

# DOCTOR STRANGE

Real Name:

Stephen Vincent Strange

Height

6'2 1/2"

Weight

180 lbs.



## Group Affiliations

Formerly Avengers, the Order, Defenders, Midnight Sons; former disciple of the Ancient One

## Doctor Strange's Powers

### *Magic*

Dr. Strange is the Sorcerer Supreme of Earth's Universe; he has unparalleled mastery of the mystic arts, which he uses to defend his reality from otherworldly threats; his primary magical patrons are a group of entities known as "the Vishanti." The Vishanti are a trinity of godly beings comprised of Agamotto, Hoggoth, and Oshtur. Although he has, on rare occasions, called upon the power of demons such as Dormammu; Strange more frequently did so before he realized Dormammu's true dark nature in the earlier issues. Doctor Strange is potentially the most powerful being on Earth and one of the most powerful beings in the Universe. He has once stated that he can kill a mortal with the twitch of a finger. Eternity, the sentience of the Marvel Universe, has described Strange as "more powerful by far than any of your fellow humanoids", narration has described him as "the mightiest magician in the cosmos", and the Stranger considers him on a level with cosmic entities.

### *Universal Source*

By manipulating the ambient mystical energy of this universe, Dr. Strange can perform a great many functions. Commonly this is seen as energy bolts that range from low power to planet destroying he uses this mystical energy to cast spells of a near infinite variety.

### *Intangibility*

The ability of Invisibility or Near-Invisibility and Phasing through solid material.

### *Mystic Bolts*

### *Banishment*

Dr Strange has banish many types of creatures and humans to other dimision but the extent of this is only possible as long as the 'Banish-ers' magic is greater then that of the 'Banish-ees' magic during the banishment.

### *Transmutation*

### *Telekinesis*

### *Flight*

Doctor Strange can fly using magical energy but has since abandon it. (Assumingly for the Cape of Levitation and the wastage of his magic.)

### *Teleportation*

### *Protective Shields*

### *Time Manipulation*

Strange has frozen, slowed, and traveled through time. The limitations of this are only possible through extreme concentration.

### *Dimensional Travel*

### *Conjuring of Objects*

### *Various other spells*

He can also use this mystical energy to cast spells of a near infinite variety. These spells seem to be quicker to perform but lesser in power than spells using divine energy. Strange has used his magics altogether to become alter his clothing through minor molecular control, absorb nearly all forms of energy, control and manipulate elements, Ect. Dr. Strange has also been shown to amass as much wealth/gold as he desires using magic, as he has done to pay debts.

## *Divine Sources*

Dr. Strange can channel the virtually unlimited extra-dimensional energy of nigh-omnipotent mystical and non-mystical beings in multiple dimensions (known as Principalities) to empower his spells. This can take the form of standard spells ("Crimson Bands of Cyttorak") or just stating what he wants to occur and channeling some being to make it happen. It is unknown at this time what debt, if any, he incurs by invoking the powers that be. There is no strict quid pro quo (as the simple acknowledgement and invoking of the entity increases the entity's own powers, inexplicably), though some entities will feel he is obliged to heed their call when they need help in their conflicts as did the Vishanti.

This ability to be a conduit to multiversal power sources has given rise to the phrase "Dr. Strange is as powerful as the god he invokes."

Doctor Strange's powers typically come from one of three divine sources: The Vishanti (a trinity formed of Hoggoth, Oshtur, and Agamotto), the Octessence (a group of eight beings, consisting of Balthakk, Cyttorak, Farallah, Ikonn, Krakkan, Raggadorr, Valtorr, and Watoomb) and other beings who owe him a debt (this includes Satannish and even Dormammu). However, certain abilities of his stem from more obscure sources, such as the Faltine, the Seraphim, Cinnibus, Sheol, Ikthalon, Denak, Cyndriarr, Munnopor, Morpheus, Dyzakk, the Olympian deities (such as Poseidon and Hades) and others.

## *Darkness of the Divine Conduit (Black Magic)*

By sheer force of will "take" the power of another entity. This does not require the use of a spell. He used this ability against Arioch and Shuma-Gorath. The fact that Stephen can do this is a testament to his incredible will-power and strength of mind. This is considered black magic and as such he rarely employs this. Also when taking the powers of celestial entities he absorbs the mind and assumes their duties and roles in the dimension in which they exist. If his will falters, he can lose all sense of self.

