 select abilities by 2 ranks each.
76-90	Raises three random abilities by 2 ranks each.
91-95	Raises 3 select abilities by 2 ranks each.
96-98	Raises 3 random abilities by 2 ranks each and grants one magical power.
99-00	Raises 3 select abilities by 2 ranks each and grants one magical power.

Abilities have an upper limit of Amazing: any enhancement above Amazing is ignored. Raising a select ability indicates that the player can choose the ability he wants raised. The ability is then increased. Raising a random ability indicates that the referee should roll a die randomly for the ability that will be increased:

Roll	Enhancement
1-2	Fighting
3-4	Agility
5-6	Strength
7-8	Endurance
9	Reason or Intuition (player's choice)
10	Psyche

It is then increased. Granting a magical power indicates that the character has been imbued with one magical power.

Roll	Special Conditions
01-60	No special conditions, abilities and/or powers are permanently imbued.
61-70	Abilities and powers are only effective during certain times.
71-80	Abilities and powers require self sacrifices to maintain.
81-90	Abilities and powers require a keyword or gesture to activate.
91-00	Abilities and powers require a condition laid down by Judge to maintain.

No special conditions indicate that the character's enhancement is constant and permanent. Effective during certain time periods indicates that the powers only work during night, do not work for more than 8 hours at a stretch, or whatever period the Judge decides. Requires self sacrifices to maintain indicates that something must be given up by the character to keep his magical enhancements. Possibilities include sacrificing wealth (character must not exceed a Resource rank of Poor), his personal life (no secret identity

allowed), friends (character is thought of as a rogue or questionable hero, at best), and so on. The Judge makes the final decision). Keyword or gestures indicates the character can only increase his abilities and/or gain his power when he performs a certain gesture or says a keyword, such as "By the Mists of Merlin, let the Silver Sorceress appear" or some symbol must be displayed (Judge's discretion). The character would then be magically enhanced for a set time period, say 1 day. Conditions laid down by the Judge indicates some other requirement than those listed beforehand must exist for the character to become enhanced (Judge's discretion).

Enervation

Enervation is a necromantic spell which targets a individuals life force, causing them to be weakened and feeble. The sorcerer pits his spell rank (Realms of Magic) or his Psyche (UPB) against a target's Psyche and makes a FEAT roll. The target's Psyche sets the intensity of the roll. If the sorcerer is successful then the target is afflicted with weakness and frailty. The color result rolled determines the effectiveness of the spell:

Color	Result
White	Failure
Green	-1CS Strength and Endurance
Yellow	-2CS Strength and Endurance
Red	-3CS Strength and Endurance

The duration is calculated by using the Magic Limits table on page 31 of the Manual of Magic.

Fear

The fear spell generates great emotional duress in a target. The sorcerer must use his spell rank (Realms of Magic) or his Psyche (UPB) in a direct FEAT roll with the target's Psyche used as the intensity. If he is successful, the target is filled with fear, of an object, a person, or a situation (caster's choice). The target will flee as

quickly as possible, and only attack if backed into a corner. The color result of the initial FEAT roll determines how fearful the target is and assigns a corresponding penalty to the target to successfully attack the caster.

Roll	Effect
White	Failure
Green	-1CS penalty
Yellow	-2CS penalty
Red	-3CS penalty

The magical limits table on page 31 of the Manual of Magic determines the duration of the fear effect.

Gateway to Limbo

This mystical incantation opens an inter-dimensional gateway which one may use to travel to the plane of Limbo. Once opened, it requires the full concentration of the sorcerer to remain open and distractions on the wizard will cause the portal to collapse upon itself if he should lose his concentration. The gate operates in both directions while it is open, bridging the gap between realities. One individual per round may cross the barrier if the caster wishes to take individuals with him, with the caster traveling last in the numeral order. To intone this dimensional spanning magic the caster must succeed at a successful spell rank (Realms of Magic) FEAT roll or a Psyche (UPB) FEAT roll. A white result is an instant failure, any other color will result in a successful gateway to Limbo.

Geas

A Geas can be compared to a curse or a gift depending on the recipient's outlook. Once it is bestowed upon an individual, the Geas creates a taboo which the marked individual must observe to avoid bad happenings or even death. Observing your Geas is rumored to bring great power to an individual by strengthening his

character and having good events befall him. A person can have multiple Geasa place upon him, each one slowly creating a cage of inescapable doom which he may not survive as he finds himself subject to multiple taboos of behavior. Some sorcerers place Geasa upon people to have them perform some dangerous task acting as the wizards agent and servant. In game terminology, to enact a Geas upon an individual, the sorcerer must initially roll a successful spell rank (Realms of Magic) or Psyche (UPB) FEAT roll against the intensity of the target's Psyche score. If he is successful the target is marked with a single Geas. The process must be repeated to place multiple Geasa on a person. The individual with the Geas must observe the taboo that the wizard has charged him with, successfully observing your taboos doubles an individual's Karma gain and good karmic events seem to befall him at every turn. Breaking your Geas results in the loss of all Karma and bad events begin to befall the individual, perhaps even death will come to him in some manner. The character is also plagued with a -1CS to his FASE abilities until such time as he obeys his Geasa. Multiple Geasa, slowly begin to build an inescapable doom for the characters fate. With multiple taboos to be followed and observed, many of which could be in direct opposition to one another, the character is eventually cornered in a web of behavior to avoid bad events and possible death.

