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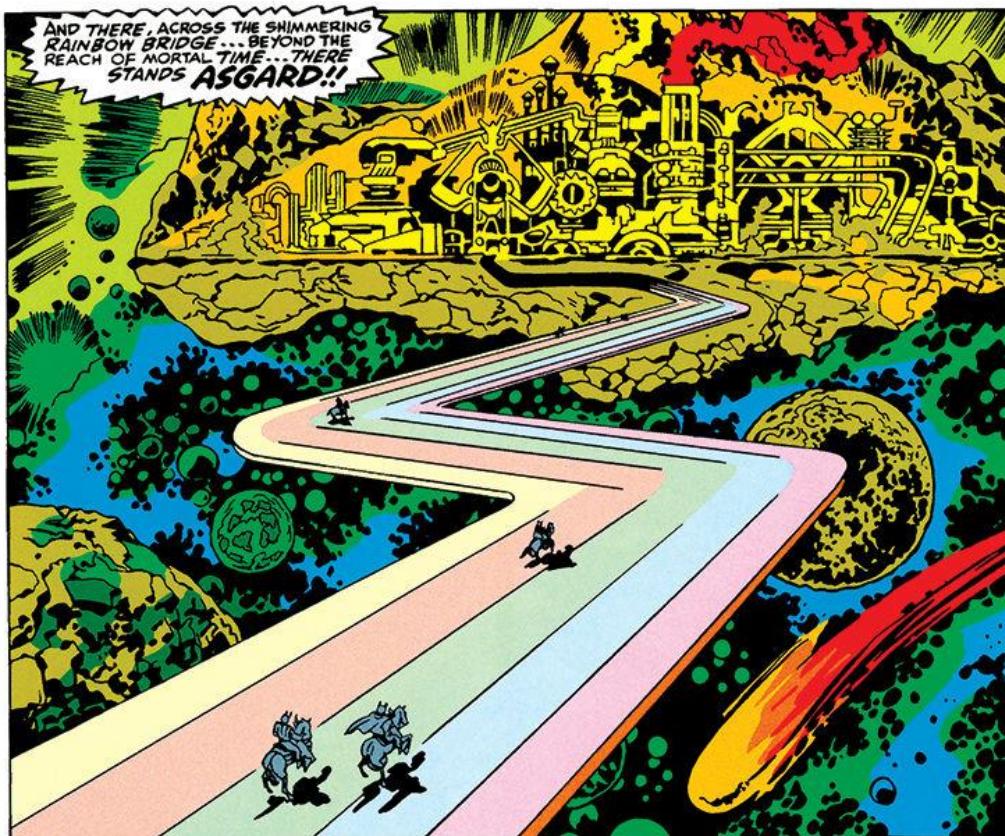
ASGARD AND THE 10 REALMS

BY KEITH A. KILBURN
&
DEREK C. THORNTON



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INTRODUCTION

Writer, Editor and Layout: Keith A. Kilburn

Consultants: Derek C. Thornton and George Henson.

Memories of Battle by Peter C. Spahn

Art by: The Marvel Bullpen

Art and some Histories taken from sites on the net.

Technical Assistance:

Final layout editing by Steve Jolly.

Dedications:

To my father, your father and All-Father(s): These are the beginning of many stories, tales and long winded histories

To Jack Kirby, Stan Lee, Larry Leiber, Walt Simonson, Michael J. Straczynski, Kurt Busiek, Tom Defalco, Olivier Coipel, John Buscema, Jim Romita, John Romita Jr. Ron Frenz and the many unsung and uncredited heroes who put pen to paper or pounded on a keyboard to bring these characters to life and gave us the gods in all their marvelous glory.

WE COME FROM THE LAND OF THE ICE AND SNOW.
FROM THE MIDNIGHT SUN,
WHERE THE HOT SPRINGS FLOW,

THE HAMMER OF THE GODS.
WE'LL DRIVE OUR SHIPS TO NEW LANDS.
TO FIGHT THE HORDE, AND SING AND CRY,
VALHALLA, I AM COMING!

*Robert Plant and Jimmy Page
1970-Atlantic Records.*

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MEMORIES OF BATTLE

In the North was the village of Froja which lay at the start of Regin's Fjord. The great Ironwood Forest, ancient home to giants and ice trolls, stretched over the hills beyond. The sky above was cloudy and gray, with snows that were ready to fall even in the warmest summers. This was a harsh country, from which few men could survive and even fewer could thrive.

In the smithy of Froja, the blacksmith Torvard used tong and hammer to forge the last sword of the day. Sweat streaked Thorvard's brow. His blond hair was tied back to keep it from the flames. It lay plastered to his muscled back as his mighty arm rose and fell with each stroke of iron.

The sword would be taken by the warriors for the coming battle. Raiders had been spotted along the coast and the Headman needed all able-bodied men to hunt them down. Torvard choked down bitterness, thinking of the glory they would win---a glory that could never be his.

He wiped a stray lock from his eyes and threw himself into his work. The hammer was an extension of his arm. It rang against the red-hot metal. Sparks flew. The anvil boomed. Again and again, a tireless rhythm.

The sound filled his ears, washing over his anger with something. . . .else. A memory flitted at the edge of his mind. A battle. Lightning and thunder. His enemies driven before him. The weapon in his hand was no sword, it was a---

His stroke faltered. The hammer skittered off the edge of the blade. Torvard shook his head, as if awakening from a dream he could not quite remember.

He lifted the blade with the tongs and crused. He had hit the blade so hard, he had bent it across the anvil. The weapon was ruined.

Atala's sweet voice cut through his thoughts. "Trouble, my love?"

A vision of beauty, in the smoky room. Her golden hair caught the light as it fell about her rough woolen shawl. In her hands was a woven basket filled with coarse bread, salted fish, and a leather drinking horn filled with mead.

Torvard threw the bent sword into a pile of scrap.

"Ruined," he said.

"The dreams again?"

Torvard nodded. "Battles fought. Men dying. A light in the sky, with all the colors of the earth. A raven's eye."

Atala looked troubled. He dared not tell her of the woman, slight of build and dark of hair. Nor how this woman called to his heart. A dream to be sure, but women could be quick to sadness or anger. He never wanted to cause Atala pain.

Atala took his rough, scarred hands in her slender ones. Her grip was so firm and warm that he felt guilty his love was divided, even in a dream.

"Those are not memories, my love. You are the greatest smith in all the realm. You have never seen battle. The Headman could not afford to lose you."

"You are right," Torvard said with a sigh.



And so she must be. But there were words she left unspoken. That he could not be trusted to go raiding with the other men because his mind was broken.

He was told he had been out gathering firewood before the storm when the lightning struck. He remembered a flash of light, nothing more. His memories had been scattered to the wind. His father, mother, sisters...brother? All just faceless images that danced through his brain.

Now, whenever storm clouds gathered, and thunder rumbled in the sky, he felt a tingling sensation run through his entire body. Some said he should be honored to have been touched by the gods. He believed he had been cursed.

Atala's light laughter dispelled his gloom. "Of course I'm right," she said.

Then she was in his arms and the rest of his uncertainty fled. The forge burned out and went cold, and yet still they warmed the room with the heat of their love. Afterwards, Torvard slept.

And again, dreamed of battles fought.

The main lodge of Froja was full of life. Food and drink made the rounds as the men boasted of past raids and the battles to come. They were to set sail for the Headman's hall in the morning.

Grimdol would lead the war party. He was a warrior of great renown, tall of height, broad of shoulder with a black beard, forked and braided. The victor of many battles.

He hated Torvard---Torvard knew not why.

Grimdol raised his drinking horn. "This year, we have been promised great treasure. Our enemies fight amongst themselves. Their king is lost. Their

kingdom is in ruins. Now is the time to win great glory!"

The men cheered, banged their fists against the table and stomped their feet on the bare earth floor.

Grimdol, gulped down a great draught, then wiped at his beard. His gaze fell on Torvard.

"You are quiet this night, blacksmith. What say you of the battles to come?"

Torvard downed his drinking horn, unwilling to meet Grimdol's gaze. Beside him, he felt Atala tense.

"I say men fight. Men die. It is the way of things."

"Aye," Grimdol said. "It is the way of things. For men. True men. Tell me, Torvard. What will you be doing while the men fight and die? Or shall I say, 'who' will you be doing?"

"Grimdol---" Atala hissed. Her glare was like daggers.

"I see you are quick to come to his defense, Atala. That is good. One such as he needs a strong protector."

Torvard stood, fists clenched. Grimdol rose to meet him. Torvard could feel the eagerness and tension in the air, but was surprisingly unafraid.

"I need no protection---from man or woman," he said.

Grimdol laughed. "Bold words. The words of a warrior, yet spoken by one has never known battle. Do you think your might is as great as mine?"

"Grimdol, stop!" Atala interposed herself between them. "Torvard, let us take our leave."

Torvard ignored her. A blood rage boiled within him and spilled into his eyes. This was not the first time he had been goaded, but he had had enough. Grimdol appeared smug.



"I say again, Torvard. Do you dare think your might is as great as mine?"

"Nay, greater."

Mutters of surprise rippled through the hall. Grimdol laughed. He grinned at Atala and it was then that Torvard knew why the big warrior hated him so. He wanted her for himself.

"The challenge is accepted," Grimdol said. "We shall settle this here and now."

"No!" Atala said, but they ignored her.

Grimdol sneered. "What weapon do you choose, blacksmith? You have no sword. No axe. No spear."

Torvard spread his arms. "I come as I am."

"A test of strength, then. So be it."

Grimdol stripped naked to the waist. Torvard did the same. The men had cleared a space by the fire. Torvard would not look at Atala who stood to the side, wringing her hands. For good or ill, he would not be deterred.

"The first to be thrown," Grimdol said. "The first man to take a knee. Or the first man to cry out in pain shall admit he is the lesser. Agreed?"

Torvard nodded. "Agreed."

"Let it be so," Grimdol said to the gathered crowd. Then it was time.

The two men circled each other warily. Grimdol boldly entered for the head and arm clinch. Torvard mirrored his grips. The two pushed and pulled, each trying to throw the other off balance.

Torvard had never wrestled another before---at least he could not remember doing so. And yet, he shifted

his weight, he stepped close, he could not be thrown. And slowly he realized that he was stronger than Grimdol. Much stronger.

Grimdol realized it too. Torvard saw fear flicker across his face. Grimdol snatched Torvard's head down and tried to gouge his eye with a thumb, but he tucked his chin to avoid injury. It was a dirty trick that would have left Torvard blind in one eye.

Rage flared within him. He drove his weight forward, pressing Grimdol toward the floor. Grimdol struggled against him, but Torvard's strength was too great. His legs bent, his knees hit the floor.

A ragged cheer filled the hall. Grimdol was not well loved. His eyes were filled with murder. He spat in Torvard's face.

That was too much. Torvard lifted Grimdol high overhead and slammed him to the floor with the sound of a thunderclap. Torvard stood there a moment, gazing down at his broken foe, then turned and walked from the now-silent hall.

An owl lay dead in the snow. It was a bad omen.

Torvard spent the night in the wilderness. Again, he dreamed of battle. This time he was at the head of an army of Light. The legions of Darkness fell before him. The stars above cheered his victory.

In the morning, all of Froja turned out to see the men off. Torvard watched from a hill overlooking the fjord. Where before there had been joy and excitement before, now there was only quiet gloom. Their greatest warrior had been laid low.

The men boarded the raiding vessels---three long sleek ships with square sails, oar banks, and dragon headed prows. They moved across the water like wraiths. Torvard watched until they disappeared into



the Great North Sea before heading back down to the village.

He did not see Atala, but he knew her haunts. This early in the morning he would find her at her favorite spring, near a stream which fed into the fjord. It was a quiet place that only they shared.

As he topped the rise, he stopped. His skin tingled and the hair on the back of his neck stood on end.

Atala knelt by the stream, staring into its depths, but she was not alone. Beneath the water, a dark, otherworldly shape lingered. It could be only one thing. A troll!

Atala did not recognize her danger. He must save her!

Torvard picked up a stone and cried out to her as he scrambled down the rocks. Atala rose swiftly and turned towards him with a look of surprise. The water began to bubble and from it came a mass of teeth and scales and a growl so deep that it shook Torvard to his very bones.

Then he stumbled and fell, tumbling down the hill head over foot. His vision blurred---and suddenly he was struggling against cool, soothing hands upon his brow.

"Easy, my love," Atala said. "Easy."

He sat straight up in his bed of furs. "The troll!"

"Troll?" Atala said. "No, my love. There is no troll. We are home, safe and well."

Torvard's vision cleared and he saw that all was as she said.

"I...I..."

"There was no troll. You called to me from the rocks. Then you fell."

Atala stared at him, concerned. Torvard frowned and silently cursed his broken mind. It all seemed silly now.

She smiled playfully. "Were you really going to save me from a troll? With a rock?"

"I thought you were in danger."

"I was not. You are very brave. I was worried for you after what happened last night."

"I had to clear my head. Grimdol?"

"His ribs are shattered, his skull cracked. He may never rise."

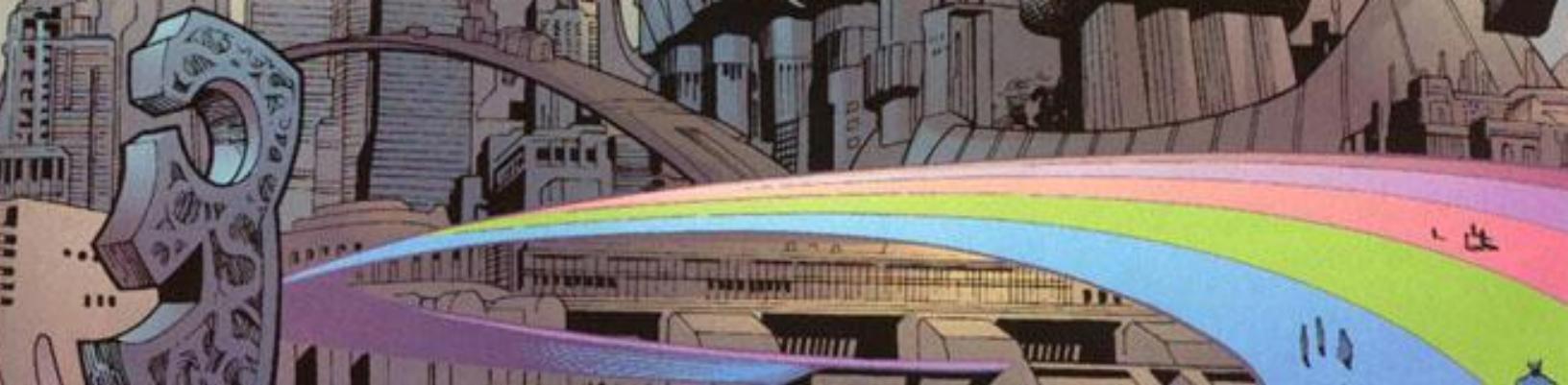
Torvard thought about that for a moment, then said: "I am not sorry."

"Nor should you be, my love." She hugged his head to her breast and stroked his hair, soothingly. "The men could only marvel at your great strength. I have never doubted it."

He took refuge in the forge. There were tools to repair, nails to craft, spearheads and arrowheads that needed replacing. He stoked the fires until he could no longer bear the heat. His hammer rose and fell like a ringing bell, bringing with it broken memories of battles fought.

Hours passed before he took a break. He stepped outside into the cold to find Atala waiting for him with food and drink. Even her radiant smile brought little comfort and failed to chase away his gloom.

Atala frowned. She took step toward him and then something changed. The ground trembled and the air became bone chillingly cold. Torvard looked around.



The other villagers felt it too. They piled out of their homes, looking to one another in confusion.

"Boats in the water!" someone shouted and pointed.

Torvard looked to the fjord. Three ships. Square sails, dragon prows, but there was something odd about their visage.

"The men return!" said another.

Torvard knew it was too soon for that.

And now Torvard realized what was wrong. A sheet of snow followed behind the ships and a chill wind blew before them. The waters of the fjord froze as they approached. The boats skidded across the top of this ice, carried along by their own momentum.

These were not just raiders. There were no men aboard these boats. They were frost trolls!

"We must away, my love!" Atala cried. "Quickly!"

The villagers screamed and scrambled about. The remaining men, the very old and the very young, gathered weapons from their homes. The women took the little ones into the hills.

Torvard rushed into the smithy and found an old shield and hunting spear in need of repair. He thrust his hammer into his belt.

Atala followed him inside. "What are you doing?"

"I must defend the village," he said.

"No, you don't understand. These are trolls, born and bred for battle. How can you fight them?"

"How can I not?" he said. "The women and children. I must buy them time to escape into the hills."

"And what of me?"

Torvard blinked, surprised. "You must go with them."

"I cannot leave you here. You will die."

Torvard took her in his arms. "You are all that matters, my love. I would gladly give my life for yours. You must go. I cannot bear the thought of losing you. And yet, I cannot flee while our people are in danger. It is not in me to do that."

Her eyes were wet and filled with sadness.

"I know," she said at last.

"Good," he said and hugged her close, perhaps for the last time.

"Now go," he said, then stepped out into the cold.

The men had gathered on the banks before the docks, their faces grim. They knew death had come for them this icy morning.

Torvard raised his spear aloft.

"To me men! To me! We must hold the line. Let them pay for every clawed step they take upon our land. Let the ice run blue with their frozen blood! This day will be ours!"

Torvard sensed a glimmer of hope travel through them and took heart. He felt no fear or despair. Wasn't he the man who had bested the great Grimdol?

Then it was time. A wave of snow and ice washed over the docks. The ships ran aground, and ice trolls leapt from the sides, swords and axes raised.

The defenders of Froja met them with a rain of arrows. Torvard's throw buried his spear deep in the breast of a great, white bearded troll as it lumbered towards him. It fell and did not get up.



Then the trolls reached the shore. Torvard uttered a war cry that was echoed by the defenders as they rushed forward and met their foes in a vicious game of blood and iron. Swords clashed, axes hewed, and the death cries of trolls and men filled the air.

Torvard was a giant among them, his forge's hammer now a weapon of crushing doom. Bloodlust washed over him. From whence it came, he knew not---he knew only the thrill of battle at last, and with every blow from his hammer, an ice troll fell.

The troll's line wavered and fell back towards the boats.

An explosion of white light knocked him down. He shook his head to clear it and staggered to his feet. The ice trolls and the defenders of Froja lay unmoving on the ground around him. He could make no sense of it.

Then Atala was there. She took him by the arm and tried to drag him away.

"We must flee! Now!" The fear and urgency in her voice was clear.

"What happened?" he asked, but her attention was now drawn to the fjord. She released his arm and lowered her gaze, shoulders slumped.

Torvard's eyes took in what his mind could not comprehend. A man---a sorcerer---came towards them, drifting on the wind. He worn a green coat and a golden helm with two strange horns protruding from the front. Black of hair and pale skin.

The sorcerer touched down to earth in front of him. The smirk on his face tugged at Torvard's memories. He knew this man, if man he was.

Torvard pushed Atala protectively behind him and then picked up his hammer from the ground.

He swung it at the sorcerer's head, but the man was no longer there. He saw him standing a few feet away, that same infuriating smile on his face. Torvard lunged at him again, swing the hammer overhead, with the same result.

The sorcerer snapped his fingers, and the hammer crumbled away to dust.

The sorcerer chuckled. "The weapon is always what made you. Without it, you are nothing."

He turned to address Atala. "Niece," he said.