Although Dr. Strange primarily uses spells that are considered 'white magic', he will use spells from other disciplines such as black magic, elemental magic, and catastrophe magic when necessary.

## *Astral Projection*

In his astral form, Doctor Strange does not need to breathe, eat, drink or sleep, is unrestricted by physical laws (for example, Strange has flown beyond Earth's atmosphere, defying gravity with ease to speak with Iron Man), is invisible (though can be seen by any if he wished it so), intangible, and incapable of being harmed by all but the most powerful and rigorous of mystic means. As no physical laws are meaningless on the astral plane, Strange is able to use it to traverse at virtually any speed desirable (Strange has reached Saint Missouri, Missouri from his Sanctum Sanctorum in Greenwich Village, New York in "a few brief seconds" thus, as well as traveling at the "speed of thought" through outer space ).

## *Telepathy*

## *Hypnotism*

## *Illusions*

## *Universal Awareness*

By performing meditation Dr Strange has sensed anomalies in time and space allowing him to protect against time travelers, extra dimensional invaders(Example: Dormammu, Nightmare), space aliens, Ect.

## *Longevity/Fearlessness*

Dr. Strange's lifespan has been extended and his fear of dying subsided in a manner similar to that of his mentor the Ancient One, due to a successful contest against Death. Though he can still be killed and even physically wounded he cannot succumb to any medical diseases. Doc passed a test by the Ancient One and defeated Death, or more accurately, accepted Death. As a result, from that moment forward, Doc stopped aging. "Death may come only from without, in battle-- and not from within." The Ancient One had once passed the same test himself, and lived 600 years. From that moment forward, a glowing ankh appears on Doc's forehead when he is in a situation of great danger and his death is imminent, "when Doc most needs a reaffirmation of life.

## Doctor Strange's Weaknesses

### *Science-Based Weakness*

It has been said Strange's power is weaker against strictly science-based opponents, though this is illogical, as many times it has been stated magic is superior to science in the Marvel Universe.

### *Incantations and Gestures Dependency*

Strange also depends on spoken incantations, mystical gesturing, and his arcane artifacts in his duties; likely these can be counted as weaknesses. Strange has been incapacitated various times by being gagged and bound, preventing him from uttering arcane invocations or performing mystic gestures.

### *Human Factor*

Another weakness is that Strange, despite all his spells and magical training, is only human physically. Hence, if not taking proper care or defenses, Strange can be overpowered by mere blows, energy attacks, or gas.

### *Astro-Limits*

Such is the skill and mastery of Doctor Strange that he is capable of spending up to 24 hours upon the astral plane before he must rejoin his ethereal form with his physical one, lest succumb to corporeal deterioration leading to bodily death and eternal suspension as a spirit. The physical form remains in an inert, death-like trance, vulnerable to both physical and magical forms of harm while the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in his wraith-like state. Though Strange has only his personal abilities in his astral form, the Ring of the Ancient One/Ring (of Full Power) can grant him access to the same resources he possesses in his physical body; however, certain writers and editors appear to have portrayed Strange in an astral form capable of feats beyond his personal abilities even without the Ring.

## BACKGROUND:

Born in 1930, Stephen Strange was the eldest child of Eugene and Beverly Strange, then vacationing in Philadelphia. Two years later, Stephen's sister [Donna](#) was born at the family's Nebraska farm. At age eight, Strange was beset by demons controlled by apprentice sorcerer [Karl Mordo](#), but was rescued by Mordo's mentor, the [Ancient One](#), a millennia-old sorcerer who protected the Earth dimension as its Sorcerer Supreme, a role Strange was destined to inherit. At age eleven, a year or two after his brother [Victor](#)'s birth, Strange aided an injured Donna, the experience inspiring him to pursue a medical career.

After high school, Strange entered pre-med at a New York college. Later, home on vacation for his nineteenth birthday, Strange went swimming with Donna, who suffered a cramp and drowned. Finding her body after a desperate search, Strange felt a sense of personal failure that eroded his medical idealism. After earning his medical degree in record time, he entered a five-year residency at New York Hospital, where his rapid success made him arrogant. When his mother Beverly died near the end of his residency, a bereaved Strange grew distant from his work. His talent was unaffected, though, and he became a wealthy, celebrated neurosurgeon before he turned thirty. His egotism made him cold and callous, interested only in high fees. He saved the life of injured United Nations translator, Madeleine Revell; following a romance and proposal, she left him due to his increasingly materialist nature. Two years after Beverly's death, her husband Eugene fell ill; unable to face another family death, Stephen refused to visit his deathbed. A few days later, an outraged Victor berated Stephen for his apparent lack of grief, then rushed from Strange's apartment into the path of an oncoming car. Blaming himself, Strange placed Victor's body in cold storage, half-hoping that future breakthroughs could revive him.