Grey Death

The Grey Death is a potent spell designed to fatally deal with victims the sorcerer wishes irrevocably slain. When cast, the Grey Death billows out covering a number of Areas appropriate for the sorcerer's spell rank (Realms of Magic) or Psyche (UPB). The spell disintegrates living matter which has the misfortune to be covered by it's billowing grey mist. The spell

once disintegrated a knight, his armor and his horse, leaving behind nothing but skeletal remains. Once caught in the mist of the Grey Death an individual automatically suffers disintegration damage equal to the caster's spell rank (Realms of Magic) or their Psyche (UPB) up to a maximum of MN (75) which is the limit for acidic attacks. An individual slain in this manner is typically beyond recall to the world of the living and under normal circumstances cannot be resurrected except by divine means. The Grey Death also weakens the Material Strength of objects.

Harvestor

Whosoever enacts this spell will unwittingly transform themselves into a host for the Harvestor. More of a malign curse than a proper incantation, the Harvestor is a hideous existence. The cursed individual gains the following powers and abilities:

- The Harvestor can graft the organs and limbs of other people onto his own body, he does this to replace rotting organs and severed limbs so that he may continue his existence. As long as he has access to fresh organs to repair damage the Harvestor is practically immortal. Grafting on a new organ also offers EX (20) rank healing
- Claws of RM (30) Material Strength which inflict Edged damage
- The Harvestor is supernaturally quick, thus it gains a +1CS to all initiative rolls
- A +2CS to Strength up to RM (30)
- A +2CS to Endurance up to AM (50)
- The Harvestor gains power rank leaping equal to his Strength ability
- The Harvestor gains EX (20) stealth abilities so that he may stalk his victims as a hunter stalks prey
- The Harvestor gains Night Vision, able to see for 3 Areas in total darkness
- Tracking equal to his Intuition ability

- The Harvester suffers from a constant state of decay, he loses an -1CS Endurance every two days if he does not graft a fresh organ onto his body. At Shift 0 Endurance the Harvester will perish

Once an individual becomes a host for the Harvester there is no known way for him to return to his original form.

Healing

Difficult though it may be to believe, the Darkhold possesses a powerful spell of healing which can be used to save individual lives and repair great amounts of physical damage. The caster may use this spell to heal health points equal to his spell rank (Realms of Magic) or his Psyche (UPB). The healing can only be performed once a day per person to receive healing. Also the spell can heal injuries and ailments affecting the target. Green FEAT results can heal broken bones, non-terminal diseases and simple wounds. A Yellow FEAT can repair physical trauma, wounds to organs, non-fatal poisoning and terminal diseases. A Red FEAT roll can cure mortal wounds, coronary attacks, strokes, toxic poisoning and massive physical trauma. The healing of health points costs the caster an equal amount of Karma as the damage healed. This makes healers particularly sensitive to the Karma of their actions.

Idolatry

Idolatry is a powerful spell that affects the caster of the incantation. It grants great powers to an individual similar to his super hero idol, however it also greatly twists the target's wants and desires to the point that he may think he is a hero meting out justice but in reality he has become a monster. Not just content to stop a criminal, the character would slay them instead. When this spell is intoned, the caster gets no FEAT roll to avoid it's effects as he is willingly bringing the Idolatry upon



himself by performing the spell in the first place. During the invocation process, the caster must name his super hero idol. Once he does, the caster receives a duplicate of all his idol's powers and abilities. In many cases, the power of the Darkhold amplifies the characters new abilities and powers to a degree far beyond the original heroes power level, it often grants an individual UN (100) Strength. While it may seem like a blessing to become like his idol, the hero develops a dark and malignant stigmatism in his soul, now corrupted by the Darkhold and the power of Cthon. Whenever the hero stops a criminal or becomes engaged in a battle with a foe, he will always seek the most violent final solution as an outcome. The character slays criminals and his enemies outright, often thinking he is performing acts of justice. A powerful sorcerer can use the Darkhold and cast the Idolatry in reverse to cure a target afflicted by it's embrace. The caster must engage in a FEAT battle, using his spell rank (Realms of Magic) or his Psyche (UPB) to overcome the target and cure him. The target's highest Ability rank is used to set the intensity of the FEAT roll.

Illusion Casting

The hero can cast illusions of any size and form, limited only by the power of his imagination. The illusion generated by the caster is given a rank which is equal to the caster's spell rank (Realms of Magic) or his Psyche (UPB) with a +1CS bonus to it's total value. This rank determines the illusions effectiveness when perceived by other individuals and is used as the intensity of any FEAT rolls whenever an individual uses an opposing Intuition or Psyche check to disbelieve the illusion. Wholly bizarre and unrealistic illusions automatically garner a -3CS to it's total value, the illusion just isn't believable. Whenever a situation comes up where the illusion does not behave properly (improper behavior, a false scent, etc.), an opposing individual may make a Intuition or Psyche FEAT roll against the illusions rank used as the intensity of the FEAT roll, if it is successful that character realizes the illusion is a fake and cannot be effected by it. If the character fails such a FEAT roll and believes in the illusion, then the illusion can even inflict physical damage upon him it seems so realistic to the person.