"Uncle," she replied, without meeting his gaze.

"Atala," Torvard said. "You know this. . .man?"

"He is Loki," she said.

The name meant nothing to him. Or did it?

"Who are you?" Torvard said. "What do you want here?"

Loki ignored him. "You were supposed to kill this drunken lout. Lure him away after a night of feasting and plunge your dagger through his heart. Instead, you disappeared with him."

"Things have changed."

"Have they?" he asked.

"Atala," Torvard said. "Is what he says true? I don't understand. Were you sent to kill me?"

She threw herself to her knees and took his hand. "I was, my love. I beg your forgiveness. I was poisoned by my uncle's words. I thought you a monster. A killer. It was only after we'd met and talked that I realized. . . ."

"Realized what?" Torvard asked.



The sorcerer looked from one to the other. "Oh, you poor dear. You actually love him. I can't say that I'm surprised. The hair, the muscles, the smile. You would not be the first to succumb to his charms. Nor will you be the last."

"Atala. . ." Torvard said. He had no other words. The ache in his chest was suffocating. His heart was broken.

"He seems to have fallen in love with you as well," Loki said. "The real question is, will he still love you once he knows what you are? Once he remembers who he is?"

"Please," Atala pleaded.

Loki shook his head. "Enough of this charade."

He snapped his fingers and the icy air shimmered. Torvard saw the ground around them littered with dead frost trolls. The raiders---and the young men who had staunchly defended the village. They were not men at all.

"All trolls?" Torvard said, incredulous.

"All," Loki replied. "And more."

Torvard looked down at Atala who was still on her knees before him. Her eyes glistened with tears that froze instantly on her beautiful, blue-skinned cheeks. He withdrew his hand from her grasp and stepped back.

"Atala? A troll?"

"Troll-blooded," Loki said. "My niece. One of them anyway. So skilled in the art of magic. Of course she would be. I taught her myself."

Loki shook his head, disappointed. "My dear, I had so many hopes for you."

"Please. . .," she said again.

"Please what? You created this world within a world, but you should have known that no place in Jotunheim can remain hidden to me for me. Did you really think you could keep him from me? His fate is still in my hands. There is only one fate left for you."

Torvard gritted his teeth, looked around for a weapon. "I will not die so easily, sorcerer."

Loki scoffed. "I no longer want you dead. As my niece has said, things have changed, although not the way she understands. I need you alive for now. It is time you remembered who you are."

Loki snapped his fingers, and the skies parted above. A crackling bolt of lightning arced down and struck Torvard with the sound of a thunderclap. Electricity coursed through his body, yet he felt no pain, only sorrow as the cloud lifted from his mind.

"Torvard!" Atala wailed.

No, not Torvard. . .

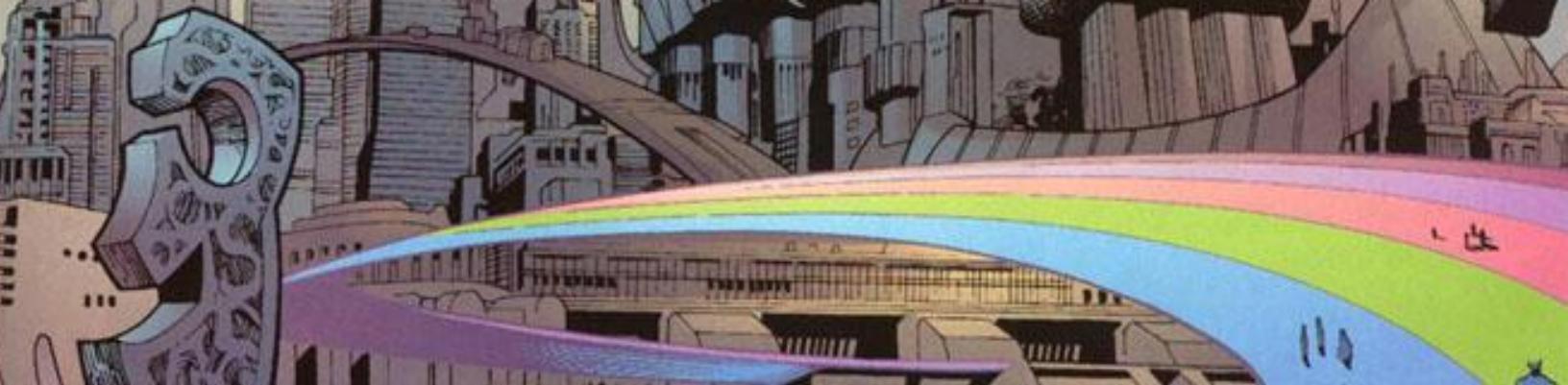
"Thor," Loki said. "How nice to see you again, my brother."

He knew he was once again. His fist tightened on the source of the lightning strike---the mighty hammer now in his hand. Mjolnir, forged by the dwarven lords of old and mastered only by he who be worthy.

"You are free now, son of Odin," Loki laughed. "Free to spend eternity here with your true love."

Atala wept. "Please my love. What he says is true. You alone have thawed my heart. We have loved. We can love again."

Atala knelt before him in all her icy beauty. Her love was real. He could feel that. He could return with her to the dream and become Torvard once again.



But she was a troll. She was his enemy. An enemy to his homeland Asgard. There was only one choice to be made.

Atala knew his decision. Accepted it. She closed her eyes and waited.

Guided by Thor's hand, Mjolnir rose and fell with the sound of a thunderclap. Atala's body shattered into a thousand shards of glittering ice that scattered like glass across the snow.

She was dead. Thor felt a piece of himself die with her. He knew he would never be the same again.

Loki cleared his throat. "Well, that was unpleasant."

He brushed a few slivers of ice from his coat.

Thor turned on him in rage, an animalistic growl escaping his lips.

"I'll kill you for this," he said. In his hand, Mjolnir became a spinning blur. "You die today."

"Now, now, brother," Loki said as he levitated up into the sky. "I'm afraid you have larger problems than me to deal with. After all, she was always his favorite cousin."

And with that, he was gone.

Thor felt a surge of monstrous power all around him. The ground trembled at his feet. Then the fjord erupted with a crash and an enormous reptilian head burst through the ice, filling up the sky.

The great serpent, Jormungandr, opened its mouth with a deafening roar. Thor raised Mjolnir and leapt towards it. For a moment, they hung together as if trapped in time, mortal enemies poised for death at the end times of Ragnarok.

Then the colors of the rainbow flashed before Thor's eyes and carried him home.





OVERVIEW

A Brief Overview of Asgard:

Asgard is a planetary body that serves as home to the Norse gods. It exists in another dimensional plane and is about the size of the United States. It is not round like the Earth, does not spin on its axis, and does not revolve around the sun. It is a flat, asteroid-like mass that has a top surface with a gravitational pull, similar to that of the Earth's, although how the atmosphere remains intact despite its island like appearance floating in space, isn't known. Asgard has unknown intervals of day and night, it is unclear as to whether it uses Earth's sun as a source of light, and there is no evidence that the seasons change.

Asgard is connected to two other planes that consist of the "Nine Worlds". Four of the worlds exist on the land mass that Asgard exists on. These worlds are Asgard, Vanaheim, Alfheim, and Nidavellir. Another of these worlds that is in a different dimensional plane is the world of Midgard, or Earth. The sixth world is Jotunheim followed by Svartalfheim, Hel, and Muspelheim. There are nexus portals that exist on each of these worlds except for Midgard,

and some of these worlds are in contact with the roots of Yggdrasil, the cosmic ash tree that stands in Asgard.

Asgard has one permanent portal and that is Bifrost, the Rainbow Bridge. That leads to Midgard, it has been shattered making it difficult to travel between the dimensions. However, there are portals in the surrounding area that lead to Earth. Asgard also has a portal to Olympus which is home to the Greek gods, but Olympus is not one of the Nine Worlds; it is presumed that the portal is artificial. Asgard also has one more unique phenomenon which is the Cave of Time wherein one can travel to other time eras.

Inhabiting the Asgardian system are seven races of humanoid life forms. Each race is different, but the most powerful race is that of the Gods. The Gods are the most human looking and believed to have inhabited Earth at one time. Norsemen and Germanic tribes used to worship the Asgardians nearly a millennium ago and that is why some of the names differ slightly like Wotan

instead of Odin. Even though certain Gods are still interested in humanity such as Thor, the Asgardians do not have any more active worshippers or seek to have any. An average male god can lift up to 30 tons while an average female can lift up to 25 tons, but there are those that exceed these specifications. The Gods are extremely long lived, but are not immortal like the gods of Olympus. They are immune to terrestrial diseases and resistant to conventional forms of injury.

The second race is the Giants dwell in Jotunheim. They are Neanderthal-like in body structure. Most are 20 feet tall, but some reach 30 feet. Giants lead a hunter/gatherer type of life, but will war with the gods because they are jealous of the gods' superior abilities. Giants are usually classified by where they live: Frost Giants live in frozen areas, while those in the mountains are known as Storm Giants. They are known to produce half-breeds that look like gods such as Loki and Skurge, the Executioner.





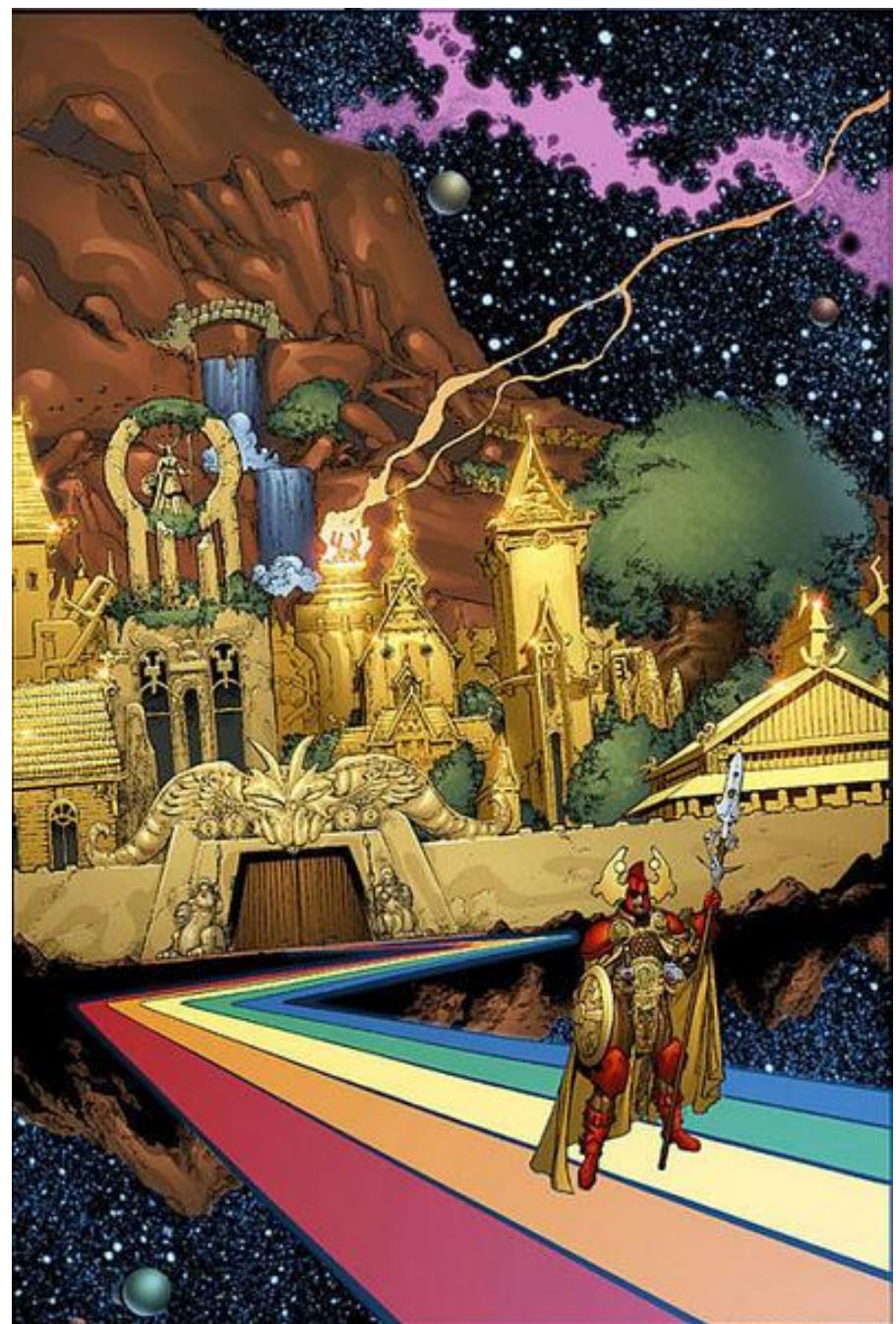
Dwarves are another of the races. They are small and stocky with an average height of 4 feet. Dwarves live in Nidavellir and maintain peaceful relations with the Gods. They tend to be either craftsmen or farmers and have created weapons such as Mjolnir and the spear, Gungnir. However, it was Odin that enchanted these weapons with their magical properties.

The next race is that of the elves. The elves that inhabit the land are the Light Elves and the Dark Elves. The Elves live in Alfheim while the Dark Elves live underground in Svartalfheim. Both species are similar in the respect that their body types can differ greatly in size anywhere from 4 feet to 8 feet, and have proportionally long limbs. Light Elves have lighter skin tones while Dark Elves are darker, and both are attuned to magic.

Trolls are another of the inhabitants and are the least human of all the races. Trolls are creatures covered in hair with an orange skin tone. They average at 7 feet making them taller than the gods, and live in settlements throughout the land. The trolls are incredibly strong, putting them on similar ground with the Giants. Some trolls, like Ulik, have strength equal to Thor. Trolls usually work as miners and metal workers.

Another race of Asgard that lives in the realm of Muspelheim is that of the Demons. Demons are similar in size to the Gods, but are engulfed in fire. They tend to be nomads but will travel into other dimensions for the purpose of war. All Demons are the offspring of the fire demon Surtur.

The Angels are the inhabitants of the Tenth Realm. These winged humanoids are materialistic and selfish creatures, and are only moved by the desire of material reward.



THOR CORPS

Over the years there have been many Thor-like beings in the long history of the God of Thunder. Some of them were mortals worthy enough to wield the power of Thor, however briefly. Others were worthy enough to be given some Odin enchanted item, that granted them similar abilities and others are Gods of Thunder from alternate universes, earths and realms far beyond those of the Thor that we all know.

Before we begining our exploration of the many variations of Thor, let's take a moment and talk about a hotly debated topic in the Marvel game community:

Mjolnir's Material Strength:

It has been (officially) written in more than one place that the material strength of Mjolnir is Class 3000 or Class 1000. When we set out collate this data, the writer and consultants of the book took a long hard look at the materials presented, as well as hundred of Thor comics and came up with this explanation for the variations in the many listings for the material strength.

In the beginning Mjolnir had Class 3000 material; unfortunately it has been destroyed or severely damaged requiring extreme forces to repair the damage. These repairs, over the years, have weakened the material, thinning it out so to say, dropping the rank from Class 3000 to Class 1000.

Now as Judges and Players are apt to do, some people like the idea of Class 3000, others Class 1000 and some might not are. But for those completists that would like to exam the facts or stories as they stand, here you are:

- 1) A force beam from the Destroyer sliced it in two in Journey Into Mystery #119. Mjolnir was repaired in Journey Into Mystery #120.
- 2) The Molecule Man dispeled the atomic bonds between the hammer's molecules, vaporizing Mjolnir in Avengers #215. Mjolnir was restored in Avengers #216.



- 3) The hammer shattered after channeling an incredible amount of energy at the Celestial Exitar in Thor #388 and was restored by the Celestials' replicoid in Thor #389.
- 4) Dark God Perrikus sliced Mjolnir in half with a magical scythe in Thor Vol 2 #10. Mjolnir was restored in Thor Vol 2 #11.
- 5) The hammer is shattered when it collided with the uru weapons of Loki's followers, resulting in an atomic-scale explosion in Thor Vol 2 #80. Mjolnir wasn't seen again until Thor Vol 3 #1.
- 6) The hammer was shattered by Bor in Thor #600, requiring Doctor Strange to reconstruct it by channeling Thor's Odinforce into its fragments.

And there you have our explanation as to the variations on the material ranks of Mjolnir.



Thor - God of Thunder

Thor Odinson

F	Un	(100)	Health: 320
A	Ex	(20)	
S	Un	(100)	Karma: 50
E	Un	(100)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Rm	(30)	Popularity: +75

KNOWN POWERS:

Body Armor: Excellent (20).

Invulnerability to Disease: CI1000.

Illusion Detection: +1 CS to Intuition.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

Weather Control: Without his hammer, Amazing (50) rank.

Warrior's Madness: Thor can berserk raising his strength to Shift-X (150) for 1-10 rounds. At the end he must make a Yellow Endurance FEAT or pass out for 5-20 rounds. Thor's strength drops to Monstrous (75) for 3 days. Should Thor wear Mejingjord his strength bonuses are cumulative.

EQUIPMENT:

Mjolnir (Unique Weapon): Made of Uru, a CL1000 Material. Thor's Fighting rank is Sh-Y (200) while using the hammer, which does Unearthly (100) Blunt damage, and can be thrown 10 areas. No one can take the hammer away from Thor, unless he wishes it. Thor has the following Power Stunts while using Mjolnir:

• *Alter Ego:* Striking Mjolnir on the ground, or a hard surface, transforms Thor into his current mortal form. If Thor is kept away from the hammer for over one minute, he automatically reverts back to his mortal form. While he is in his mortal form, Mjolnir looks like a simple wooden cane. Striking the wooden cane against a hard surface reverts Thor back to his immortal form. The statistics of Thor's mortal forms are as follows:

(original) Dr. Donald Blake

F	Fb	(2)	Health: 18
A	Pr	(4)	
S	Ty	(6)	Karma: 50
E	Ty	(6)	
R	Gd	(10)	
I	Gd	(10)	
P	Rm	(30)	Popularity: +10

Sigurd Jarlson:

F	Gd	(10)	Health: 60
A	Gd	(10)	
S	Ex	(20)	Karma: 50
E	Ex	(20)	
R	Gd	(10)	
I	Gd	(10)	
P	Rm	(30)	Popularity: +0

Eric Masterson

F	Ty	(6)	Health: 26
A	Pr	(4)	
S	Ty	(6)	Karma: 50
E	Gd	(10)	
R	Gd	(10)	
I	Gd	(10)	
P	Rm	(30)	Popularity: +0

Jake Olsen

F	Ty	(6)	Health: 24
A	Ty	(6)	
S	Ty	(6)	Karma: 50
E	Ty	(6)	
R	Gd	(10)	
I	Gd	(10)	
P	Rm	(30)	Popularity: +0

(Current) Dr. Donald Blake

F	Ty	(6)	Health: 24
A	Ty	(6)	
S	Ty	(6)	Karma: 50
E	Ty	(6)	
R	Gd	(10)	
I	Gd	(10)	
P	Rm	(30)	Popularity: +0

• *Automatic Return:* When thrown, whether it hits or not, Mjolnir flies back to the spot from where it was thrown.

• *Dimension Travel:* Unearthly (100) power to travel between Earth and Asgard. He can open dimensional apertures to secure his armor and Mejingjord.