Circa 1963, Strange was in a car accident that severely damaged the nerves in his hands, ending his surgical career. Too vain to accept positions as a consultant or assistant, Strange sought a cure and pursued every available treatment, legitimate or not, soon depleting his fortune; in months he was reduced to a derelict, performing shady medical procedures that barely paid his bar tabs. After hearing rumors of the mystical Ancient One, a desperate Strange pawned his last possessions for a ticket to the East and found the Ancient One's Tibetan palace. At first annoyed when the Ancient One refused to cure him, Strange was later astonished to see the sorcerer attacked by mystic forces. Upon learning that the Ancient One was Earth's magical defender and that the attack on him came from his pupil Mordo, Strange tried to warn him, but Mordo mystically prevented Strange from doing so. For the sake of the Ancient One and the world, Strange acted unselfishly for the first time in years, vowing to learn magic himself so he could counter Mordo and his ilk. He offered himself as a disciple to the Ancient One, who accepted, having known of Mordo's treachery all along. The Ancient One spent years instructing Strange in the art of sorcery, teaching him how to tap the innate mystic powers of both himself and the world around him, as well as how to invoke the power of awesome entities, or Principalities, who resided in their own realms, most notably the three benign beings known as the [Vishanti](#). A few years after Strange's arrival, Mordo left to seek greater power, and would often clash with Strange in the future. Strange's guilt over his earlier mistakes weighed heavily upon him over the years, and not all of his early recollections can be trusted.



During his years of study and early activity, Strange befriended many sorcerers around the world, including [Lord Julian Phyffe](#) and [Sir Clive Bentley](#) of Great Britain; [Cardinal Alfeo Spinosa](#) and [Count Carezzi](#) of Italy; [Omar Karindu](#), [Rama Kaliph](#), and [Turhan Barim](#) of the Middle East; [Wai Chee Yee](#) and [Sen-Yu](#) of Asia; and [Aleister Kane](#), [Kenneth Ward](#), and [Frank Brukner](#) of America. Other immortal adventurers, such as [Immortalis](#) and [Terror, Inc.](#), regarded his ascent with skepticism. Strange also found allies among more earthly heroes, aiding the adventurer [Black Fox](#) in at least two adventures. No later

than the 1970s, Strange returned to America, becoming a mystic consultant in New York's Greenwich Village. He was joined by [Wong](#), the descendant of a line that had served the Ancient One for centuries, who became his servant and friend. Strange's earliest foes included the demonic [Bottle Imp](#); a nightmarish manifestation of the entity [KhLŌg](#); and the [demon Nightmare](#), who preyed upon humanity's dreams and became one of Strange's bitterest enemies. Developing a mysterious reputation like the Ancient One before him, Strange became an occasional consultant to local and even federal authorities.

While the [Fantastic Four](#)'s debut heralded an upsurge of superhuman activity in recent years, Strange remained aloof from New York's many super heroes at first. The powerful Asgardian god [Loki](#) later tricked Strange into covertly attacking Loki's heroic foster brother, [Thor](#); however, Strange soon pierced the deception and united with Thor to drive off Loki. Soon afterward, a clash with Mordo led Strange to encounter the young [Spider-Man](#), who helped Strange rescue several people from a mystic dimension and convinced him to remove their memory of the traumatic experience, even though this caused them to forget Spider-Man's heroism as well. Impressed by Spider-Man's bravery and altruism, Strange came to regard him as a friend, and the two unlikely allies have teamed up many times over the years.

Strange soon faced the Dreaded [Dormammu](#), ruler of the [Dark Dimension](#) and one of the Ancient One's oldest foes. Sensing the Ancient One's declining power, Dormammu plotted anew to invade the Earth dimension and challenged Strange to a [mystic](#) duel in the Dark Dimension. While there, Strange was approached by [Clea](#), a novice mystic and daughter of Dormammu's sister [Umar](#), although few knew her parentage at the time. Clea sought to prevent the duel, fearful that her home dimension would be devastated by the [Mindless Ones](#) if its ruler fell, but Strange would not yield. Although Dormammu vastly out powered Strange, their duel drained his energies enough to weaken the barrier which contained the Mindless Ones. Strange, unwilling to endanger the Dark Dimension's denizens, lent Dormammu enough power to restore the barrier. Enraged by his own weakness, Dormammu felt honor-bound to spare Strange, who bargained with him to spare both the Earth dimension and Clea, whom he found very attractive; however, Dormammu swore vengeance and became one of Strange's most implacable enemies.