Mind Control

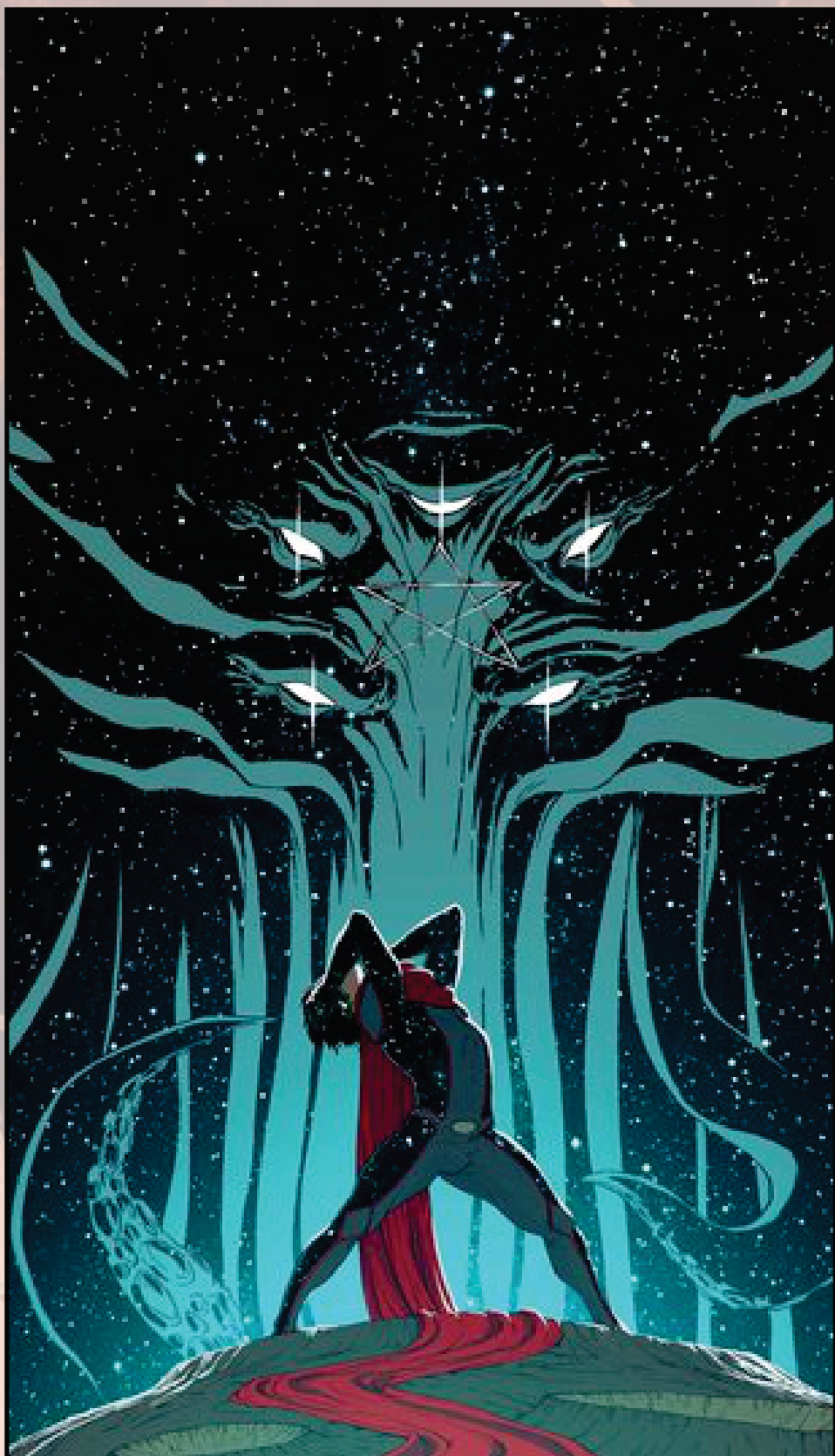
The caster can attack another person's mind and attempt to control it. The target must be visible and the caster's spell rank (Realms of Magic) or their Psyche (UPB) must be higher than the target's Psyche to be successful. The caster makes the FEAT roll for success, if it is successful, he controls the character until he stops concentrating or the duration of the effect expires (see Manual of Magic p.31). If during this time of mind control, the victim should be ordered to do something that is against his ethics or an action he just would not normally undertake, then he is allowed another Psyche FEAT roll against the caster's intensity to break the mind control.

Mystic Shield

The caster creates a mystical shield to protect himself. The shield has an armor rank equal to the caster's spell rank (Realms of Magic) or Psyche (UPB). The shield created is typically invisible to most people and it can be extended outwards via the caster's outstretched hand. The caster can use the shield to block attacks equal to or less than the armor rank. If he is attacked from multiple directions at once, he can only block one attack. If the caster is surprised or the opponent fires some sort of beam attack at him and scores a Bullseye result, it means the caster could not move the shield fast enough to block the attack. If the shield is struck by a spell with a higher spell rank it will shatter but it still blocks that attack for that round. The caster can cast a weaker version of this spell which generates 4 mystical shields about his person at -1CS spell rank. If one of the shields is shattered it does not affect the others.

Necromancy, Create Zombies

The enterprising necromancer can use this spell to animate corpses to act as



as his personal servants and slaves. To invoke this spell the necromancer must compare his spell rank (Realms of Magic) or his Psyche (UPB) against the target body's Endurance. The caster then makes a FEAT roll with the color result representing the success of the zombie that is created.