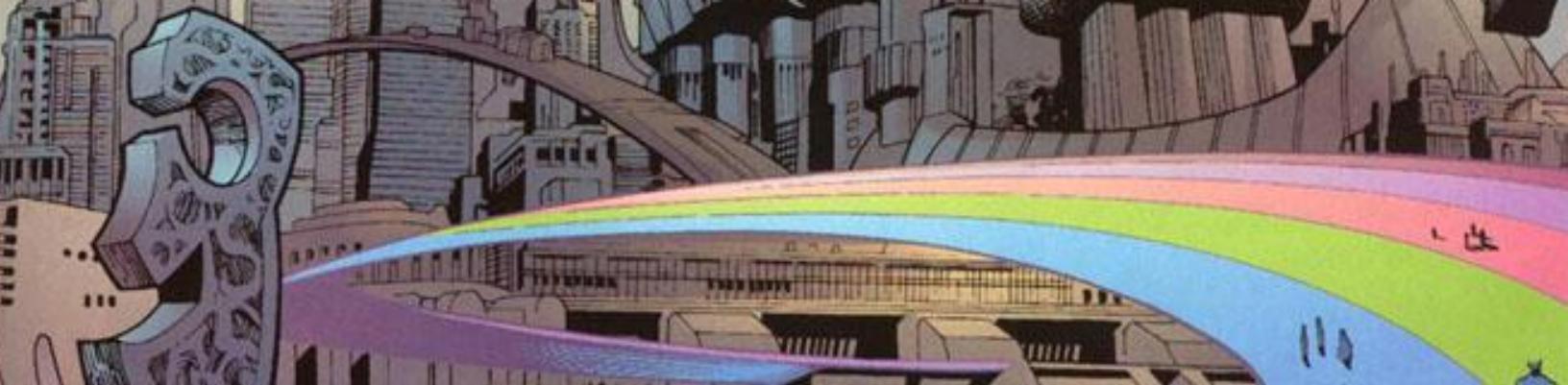
• *Dimensional Rift:* Thor creates a rift, pulling anything nearby in with Sh-Z (500) forces. He can choose where they arrive.

• *Flight:* Amazing (50) air speed. Thor does this by spinning the hammer.

• *Deflection:* By spinning the hammer, Thor can deflect Remarkable (30) vs. physical, energy, and magical attacks.

• *Weather Control:* Unearthly (100) control, Monstrous (75) lightning. Thor can shoot lightning without a storm.





- **Air Control:** Monstrous (75). Provides Monstrous (75) vs. projectiles, 1 area, and carry others, Incredible (40) speed.

- **Unfettered Might:** +2 C/S damage. With Mejingjord +1 C/S more. Unless wearing Járnglöfar, he takes Incredible (40) damage.

- **Power Absorb/Reflect:** Can absorb energy and visual psychics at CI1000. He releases the energies next round.

- **Light Emission:** If calling lightning, or by command, Mjoinir releases a burst of light of Incredible (40) intensity.

- **Magic Detection:** Senses Asgardian magic with Good (10) Intensity.

- **Life Force Drain:** Thor can draw out the life force of Asgardians, destroying their form until Odin resurrects them.

LIMITATIONS:

- **Worthiness:** Only those worthy are able to pick up Mjolnir. Excellent (20) Strength and positive popularity.

- **1 minute:** If separated from Mjolnir more than 1 minute, he reverts to his mortal form until he can change again.

- **Dimension rift:** This costs all his Karma.

- **Unfettered might:** This costs half his Karma.

- **Life Force Drain:** This costs all his Karma, and he loses all but 10 Health.

- **Warriors madness:** This is forbidden as per an edict from Odin, if performed Thor must seek atonement and a quest to absolve this dishonor.



Jarnbjorn: **(Unique Weapon)** This Dwarven Axe made of Unearthly (100) Material and causes Unearthly (100) Damage. There have been a couple of enchantments added to the axe since its creation ages ago, it now has the following stats and abilities:

- * Jarnbjorn is now CI1000 material.
- * Jarnbjorn can be used to shield Thor from attacks by making a roll using the material of the axe as protection.
- * Unearthly (100) edged damage.
- * Can be thrown up to 10 areas, but doesn't return to his hand.
- * Jarnbjorn can pierce the armor of Celestials or beings created using Celestial technology. If facing such beings, their armor offers no protection.



Black Uru Prosthetic Arm: Unearthly (100) Material Strength. Strength increases to Unearthly (100), but Fighting decreases to Amazing (50) for using his off hand in battle.

Armor: This suit is made of a CL1000 metal and provides Sh-Y protection.



Járglófar: Uru CI1000 gauntlets for Thor, offering Sh-Y (500) vs. contact powers and Mjolnir's excess energy.



Megingjord: When Thor wears this belt, his Strength is increased by +1CS. When removed, Thor's Endurance is -2 C/S for 24 hours.



Tooth-Grinder and Tooth-Gnasher:

Thor owns two large pet war goats, which pull his war chariot:

F	Rm	(30)	Health: 110
A	Gd	(10)	
S	Rm	(30)	Karma: 26
E	In	(40)	
R	Ty	(6)	
I	Gd	(10)	
P	Gd	(10)	

KNOWN POWERS:

Flight: Incredible

Running: Excellent

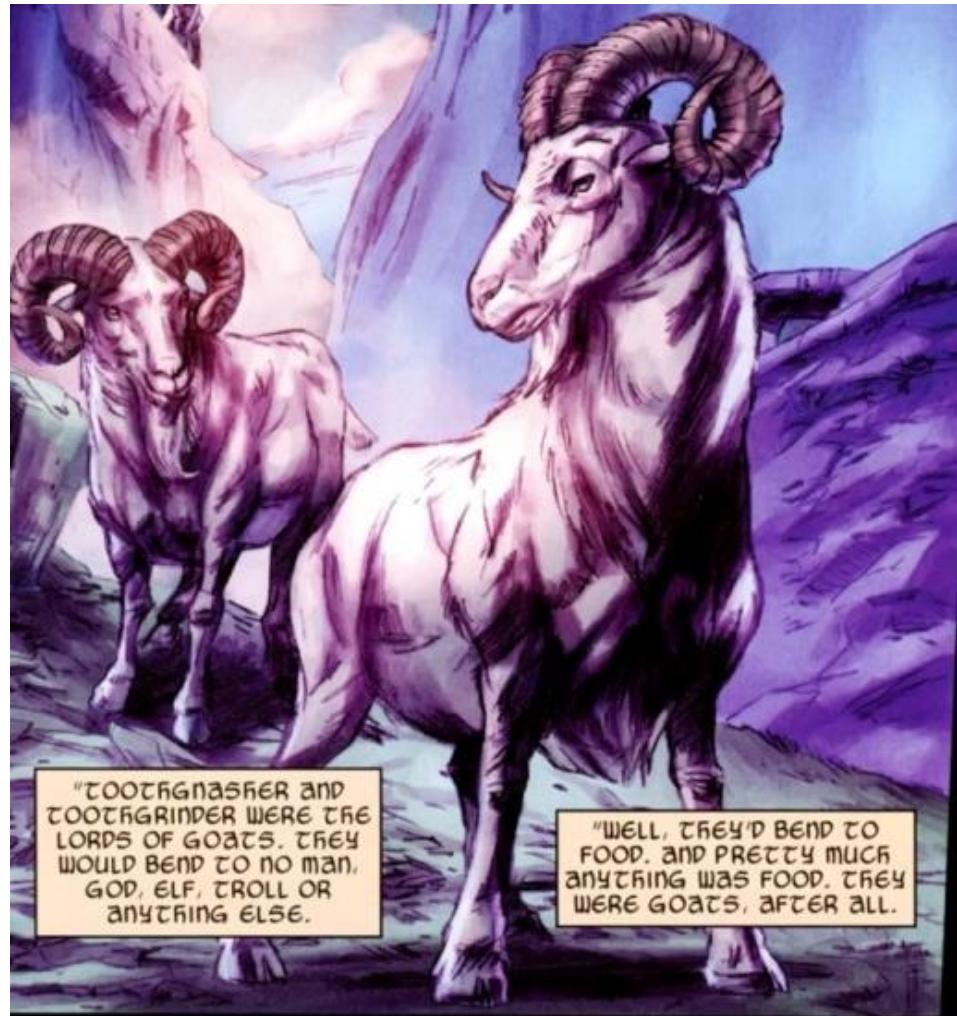
Attacks: The goats can ram or attack with their front hooves (doing strength + Excellent Electrical damage).

Talents: Thor is a Weapons Specialist (+2CS) with Mjolnir. He is also skilled with Bows, Blunt and Sharp Weapons (+1CS) and is a master in the art of Wrestling. Thor also has extensive knowledge of Occult Lore, Asgardian lore, Mythology and History and is Multi-Lingual in Ancient and Dead languages. In mortal forms has extensive knowledge of Medicine, First-aid, Surgery and Anatomy.

Contacts: Thor can call on aid from his fellow Asgardians, and his mother, the earth goddess Gaea. Thor has been a member of the Avengers since they first formed. Over the years, Thor has met and gained the respect of most of the super heroes of Earth. A number of gods from other pantheons are friends of Thor's.

Running Thor:

The original Thor was an honorable warrior, who believed it was the duty of the powerful to protect those weaker. Unfortunately, Thor sometimes acted arrogantly, and his headstrong temper and brash ways often got him in trouble. He acted as Earth and Asgard's guardian, but he reluctantly acted against other Asgardians if Earth's need was greater. The original Thor used a formal speech pattern (a form of pseudo-Shakespearian), and had a tendency to make long monologues during combat. His alter-egos spoke normally.



The Eric Masterson Thor, is a simple architect who is rather stunned by the changes in his life. He lacks the confidence that the original Thor had, since this is all new to him. He often regrets that his new life as a hero often overshadows his personal life. Even though he is not the original Thor, Masterson is just as brave and noble. The most important person in his life is his son Kevin.

HISTORY:

Thor is the son of Odin, and Gaea the goddess of the Earth. Odin wanted a child of Asgard and Midgard, which is why he mated with Gaea. Gaea gave birth to Thor in a small cave in Norway. A few months later, Odin took the baby Thor to Asgard to be raised by his wife, Frigga. Thor learned of Gaea many centuries later. The young Thor was raised with Loki, his step brother. Loki had been the son of the Frost Giant leader Laufey, who had been killed by Odin. Even when they were growing up, Loki was jealous of Thor's powers and popularity. This later grew into all consuming hatred. When Thor was eight years old, Odin sent him



to Nidavellir, the land of the dwarves. Thor was to order the dwarves Brokk and Entiri to create three special items for Odin. One of those items was the mystical hammer, Mjolnir. Loki sabotaged the creation of Mjolnir causing its handle to be too short. Mjolnir was given several enchantments by Odin and set it aside for Thor on the day that he could prove that he was worthy. Thor trained to become a mighty warrior and performed many heroic deeds. At the age of eighteen, Thor offered his life to Hela in return for that of the young goddess Sif. Hela being touched by this act of nobility, release both Thor and Sif. For this act, Thor won possession of Mjolnir and was declared by Odin the greatest warrior of Asgard.

In the Ninth Century, A.D., Thor went to Midgard for the first time. While on Midgard he promoted his worship among the Vikings. Later on, the Norsemen and Germanic people would also come to worship Thor and the other Asgardians. While on Midgard, Thor encouraged his worshipers to glorify the ways of combat. One day, Thor discovered that some of his Viking worshipers had killed the defenseless inhabitants of a Christian monastery. Shocked by the fact that some of his more fanatic worshipers were killing innocents in his name, Thor left Midgard and cut himself off from his worshipers. Over time, the worship of the gods of Asgard died out.

At one point in time, Odin had plucked out his eye and threw it in the Well of Wisdom. This eye attained sentience. The eye eventually told Thor many stories about himself and Odin, none of which Thor remembered. The eye told Thor that he was not the first Thor, the previous one having been killed during a Ragnarok while fighting the Midgard Serpent.

As the centuries passed, Thor had many perilous adventures in Asgard. But over time Odin became concerned with Thor's headstrong behavior and lack of humility. After Thor broke a truce by chasing a foe into the land of the Frost Giants and almost causing a war, Odin decided to teach Thor a lesson of humility. Using the

body of Don Blake, Odin merged his son Thor so that he would learn mortality and humility. Don Blake never knew of the presence of Thor. Odin, knowing that such a love could only end in despair, became worried. About that time, Odin sensed the arrival of an alien space ship in the Solar System. The ship was a scout ship for a main invasion fleet of the alien Kronans. They planned to land on Midgard and scout it out for the main fleet. Odin magically altered the ship's course so that it would land in Norway. Working quickly, Odin placed a compulsion in Blake's mind causing him to suddenly go to Norway for a vacation. While walking along the Norwegian coastline, Blake came upon the Kronan ship and he was discovered by the aliens. Losing his walking cane during his flight from the aliens, Blake took refuge in a cave. A secret door opened up in the back of the cave, and he found a chamber containing nothing but a gnarled wooden walking cane. Unknown to Blake, the chamber was where Thor had been born many centuries earlier. Exploring, Blake found that the only other way out was blocked by a huge boulder that he could not budge at all. Frustrated, and scared by the thought of the eventual arrival of the aliens, Blake struck out at the boulder with the wooden cane. Blake was surrounded by a blazing light, and then he found that his body transformed into a powerful form. The cane had been transformed into a mighty hammer. Blake instinctively knew that he had become the legendary Thor. At this time Blake only believed that he had obtained the power of Thor since he had no prior memories of being Thor. Thor went on to defeat the aliens and went home with his new found power.

Back in New York, where Don Blake's practice was and his nurse, whom he loved, Thor became the champion of justice. Thor in these early days fought many villains and super villains. Each time becoming more and more aware of his many powers. Oddly enough, Thor did not seem to question his gradual return of his memories of his father and of Asgard or the fact that his essence was also

gradually manifesting itself in his mortal form. With each transformation into Thor, Don Blake was becoming stronger, braver, and more Asgardian in behavior. While fulfilling Odin's lesson in humility, Thor was developing a strong appreciation and love for mortals and the place they called Earth. Thor began to interact more with them as a member of the super hero team, Avengers. In fact, he was a founding member of this team. The strongest affection Thor had for mortals was his love interest in his nurse Jane Foster. The love affair between Thor and Foster continued for many years. It eventually ended when Jane Foster failed to pass the test of immortality that Odin had granted. Odin sends Jane Foster back to Midgard with no memory of what had transpired and she fell in love with another doctor, Kevin Kincaid. Thor unsure of his love and disappointment goes off in search of the Unknown One that had caused Jane Foster to fail her test. While on this adventure he aided by a young, beautiful, warrior goddess who turns out to be Sif, his childhood sweetheart. With her new found love, Sif joins Thor on many of his adventures. More and more Thor is doing battle in space and Asgard and begins to question who is he, Blake or Thor? Then Odin finally lifts his memory block completely and Thor realizes he has always been the god of Thunder, but does not give up his mortal identity. Jane Foster still remains apart of Thor's life when she became deathly ill and Sif had to merge with Foster to save her life. The two were later separated when Foster was sent to limbo and Sif and Thor rescued her. Sif continued to fight along side of her lover and they were joined from time to time with their Asgardian friends, Hogun, Fandral, and Volstagg Nick Fury, leader of S.H.I.E.L.D. later helped Thor set up a new identity as Sigurd Jarlson, a construction worker. In this identity, Thor simply pulled back his hair, wore glasses, and dressed like a normal human.

Meanwhile, in a distant galaxy known as the Burning Galaxy by its peaceful inhabitants, Surtur was making his first move toward Ragnarok. Surtur caused



the core of the Burning Galaxy to explode, creating enough energy to reforge his Sword of Doom. The disaster destroyed most of the alien empire. The survivors fled in a fleet of ten thousand star ships, hoping to find a new home. The aliens were all put into suspended animation, except for the one named Beta Ray Bill. Bill had been converted into a super-cyborg and given a sentient spaceship named Skuttlebutt. Bill was to guard the fleet on its long journey. The fleet was being closely followed by horde of Surtur's demons. Upon entering the Milky Way Galaxy, the fleet was discovered by an S.H.I.E.L.D. hyper space probe. Nick Fury asked Thor to fly out and investigate. Beta Ray Bill was awakened by Skuttlebutt when Thor breached the hull of the ship. The two fought, and during the fight Thor was separated from his hammer, causing him to turn back into Don Blake. Bill picked up the wooden cane (Mjolnir) and struck a wall of the ship. Bill was transformed into an alien version of Thor, holding Mjolnir. This happened because Odin's enchantments, design to bestow Thor's powers on anyone worthy enough. Odin had thought that Thor was the only one worthy enough, but Bill was also worthy. Skuttlebutt landed on Earth, and Odin then summoned Thor to Asgard. The summons carried Bill to Asgard instead. Odin then summoned Blake to Asgard and transformed him into Thor. Thor and Bill became friends, but Bill refused to give up Mjolnir; Bill felt that he had taken it in fair combat, and he needed the hammer to protect his people. Odin ordered a trial by combat, which Bill won. But Bill felt guilty about taking the hammer that had been made especially for Thor. Odin then ordered a new hammer to be made, with the same enchantments and materials as Thor's. Odin gave this new hammer, Storm Breaker, to Bill.

Thor, Beta Ray Bill, and Sif then went to Bill's armada and drove off Surtur's demons. Since then, Bill has helped protect Earth and Asgard from Surtur and other menaces. Surtur then joined forces with the renegade Dark Elves. The Dark

Elves and Surtur's demon army attacked Earth, after opening the Ancient Casket of Winters on Earth, along with a number of super heroes, drove the invaders back. Meanwhile, Thor, Loki, and Odin protected Asgard from Surtur himself. The three gods mingled their essences, which increased their powers so that they might be able to defeat the demonic fire elemental. During the battle, a great deal of Asgard was destroyed, including the Bifrost, the Rainbow Bridge. Surtur and Odin grappled with each other. The two combatants then fell down a huge chasm, which then closed up. While Beta Ray Bill and the Asgardian army prepared to return home, preparations were made to select a new leader since Odin had disappeared. Lorelei, with the help of Loki, enchanted Thor and caused him to fall in love with her. Loki planned to get Thor to choose him as the new leader. Thor broke free of the enchantment, but the incident had strained Thor's relationship with Sif. Sif later forgave Thor but did not return with him to Midgard. Thor, Balder, and some Asgardian then traveled to Hel, the realm of the Asgardian death goddess, Hela. They went to rescue a number of Earth souls that had been unrightfully taken by Hela. Thor and his allies were able to save the souls, but Thor's face was badly scarred in a fight with Hela herself. Thor returned to Earth and returned the souls to their mortal bodies. While on Earth, Thor also became involved in the Beyonder's Second Secret Wars. The Beyonder resurrected the leader of the Dark Elves, increased the Elf's powers, and renamed him Kurse. Thor was able to beat Kurse, and send him to Hel, where he caused Hela many problems. Meanwhile, the gods of Asgard began the Great Althing, to chose a new king. Thor tried to return to Asgard, but before he could, he was turned into a frog by Loki. Thor then helped the frogs of Central Park defeat their enemies, the rats. Thor the frog then regained his hammer, and turned into a frog-like humanoid, the Thunder Frog.