Shortly after this, Strange openly joined several super heroes in battling the powerful mutate [Sundown](#). He became a special consultant to prominent super-teams like the Fantastic Four, the [X-Men](#) and the [Avengers](#). Months after attending the wedding of [Reed](#) and [Sue Richards](#), Strange was reunited with Clea, who returned his love and came to live with him in New York. Later, following an extradimensional ordeal, he was forced to change his appearance in order to cross the barrier to Earth; he altered his traditional attire and added a

full-face mask, perhaps in imitation of his super-hero allies. Upon his return, Strange retained this appearance to preserve his anonymity but later carelessly revealed his real name to a crowd while fighting Nightmare. [Eternity](#), the universal embodiment whom Strange was aiding at the time, altered all documents and memories on Earth, changing the name of "Stephen Strange" to "Stephen Sanders" to allow Strange a private persona once more.



Strange next faced the [Undying Ones](#), a vastly powerful demon race led by the [Nameless One](#), who had once dominated Earth. During these struggles, Strange manipulated [Namor the Sub-Mariner](#) and the monstrous [Hulk](#) into aiding him. With the Undying Ones defeated, Strange seemingly believed that the Earth dimension was sealed from mystic incursion, and, troubled by his arrogant exploitation of Namor and Hulk, he abandoned his mystic duties and became a medical consultant, performing the selfless duties he had once thought beneath him.

Weeks later, Strange returned to action when Baron Mordo tried to kill him. Aided by the Ancient One, Strange reclaimed his sorcerer role and defeated Mordo, while the Ancient One, for reasons of his own, reversed Eternity's spell, restoring the name "Stephen Strange" to the world's records and memories. When the Nameless One returned shortly thereafter, Strange resumed his non-masked attire and again recruited Namor and the Hulk to fight alongside him. The three heroes later fought other threats and were soon joined by the alien [Silver Surfer](#). This quartet formed the core of the heroic [Defenders](#) team, becoming friends despite their differences.

Strange soon clashed with powerful demon servants of [Shuma-Gorath](#), a vast extradimensional entity who had menaced Earth thousands of years ago and now sought to return via the mind of the Ancient One himself. At his mentor's prompting, Strange slew the Ancient One, preventing Shuma-Gorath's passage. The Ancient One's physical death made him one with Eternity, and Strange became Sorcerer Supreme, guardian of the entire universe. Heavily burdened by his new responsibilities and seeking the solace of family, Strange tried and failed to revive his brother Victor using spells from the [Book of the Vishanti](#), not realizing he was reading the Vampiric Verses, imbuing Victor with the potential for resurrection as a vampire.

Strange continued to share adventures with the Defenders, and over the months the informal team's ranks expanded to include the [Asgardian Valkyrie](#), the winged millionaire [Nighthawk](#), the happy-go-lucky [Hellcat](#), and others. Strange's time with the team forced him to face more non-mystical foes, such as the mutant [Magnet](#), the alien [Nebulon the Celestial Man](#), the subversive [Sons of the Serpent](#) and the bizarre masterminds called the [Headmen](#). Strange's sanctuary often served as Defenders headquarters, and their camaraderie, plus the love of Clea, gave Strange a welcome change from his customary solitude.

Manipulated by the trans-temporal sorcerers called the [Creators](#), the Ancient One's spirit offered Strange a chance to become one with the universe, but Strange refused and was stripped of the title and power of Sorcerer Supreme. Shortly afterward, Strange battled the Creators, thwarting their reality-reshaping plans by defeating their ally, the cosmic [In-Between](#). With their deception revealed, the Ancient One restored Strange's former status.

Although Strange's adventure took mere days from his perspective, weeks apparently passed on Earth; who, if anyone, held the post of Sorcerer Supreme during these weeks is unrevealed.

Months later, Strange and the three other senior Defenders parted ways after a cosmic hoax by the mysterious alien [Tribunals](#) convinced them their alliance was destined to cause cosmic tragedy. Next allied with a band of [vampires](#) hunters against [Dracula](#), Strange cast the Montesi Formula spell taken from the ancient magic tome the [Darkhold](#). This spell destroyed virtually all vampires within the Earth dimension; however, unknown to Strange, the spell's energy washed over the forgotten Victor Strange, where its power combined unpredictably with Strange's earlier spell.