Color	Result
White	Complete failure, the body is destroyed in the process
Green	The zombie is raised from the dead but it has FASE statistics that are -2CS below those it had in life
Yellow	The resultant zombie has the exact statistics and powers that it possessed in life
Red	The resultant zombie has all the abilities and statistics it possessed in life and enjoys an additional +2CS to Strength and Endurance

All zombies possess Shift 0 Reason, Intuition and Psyche. They are only capable of following the caster's commands and they last for the spell duration which is determined by the magic limits table on page 31 of the Manual of Magic. There is no karma loss for destroying a zombie.

Necromancy, DeadSpeak

This necromantic magic allows a caster to speak with the dead in their graves and from beyond the world of the living in other dimensions, such as heaven, the various hells and wherever souls convene and go for their final rest. The caster need only to cast the incantation and he can speak with the target dead spirit with his spell rank (Realms of Magic) or his Psyche (UPB) determining the range of his communication. A spirit who is imprisoned by the Binding spell should be considered lost and unable to be reached. The caster can query the dead spirit for information, and if the spirit is hostile and reluctant to speak

with the caster then the caster can enact a spell rank FEAT (Realms of Magic) or Psyche FEAT (UPB) to overcome the spirit's Psyche which is used as the intensity of the FEAT roll, and force the spirit to answer truthfully. Disembodied spirits who possess mental powers and possession abilities may choose to attack the caster, using their power rank to overcome his Psyche to perform a successful attack. There are no guarantees of safety when rousing the vengeful dead from their eternal rest.

Necromancy, Resurrection

The caster can use this incantation to return to life a fallen individual. He merely needs to succeed at a successful spell rank (Realms of Magic) or Psyche (UPB) FEAT roll against the dead individual's Psyche, which is used to set the intensity of the FEAT roll. The caster loses a number of Karma equal to the individual to be raised highest ability or power rank. The color result of the initial FEAT roll is used to determine how far back in time the caster can go to resurrect the remains of a fallen individual:

Roll	Time
White	A total failure
Green	1-10 days
Yellow	1-10 years
Red	1-10 centuries

Necromancy, Shades

The necromancer can use the Shades spell to create an unbelievably powerful creature whose only goal is the destruction of its target host. This malignant black magic is cast upon one of the caster's enemies, using his spell rank (Realms of Magic) or Psyche (UPB) to overcome the target's Psyche, which is used to set the intensity of the FEAT roll. Once cast, the target's shadow becomes an undead monstrous duplicate of the individual in question, possessing the

exact same abilities and powers as the original being. The shade has an overwhelming desire to slay his double and will do everything within its power to accomplish that goal. The shade remains in existence until it is slain, there is no Karma penalty for destroying an undead creature. While under the effects of this black magic, the targeted individual no longer possesses a shadow and has a continuous feeling of a cold emptiness. The two duplicates can automatically sense one another at a range based on their Psyche.

Spell Of Finding

A Spell of Finding is used by sorcerer's to locate some object or person that they desire to find or acquire, to this end they developed the Spell of Finding. When the caster invokes this spell he need only to make a successful spell rank (Realms of Magic) or Psyche (UPB) FEAT roll to succeed. Once invoked, the spell summons a hell hound who will tirelessly track down the object of the sorcerer's desire and discern its location. It is up to the sorcerer to keep surveillance on the hell hound so that he will learn the desired object's whereabouts, this spell does not relay that information to the spell caster. The hell hound has the following statistics:

F	EX (20)
A	EX (20)
S	GD (10)
E	RM (30)
R	GD (10)
I	AM (50)
P	EX (20)

Health: 80

Karma: 80

Known Powers:

Heightened Senses of Smell and Hearing: The hell hound's senses operate at the AM (50) rank.

Night Vision: The hell hound can see for 5 Areas in total darkness and at night.

Tracking: The hell hound can use this ability to home in on the desired object his master wishes to locate. The hell hound tracks it's target with MN (75) ability.

Hyper Running: The hell hound may travel at EX (20) speeds.

Phasing: The hell hound has an AM (50) ability to phase through solid objects in his journey to locate his target.



Summon Aelfric

The Mad Monk's spirit resides within the pages of the Darkhold. Under unknown circumstances, his spirit may be summoned. Possibly by completely reading through the Darkhold is one condition that may inadvertently summon his disembodied spirit. Aelfric is little more than an intangible spirit, he has a Psyche rank and a possession ability which he may use to invade the reader's body who inadvertently summoned him. Aelfric's Psyche is considered to be EX (20) and it represents the intensity of his

possession attack. If he successfully passes a Psyche FEAT roll with his target's Psyche used as the intensity to overcome, he immediately takes control of the reader's body. The reader's spirit is forced out of his body or possibly even slain. The body will transform in 3 days to match Aelfric's physical statistics which appear in his write up later in this book.

Summon Darklove

Darklove was a demon of hell and a servant of the Hell Lord Mephisto. He rebelled and fought a war with Mephisto over a beautiful she demon which Darklove had fallen in love with but she was betrothed by Mephisto. For his arrogance, Mephisto tricked Darklove into killing the she demon and then he bound Darklove into a page of the Darkhold. Any being who reads this incantation will set Darklove free of the page of the Darkhold, there is no FEAT roll for success, it is automatic and only requires the invoking of the page containing Darklove's essence. Darklove usually attempts to impose his ruler ship on the immediate area, be it a town or city or whatever. His statistics are:

F	IN (40)
A	RM (30)
S	IN (40)
E	UN (100)
R	EX (20)
I	IN (40)
P	UN (100)

Health: 210
Karma: 160
Popularity: -25
Resources: Shift 0

Known Powers:

Hellfire Bow & Arrows: Darklove can summon up a bow made of hellfire, this weapon has a range of 7 Areas and it's hellfire arrows inflict IN (40) Energy damage. They also penalize a target's

body armor by -2CS for 1-10 rounds.