In Asgard, Harokin, an Asgard warrior, pretended to be Thor. This deception postponed Loki's attempt to become the new leader of Asgard. Thor arrived in time

and secretly captured Loki before the evil god revealed the deception. Meanwhile, Volstagg discovered Surtur's sword. Loki had hidden the sword and was using a machine to drain magical energy from the sword. The magical energy had provided Loki with the power to transform Thor into a frog. Volstagg destroyed the machine, which freed Thor from the spell and transformed him back into his normal form. Thor then talked the Asgardians into making Balder their new king. Hela, who had guessed that Thor had sent Kurse to Hel, cursed Thor that so his bones became as brittle as a normal human's. She also cursed him so that he could not die from his injuries. Thor grew a beard to conceal the facial scars caused by Hela, and donned a suit of armor to support his fragile body. Despite the curse, Thor was able to kill the Midgard Serpent. Thor survived the battle, even though the prophecies said that he should die in the fight also. He survived partially thanks to Hela's curse. Unfortunately, his body was completely broken and battered, still alive, but unable to move and in a great deal of pain. Loki sent the Destroyer armor to torment Thor, but instead Thor was able to send his spirit into the Destroyer armor and command this ultimate weapon. Thor then traveled to Hel, planning to force Hela to free him of the curse. Hela was stunned by his new form, as the Thor Destroyer set about obliterating Hel. Thor pretended that the basic soul of the Destroyer had taken over, which meant that he acted like he was going to destroy Hela and Hel. The desperate Hela had no choice but to return Thor to his original body, and in return, release him from her curse. Thor made Hela promise never to take a soul she was not entitled to by the ancient laws, before he agreed to return his soul to his original body. The frightened Hela agreed and sent Thor back to Asgard. Thor arrived in time to save Asgard from an invasion by the Frost Giants, who were secretly backed by Loki.



Thor and Asgard next became embroiled in a battle with the Egyptian god of death, Seth. While Seth and his armies attacked Asgard directly, Thor and some of his friends attacked Seth's Black Pyramid, the source of Seth's powers. Thor discovered that Seth's power was backed by the captured Bes, the Egyptian god of luck. Thor also found and rescued the lost Odin from the pyramid. Odin had been captured by Seth after separating from Surtur during the long fall and battle with Surtur. Odin and Thor's allies returned to Asgard to stand in the final battle against Seth and his army. Odin granted Thor a portion of his power and left him behind in Seth's dimension, to battle the arriving Surtur. As Surtur and Thor fought, the nearby Black Pyramid was destroyed. The resulting energy backlash thrust the grappling does through time and space. Meanwhile, Odin led the surviving Asgardians in a desperate battle with Seth and his army. While Odin was busy fighting Seth, Hogun killed the death god with the Black Knight, whose body had been cursed to become a living magical blade. Thor and Surtur then arrived in Asgard, and Thor managed to stun Surtur. Odin then absorbed Surtur's like essences, imprisoning the demon within his own body. After the battle, Thor returned to his life on Midgard. Unfortunately, he became harder and harder to communicate and travel between Midgard and Asgard. Asgard drifted into the Negative Zone and was apparently stuck there. Odin imbued Mjolnir with the ability to contact Asgard one last time. On Midgard, Thor was having many problems of his own. Unknown to him, his body had been infused with a portion of his evil stepbrother's power. This had happened when Thor, Loki, and Odin had mingled their essences during Surtur's first attack on Asgard. This caused Thor to have unexplained moments of weakness during stressful situations. Thor also became friends with the architect Eric Masterson and Masterson's son, Kevin.

During this time, the mysterious Mongoose attacked Thor several times, trying to gain a cell sample for the god of



thunder. Finally, Mongoose kidnapped Eric Masterson and left a trail that led Thor to Wundagore, the High Evolutionary's home. Thor saved Masterson and joined with the High Evolutionary's New Men in saving Hercules and the High Evolutionary from the mysterious Black Galaxy. During the Evolutionary Wars, Hercules and the High Evolutionary evolved to a higher state and disappeared. Masterson accompanied Thor and helped him free Hercules and the High Evolutionary from Celestials holding them prisoner. They returned to Earth, while the High Evolutionary turned Wundagore into a spaceship and headed for the Black Galaxy. Unknown to Thor, a cell sample was obtained from him before Wundagore left. Hercules, Thor, and Masterson were then viciously attacked by Mongoose using weapon he had stolen from Wundagore. Mongoose almost killed Thor using a powerful energy beam. Masterson took the killing blow for Thor, giving Thor and Hercules a chance to defeat Mongoose. Unfortunately, Masterson was critically wounded and dying from his wounds. Thor used his hammer last enchantment to contact Odin so that Masterson might be spared. Granting Thor his wish, Odin then merged Masterson with Thor much like the way he did for Don Blake. However, in this case Masterson and Thor were two separate beings. While Thor and Masterson dealt with their new condition, more problems arose. Masterson's private life underwent a great deal of change and strain. Masterson finally had to give up custody of his son to his ex-wife and her pro-football husband.

Thor continued to have spells of weakness and sought out the aid of Doctor Strange, Sorcerer Supreme. Doctor Strange was able to enter the realms of Thor's subconscious. Thor accompanied Strange in this realm to discover that Masterson was there as well as an evil version of Thor. This version of Thor turned out to be a remainder of Loki's essence which Thor was able to defeat Loki's essence and rid himself of its possession. Thor and Masterson became much closer from this time on even

though they were separate now as a result of their conflict with the celestials. After this they journeyed to Asgard with the help of Sif. At the time, Asgard was the scene of a tremendous battle between the fire elemental Surtur and the ice elemental Ymir. This battle signaled Ragnarok, the end of time for Asgard nine worlds. Following Odin's plan, Thor recovered Surtur's sword from the Sea of Eternal Night. He then confronted the gods of Fire and Ice. Thor, weakened by his separation from Masterson, failed to stop the lords of Fire and Ice. Masterson again merged with Thor to complete Thor's essence that he had shared. Thor tricked the Ymir and Surtur to fight over the sword that would light the Flame of Destruction. During this distraction Thor was able to open up a dimensional rift that sucked them both into the Sea of Eternal Night, placing these evil lords in suspended animation forever.

Thor returned to earth to only find that Loki had plotted the greatest of his schemes. Unknown to Thor or Masterson, Loki had learned from the Tomorrow Man that he would be killed by Thor in this battle. This complex circumstance is not revealed as Loki had discovered this from Masterson in the near future. Phase one of Loki's plan was to force Thor to kill him. He did this by kidnapping Masterson's son, Kevin and after battle with Thor in last desperation to make Thor kill him he hurls a bolt of energy toward Masterson's ex-wife. The Enchantress causes Susan Austin, Masterson's girl friend, to leap in front of the bolt. Seeing this Thor becomes enraged and uses Mjolnir to draw the life force from Loki. Unknown to Thor, Loki redirects his life force to Odin who is in his Odin sleep to replenish his power. An exchange takes place as Loki's essence takes over Odin's body and Odin's essence was trapped in the realm of Mephisto after Loki had made a pact with him.

Odin, under Loki's power, awoke and ordered Heimdall to punish Thor for breaking their most sacred law, the taking of another Asgardian's life. Before Heimdall could carry out the punishment,

Thor pleaded that Masterson not be affected and Midgard should still be given a guardian. Heimdall banished Thor, and Masterson is left, and Mjolnir is a cane again. In anger, Masterson struck the cane and discovered he has the power of Thor but not his essence or being. Masterson, now Thor II, attempted to fulfill Thor's role. He entrusted his secret to Captain America who made him an Avenger and assisted with the transition. The new Thor was honor bound to find the original and restore his powers. This trek took him on many adventures and a special bond with Sif. Sif, just as eager to find her love, became more and more attracted to the new Thor, though she despised his mortal ways. With each new battle, Masterson became more like Thor.

During one trek to find Thor, Masterson joined Dargo, a Thor from the 26th century, and Beta Ray Bill to form the Thor Corps. They battled the Tomorrow Man who used his powers to summon Thor's greatest enemies from the past, including Loki. During this battle with Loki, the new Thor revealed to Loki the circumstances of his death. Masterson was unaware of this being the cause of his recent misfortunes. During these time jumps, Dargo discovers what will become of Masterson. After defeating the Tomorrow Man, the new Thor faced greater challenges while Sif and Balder sought places where Thor could have been banished. After a battle with Mephisto to save Sif, Masterson learned of Loki's scheme and confronted Loki, now in Odin's body. After expelling Loki from his body, Odin sent Masterson into his subconscious to find Thor. With Thor restored, Masterson was separated from him once more. As a reward, Odin bestowed Masterson the power of Thor and a battle mace, thus becoming a new super hero, Thunderstrike.

Leaving Thunderstrike in charge of protecting Midgard, Thor began, what he hoped to be, a long stay in Asgard. However, he became frustrated and angry with all the times that his powers had been separated or taken from him. During this time, Thor became engaged in



senseless battles. Odin demanded Thor's explanation and Thor told Odin of his frustrations and confusions. Odin sent Thor alone out on a trek through the cosmos to find. Unknown to Thor or anyone else, he was not alone...his new acquaintance Valkyrie is with him. However, he later realized that Valkyrie was only a figment of his imagination brought on by the fury in his soul. Sif, confused and concerned by Thor's behavior, sought out Beta Ray's help. Thor, vexed by the presence of Valkyrie, became more and more mad. In battle with Beta Ray Bill, Thor nearly killed Beta Ray.

Pluto, god of the Greek underworld, saw an opportunity to gain vengeance. He sent Ares to do battle knowing that he was no match for Thor, especially one enraged with warrior's madness. Pluto's plan succeeded as Thor defeated Ares and Zeus discovered that his son, Ares, had fallen at the hand of Thor. Meanwhile, Thor became involved with the Infinity Crusade as the Goddess' essence overcame that of the Valkyrie. Thor traveled with the Goddess to her citadel to join various other super heroes that she had enlisted in her crusade. During his stay at the citadel of the Goddess, Thor battled and defeated the Super Skrull and Drax the Destroyer.

Thor succumbed to more and more of his warrior's madness. Sif and Beta Ray pursued him hoping that they may help him. After his defeat by the hand of Thor, Drax returned to the Infinity Watch. Concerned with Thor's madness, Warlock enlisted the aid of the Silver Surfer and his Infinity Watch. In their first struggle with trying to gain control over Thor, the Infinity Watch was beaten and Thor gains possession of the power infinity gem. Now with the mystic aid of Doctor Strange, the Infinity watch pursues Thor again to no avail.

Thanos, aware and concerned with Thor's unchecked possession of the power gem, battled Thor. To prevent him from doing any more damage, Thanos placed Thor into suspended animation and delivered

him to Odin. The only way Odin felt he could save Thor was to plunge deep into his mind at the heart of Thor's madness. At risk of killing Thor, Odin did just that to find Thor shackled in chains by the hollow phantom known as the Valkyrie. Odin battled with Valkyrie for control of Thor's sanity. However, it was Thor who entered the fray and finally defeated the Valkyrie and regained his sanity.

Rested from his trials, Thor no longer desired to stay in Asgard. The misunderstanding between he and his father, Odin, yet to be resolved, Thor leaves Asgard for Earth. Now on Earth again, Thor becomes involved with the High Evolutionary and his Animutants and his new creatures that form up the God Pack. Thor joins the God Pack and takes on Karnivore, formerly the Man Wolf. Thor returns to Wundagore to assist the High Evolutionary defend it against Karnivore and the Animutants. After this battle Thor changes his costume to be more to the style of the other God Pack members.

While at Wundagore, Thor discovered a cave with the shell of Don Blake. Confused by the presence of Don Blake, Thor investigates further only to be surprised by Blake's awakening. As the cave begins to crumble because of the battle raging above, Thor takes Blake to a place of safety. Blake discovered Jane Foster there and believed he was still in Norway. Odin had placed Blake there, under Wundagore, so that no other would discover the Blake template, such that one day when Thor no longer needed the mortal form of Blake, Odin could restore Blake with the needed memories of his mortal times merged with Thor. This was not possible as Sif, the wife of Loki, had interfered and destroyed the original and replaced it with a construct for fear of Odin discovering what she had done.

During time with the God Pack, Thor battled the Destroyer set against him by Hela. Also he did battle with the Thing and War Machine who were possessed by Loki. While in Asgard, Odin prepared for Ragnarok by resurrecting Red Norvell an early version of Thor. Odin also

brought in Beta Ray Bill as he tried to make up for the loss of Thor in Asgard. Signs were leading to a coming of the end for Asgard and its known universe. After battling Thunderstrike and facing his friend's death. Thor is back on earth weak and sickly. Not knowing, but suspecting, that he is dying, Thor contacts Odin and is rejected for doing so. Thor's ailing body becomes worse only to be attacked suddenly by unknown constructs of metal and flesh. Thor follows his wounded assailants to an underground place and discovers the presence of the Yggdrasil tree. Yggdrasil is attached to machines and seems to be under someone's control. Thor soon passes out.

When Thor awakened he discovered he is in the hotel room of the Enchantress. She was able to help him not succumb to the world ash tree's affects. In doing so, Thor and the Enchantress became romantically involved. Thor and the Enchantress discovered that an old scientist had made Yggdrasil believe that Ragnarok has already happened causing its natural time clock to be off. Together, they put an end to this madman's workings. Believing that order was restored, Thor and the Enchantress continued on with their love affair only to discover that they had become mortal. Together, they searched out for answers, frustrated with their loss of Asgardian powers.

Thor and the Enchantress's search led them to a sword called the Ravenseye. Along the way they discovered Odin on Earth - also a mortal and an alcoholic. This led them to an alternate Asgard where the god's roles were different. After doing battle with the beings in this Wagnerian version of Asgard, the Ravenseye is removed from Yggdrasil and Thor's power was restored. Thor and the Enchantress, along with the mortals that led them to the sword, were now back in Asgard. However, this time the gods were missing; only the enemies of Asgard are there, and Thor did battle with them. Being the only god to come in contact with Ravenseye, Thor is the only Asgardian left with his power. The



Enchantress was off in another part of Asgard - lost, confused, and without her powers. Thor finally discovered from his father the true meaning of all that is going on.

Odin, fearing the coming of Ragnarok, placed all the memories and powers of the gods in the sword, Ravenseye. After doing this he placed the Asgardians on earth where they would be normal mortals and dropped Ravenseye off of Bifrost, the rainbow bridge. Awakening in an alley as a mortal himself, Odin found that he was stripped of his armor and jewels. Discovering that the inhabitants of the city no longer worshipped him, Odin succumbs to alcohol. Because of the restoration of Thor's powers, Red Norvell also has gained his powers of Thor. Having battled Onslaught, Thor and several of Earth's heroes are gone. Leaving only Red Norvell to find the Lost Asgardians and somehow, with Odin's

help, restore them back to their former selves.

After the battle with Onslaught, many of the Marvel heroes were displaced in another universe. Here they have no memory of their previous existence. Thor in this universe has been encased in a block of amber. The Avengers, through the help of archeologist Don Blake, discovered Thor and his hammer. Thor is revived when the Avengers free him from the amber encasement. Loki is present and aware that there is no Asgard in this universe, figures Thor is easy game. Not so with the help of the Avengers of this universe and once again Thor is a member of "Earth's Mightiest Heroes".

Thor was more barbaric in this universe and he seemed to be able to communicate with Mjolnir as though it were sentient. Because of the goings on in Asgard in the normal universe, there

may be some question whether or not this was the true Thor. Finally, when Captain America and some other Avengers tried to contain the Gamma reactor, the one and only Thor appeared. The reactor seemed to act as some portal. Meanwhile, the more barbaric Thor sided with Loki and the true Thor was forced to do battle with him.

Back in the regular Marvel Universe, Asgard had been under siege by Seth the Egyptian god of death. To avoid destruction, Odin placed all the gods of Asgard on Midgard to protect them from Ragnarok. After the so called lost gods regained their power they seemed to be disoriented between their previous god and mortal lives. Odin was finally victorious over Seth; however, before he can restore Asgard there was a rift in the universe that affected all of Asgard.





Thor, locked in combat with Doctor Doom to save Franklin Richards, opened a dimensional rift to pull Doom and himself away from the others who returned to Earth. The rift must have separated Doom from Thor or Doom used some of his own magic to escape. However, Thor awoke in Asgard.

Thor faced the Destroyer. Seemingly unstoppable this time, the Destroyer laid waste to New York's eastside docks. As the battle raged, Hela awaited the final outcome, which she expected to be Thor's death. In the battle with the Destroyer, Thor was mortally wounded. Meanwhile a mortal died without Thor's notice; a paramedic name Jake Olson. As a result of his death, Thor met with a mysterious entity named Marnot. Marnot challenged Hela for the right of Thor's life and won. However, Thor had to agree to live the life of Olson. Thor returned to earth to defeat the Destroyer and began to live the life of Olson, but not without complications.

As Thor coped with his new mortal life he searched for answers of the destruction of Asgard. In the meantime, he battled Sedna, an Inuit goddess of the sea. The Sub-Mariner came to his aid. During the battle Thor began to learn more of his predicament as the mortal Olson and that his hammer, Mjolnir, was not behaving the way it should. His life as a paramedic brought Thor together with now Doctor Jane Foster. After witnessing Olson's great knowledge of medicine (that Thor obtain by being Dr. Donald Blake), Foster began to suspect that Jake Olson was actually Thor. Meanwhile Jake Olson's acquaintances, not knowing he was dead and Thor is only occupying his shell, were confused by Olson's behavior and sudden changes in speech. Once again attempting to thwart Ragnarok, Odin tried to trick the world-ash tree Yggdrasill into believing that Ragnarok had already happened. To do so, the Asgardians were to be transformed into mortals so that they would not be recognized as gods. Odin intended that Thor would restore the Asgardians to normal, but Seth accidentally prematurely activated the

plan. Compounding the situation, Thor disappeared battling Onslaught and wound up on the new Counter-Earth created by Franklin Richards. By the time Thor returned to Earth, the Asgardians had managed to regain their identities, but were then captured by the Dark Gods. Ultimately, Thor rescued his people from the Dark Gods with the aid of Hercules and the Destroyer.

During a period where Thor was injured and needed to recover, he still had responsibilities as Jake Olson that needed attention. Odin separated Olson from Thor temporarily so that "Thor" could recuperate properly while "Jake" attended to his life. This temporary separation lasted far longer than intended when the Fire Demon Surtur resurfaced. After Odin fell in battle against Surtur, Asgard was left without a ruler. Thor eventually reluctantly accepted the throne and assumed his father's Odinpower, becoming much more powerful. He also remained separate from the Jake Olson aspect of himself. Without the influence of "Jake Olson", the embodiment of his connection to humanity, Thor became more distant and less empathetic to the needs of man. Thor became determined to restore the gods of Asgard to their former place on Earth as beings to be worshipped, merging Earth with Asgard to accomplish this end. Thor's increased activity on Earth resulted in a resurgence of followers for the Asgardians, and a Church of Thor soon emerged. Thor's willingness to fight for the lives of his followers ultimately set him against his fellow Avengers when he attempted to overthrow the government of Sokovia.

Earth's citizens became increasingly wary of Thor, and the Consortium of Nations finally launched an assault upon Asgard that reduced it to rubble. In the disaster that followed, an enraged Thor lost an arm battling the humans and killed his other self, Jake Olson, finding himself no longer worthy of Mjolnir. From that point on, Thor devoted himself to Earth's conquest to bring order to humanity; he ruled Earth for nearly two hundred years. In that time, he married the Enchantress

and she bore him a son, Magni. Thor finally came to realize that he had done wrong, and used a device created by Zarrko to travel back in time and prevent Asgard's destruction. He re-emerged as his younger self with Jake Olson, to ensure that Olson's humanity would prevent his future from occurring in that timeline. Returning Asgard to its own realm, Thor was faced with yet another Ragnarok threat when Loki teamed with Surtur using weapons created from the same forge from which Mjolnir was made. Determining that the gods above all gods known as Those Who Sit Above in Shadow had manipulated Asgard into the repeating cycle of Ragnarok, he sought them out and gave his life to destroy them. The Odinpower, having manifested itself as a young Asgardian, congratulated Thor on his final victory, the plan his father had always had for him, leaving Thor to rest the slumber of the gods and all that remained of them were memories on Midgard.