Meanwhile, Clea had returned to the Dark Dimension to lead the rebellion against its current ruler, Umar, whom she soon learned was her mother. Strange helped Clea ascend to her home universe's throne, but, bound by their respective responsibilities, the couple regretfully separated. Strange next found those very responsibilities challenged by the evil extraterrestrial [Urthona](#), who coveted the role of Sorcerer Supreme. A desperate Strange destroyed his own collection of mystic artifacts and tomes to deny Urthona their power; unknown to Strange, his collection was in fact rescued by [Agamotto](#), one of three Principalities who formed the [Vishanti](#).

With the removal of Strange's artifacts, various occult threats that had been repelled by their power over the millennia broke free, leaving Strange to face them with reduced power. Accompanied by the extradimensional novice mystic [Rintra](#), Strange encountered the Ancient One's old rival [Kaluu](#), who offered to teach him life-draining black magic as a defense against the returning forces; Strange reluctantly accepted. Strange's black magic ventures culminated in a rematch with Shuma-Gorath, which ended with the demon seemingly destroyed and Strange little better-off, but Strange eventually recovered and returned home. Shortly thereafter, he visited the Dark Dimension and married Clea, who came to live with him on Earth, ruling her kingdom from afar. Strange took Rintra as his new apprentice, and a surreal encounter with Agamotto restored his seemingly lost artifacts and tomes.

Strange faced a far more unexpected part of his past when his brother Victor revived as the first of a new breed of vampire. Victor fell under the sway of sorceress [Marie LaVeau](#), who sought to blackmail Strange into reciting the Vampiric Verses, nullifying the effects of the Montesi Formula. Strange instead banished the Vampiric Verses page from the Earth dimension, but Marie LaVeau used Victor as a template to duplicate the spell, making it possible for long-dead vampires to reappear. Unable to undo this threat, Strange and Clea were next drawn into a war between Dormammu and Umar for rule of the Dark Dimension; ultimately Umar reclaimed the throne, leaving Clea in exile with Strange. Strange next allied himself with several super heroes against the mad [Titan Thanos](#), who used the near-omnipotent [Infinity Gauntlet](#) to eradicate half of the universe's population before Earth's heroes defeated him and reversed the effect.

As Clea sought allies to regain the Dark Dimension, Strange formed alliances of his own by manipulating the formation of the [Midnight Sons](#), a loose-knit group of supernatural heroes, including those who had helped him invoke the Montesi Formula, destined to confront ancient evils. During Clea's absence, he briefly tutored the young sorcerer [Augustyne Phyffe](#), who



ultimately chose to abandon sorcery. After sharing leadership of Earth's heroes against the [Magus](#) during the [Infinity War](#), Strange teamed with Namor, the Hulk, and the Silver Surfer to battle [Shanazar](#), the invading Sorcerer Supreme of another dimension (by now, Strange had long since discovered the Tribunals' hoax and knew it was safe for the senior Defenders to reunite).

Meanwhile, the Principalities of various mystic realms faced the [War of the Seven Spheres](#), a cataclysmic clash with opposing entities that was expected to last five thousand years. Several of them, including the Vishanti, attempted to enlist allies such as Strange, but Strange refused to abandon his earthly duties and, being no match for the godlike Principalities, renounced the use of their mystic energies. Thus stripped of much of his power, Strange was ill-prepared to face a vastly enhanced Dormammu, who had manipulated Clea's deposal of Umar so that he could again rule the Dark Dimension. Strange recruited the Hulk, the Silver Surfer, and the [Ghost Rider](#) (Dan Ketch) to aid him in repelling Dormammu, who retained control of the Dark Dimension despite Strange's victory, and Clea remained there to lead the new resistance. Strange sought out Immortalis in hopes of curing Victor, but was refused due to the temporary nature of the cure. Shortly afterward, Rintrah was seemingly slain destroying a dangerous talisman, and Strange, after placing Rintrah's body in stasis pending potential revival, took as a new apprentice [Kyllian Kell](#), a youth empowered by [Celtic gods](#). Strange also began periodically gathering informal teams of heroes as "[Secret Defenders](#)" to face threats he could not handle alone.