Shape Shifting: Darklove can warp and mold his body to suit his whims, he does this with AM (50) ability.

Telepathy: Darklove has telepathy at the UN (100) rank, allowing him to invade the minds of other beings.

Talents: Bows, Mystic Origin, Occult Lore.

Summon Dragonus

Dragonus is a guardian demon who can be called forth to do battle on behalf of the summoner. All the caster has to do is succeed at a spell rank (Realms of Magic) or a Psyche (UPB) FEAT roll. Any color result of Green or higher represents success. Dragonus will arrive in a cloud of brimstone and defend the sorcerer from his enemies. Dragonus will continue combat until either he or his enemies are defeated or he is banished back to his own dimension. His statistics are:

F	EX (20)
A	TY (6)
S	IN (40)
E	RM (30)
R	TY (6)
I	GD (10)
P	EX (20)

Health: 96
Karma: 36
Popularity: -20
Resources: Shift 0

Known Powers:

Horns: Dragonus can use his horns to gore opponents in a Charging attack. They inflict IN (40) Edged damage and Dragonus gains an extra +2 points of damage for every Area he travels through up to a maximum of +6 additional points of damage.

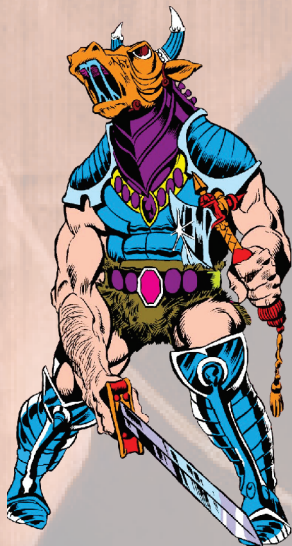
Broadsword (Equipment): This

weapon inflicts 10 points of Edged damage. Dragonus may strike with the flat of the blade, inflicting +1CS Blunt damage up to RM (30) max damage, the Material Strength of the weapon.

Axe (Equipment): Dragonus also wields an axe, this weapon inflicts 10 points of Edged damage and may be thrown.

Partial Chain Mail (Equipment): Dragonus wears a incomplete suit of chain mail, this suit provides him with GD (10) protection from physical attacks and TY (6) resistance to Energy attacks.

Talents: Edged Weapons, Mystic Origin.



Teleport

The caster can use the teleport spell to instantaneously travel between two points without actually traversing the points in between. The caster can teleport as far as his area of effect allows, based upon his spell rank (Realms of Magic) or his Psyche (UPB). If the caster is familiar with the area he is teleporting to, he does not need to make a FEAT roll for success, it is automatic. If he is teleporting to an area he is not familiar with then he needs to make a successful FEAT roll, if it fails, he is bumped back to his

original starting point. The caster cannot teleport into solid mass or objects, this will cause the teleport to fail outright.

Vampiric Verses I

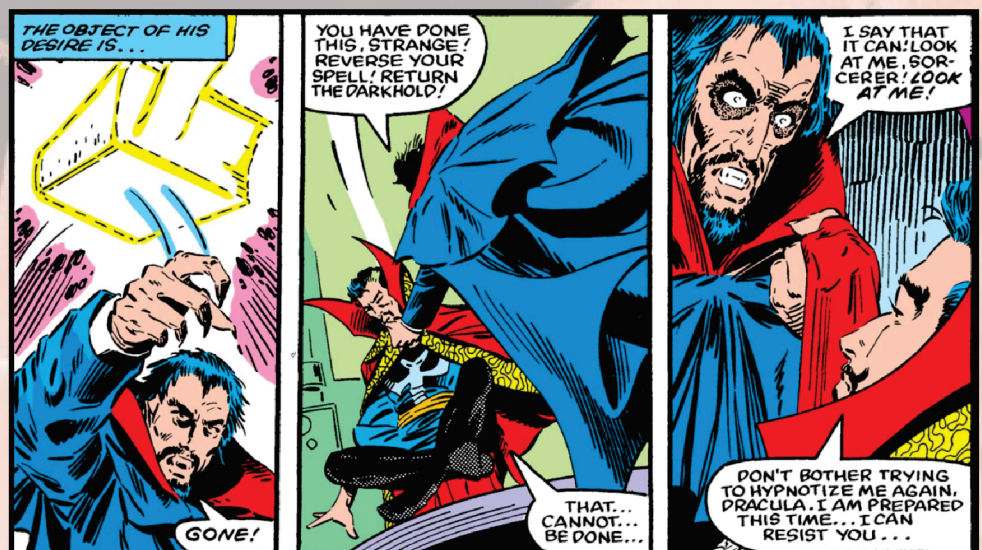
The first of the Vampiric Verses are the magical passages which were used to originally create the first vampire, Lord Varnae, in long ago Atlantis. This enchantment bestows upon a living individual the full effects of vampirism. The caster makes a spell rank (Realms of Magic) or a Psyche (UPB) FEAT roll, with the target's Psyche used to determine the intensity of the FEAT. This spell also requires a human sacrifice to seal it's pact with Cthon for he does not just hand out power lightly to just anyone who asks for it. If the requirements are met and the initial FEAT roll successful, then the target is bestowed with all the powers and weaknesses of vampirism. The character's new statistics and abilities are figured by using the following modifications:

- Strength and Endurance receive a +1CS bonus and cannot exceed a maximum rank of AM (50)
- Agility and Psyche receive a +1CS bonus to a maximum of RM (30)
- Immortality

- Animal Transformation into a bat or wolf form
- Animal Communication
- Blending
- Body Transformation in to mist
- Hypnotism
- Heightened Senses
- Lightening Speed of Typical (6) rank
- Night Vision
- Fangs which inflict Good (10) Edged damage
- Regeneration
- Vampires must drink blood to survive or as per the Bio-Vampire Power
- Sunlight will instantly destroy a vampire
- Holy Symbols and Garlic will repel the vampire
- Stakes through the heart will permanently destroy a vampire
- Vampires cannot cross running fresh water

Vampiric Verses II

The second of the infamous Vampiric Verses, is a resurrection spell which can return to life any vampire that has ever existed and has been destroyed. The requirements for this spell need a human sacrifice, and the caster must possess a personal object of the vampire's (such as jewelry, his ashes or a vial of dried blood is sufficient). If



these requirements are met than the caster may proceed with the ritual to raise the vampire from the dead. The caster must then succeed at a spell rank (Realms of Magic) or a Psyche (UPB) FEAT roll against the vampires Psyche which is used to determine the intensity of the FEAT roll. If the caster is successful than the vampire is returned to life to spread his evil upon the world once more.

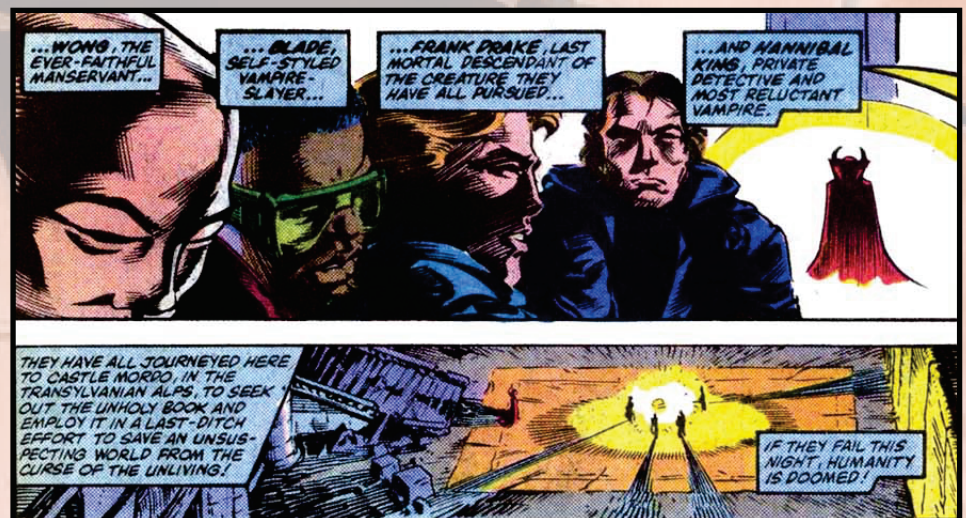
Vampiric Verses III

The third set of the Vampiric Verses is the infamous Montesi Formula. A powerful world altering enchantment capable of rendering all vampires upon the face of the Earth instant piles of ashes. The sorcerer must possess a spell rank (Realms of Magic) or Psyche rank (UPB) of at least MN (75) to even attempt this powerful incantation, and even then it is a Red FEAT roll to cast it. In addition, the performing caster must possess a pure spirit and be good of heart or the spell will simply fail outright. If these conditions are met, then the caster can perform the incantation and destroy all vampires upon the Earth dimension. The casting process is quite lengthy, requiring a ritual to complete. If the vampires were to become aware of someone possessing the Darkhold or preparing to use the Montesi Formula they would do everything in their power to stop the caster from succeeding. For untold decades, Dracula Lord of Vampires, sought the Darkhold to increase his own powers, but more importantly to keep the Darkhold from being used as a weapon against him and his kind. Dracula would not take kindly to the news that a sorcerer had attained the Darkhold and would take dire and diabolical steps to prevent the Montesi Formula from being utilized. Originally the duration of the Montesi Formula was believed to be permanent, but after a period of about 4 years it began to fade away and the vampires managed to resurrect from the ashes. Lord Varnae, the First Vampire, was the first



vampire to be resurrected. Others followed after his resurrection. Eventually, even Dracula the modern day Lord of Vampires made a triumphant return as well. It is possible that the second set of Vampiric Verses

could feasibly return to life any vampire at any time who had ever been destroyed by the Montesi Formula. What the Darkhold creates it can unmake or create again, it holds sway over the occult monsters of the night.



THE DARKHOLD REDEEMERS

History

Victoria Montesi formed the Darkhold Redeemers with Louise Hastings and Sam Buchanan. They were later joined by Louise young nephew, Jinx. They were further assisted by Modred the Mystic in his periods of clarity, however, the Redeemers were unhappy with Modred's self centered goals and moments of untrustworthiness. Eventually, Victoria learned that she was not a true descendant of the Montesi bloodline, but was instead the daughter of Cthon.

Even worse, When Lilith and her Liliin attacked, Victoria learned that she was pregnant. Dr. Strange deduced that her pregnancy was a long term plan laid out by Cthon to eventually be reborn upon the Earth dimension. Fearing for the safety of the world, Dr. Strange used his magic as the Sorcerer Supreme to place Victoria into stasis to prevent her pregnancy from reaching full term.