Mjolnir returned to Earth, landing in a deserted field and inadvertently freeing Doctor Doom from his extra-dimensional prison along the way. Donald Blake claimed the hammer, returned from oblivion after Odin's death and the breaking of the spell that undid his existence. Meanwhile, a clone of Thor, codenamed "Project Lightning" was also released during a battle between pro and anti registration heroes. To the shock of both sides, he killed Bill Foster during the fighting. Traveling back to "the void" Blake convinced Thor that he had ended the Ragnarok cycle, and that if he returned to earth, he could rebuild Asgard and restore his Asgardian friends and allies. Informing him that he could only return "with great pain", Thor was attacked by a horde of creatures. Disappearing, Donald Blake advised Thor that if he was to live again, he had to want to live again. Through the horde, Thor saw Mjolnir and reached for it. Grabbing it, a great bolt of lightning struck, throwing the horde clear of him. And Thor stood again, reborn in a new costume. Thor used Mjolnir to recreate Asgard's capital in Oklahoma. Soon afterward, Iron Man met Thor in



New Orleans. He greeted Thor as a friend but explained that he couldn't just appear and recreate Asgard here on Earth, even though he did now own the land. Thor told Stark that he knew of the clone that he used and how violated he felt that he used such an abomination to wage war against other heroes, many of whom Thor considered as close as family. Seeking a compromise, Stark rationalized that Asgard could be considered a foreign embassy, with diplomatic immunity granted to its inhabitants. Thor deemed this acceptable.

Soon after returning, Thor found the first of the lost Asgardians, Heimdall, and restored him to his true form. In Africa, Thor restored the Warriors Three to their true forms. Later, Thor attempted to free several captured Asgardians who were still trapped in mortal form from The Destroyer. He unknowingly freed Loki, reborn as a woman, who was working with Dr. Doom to allow Thor to free him from his mortal form. Although Thor successfully restored most of the Asgardians, he did not attempt to find his father. During the Odinsleep, Thor had a vision in which he discovered that on a subconscious level he did not do so because he wished to be free of his father, and that Odin fought an eternal cycle of battle with Surtur, dying and being reborn each day, between life and death. During the Skrull invasion, the Skrulls pulled Beta Ray Bill out of the limbo he had been trapped within, and enabled a Super-Skrull to wield his mystic hammer Stormbreaker. Balder and Beta Ray Bill commanded the gods against the Skrull troops. Thor arrived, retrieved Stormbreaker, and collapsed all of Asgard itself on top of the Skrull. Thor flew to New York and joined with the gathered forces of nearly a hundred other superheroes to repel the Skrull attack. There, Thor was forced to sacrifice a fellow Avenger, the Wasp, when the Skrulls turned her into a last-resort biological weapon that would have destroyed the planet.

Loki traveled to the past, ensuring Bor, father of Odin and first king of Asgard,

would perish in battle against the Frost Giants. In the present day Loki revived Bor in New York City and placed a spell on him to make him mistake everything around him for an enemy so he would attack everything in sight, including Thor. Sensing a portion of Odin's power inside what he saw as a demon, Bor attacked Thor, attempting to avenge his dead son. Thor was forced to kill Bor, fearing the entire planet would be destroyed in the wake of their battle. Loki reminded Balder that the resurrected Bor was technically king of Asgard when Thor killed him and the punishment for killing a king was banishment from Asgard. Balder was forced to agree and was made monarch in his place. After Thor's banishment, Loki made arrangements to have all Asgardians, but not Asgard itself, moved to Latveria at the invitation of Doctor Doom. With Mjolnir badly damaged from his battle with his revived grandfather, Thor was secluded from all but his own alter ego. Loki revealed that her female body had been meant for Sif and that the transfer from his female form to his male form would probably kill Sif's host. After seeking Doctor Strange's aid in healing Mjolnir by sacrificing the portion of the Odin Force, Thor managed to save Sif by freeing her spirit. Loki was returned to his male form. They deduced that Loki and Doom were working together and confronted Doom, Loki and their brethren. In the end, Doom was teleported away by Loki. Balder declared that the Asgardians were returning to Asgard.

During The Siege of Asgard, Thor rushed to the aid of Asgard against Norman Osborn and his invading Dark Avengers. Osborn ordered the Sentry to destroy Asgard before the horrified eyes of Thor. The Sentry, then fully possessed by the Void, proceeded to pummel the heroes until Loki used the Norn Stones to empower them. Realizing that the heroes' power was coming from Loki, the Void attacked him. Loki's attempts to defend himself were unsuccessful, and he apologized to Thor before dying. Spurred on by unabridged rage, Thor and the others attacked the Void, but to no avail until Tony Stark rammed a H.A.M.M.E.R.

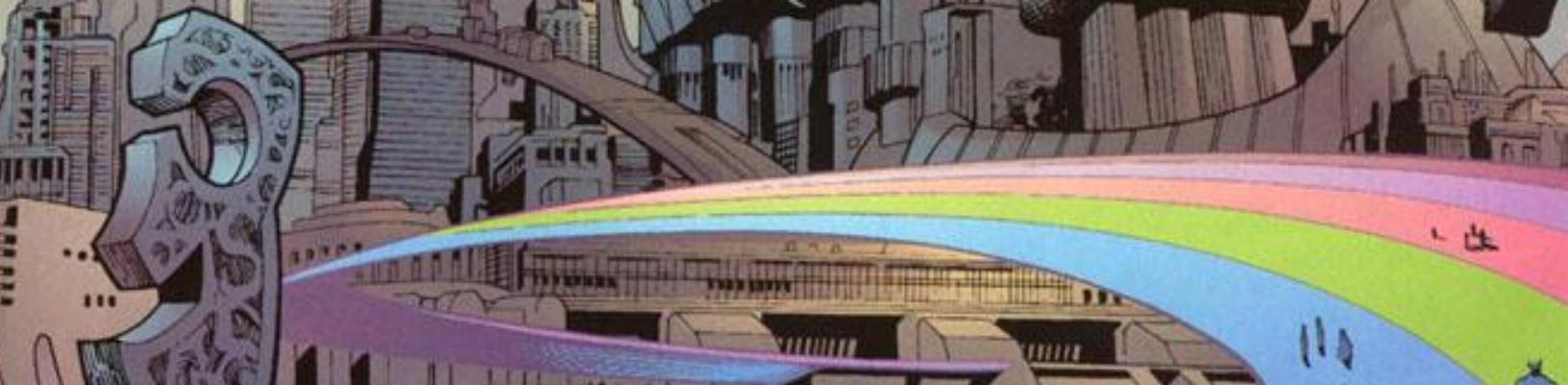
Helicarrier into their opponent at full speed, turning Void into his human form of Rob Reynolds, who begged Thor to kill him. Thor refused, saying that he would pay for his crimes in prison, and prepared to arrest him, but Robert unwillingly began to transform back into the Void. Left with no other choice, Thor struck the Void with a lightning blast before he could regain his full powers, leaving nothing but a charred skeleton behind. Thor then wrapped his own cape around Sentry's corpse and disposed of it by throwing it into the sun. Balder lifted Thor's exile and appointed Thor as his adviser. Thor has since then rejoined the Avengers.

After the events of Siege, Asgard was left in ruins because of Loki's doing, but still Thor mourned for him. After fighting the Dísir and saving Hel, Thor asked Hela to speak with Loki only for Hela to tell him that her father did not dwell in Hel. In part of his deal to grant a piece of Hell for the dead, Loki had himself written out of the books of Hel, meaning his soul was out there, vulnerable to the Disir. Thor refused to believe it, knowing that his step-brother would've had something else planned. Asgard was rebuilt, and Thor became more melancholic and saddened. Sorrowful, Thor missed his brother who had made him laugh like no other and when they were children. Against everyone's wishes, Thor went looking for Loki and found him in Paris, reborn as a child with no memories of his past or his identity. He was living as a street hustler named "Serrure" (French for lock). After chasing the boy down, Thor revealed he was his brother and a god, and that despite Loki's former villainy, Thor couldn't imagine life without him and wanted to bring him home. Though Serrure was reluctant to believe Thor, the boy finally admitted that he couldn't remember anything about his past and that even his name was fake. Crying, Serrure told Thor that he had dreams in which he had done horrible things and that he was scared that those were his memories. Thor suggested that Loki should think of his amnesia as a "gift". Convinced, Serrure grabbed Mjolnir and turned back into Loki, though powerless,



without his memories, and still a youth. When the World Eaters invaded the Nine Realms, Thor also brought Odin back to life, much to the latter exasperation who yelled at Loki, calling him a killer and an abomination responsible for Asgard's fall, scaring the boy away. Thor became angry with his father and calls him a "horrible, unlovable man" for screaming at a child who was very much the boy Odin had raised. The All-Father, in turn, angrily told Thor that he had everything with both him and Loki dead but that he "just couldn't stand the quiet". Meanwhile, Loki had stolen Dr. Solvang's car and was caught by Iron Man. Though the boy tried to apologize Stark was about to attack him but Thor told his comrade to stop, admitting that he had indeed brought the God of Mischief back and that was all there was to say about his little brother. Even though Loki couldn't remember his past acts and had become a child completely, the Asgardians still hated and despised him, bullying him mercilessly and even attempted to kill him. The only one who protected him was Thor, telling his brother that things would get better and that trust would come along with affection. As a result, Loki came to idolize and deeply love his older brother, doing all he could to help him and trying to become a better person than he was in his previous life.

Sometime after, Sin lifted a strange hammer in Antarctica and was transformed into Skadi. She then freed the enigmatic Serpent, who claimed to be the true All-Father of Asgard. Sensing this, Odin retreated from Midgard. Thor objected and so was beaten into submission by Odin. Odin recreated Asgard as a war world, intending to raze Midgard and defeat the Serpent once more. After escaping with Loki's help, Thor was banished back to Midgard, though not before having Mjolnir returned to him. After a short reunion with the Avengers he set off to Antarctica, where the Serpent had recreated his dread citadel, he confronted the Serpent but was sent to New York, where he encountered Nul and Angrir, two of the Serpent's Worthy. He managed to defeat



Angrir by impaling his body with Mjolnir. Enraged by the fact that he had to hurt the Thing so badly, he attacked Nul with intense fury, and after stating that there was no way to defeat his opponent, simply removed Nul from the battle by blasting him into the upper atmosphere. He collapsed shortly after. The Avengers carried him to Asgard, where he was healed and given the Odinsword, called Ragnarok, to slay the Serpent. Arriving in Broxton, he was able to kill the Serpent, who took the form of a giant snake, but died as well, fulfilling the prophecy. Thor's corpse was buried in Asgard. As his body burned, a shape was suddenly seen within the fire, and from the flames Tanarus was born, the loud-mouthed, boisterous God of Thunder, both new hero and longtime Avenger. Welcomed by his teammates, only Loki seemed to notice that Tanarus had not always been around. At the same time, Thor's spirit awoke and Donald Blake was separated from him somehow. He found himself on a God Ark, facing the god-eating monster Demogorge. Loki was not affected by the spell which changed everybody's memories, and he tried to find a way to resurrect Thor, asking for the Silver Surfer's help and contacting Blake. Taking his cane, he turned it back into Mjolnir, which returned to Thor, and restored everyone's memories of him. He was able to escape from the afterlife and fight for (the now called) Asgardia from an invasion of trolls and to unmask Tanarus as a transformed Ulik.

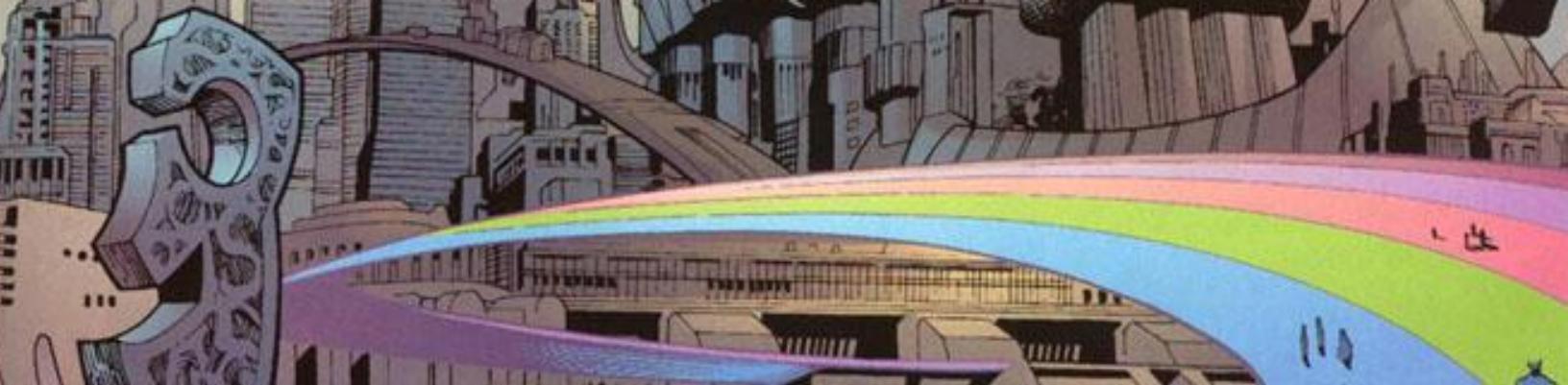
After traveling sometime across the Nine Realms, Thor returned to Midgard to rejoin the Avengers and sided with his fellow Avengers against the mutants of Utopia and led a team of Avengers into space in order to confront the Phoenix Force and destroy it. He failed to distract the Phoenix Force which badly injured him and the expedition was forced to leave for Kree-Lar in order to prepare for a second attempt. However, he failed and instead crashed on the moon. Thor later aided the Avengers against some of the now-Phoenix-empowered X-Men until their victory over Dark Phoenix. Following the war, Captain America selected Thor

to join the Avengers Unity Division, a new team of Avengers composed of both classic Avengers and X-Men. After discovering the corpses of long-lost gods, Thor set out to find their killer, Gorr the God Butcher. During his quest to stop Gorr from killing every god, Thor found himself in a distant future, where he encountered his older-self. With the help of this future-self and a past-self Gorr had enslaved, Thor managed to stop Gorr from activating a bomb which would've killed every god across every time and space. After discovering that his old love Jane Foster had cancer, Thor confronted a returning Malekith, who had set out to kill every Dark Elf who wouldn't follow him. Thor found himself pitted against Roxxon in a confrontation which left the city of Broxton in ruins. While the rest of the Asgardians left Earth, Thor remained and moved his entire castle from Asgardia to Broxton so the residents of the town had a place to live.

After finding Uatu's corpse on the Moon, Thor alerted the Avengers of the Watcher's murder and helped them investigate the crime. He and several heroes were affected by Uatu's eye when it exploded, creating a blast of energy which revealed deep secrets related to those affected by it. To Thor was revealed the existence of a secret Tenth Realm, which had been at war with Asgard eons ago. Here, his secret long-lost sister still lived. With the help of Loki, Thor opened the link between this Tenth Realm and the other Nine Realms, successfully arriving in Heven. Upon learning of his Asgardian heritage, the Angels attacked Thor, and captured him thanks to the arrival of Angela. As Loki seemingly joined forces with the Angels to attack Asgard, Thor managed to break free and confront the Queen of Angels for stealing his lost sister. Angela confronted Thor once more, but the fight was interrupted by the arrival of Odin, who had been freed from his self-imposed exile by Loki, and recognized her as his daughter. Even though Angela refused to go with the Asgardians as she had been taught to hate them her entire life, she was exiled from Heven when her true lineage was

revealed. With the mystery of his lost sister solved, Thor returned to Earth to help the Avengers investigate Uatu's murder. Later, while fighting Nick Fury and his army of Life-Model Decoys, Fury stopped Thor by whispering him that Gorr the God-Butcher was right about the gods being selfish and not caring about mortals. This caused Thor to lose his confidence about his godhood and consequently his ability to wield Mjolnir.

After losing the ability to wield Mjolnir, Thor took up his battle axe Jarnbjorn as a substitute. Thor was affected by the spell and later joined the evil Avengers to battle the inverted X-Men. Loki later tricked Thor into following him to the Moon. There, Loki found Mjolnir as it had been left after Thor became unworthy. Using Mjolnir, Loki became Thor and fought his half-brother until (back on Earth) a reinversion spell was cast, and Loki became his old self once again and when his guilt for past misdeeds returned, he became unworthy as well. On the Moon, Thor tried to claim his hammer but was once more rejected by it. Even Odin, the creator of the worthiness enchantment of Mjolnir, couldn't pick it up. During a battle against Malekith and some Frost Giants, he also lost his left arm (cut off by Malekith with Jarnbjorn), and later replaced it with a Black Uru arm prosthesis. Later, an unknown woman, who was secretly Jane Foster, proved worthy of wielding Mjolnir, and became the new Thor. After she had defeated some of the Frost Giants assembled by Malekith to raze the Earth, the original Thor arrived to retrieve his hammer. Odinson confronted her wanting to know his mother whereabouts as he suspected she had something to do with it. Enraged, Odinson attacked her and tried to take Mjolnir back as it attacked the Frost Giants that surrounded them, but it went to its new owner's hands. Sad, he accepted that he was never going to recover his hammer, and asked if she was his mother which she answered by kissing him. Then they joined forces and defeated the remaining Frost Giants. After everything has been resolved, Thor gave his name to her, attending by Odinson only. Later, when Odinson tried to find out



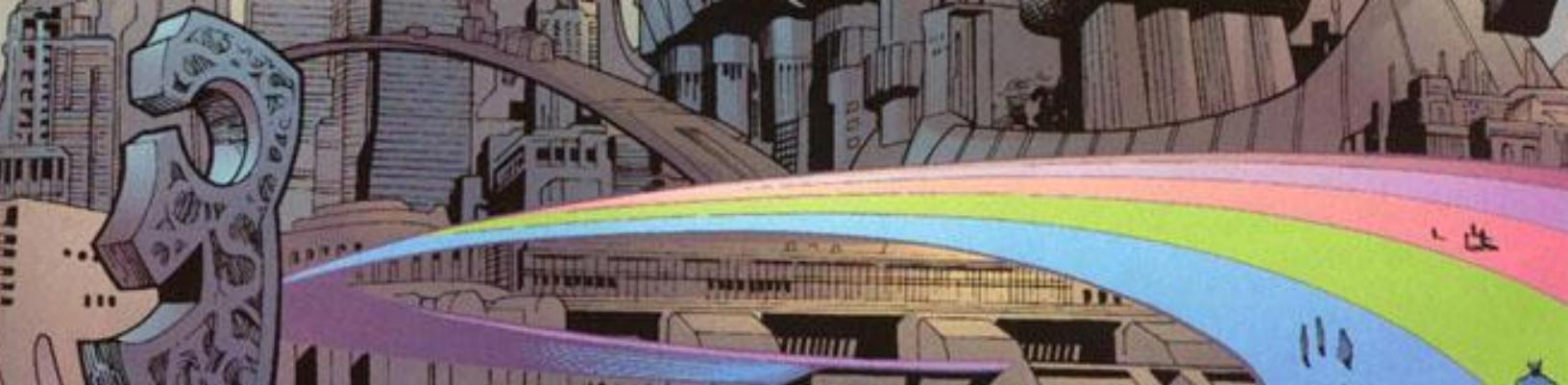
who was the new owner of Mjolnir, Odinson told his father Mjolnir belonged to the new Thor now and to leave her be, as he gave his name to her. However, Odin insisted to find out the identity of the new Thor. After that, Odinson made a list of the people that might be the new Thor and then investigated the possibilities one by one.