Strange was among the heroes mesmerized by the [Goddess](#), who sought to remake the universe through her [Infinity Crusade](#). While Strange's physical form served the Goddess, his astral form investigated the actions of Victor Strange, now the costumed hero Khiron, who had become too deadly a vigilante for Strange's liking. Realizing how violent he had become, Khiron took his own life, but Strange had little time to mourn; shortly after breaking free of the Goddess, Strange again faced Urthona, who had enlisted in the War of the Seven Spheres and had thus gained as much power as Strange had lost. Surviving this encounter, Strange tried to rescue Kyllian from a mystic dimension but left him behind when called to join the Midnight Sons against the ancient sorceress [Lilith](#); weeks later, Kyllian returned in the enhanced form of Wildpride, later fighting both Strange and the Midnight Sons. Joining an international coalition of heroes in opposing the techno-magical threat of [Mys-Tech's Un-Earth](#), Strange was one of six beings who stabilized the resulting unraveled reality.

Strange's life was further complicated by [Salomé](#), a winged member of the mysterious [Blood](#) race and allegedly the first Earth-born Sorcerer Supreme over 20,000 years ago. With Strange's power still low, Salomé easily reclaimed her title; however, she cared little for humanity and began gathering followers to help her rule the Earth. Desperate for more power, Strange secluded himself in a pocket dimension, from which he dispatched two magical constructs based upon himself: Vincent Stevens, who built a fortune with which to develop so-called technomagick, and a being called Strange, who fought alongside the Midnight Sons and gathered objects of mystic power throughout the world. Unable to spare the energy to lead the Secret Defenders, Dr. Strange abruptly forced this responsibility upon another former student of the Ancient One, [Doctor Druid](#), who served as best he could yet was ultimately unable to maintain the operation.

Dr. Strange had barely finished enhancing his sorcery when Stevens and Strange rebelled against him; in the resulting clash, Stevens was apparently destroyed, and Strange went to the Dark Dimension, where he merged with the rebellion's Nobel as [Paradox](#), working beside Clea. Using elemental magic to defeat Salomé, Dr. Strange assumed a short-lived younger form and briefly adopted a more violent persona to shut down illegal operations engineered by Stevens. However, Dr. Strange's plans were interrupted when the Vishanti once again demanded his service in the War of the Seven Spheres. Unwilling to risk yet another loss of power, Strange complied.

Although Strange spent five thousand years fighting for the Vishanti against the mysterious [Trinity of Ashes](#), he returned to Earth with little sign of physical age, only a few months after he had departed, his memories of the war largely suppressed; again, it is not known if anyone carried out Strange's duties in his absence. Having exhausted his typical powers, Strange sought new ones through the use of unpredictable Catastrophe Magic, which he later supplemented with so-called Chaos Magic; however, Strange later claimed there was no such thing as Chaos Magic, confusing matters considerably. In any event, Strange eventually regained the patronage of the Principalities, his powers restored to their height. Dormammu used the mutant [Jonathon White](#) and Strange's ally [Topaz](#) against the mage, but Strange drove off his enemy and magically guided another surgeon to save Topaz from Dormammu's attack.

Another sort of status quo returned when the extradimensional techno-mage [Yandroth](#), an old foe of both Strange and the Defenders, unleashed destructive forces upon the Earth. Strange, Namor, Hulk and the Surfer united against Yandroth, but time had made them less compatible. When Yandroth seemingly perished, he used Earth's magical energy to bind the quarrelsome quartet with a spiteful curse that would force them together against all future threats to Earth, regardless of their other concerns. Other Defenders alumni lent their aid in coping with this situation, and Strange, although irritated by Yandroth's curse, was not untouched by the renewed camaraderie of his fellow heroes. However, the curse magnified the anger and egos of the four senior Defenders until they became mentally unstable and, as the [Order](#), sought to end all threats to the Earth by taking control of it. Several other heroes, including Clea, fought them, and the energies unleashed by the battle were harnessed to resurrect Yandroth in a powerful new form. Shocked back to their senses by this development, the four Defenders stopped fighting, which reduced Yandroth to human form. Yandroth was defeated and imprisoned.

Shaken by his misuse of power and position, Strange cut himself off from his super-hero allies, even becoming aloof from his longtime friend Spider-Man. When the idealistic mystic Topaz became Strange's fifth known disciple, he held her at an emotional distance and, when she disobeyed him in the aftermath of a mystic threat, he dismissed her. Although Strange continues to defend the Earth dimension and to assist fellow heroes as needed, his old arrogance has resurfaced, and his ultimate role in recent upheavals within the superhuman community remains to be seen.