Cthon's forces came and took Victoria from stasis, and she immediately began to deliver the baby. However, by attempting to take the form of Victoria's infant, Cthon had left himself vulnerable. Dr. Strange was able to stop the powerful Elder God, showing him that there was even purity to be found within Victoria, a person made from his dark essence.

During their brief period as a team, the Darkhold Redeemers would oppose Cthon and the Darkhold by seeking out it's lost pages wherever they appeared and preventing Cthon's minions from wrecking havoc upon the world. Victoria would collect the pages and keep them for safeguarding as she was the only one that could handle them without losing her soul, due to Cthon's essence within her own spirit.





Victoria Montesi

F GD (10)
A GD (10)
S TY (6)
E EX (20)
R GD (10)
I GD (10)
P EX (20)

Health: 46
Karma: 40
Popularity: 5
Resources: EX (20)

Known Powers:

Montesi Bloodline: The Montes have proven to be resistant to the Darkhold's influence.

Sense Magic: Victoria Montesi can sense when a spell of the Darkhold is being cast with EX (20) ability.

Talents: Medicine, Occult Lore.

Background:

The Montesi's were a family of priests who were given special permission to marry and have children due to their strong resistance to the Darkhold's corruption. Victoria grew up in Italy where she rejected her families' teachings about the Darkhold. Victoria became a doctor. An accident caused her to develop a sensitivity for the magic of the Darkhold and she finally accepted her duties to oppose it's evil.



Louise Hastings

F TY (6)
A GD (10)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 32
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Pistol (Equipment): This weapon has a range of 3 Areas and inflicts 6 points of Shooting damage.

Talents: Occult Lore.

Background:

Louise Hastings spent her career fighting the Lilin and other demonic forces, she was slain by Morbius while he was possessed by the Lilin Bloodthirst.



Sam Buchanan

F GD (10)
A GD (10)
S GD (10)
E EX (20)
R TY (6)
I GD (10)
P GD (10)

Health: 50
Karma: 26
Popularity: 3
Resources: TY (6)

Known Powers:

Semi Automatic 9mm Pistol (Equipment): This weapon has a range of 3 Areas and inflicts 10 points of Shooting damage.

Talents: Guns, Detective, Martial Arts A.

Background:

Sam Buchanan was employed by the Vatican as a bodyguard for Victoria Montesi. Sam developed a fondness for Victoria, but she never acknowledged the emotions. When the Darkhold Redeemers separated Sam went his own way.

THE MONTESI FAMILY



Paolo Montesi

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 28
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Montesi Bloodline: The Montesis have proven to be resistant to the Darkhold's influence.

Talents: Occult Lore.

Background:

Paolo Montesi was the Vatican's head of St. Gabriel's Library, a collection of occult artifacts. Paolo managed to acquire the Cthon Scrolls from Aelfric the Mad Monk who was burnt at the stake for with craft. Paolo Montesi was killed by the vampire lord Varnae, when he and a legion of vampires invaded the Vatican church in the 12th Century to acquire the Darkhold.



Giacomo Montesi

F PR (4)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 26
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Montesi Bloodline: The Montesis have proven to be resistant to the Darkhold's influence.

Talents: Occult Lore.

Background:

Giacomo Montesi was the son of Paolo Montesi and was born on the day that his father was killed by Varnae. Giacomo grew up swearing to destroy the vampires, but the spell was missing from the Darkhold. Giacomo reasoned that the Montesi Formula had been carried to the far east during the Hyborian Age. He was killed by an assassin in the employ of Varnae, First Lord of Vampires.



Montello Montesi

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 28
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Montesi Bloodline: The Montesis have proven to be resistant to the Darkhold's influence.

Talents: Occult Lore.

Background:

The son of Giacomo, Montello was born sometime after 1350 A.D. Montello made it his quest in life to recover the Montesi Formula. One night, Varnae the First Vampire, stole into his chambers and murdered him



Guiseppe Montesi

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 28
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Montesi Bloodline: The Montesis have proven to be resistant to the Darkhold's influence.

Talents: Occult Lore.

Background:

Guiseppe Montesi inherited the Darkhold. One night under cover of darkness, Dracula Lord of the Vampires, entered into the Vatican and slew him. Guiseppe left behind no son, but did have a brother, Vittorio Montesi.



Vittorio Montesi

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P GD (10)

Health: 28
Karma: 26
Popularity: 3
Resources: GD (10)

Known Powers:

Montesi Bloodline: The Montesis have proven to be resistant to the Darkhold's influence.

Talents: Occult Lore.

Background:

Vittorio Montesi was sterile and it was unknown to everyone except for his doctor. Vittorio, eventually succumbed to the pressure to continue the Montesi bloodline and so he used the power of the Darkhold to sire a child. His child was born a girl and she grew up to be a lesbian, Victoria Montesi. Vittorio disowned her and she rebelled against her father abandoning the Montesi traditions. In New York City, her heritage caught up to her and she became the leader of the Darkhold Redeemers.

THE SPAWN OF CTHON



Broodlings of Cthon

F	GD (10)
A	GD (10)
S	TY (6)
E	GD (10)
R	TY (6)
I	TY (6)
P	EX (20)

Health: 36
Karma: 32
Popularity: -5
Resources: PR (4)

Known Powers:

Elder Magic: Some broodlings can use the Elder Magic of Cthon. They have a typical EX (20) ability with this magic.