When the decay of the Multiverse started aggravating, the Odinson joined Sunspot's Avengers to help him find a way to stop it. Thor and the other volunteer Avengers stepped into a machine capable of transporting individuals across the Multiverse, in hopes of finding the source of its' decay. Having acquired the Mjolnir of an alternate version of Thor whose hammer could only be lifted by the unworthy instead of the worthy, Thor unleashed it when he encountered the Black Priests, once again wielding the power he had possessed before becoming unworthy. The Avengers traveled across numerous universes, navigating a map left by the Mapmakers. After one last jump across universes that cost Nightmask his life, the Avengers found themselves face to face with a fissure in time and space. From it, two Beyonders emerged and demanded that the heroes fall back. Upon denying their request, the Avengers faced the Beyonders. In an attempt to reprogram one of the Beyonders, Abyss and the Ex Nihilo sacrificed themselves, turning the Beyonder into a tree, and after being stabbed by the second Beyonder, Star Brand used his last breath to unleash the energy within him and destroy it. Now the only surviving Avengers, the Odinson and Hyperion found themselves facing a wave of countless Beyonders. Shortly before facing the horde of Beyonders, Odinson tried to recover Thor's Mjolnir, which he had dropped during the previous fight. When he tried to lift it, he found himself unable to do so, meaning that he had become worthy once more. Thor laughed at this, and faced his death wielding Jarnbjorn alongside Hyperion.

When the universe was restored, so too was Odinson and the rest of its

inhabitants, with no memory of their temporary demise. Having returned to his status of unworthiness, Odinson journeyed to the realm of Asgard after learning from the Unseen, Nick Fury's secret new identity, about the sudden appearance of a Mjolnir from an alternate reality. When he reached his native realm, Odinson discovered the City of Asgard had vanished, having been captured by the Collector, who had become interested in this second Mjolnir. Beta Ray Bill joined Odinson to help him find Asgard, but the Odinson was captured by the Collector's forces. Over the following months, Odinson attempted numerous times to escape and claim Mjolnir to no avail. In his final escape attempt, Thor was assisted by Beta Ray Bill, who had managed to track down his friend, and Thori, one of Collector's prisoners. However, Odinson's obsession of retrieving the hammer caused him to slip into the Warrior's Madness, making him attack and knocked out Bill. Odinson, in turn, was knocked out by Proxima Midnight, Black Swan, and a cloaked individual (secretly the Asgardian death god Hela), who had all been sent by Thanos to retrieve the hammer so Hela could present it to Thanos as a tribute. After Odinson and Bill came to, they fought off the Collector's minions as they made their way toward the City of Asgard. When they arrived, they found the Collector fighting Thanos' minions. Odinson and Bill entered the fray. Thor managed to make his way toward the hammer and prepared to lift it but decided to leave it alone believing it was never his hammer to wield. Odinson then used the hammer's teleportation function to transport himself, his allies, the Collector's captive creatures Thori freed, and the entire City of Asgard away from the Collector's ship and back to the Asgardrealm. Odinson later told Bill that the reason he didn't lift the hammer was that he felt unworthy to wield it as he thought all gods like themselves were selfish creatures, a consequence from his fight with Gorr the God-Butcher. Bill assured Odinson that he proved himself to be the exception. At the time when the Asgardians were competing against the

Shi'ar Gods, Odinson returned even when the Phoenix Force was unleashed.



Siegmund

F	Rm	(30)	Health: 90
A	Gd	(10)	
S	Ex	(20)	Karma: 18
E	Rm	(30)	
R	Ty	(6)	Resources: Fb
I	Ty	(6)	
P	Ty	(6)	Popularity: +2

EQUIPMENT:

Needless: Siegmund used a sword enchanted by Odin. Made of Unearthly (100) Material. Monstrous (75) damage, or Amazing (50) with the flat of the blade.

Talents: Edged weapons, Bows, Hunting and Tracking, Equestrian and Weapon Specialist: **Needless**

Contacts: Wulf (his father), Brunnhilda, his wife.

Running Siegmund:

Siegmund was very arrogant, with a tendency to act without thinking. He was very brave, sometimes to the point of stupidity in ignoring danger.

HISTORY:

Long ago, Siegmund was Brunnhilde's trainer and lover, and the bravest warrior of her father, royal ruler of Wrlstead Arms. While protecting Brunnhilde, he was killed in battle against Odin and his forces when he decided to cull the mortals to erase the taint of his brother the Serpent. As Odin

burstled in and offered Brunnhilde to flee, she refused, standing over Siegmund's body. Such action made Odin make her a Valkyrie. She was also promised she would be reunited with her love.

Siegmund was sent to Valhalla. Later, he welcomed Thor when he came with Brunnhilde and Heimdall to find Balder. Urging Thor to ignore Hela's provocations, they decided to use the power vacancy in Asgard to empty Valhalla into Niffleheim. When Thor died and rejoined the heroes of Valhalla in Niffleheim, he lead them to Asgard by climbing the roots of Yggdrasill but Siegmund was skeptic, but followed anyway. Siegmund seemingly rejoined Valhalla since, and later joined the Einherjar led by Harokin as part of the raid in Hel.



Siegfried

F	In	(40)	Health: 130
A	Gd	(10)	
S	In	(40)	Karma: 18
E	In	(40)	
R	Ty	(6)	Resources: Fb
I	Ty	(6)	
P	Ty	(6)	Popularity: +2

KNOWN POWERS:

Invulnerability: This enchantment provided Siegfried with Unearthly (100) vs. physical, unless attacked from behind.

Telepathy: After accidentally consuming some of Fafnir's blood, he could read minds and speak with animals, at Good (10) Intensity.

EQUIPMENT:

Needless: Siegfried used a sword enchanted by Odin. Made of Unearthly (100) Material. Monstrous (75) damage, or Amazing (50) with the flat of the blade.

Tarn Helm: This helmet possessed by Siegfried. Anyone wearing the helmet could make himself look like someone else with Amazing (50) rank.

Talents: Edged weapons, Bows, Hunting and Tracking, Equestrian and Weapon Specialist: **Needless**

Contacts: Siegmund (his father), Brunnhilda, his wife.

Running Siegfried:

Siegfried was very arrogant, with a tendency to act without thinking. He was very brave, sometimes to the point of stupidity in ignoring danger.

HISTORY:

Siegfried was the son of Sigmund and his lover Sieglinde. Siegfried gained the Ring of the Nibelung after killing the giant Fafnir, who had taken the form of a dragon. (*This Fafnir should not be confused with the dragon Fafnir whom Thor has fought several times over the years.*) Siegfried also gained the Tarn Helm, which enabled its wearer to magically appear as someone else. During the battle with Fafnir, Siegfried accidentally tasted some of Fafnir's blood, which gave him the ability to understand the speech of animals. It also gave him the ability to read the minds of those nearby.

Siegfried then fell in love with Brunnhilde, a Valkyrie who had been stripped of her godly abilities by Odin when she had



disobeyed his commands. Using the last of her powers, she enchanted Siegfried so that he could be harmed only by attacks from behind.

Siegfried was eventually killed by Hagen, the son of Albreich, the dwarf who had originally created the Ring and placed a curse on it. Odin then resurrected Siegfried as Thor, but Odin wiped out all memories of his two mortal identities.



Red Norvell Roger "Red" Norvell

F	Am (50)	Health: 260
A	Gd (10)	
S	Un (100)	Karma: 32
E	Un (100)	
R	Ty (6)	Resources: Ex
I	Ty (6)	
P	Ex (20)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20) vs. physical and Typical (6) vs. energy.

Invulnerability to Diseases: CI1000.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Asgardian Hammer: This war-hammer is made of mystic Uru, a CI1000 Material with Unearthly (100) damage and grants him additional Powers.

- He may throw his war-hammer up to 10 areas away, with the hammer returning in the following round.
- Flight: He may fly at Amazing (50) Speeds, by spinning it, hover in place.
- Shield: Red may use as a shield of Remarkable (30) vs. physical and Energy.
- Weather Control: Unearthly (100) rank to summon storms and lightning.
- Dimensional Travel: By spinning his war-hammer, he crosses dimensions with Unearthly (100) ability.
- * Life Support: While in space, his war-hammer provides Red with Shift-Z (500) Life Support allowing him to operate freely.
- Alter Ego: Striking his war-hammer on the ground, or a hard surface, transforms Red into his mortal form. In his mortal form, his warhammer looks like a wooden cane. Striking the cane against a hard surface reverts Red back to his asgardian form. The statistics of Red are as follows:

F	Ty (6)	Health: 32
A	Ty (6)	
S	Gd (10)	Karma: 32
E	Gd (10)	
R	Ty (6)	Resources: Ty
I	Ty (6)	
P	Ex (20)	Popularity: +2

LIMITATIONS:

- Worthiness: Only those worthy are able to pick up his war-hammer. With Excellent (20) Strength and positive popularity.
- 1 minute: If separated from his war-hammer for more than 1 minute, he reverts back to his mortal identity until such time as he can retrieve his cane.

Talents: Asgardian Lore and History, Weapon Specialist: (Asgardian Warhammer), Journalism.

Contacts: Thor, Asgardians

Running "Red" Norvell:

Red is a 1980s man of action. He is easily angered and thinks that not only should Sif be 'his', but that if there is going to be one Thor in Asgard, it should be him. He has a nasty temper and is second only to Odin when unleashing it on others.

HISTORY:

Roger "Red" Norvell was part of a documentary crew which Loki smuggled into Asgard, realm of the Norse gods. Smitten by the goddess Sif, Red made advances but was rebuffed. Red handled the rejection poorly, convinced he could not compete with Sif's lover Thor. Loki offered Red power equal to Thor, and Red accepted, neither realizing they were fulfilling Odin's plan. Sometime before, Odin had placed a copy of Thor's essence in Thor's Iron Gloves, Belt of Strength, and the Fires of Geirrodur, so that he could empower another were Asgard threatened in Thor's absence. More recently, Odin had learned Loki and Hela were trying to trigger the cataclysmic event Ragnarok, which according to prophecy would cause Thor's death fighting the Midgard Serpent; Odin plotted creating another Thor to die in his son's place. Red donned the belt and gloves and entered the fire, emerging transformed into Thor's equal but mad with power. Red challenged and defeated the true Thor, and when Thor refused to yield, Red fired a lethal energy bolt. Joey, the documentary's sound engineer, leapt between them, and was killed. Partially regaining his senses, Red told Sif he would spare Thor if she left with him. They traveled to Alfheim, where the kidnapped Sif gradually talked Red back to sanity. Realizing he would never win her, Red returned to Asgard to make amends, taking Thor's place battling the Serpent and dying; Red's spirit went to Valhalla.



When Odin and Thor became estranged, Odin restored Red's powers, gave him his own Uru hammer, and resurrected him. Red became Asgard's protector, battling both the Hulk and the giant wolf Hoarfen. When Thor returned to confront Odin, the two Thors came to blows, but Thor later gave Red his blessing, recognizing his bravery and acknowledging that both Asgard and Midgard needed Thor protecting them. Though Red's feelings for Sif remained, he accepted she would never love him, and they became friends.

To fool Ragnarok and prevent the Egyptian death god Seth from destroying them, Odin exiled the Asgardian gods to Earth in mortal form, unaware of their true identities. Red retained his memories, but lost his powers; however, when Thor regained his powers, so did Red. They reunited to find the missing Asgardians, but before they could, Thor seemingly died battling Onslaught. Red tracked down three lost gods before Seth's minions killed him. This time Red went to Seth's domain, falling under his power. When the Lost Gods traveled there, Red captured them, but they escaped and returned to Earth. Seth meanwhile learned how to restore the Asgardians' identities, and that if he destroyed the world tree Yggdrasil afterwards, all the Asgardians would die. Seth sent Red to carry out the first part, but when Red restored the Asgardians, he also resurrected himself, breaking Seth's hold. He hastily returned to Asgard and helped stop Seth. Seconds after Odin vanquished Seth, the extraterrestrial Dark Gods launched a sneak attack, capturing the Asgardians. Presumably freed when Thor later defeated the Dark Gods, Red's fate in light of the recent, final Ragnarok is unknown.



Beta Ray Bill "Bill" or Simon Walters

F	Un	(100)	Health: 320
A	Ex	(20)	
S	Un	(100)	Karma: 50
E	Un	(100)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Rm	(30)	Popularity: +75

KNOWN POWERS:

Immortality: As Bill he no longer ages.

Body Armor: Excellent (20).

Invulnerability to diseases: CI1000.

Unique Weapon:

Storm breaker: Bill's hammer is made from CI1000 Uru metal and does Unearthly (100) damage. Bill can throw Storm Breaker up to 10 areas.

* **Automatic Return:** When thrown, Storm breaker returns to the spot where it was thrown.

* **Dimension Travel:** Unearthly (100) ability to travel from Earth and Asgard.

* **Flight:** Amazing (50) air speed.

* **Deflection:** Remarkable (30) vs. physical, energy, and magical.

* **Weather Control:** Unearthly (100), and Monstrous (75) lightning bolts, which Bill can shoot without a storm.

* **Life Support:** Sh-Z (500).

* **Like Mjolner, only those worthy may lift Stormbreaker.** The wielder must have

Remarkable Strength and positive Popularity.

Alter Ego: It transforms him to his original form by stamping the hammer twice. The hammer then becomes a cane. He has the above abilities:

'Bill' Korbinite form

F	Ex	(20)	Health: 32
A	Ex	(20)	
S	Ex	(20)	Karma: 32
E	Ex	(20)	
R	Gd	(10)	Resources: Mn
I	Ex	(20)	
P	Am	(50)	Popularity: +20

Space Fleet Location: Bill has a sensor implanted in his body to locate his people's fleet at CI3000 distances.

Simon Walters form.

F	Gd	(10)	Health: 32
A	Ty	(6)	
S	Ty	(6)	Karma: 32
E	Gd	(10)	
R	Gd	(10)	Resources: Pr
I	Ex	(20)	
P	Am	(50)	Popularity: +2

Skuttlebutt:

This ship is intelligent and friendly, with an apparently female personality.

Armor: Remarkable (30).

Lasers: Incredble (40) energy.

Flight: CI3000, Sh-Z (500) in atmosphere.

Self-Repair: Excellent (20).

Skuttlebutt's stats:

F	Ex	(20)	Health: 76
A	Ty	(6)	
S	Rm	(30)	Karma: 42
E	Ex	(20)	
R	Ex	(20)	Resources: Mn
I	Ex	(20)	
P	Fb	(2)	

Talents: Weapon Specialist-Storm Breaker, Pilot-Spacecraft and Military.



Contacts: Thor, Odin, and the Asgardians, Fantastic four, Avengers, and the U.S. Army

Running Beta Ray Bill:

Beta Ray Bill is dedicated to protecting his race in any way possible and this is the most important thing in his life. He is loyal to his allies and friends and has begun a relationship with Sif. Though this is progressing slowly since the alien Bill is somewhat shy.

HISTORY:

Beta Ray Bill is a member of an extraterrestrial race of semi-humanoid beings which lived in a peaceful empire in a distant galaxy known as the "Burning Galaxy." In recent times, the Asgardian demon Surtur caused the core of the galaxy to explode, in order to release the energy he needed to reforge his "Sword of Doom." This galactic cataclysm destroyed most of the emperor, and the survivors fled in a fleet of ten thousand starships to find new homes in another galaxy. The leaders of the empire chose Beta Ray Bill as their champion after a series of grueling athletic, psychological, and genetic tests. Beta Ray Bill was converted to a super-cyborg and given the sentient starship, Skuttlebutt. Because of food storage problems, the race was put into suspended animation, and only Beta Ray Bill, whose lifespan had been increased through bioengineering, remained awake to act as guardian.

Almost immediately after the fleet left the devastated empire, Beta Ray Bill discovered that it was being chased by a horde of Surtur's demon minions coming

from the galactic core. The demons followed BEB as he fled over intergalactic distances, finally entering the Milky Way, where the Asgardian warrior Thor investigated the situation. Beta Ray Bill and Thor battled each other, and Thor was separated from his magic hammer, which caused him to transform into his human alter ego. Beta Ray Bill picked up the hammer, now turned into a wooden cane, and was transformed into a Thor-like being himself, blessed with similar abilities by the Asgardian god Odin, who designed the hammer to bestow the power on any who would be worthy. Beta Ray Bill's ship crashed to Earth, whereupon Odin transported Thor to Asgard, taking Beta Ray Bill instead. Odin facilitated a reconciliation between Beta Ray Bill and Thor, but Beta Ray Bill refused to relinquish the hammer, claiming it his by fair right in combat and to be used against his demonic enemies. Odin ordered another hammer to be made, with the same enhancements and enchantments as Thor's. Beta Ray Bill, Thor, and the warrior Sif traveled to space to defeat the demons following Beta Ray Bill's people.

He joined his fellow hammer wielders Thor, Thunderstrike, and Dargo Ktor in the Thor Corps. For a brief time, because of an agreement between Odin and the Silver Surfer, he used cosmic rather than mystical powers, and Bill spent time in space as part of the Star Masters. Bill returned to Asgard during Ragnarok. He fought ferociously, willing to die alongside the Asgardians in the climactic final battle against Surtur's forces. Thor, though, sent him back to his people, asking him to keep the memory of Asgard alive. Beta

Ray Bill found the Korbinites on New Korbin, but in danger due to an approaching foe. The other Korbinites chastised him for spending too much time with the Asgardians, and his old rival Alpha Ray tried to replace him as the race's guardian.

Their foe, Galactus (as Ashta), consumed the new planet. His new herald, Stardust, fought with Bill and inadvertently freed the evil Asteroth by opening a portal. Alpha Ray reappeared, empowered by Galactus, and helped recapture Asteroth by pushing her into an event horizon. Bill then awoke in a white room, where he was quickly reunited with Skuttlebutt and both were spirited back to the ruins of Asgard. While en route, Skuttlebutt began to malfunction and the Meta-Orb, which housed the spirits of the Korbinites, was on the fritz. After arriving on Asgard, Bill was confronted by Omega Ray, who was Asteroth in the form of a dark, demonic version of himself. Omega Ray then told Bill that s/he had hidden in the Meta-Orb and consumed several souls to sustain its energies, which enraged Bill considerably. In an attempt to kill the beast once and for all, Bill summoned a massive 'godblast'-type energy which killed Asteroth and supposedly himself as well.

He then awoke in the body of a homeless war veteran named Simon Walters. With the assistance of the hero Spider-Man, Bill was able to take down the villain, Boar. While sharing some pizza together on the roof of a New York skyscraper, Bill tells Spider-Man his story and says that he was approached by a man in a white cloak. The cloaked figure took the Meta-Orb and then bonded Bill's dying spirit to that of Simon's body. After parting ways with the web slinger, Bill set off to find a new purpose on Earth. Led by a series of peculiar and symbolic dreams to Toronto, Canada, Bill recently encountered the Canadian superhero team Omega Flight, and aided them against the supervillain team the Wrecking Crew, who released the supernatural Great Beasts. During the battle, Talisman sealed the evil entity Tanaraq in her father's bag. Bill took it

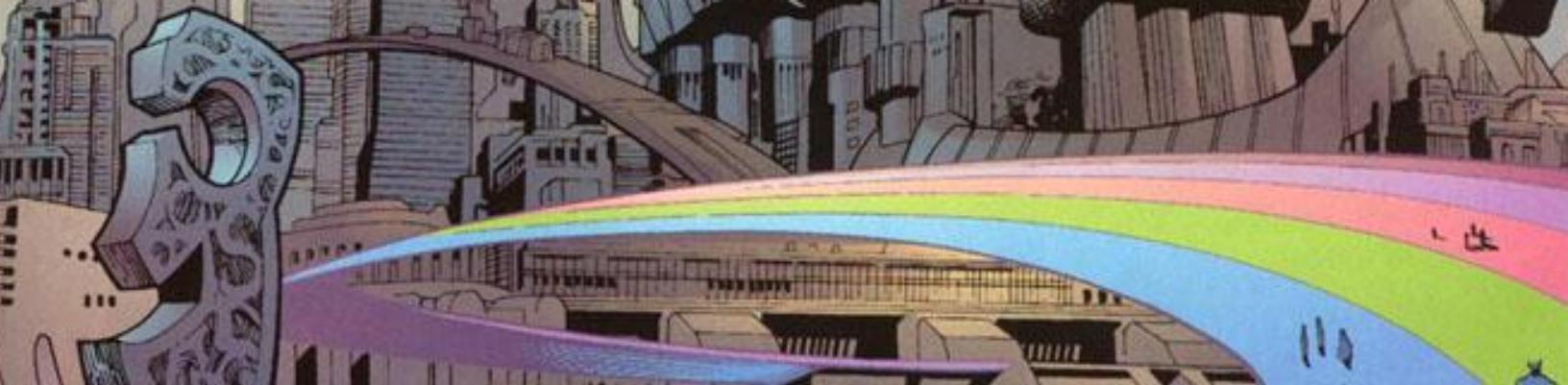




upon himself to take the bag with him into the Realm of the Great Beasts, where he became trapped and was seemingly forced to fight the demons for all eternity.

Through means unknown, Bill had somehow become separated from his mortal host and returned to his mortal Korbinite body. He was also freed from the Realm of the Great Beasts, but in turn ended up as a prisoner of the Skrulls. After running a gamut of experiments on him and torture, they shot Bill down to Asgard in his mortal body with a warning that they would attack Asgard soon. Although both Thor and Balder believed Bill to be real, the Asgardians had suspicions that their alien visitor was a Skrull agent in disguise, a fear preyed upon by Loki, who riled the citizens up enough so that they wanted to murder Bill. Intervening for his friend, Thor tossed Mjolnir to Bill, who successfully caught the hammer and transformed into his cyborg form, with Don Blake stating that he 'knows a brother' when he 'sees one'. Entrusting Bill with helping Balder lead the Asgardians in their fight against the Skrulls, Bill took Don back to Broxton and returned just as the alien invaders began their assault on the city of Asgard. Bill and Balder, along with the other warriors, fought against the invading Skrull armada that threatened Asgard. He was soon confronted by a female Super-Skrull, who was in possession of an altered Stormbreaker that had been sliced in half. Overpowered by the Super-Skrull, Bill proved to be no match for it. It was then, did Don Blake arrive and, after turning into Thor, fought the Skrull himself. When the Skrull reforged Stormbreaker back into one whole, she hurled the hammer towards Broxton, barely stopped in time by Bill's oathbrother. Thor, tossing the hammer back to its rightful owner, says that he is 'needed', and the two go under Asgard to stop her.





After Asgard fell down and killed the Skrull, both Thor and Bill lifted the city back above the ground as it was before. Thor then asked Bill to help him battle the invasion elsewhere on Earth, but he declines. He told them that he was in 'limbo' and was determined to find answers 'amongst the stars'. With that, Bill parted ways with his allies and returned to the cosmos. During his time in space he rescued the Remnants from a false god, after which he met a group of alien monks who needed Bill's protection. After arriving at their meteorite home the monk's were revealed to be Skrull's, and were the same Skrulls who had previously tortured Bill. They however had repented and saw Bill as there new god, which Bill refused to be seen as. The attackers were then revealed to be more Skrulls and after fighting the newly made Warrior's Three Skrull. After knocking out the attackers, Bill left, with the monks proclaiming they will try and join back with the others and unite the Skrulls again. During the Thanos Imperative and war with the Cancerverse, Bill enters the Cancerverse along with Gladiator, the Silver Surfer, Ronan the Accuser, and Quasar as part of Nova's elite squad to find and rescue the prisoners of the Cancerverse. He escaped before the reality's destruction. Following the war with the Cancerverse, and upon the urging of Cosmo, Bill joined the Annihilators.



Throg, Frog of Thunder Puddlegulp aka Simon Walterson.

F	Am	(50)	Health:	205
A	Rm	(30)		
S	Am	(50)	Karma:	50
E	Mn	(75)		
R	Gd	(10)	Resources:	Gd
I	Gd	(10)		
P	Rm	(30)	Popularity:	0

KNOWN POWERS:

Body Armor: Good (10).
Invulnerability to Diseases: CI1000.
Allspeak: May communicate fluently in any language of the 9 realms.
Hyper-leaping: Monstrous (75).

EQUIPMENT:

Frogjolnir (Unique Weapon): Throg's hammer, Frogjolnir, is made of a sliver of Uru, a CI1000 metal. Throg's Fighting rank is Unearthly (100) while using the hammer and does Unearthly (100) Blunt damage. No one can forcibly take the hammer away from Throg, unless he wishes it. Throg can do the following Power Stunts:

- Auto-Return: He may throw Frogjolnir up to 5 areas away, with the hammer returning in the following round.
- Flight: He may fly or hover at up to Remarkable (30) Speeds.
- Shield: By spinning Frogjolnir Throg may use it as a shield of Excellent (20) vs. physical and Energy.

- Weather Control: Amazing (50) rank to summon storms and lightning.
- Dimensional Travel: Throg may cross dimensions with Amazing (50) ability.
- * Life Support: Frogjolnir provides Throg with Sh-Z (500) Life Support.

• Alter Ego: Striking Frogjolnir on the ground, or a hard surface, transforms Throg into his mortal form. If Throg is kept away from the hammer for over 1 minute, he reverts back to his mortal form. While he is in his mortal form, Frogjolnir looks like a simple toothpick. Striking the toothpick against a surface reverts Throg back to his immortal form. The statistics of Throg's mortal forms are as follows:

As the frog Puddlegulp:

F	Pr	(4)	Health:	20
A	Pr	(4)		
S	Fb	(2)	Karma:	50
E	Gd	(10)		
R	Gd	(10)	Resources:	Fb
I	Gd	(10)		
P	Rm	(30)	Popularity:	0

As the human Simon Walterson

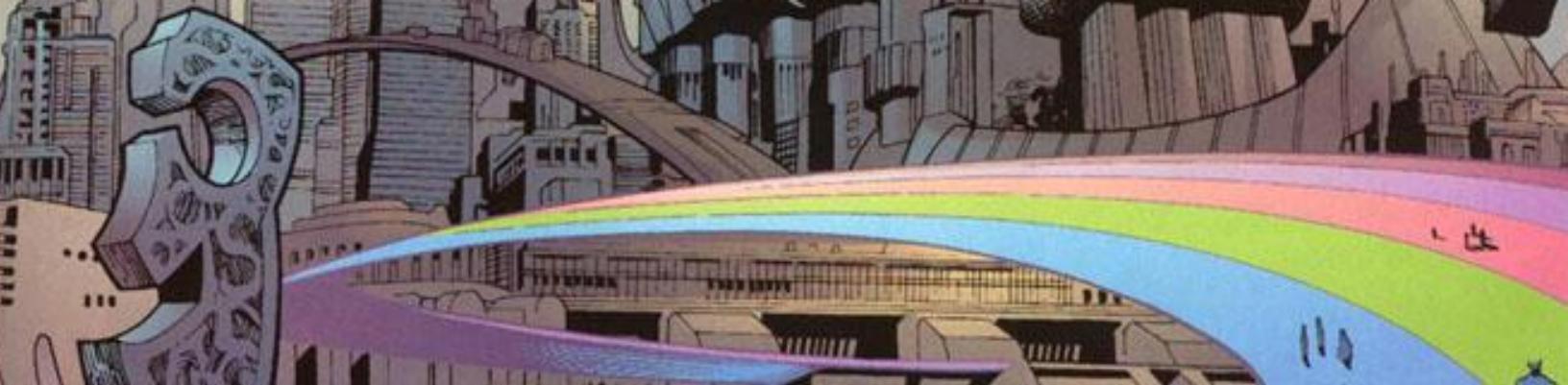
F	Gd	(10)	Health:	36
A	Ty	(6)		
S	Gd	(10)	Karma:	50
E	Gd	(10)		
R	Gd	(10)	Resources:	Gd
I	Gd	(10)		
P	Rm	(30)	Popularity:	+2

LIMITATIONS:

Cursed: Simon was once human, but now bares a curse that transformed him into a frog. He has learned to accept the burden he carries.

Talents: Weapons Specialist: Frogjolnir, Jumping, Swimming, Football (+1 C/S to throw objects, Charging and running)

Contacts: The Pet Avengers, the frogs of Central Park and Thor, god of thunder.



Running Throg:

Simon is a good and honest person, he just wanted his old life back and couldn't stand suffering through the loss anymore. As Throg, he tries to live up to the responsibility of wielding the power of Thor.

HISTORY:

Simon Walterson was a college football star at Mississippi State University, eventually drafted to the professional ranks. A severe knee injury ended his football career. He found a new reason for living in his wife and their charity work. That is until the death of his wife and their unborn child. Simon fell into a deep depression, and in an act of desperation he sought out mystics, medium, psychic, and fortune tellers trying to speak to his wife one last time. Simon finally found a witch with an authentic connection to the afterlife, and was able to speak with his wife and learn about their unborn child. Unfortunately, Simon was unable to pay the witch for her service, and as a punishment the witch cursed Simon to transform into a frog.

Simon made his way to Central Park in the heart of New York City, and began a new life as an amphibian. He met other frogs, was accepted into their clan, and was given the name Puddlegulp. Puddlegulp aided King Glugwort during the frogs' war with the rats. As the time of the Althing draws near, the Asgardians wonder where Thor is. He's on Earth having been transformed into a frog, but is still a warrior born. So when a rat attacks him, he easily fights it off. Thor befriends Puddlegulp, who leads him to meet King Glugwort. Hildy and the other kids discover Twilight, and that Loki is up to something involving it. Thor and Puddlegulp arrive in time to drive off Ratso and some others, but not in time to save the king. The other frogs convince Thor to help them against the rats, and Thor already has a plan. In Asgard, the children tell Heimdall of Twilight, and he suspects Loki of even more deviousness. At the Althing, the Grand Thane calls for the sons of Odin to step forward. Loki is there promptly, laughing to himself about

Thor's absence, until the Thunder God steps forward as well. Thor's plan to find the alligators in the sewers is successful, except for the presence of the Piper, who promptly takes control of Thor's amphibian body. To aid the frogs in Thor's battle with the rats, Thor leads the alligators to the surface. Back in Asgard, Loki is suspicious of the Thor that has appeared at the Althing, and follows him and Heimdall back to Heimdall's home. The alligators make short work of the rats, and in Asgard Loki discovers that the false Thor is really Harokin. As Thor leaves the frogs, Puddlegulp stops him and tells Thor is secret. Thor returns to the alley and lifts Mjolnir, transforming in a Thunder Frog.

When Thor in the form of Sigurd Jarlson is walking through Central Park he is met by Puddlegulp and some of the other Frogs of Central Park. The children are astonished by the fact that not only are the frogs coming to Jarlson, but they also talk to him as well. Jarlson explains that these frogs are old friends of his. The frogs tell Jarlson something troubling indeed and when he tells the children he has to leave they tell him that they know he's really Thor. He's astonished, however they say that their father figured that Sigrud was some super-hero, and that they got a peak at Mjolnir that he's been carrying in his gym bag while he was sleeping. When they promise to keep his identity a secret, Sigrud transforms himself into Thor and rushes off into the sewers below. Having been told by Puddlegulp that there is a massacre going on down there, Thor has decided to investigate. Thor then discovers the Morlocks massacred perpetrated by the Marauders. Thor left shortly after defeating the rats, but unbeknownst to him, he was followed by some rats. Puddlegulp followed to warn him, and witnessed the frog lift Mjolnir and wield of the power of the god of thunder. However, a sliver of Mjolnir broke off when Toothgnasher tapped it with his hoof. Once Thor departed, Puddlegulp was able to lift the silver which transformed into a miniature Mjolnir and granted the power of Thor to Puddlegulp.

Puddlegulp became Throg, Frog of Thunder, and wielder of the mighty Frogjolnir.



Thor (Ktor) Dargo Ktor

F	Am	(50)	Health: 230
A	Rm	(30)	
S	Mn	(75)	Karma: 50
E	Mn	(75)	
R	Ex	(20)	Resources: Gd
I	Gd	(10)	
P	Ex	(20)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20) vs. physical and Typical (6) vs. energy.

EQUIPMENT:

Unique Weapon: Mjolnir is made of Cl1000 Uru, and does Unearthly (100) damage. Mjolnir grant him additional Powers.

- Auto-Return: He may throw Mjolnir 10 areas away, with the hammer returning in the following round.
- Flight: He may fly at up to Amazing (50) Speeds.



- Shield: Remarkable (30) protection by spinning the hammer.
- Weather Control: Unearthly (100) rank to summon storms and lightning.
- Dimensional Travel: Unearthly (100).
- Life Support: Sh-Z (500).

• Alter Ego: Striking Mjolnir on the ground, or a hard surface, transforms Thor into his current mortal form. In his mortal form, Mjolnir looks like a wooden cane. Striking the cane against a hard surface reverts Dargo back to Thor.:

Dargo Ktor

F	Ty	(6)	Health: 36
A	Gd	(10)	
S	Ty	(6)	Karma: 50
E	Gd	(10)	
R	Ex	(20)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

LIMITATIONS:

• Worthiness: Only those worthy are able to pick up Mjolnir. Excellent (20) Strength and positive popularity.

• 1 minute: If separated from Mjolnir for more than 1 minute, he reverts back to his mortal identity until such time as he can retrieve his cane.

Talents: Asgardian Lore, Swords, Weapon Specialist: (Mjolnir)

Contacts: Thor Corps

Running Dargo:

The futuristic Thor is a brave young man who is not as serious as the original Thor. His speech is sometimes grand (not pseudo-Shakespearian), mixed with futuristic slang ("Say, flash that!").

HISTORY:

In the year 2587, Earth will not be as it is today. The city of New York will lie in ruins, and a new power will rise in place of the old. The Corporation is now the ruler of the land and enslaver of the people. There are no costumed heroes to defend the helpless. There are only stories of those who used to exist, and the hero who will be deemed the greatest

hero of them all is the Thunder god, Thor. A rebel cult that worships the son of Odin has found Mjolnir, the hammer of Thor, and they have been searching for one worthy enough to lift it and claim the power of Thor so that they may be freed of the Corporation's tyranny.

Dargo Ktor was a part of that cult, but his faith was not as strong as the others. He expected those who attempted to lift Mjolnir to fail, and he believed the stories of Thor to be fairy tales. The Chairman of the Corporation unknowingly hired Loki, God of mischief, to unearth and annihilate the rebels, and Loki was happy to do so. Loki, along with Tyrus, leader of the Rock Trolls, discovered the cult's secret meeting place and set their horde loose on the unsuspecting group, killing all in their path. Dargo instinctively reached for a weapon to defend his people when his hands found the handle of Mjolnir. No sooner than he grabbed it, the power of Thor flooded into his body, and he was transformed into the Thunder god. Thor easily pushed back the invaders, but Dargo was confused by his newfound power and had to clear his head. With the people's faith stronger than ever, they decided to protest against the Corporation feeling that Thor would protect them. Dargo, unsure of his new role, decided that he would not let his people stand alone against the forces of evil. Arriving as the protesters were attacked by Corp soldiers and Loki's forces, Dargo did all he could to protect the cultists. Tyrus, having faced the true Thor, knew Dargo was an imposter, and his suspicions were confirmed as Mjolnir refused to obey its new master. Fraud or not, Dargo defeated Tyrus just as Loki killed the Corp's Chairman and destroyed their facilities. With the threat of the Corporation gone forever, Dargo used Mjolnir to open a portal and threw the hammer into it feeling that it would find its rightful owner. Dargo and Salla looked to the future, and they hoped that those who would go on to form a new tomorrow would prove themselves worthy.

In the year 2591, Dargo somehow gained possession of Mjolnir again and has

resumed his responsibilities as Thor. He was sought out by Zarrko, the Tomorrow Man and tricked into traveling to the past in order to battle Eric Masterson, the Thor of the present. Zarrko tricked Dargo by telling him that Masterson would somehow be responsible for the execution of Dargo's timeline, and therefore, the death of his wife Salla. Dargo attacked Masterson, already in battle with the cosmic powerhouse Stellaris, and was surprised that they were so evenly matched. Zarrko revealed that his plan was to siphon off the energy of the two Thor's enchanted hammers in order to power his Radical Time Stabilizer, so he would become the undisputed master of time. The fighting between the Thor's continued which alerted Beta Ray Bill to the violence, and he journey to Earth to stop them. He told them that they are "Hammer Brothers" since they have both proven themselves to be worthy enough to wield Mjolnir, and they should band together to stop their mutual enemy. Reluctantly, Masterson joined Dargo and Bill and pursued Zarrko back to his ship. Once inside, the members of the newly formed Thor Corps were put to the test by Zarrko when he pulled various enemies of the Thunder god out of the time stream to stop them. Despite all of his tricks, Zarrko caused his own downfall when he pulled Loki out of the time stream and attempted to command him as one of his other servants. Zarrko's ship, along with his Radical Time Stabilizer, was about to explode after Loki destroyed the controls, but Beta Ray Bill managed to send Dargo, Masterson and himself back to each perspective timeline they originated from before that happened.

On July 29th, 2593 A.D., Dargo will eventually be forced into reuniting with Beta Ray Bill and Eric Masterson, now known as Thunderstrike, by his archenemy, Demonstaff. Together, the Thor Corps will have a time traveling, dimension hopping adventure to ensure the survival of Dargo's wife, Salla, and that of the entire universe as well. It can be assumed that Dargo, having returned to his timeline, still fights for the people



using the power of Thor. Sometime later, Salla was killed by Loki, and Dargo joined a new incarnation of Avengers - Deva Van Dyne, Hercules, Tannan Six, Tatiana Maximoff and Thaddeus Stark - to battle him.



Thunderstrike (Eric) Eric Masterson

F	Mn	(75)	Health: 195
A	Ex	(20)	
S	Am	(50)	Karma: 50
E	Am	(50)	
R	Ex	(20)	Resources: Gd
I	Ex	(20)	
P	Gd	(10)	Popularity: +10

KNOWN POWERS:

Asgardian Form: When wielding Thunderstrike, Masterson takes on an Asgardian Form, giving him the following abilities:

* Body Armor: Excellent (20) vs. Physical, Heat, Cold, Radiation, and Toxins. Typical (6) vs. Energy.