Weapons (Equipment): The broodlings are often armed with edged weapons capable of inflict 10 points of Edged damage.

Talents: Mystic Origin, Occult Lore.

Background:

The broodlings are an ancient race who guard the Temple of Cthon on a lost island in the Timor Sea. They're mostly females, for centuries they have kidnapped sailors to propagate.



N'garai

F	IN (40)
A	GD (10)
S	RM (30)
E	AM (50)
R	GD (10)
I	RM (30)
P	EX (20)

Health: 130
Karma: 60
Popularity: -20
Resources: TY (6)

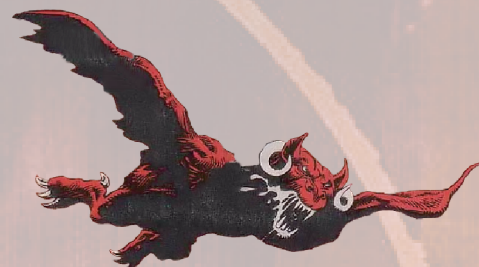
Known Powers:

Poison Talons: The claws of the N'garai are highly poisonous. A swipe from a claw inflicts RM (30) Edged damage and forces the victim to make an Endurance FEAT roll versus the AM (50) potency of the poison or perish.

Talents: Mystic Origin, Occult Lore.

Background:

The N'garai are a group of demons who were created by Cthon. They ruled the Earth millions of years ago, but eventually left for other dimensions. The X-Men Cyclops accidentally allowed the N'garai to return to the Earth dimension when he destroyed a monument in Starksboro, Virginia.



Nightgaunt

F	GD (10)
A	EX (20)
S	RM (30)
E	RM (30)
R	TY (6)
I	GD (10)
P	EX (20)

Health: 100
Karma: 36
Popularity: -10
Resources: Shift 0

Known Powers:

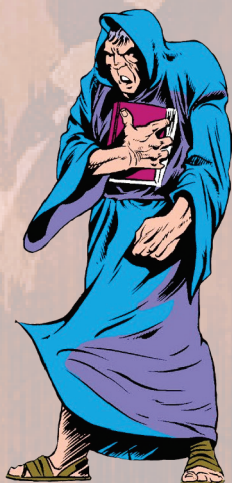
Winged Flight: The nightgaunts are strong fliers, able to carry up to two men in flight at EX (20) speeds.

Talents: Aerial Combat, Mystic Origin.

Background:

The horned nightgaunts were a creation of the dark god Cthon. They were more common in the Hyborian Age.

SERVANTS OF THE DARKHOLD



Aelfric the Mad Monk

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R TY (6)
I GD (10)
P EX (20)

Health: 28
Karma: 36
Popularity: -10
Resources: TY (6)

Chaos Magic: Aelfric was capable of using magic, his typical ability is EX (20). He was known to be able to:

- Summon Dragonus
- Cast the Grey Death

Talents: Occult Lore.

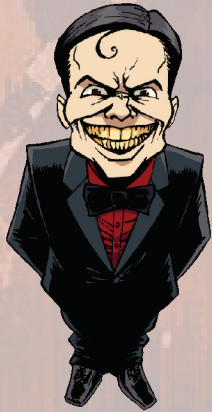
Background:

Aelfric was a 12th Century monk who fell under the influence of Cthon. Cthon directed him to assemble the lost scrolls to create the Darkhold. He was tried and burnt at the stake for witch craft. In modern times, Aelfric possessed the priest Father Ramon Joquez and came into conflict with Jack Russell and his sister, Lissa. Aelfric managed to restrain the Werewolf by Night and then he summoned the demon Dragonus using the Darkhold.



The werewolf broke free and a fight ensued. During the battle, Dragonus tripped over the werewolf and impaled Aelfric/Father Joquez with his sword, slaying him. Aelfric's spirit still haunts the Darkhold and he could return to life

at any time by possessing another host body. Ω.



Darkhold Dwarf

F TY (6)
 A GD (10)
 S TY (6)
 E GD (10)
 R EX (20)
 I EX (20)
 P RM (30)

Health: 32

Karma: 70

Popularity: -15

Resources: GD (10)

Known Powers:

Teleport: The dwarf is a natural teleporter and can disappear in an instant. He has UN (100) ability to teleport across vast distances.

Talents: Mystic Origin, Occult Lore.

Background:

The Darkhold Dwarf may be an aspect or avatar of Cthon himself, his origins are unknown. The Dwarf is in possession of several missing pages of the Darkhold and is known to seal them inside black envelopes and deliver them to various peoples.



MARVEL *SUPER HEROES*

THE DARKHOLD

by Necromancer

For untold millennia, Cthon and his black sacrament, the Darkhold, have plagued the world with unparalleled suffering and darkness. Since before mankind ever met it's existence, black hearted sorcerers have sought the Darkhold and it's infernal power so that they may rule over the world and unleash Cthon upon the Earth dimension once more. The Darkhold's black pages have unleashed countless horrors upon the world, vampires, werewolves, zombies and other nameless and stygian forces. Even the book itself thirsts for the souls of the living, pray fearful reader, pray that you do not find your own soul swallowed by it's inky black pages.

Within these pages you will find in depth information featuring the powers and history of Cthon and the Darkhold.

An expanded section detailing the known magic spells within the Darkhold's pages.

Write ups featuring the spawn and servants of Cthon and the Darkhold.

Write ups featuring the Montesi family and the Darkhold Redeemers, valiant heroes in the war against black sorcery.