Invulnerability to Diseases: CI1000.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Thunderstrike: CL1000 material Uru, Strength +1CS blunt damage. Thunderstrike has these abilities:

- * Lightning Summoning: Amazing (50).
- * Energy Absorption: Unearthly (100) rank to absorb lightning and electricity.
- * Lightning blast: Amazing (50) Lightning until the energy is burnt off.
- * Automatic return: 10 areas.
- * Flight Remarkable (30), Typical (6) agility due to his inexperience.
- * Life Support: Unearthly (100) ability.
- * Deflection: If spun in front of him it provides Remarkable (30) protection.
- * Dimensional Travel: Typical (6)
- * Energy Generation: Monstrous (75) brute force, 10 areas, as a side effect it can give off light at -2 c/s.
- * Light generation: If used to generate light in order to see, this effect has Remarkable (30) ability.
- * Energy Detection: The mace can detect energy sources (magic, psychic and energy) at Remarkable (30).
- * Tracking-Energy users: He can track with Excellent (20) ability.

Alter Ego: When the mace is struck against a surface, Eric transforms, in his mortal identity, the mace appears as a walking stick. If separated for 1 minute, Thunderstrike returns to his mortal form.

Eric Masterson

F	Ty	(6)	Health: 26
A	Pr	(4)	
S	Ty	(6)	Karma: 50
E	Gd	(10)	
R	Ex	(20)	Resources: Gd
I	Ex	(20)	
P	Gd	(10)	Popularity: 0

EQUIPMENT:

Cane: When Eric strikes his cane on the ground he transforms into Thunderstrike.

Talents: Weapon Specialist: Mace, Engineering, Architecture.

Contacts: Avengers, Asgardians, Jerry Reece, Stellaris, Code:Blue

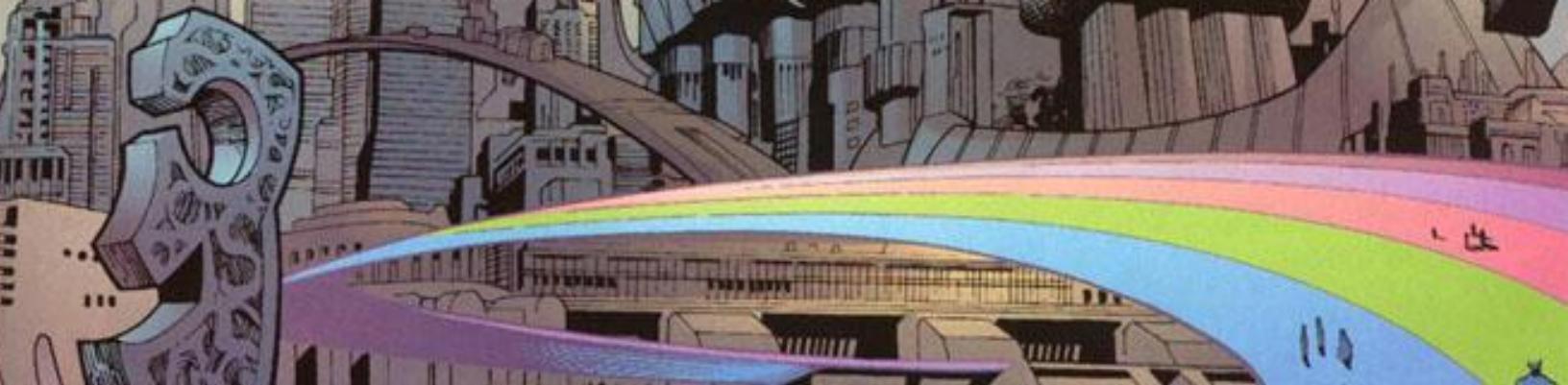
Running Thunderstrike:

Eric was a "everyman" hero. His extremely human POV made him seem like a fish out of water. Despite the length of time he spent around heroes like the Avengers, he was nervous or feel out of place. His nervousness caused him to speak out of turn, or to lash out in frustration at his allies while he tried to gain control of his emotions. In addition, Eric sometimes displayed a naivety unexpected by a man his age. He was taken advantage of by both his allies and enemies in battle and other situations.

HISTORY:

Eric Masterson was an architect who became friends with Thor when he occupied the identity of Sigurd Jarlson. After Eric was badly wounded trying to help Thor fight Mongoose, Thor asked Odin to merge their life forces. The end result was two men within one body. They often fought for control over the body, and eventually Eric lost custody of his son Kevin because of his absences. After Loki was thought to have been slain by Thor, Odin banished him, and Thor's power was bestowed upon Masterson. Although he tried to hide it, Eric's inexperience soon showed. However, Masterson began to master his new abilities and soon replaced Thor in the Avengers. Odin finally freed Thor from banishment, and thought it best for Eric to stay as his replacement, but Odin eventually made Eric his own weapon, a mace called Thunderstrike.

Because he could think of nothing better to call himself, he took the name of his mace as his moniker. He eventually found the powers of Thunderstrike were different from those of Mjolnir. After he found out his nemesis Bloodaxe was really his girlfriend Jackie Lukas, he took the Bloodaxe, the name of the weapon as well as the villain, and used it along with the Thunderstrike Mace to kill Seth, the Egyptian god of death. However, he was corrupted by the power of the Bloodaxe and went on a rampage. After battling Thor, Eric regained control and turned the Thunderstrike against the Bloodaxe, killing him in the process. Thor wanted his



best friend to go to Valhalla for his heroism, but Eric said he was a man first and a hero second, and was sent, by Odin, to his own afterlife. On his gravestone Thor inscribed "THE WORLD STILL NEEDS HEROES."



Thunderstrike (Kevin)

Kevin Masterson

F	Rm	(40)	Health: 150
A	Ex	(20)	
S	Am	(50)	Karma: 22
E	Am	(50)	
R	Ty	(6)	Resources: Pr
I	Ty	(6)	
P	Gd	(10)	Popularity: +10

KNOWN POWERS:

Asgardian Form: While wielding the mace, Kevin has the following abilities:
 Body Armor: Excellent (20) vs. Physical, Toxins and Disease attacks. Typical (6) vs. Energy attacks.

EQUIPMENT:

Thunderstrike: CL1000 material Uru, Strength +1CS blunt damage. Thunderstrike has these abilities:
 * Lightning Summoning: Amazing (50).

- * Energy Absorption: Unearthly (100) rank to absorb lightning and electricity.
- * Lightning blast: Amazing (50) Lightning until the energy is burnt off.
- * Automatic return: 10 areas.
- * Flight Remarkable (30), Typical (6) agility due to his inexperience.
- * Life Support: Unearthly (100) ability.
- * Deflection: If spun in front of him it provides Remarkable (30) protection.
- * Dimensional Travel: Typical (6)
- * Energy Generation: Monstrous (75) brute force, 10 areas, as a side effect it can give off light at -2 c/s.
- * Light generation: If used to generate light in order to see, this effect has Remarkable (30) ability.
- * Energy Detection: The mace can detect energy sources (magic, psychic and energy) at Remarkable (30).
- * Tracking-Energy users: He can track with Excellent (20) ability.

*Alter Ego: When Thunderstrike is struck against a hard surface, Kevin Masterson may change forms. If separated from the mallet for more than 1 minute, Thunderstrike returns to his mortal form. Kevin can magically alter his Thunderstrike appearance.

* Damage suffered in this form will be healed when he reverts to his true form unless his health has decreased below 24.

Kevin Masterson

F	Ty	(6)	Health: 28
A	Ty	(6)	
S	Ty	(6)	Karma: 22
E	Gd	(10)	
R	Ty	(6)	Resources: Pr
I	Ty	(6)	
P	Gd	(10)	Popularity: 0

EQUIPMENT:

Thunderstrike Key-chain: When Kevin slaps his Key-chain on a solid object or the ground he transforms.

Talents: Student

Contacts: Bobby Steele, Marcy Masterson-Steele, Gruenhild.

Running Thunderstrike:

Kevin desperately wants to fill the shoes of his father and is working hard to do just that.

HISTORY:

Kevin is the only child of Eric and Marcy Masterson. He is one of the few people to whom his father revealed his dual identity as Thunderstrike. Circumstances brought Thor into their lives and saw his father become increasingly involved in a world of gods and supervillains. This went so far as to have Eric become Thor when the actual God of Thunder disappeared. However, all of this strained Eric's ability to be a father to Kevin, and it was not long before custody of him was taken by his mother and her new husband Bobby Steele, quarterback for the New York Smashers.

At the Maria Stark Academy, long after his father died, Kevin Masterson is apparently at it again, fighting another student. After his mother and step-father pick him up, they try to talk to him, but he's again not listening. After walking off alone, he is met by Sharon Carter, who takes him to meet Captain America. Rogers informs him that he recently came into possession of an item and believed it should be given to its rightful owner - the Thunderstrike mace. Kevin picks it up expecting to be transformed, but nothing happens. Feeling like he's being taken advantage of, he has Sharon drop him off. As Kevin tries to figure out what to do now, the Rhino attacks an armored vehicle, causing a woman and her child to become trapped in a flaming car. While trying to use the mace as a prybar to help get the child out after another bystander has saved the mother, the car explodes. Strangely, Kevin is all right and has protected the child, but he has also transformed, into seemingly his father Eric Masterson's Thunderstrike form.

Determined to avoid the fate of his father, Kevin considers his options until he receives a visit from the beautiful Gruenhilda the Valkyrie who has been sent to teach him the proper way to use an Asgardian super-weapon, knowledge



that he field-tests when a mysterious collector sends a high tech strike-force to steal the mace. With Gruenhilda criticizing his every move, the man who would be Thunderstrike begins a quest to recover his stolen mace. Along the way, he adopts a daring different persona, uncovers a plot to invade Mount Olympus, and soon finds himself in a fight for his life against a super-powered Demigod who is on a mission of vengeance. Thunderstrike and Gruenhilda are traumatized by an unexpected death when they suddenly run into one of the greatest super-menaces of all Mangog the merciless. To save the universe from the Mangog, he must now join forces with the Mighty Avengers, the team that he believes betrayed his father.

Kevin ends up teleported onto a station in the middle of the Pacific Ocean with Spider-Girl, Victor Alvarez, Amadeus Cho and X-23. They arrive on the Hell-Carrier, a Helicarrier that was used during World War II. Amadeus and Kevin were initially antagonistic towards each other and would have likely come to blows except for the intervention of Victor, who separated the two, at least for a time, until Amadeus managed to cause the Thunderstrike mace to tap the ground, thus changing Kevin back to his non-powered state. Angered, Kevin struck Amadeus' head, changing back to his Thunderstrike state. Anya tried to step between them while X-23 watched, but all were interrupted when Victor explained that he had tried to use his powers to absorb the ambient chi in order to power up, but since there was no life force around them, he instead suffered a backlash. He did, however, detect a message in a bio-electric frequency being transmitted in a language he had never heard before. The message was translated for them by the Shark Men as; "In their Dread House the warriors of the king of darkness wait dreaming."

They continued their message saying that now that the stars were right, they rise with the king and make them their first sacrifice to him. Differences momentarily

set aside due to the emergence of a common enemy, the five young heroes join together to fight off this new threat. While they fight, Amadeus explains to them that the Shark Men came into being after they sensed the presence of the one they called the 'Dark King' and worshipped him. They became the enemies of the Atlanteans, and were defeated by Namor the Sub-Mariner during World War II and driven back to their city, where waited for their dark god to return.

Amadeus managed to convince the others to follow his lead as he directed them in combat. They manage to defeat the initial wave of enemies, only to realize that the carrier is picking up speed. Lamenting that they should all be elsewhere, Amadeus reveals to them that the five of them are each the latest manifestation of an eternal archetype's and that they must work together as a team. He also reveals that his research has uncovered that the Hell-Carrier was trying to complete its final mission and that they needed to work together to stop it. At that point the other four realized it was Amadeus himself who had pulled them from where they were and brought them to the carrier. As they seized him, he quickly explains that the carrier is on a collision course for Honolulu and will crash there, killing everyone on board unless they stop it.

Realizing they have no other choice, Spider-Girl asks Amadeus how to proceed. He informs them that the whole ship is powered by a kind of anti-life force called Vril. Victor detects that the source of it was directly below them, but that since none of them could fly, they had no way of getting to it. X-23 then begins to rip into the ship with her Adamantium claws. Amadeus then directs Victor to try to use his powers to power up X-23, which he does, causing another painful backlash on both of them but, allowing them to get below deck quicker.

While X-23 and Victor continue to make their way to the source, Thunderstrike, Amadeus, and Anya were forced to repel

another attack of the Shark Men. Despite their best efforts, the three would have been overwhelmed, but X-23 and Victor reached the source in time, and Victor unloaded all of his remaining Chi energy into it, causing it to explode before it could hit Honolulu, and the five landed into a media frenzy, which, in turned out, Amadeus knew would be there and it was why he had chosen that particular moment to bring them altogether. Amadeus says that they had scored a major PR victory and that the people wanted them to stay together, at which point X-23 kicked him in the groin from behind and the other four walked away, leaving the question of whether or not the five would continue as a team unanswered. Kevin is part of the new class of students when the Avengers Academy moves to the former headquarters of the West Coast Avengers.



Thor Girl

Tarene aka Tara Olsen

F	Am	(50)	Health: 160
A	Gd	(10)	
S	Am	(50)	Karma: 50
E	Am	(50)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Rm	(30)	Popularity: +25

KNOWN POWERS:

Sidekick: Tarene once had vast cosmic powers that allowed her to perform unheralded feats of power. She used those abilities to first mimic Thor's powers and possessions as she assisted Odin with the rest of her abilities. In the aftermath of the battle, she lost the rest of her cosmic abilities leaving her as a scaled down version of Thor (if he was a seventeen year old girl...) with a mortal identity.

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. She may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Thor Girl's Hammer: CL1000, Thor Girl's Fighting is Unearthly and while using the hammer she inflicts Unearthly (100) damage.

- Alter Ego: Striking her hammer on the ground transforms Thor Girl into her mortal form. The statistics of her mortal form are as follows:

Tara Olsen

F	Ty	(6)	Health: 24
A	Ty	(6)	
S	Ty	(6)	Karma: 50
E	Ty	(6)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Rm	(30)	Popularity: +2

- Automatic Return: When thrown up to 10 areas, the hammer flies back to the spot from where it was thrown.
- Dimension Travel: Amazing (50).
- Flight: Incredible (40) air speed.
- Deflection: By spinning the hammer, Thor Girl can deflect attacks at Excellent (20) vs. physical, energy, and magical attacks.
- Weather Control: Monstrous (75) control, producing Amazing (50) lightning bolts she can shoot without a storm.

LIMITATIONS:

- Worthiness: Only those worthy are able to pick up the hammer. They must have Excellent (20) Strength and positive popularity.
- 1 minute: If separated from the hammer for more than 1 minute, she reverts back to his mortal identity until such time as she can regain the hammer.

Talents: Asgardian History, Lore and Trivia, Sharp Weapons, Weapon Specialist: her hammer, Student and First Aid.

Contacts: Thor, Odin and the other Asgardians.

Running Thor Girl:

Despite her cosmic origins, Tarene acts like a typical teenager not wanting to listen to authority or adults, wanting to prove herself and take care of things on her own. As Thor Girl she tries to emulate Thor as much as possible, it's more trying than doing.

HISTORY:

In the beginning of time, alien sorcerer X'Hoss foretold the creation of the Designate, who would help evolve sentient beings to the next level of existence. Billions of years later, Tarene was born. She was told about the fate of the evil Destroyer and together with others sought a way to stop him. In the meantime, Thanos obtained X'Hoss' knowledge and destroyed Tarene's home-world. She gained the help of Thor and Orikal in defeating the villain. Tarene later transformed herself into an Asgardian goddess and becomes Thor's loyal ally, taking the name "Thor Girl" and the civilian identity of Jake Olson's 'cousin' Tara. She tried to assist Thor in his adventures, aiding him in his confrontations with Gladiator, Loki and Nullitor, but in a later battle against a revived Surtur she sacrificed nearly all of her cosmic powers to contribute the additional power needed to defeat him. Upon Odin's apparent death, Thor Girl lost most of her cosmic powers. She retained the powers she had as Thor Girl. She returned to Earth in an attempt to live a normal life as Tara Olson, but also occasionally continued adventuring. She knew that she was destined to, and one day would, regain her full power and then some, to become The Designate.

After the Superhuman Registration Act was passed, Thor Girl interfered in a jewel theft undertaken by the Grey Gargoyle, a previous foe of hers, and pummelled the villain, preventing the jewel heist in the process. In return the Grey Gargoyle undertook a law suit with the assistance of Mallory Book at the Superhuman Law Offices of Goodman,



Lieber, Kurtzberg and Hollaway. Thor Girl was among the first recruits for the Camp Hammond training facility. Other fellow trainees included Bengal, Cloud 9, Slapstick, Trauma, Armory, Rage and Komodo. When Manhattan was attacked by the Hulk, the Initiative recruits were sent as crowd control in, with Thor Girl aiding mass evacuation. Thor Girl was among the trainees who sided with Rage when he broke ranks to help the Avengers in battle against the Hulk and his Warbound. Easily defeated, Thor Girl and the others were imprisoned at Madison Square Garden and controlled by obedience disks. The Initiative's black ops team, including the empathic metamorph Trauma, were sent in to free Thor Girl and her compatriots. Trauma assumed the form and powers of Thor as he battled the Warbound, leaving Thor Girl awestruck by the encounter. Following Trauma's assumption of Thor's form, Thor Girl expressed a kind of hero worship of and became enamoured with him. However both Tarene and Trauma were brutally attacked by the MVP clone calling himself KIA (Killed In Action). Tarene was stricken heavily while protecting Trauma, who was then stabbed in the chest by KIA.

At some point Thor Girl was replaced by a Skrull agent. During the Skrull invasion, the Skrull Dum Dum Dugan called all the sleeper agents in the Initiative, causing Ultragirl and Thor Girl to fight each other out of fear. When the Skrull Kill Krew arrived to the scene, 3-D Man confirmed that Thor Girl was a Skrull, killing her with her own hammer with the help of Gravity. After the invasion was over, the real Thor Girl attended a support group meeting with the others who had been replaced by Skrulls. She attended a therapy session with Trauma, when Camp Hammond was attacked by the Thor clone, Ragnarok. The clone beat Thor Girl badly, until Gauntlet intervened. Due to looking like an Asgardian wielding a hammer, Tarene was believed to be part of the attack of The Worthy. She was arrested by the U. S. government and tortured for information. She was eventually rescued by Cloud 9 and joined the battle against

Kuurth in Las Vegas and rescued civilians. Due to a misunderstanding she was attacked by other heroes despite her attempts to explain herself or she was only acting in defense. During the battle, her Designate powers returned. She declared Earth's heroes to be little better than those who tortured her and as a whole proof that humanity is still too flawed to be worthy of ascending. She left Earth for the stars.



The Mighty Thor

Dr. Jane Foster

F	Am	(50)	Health: 270
A	Ex	(20)	
S	Un	(100)	Karma: 50
E	Un	(100)	
R	Gd	(10)	Resources: Gd
I	Ex	(20)	
P	Rm	(30)	Popularity: +75

KNOWN POWERS:

Body Armor: Excellent (20).
 Invulnerability: CI1000.
 Illusion Detection: +1 CS to Intuition.
 Retarded Aging: Ages 1 year for every 100. She may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Mjolnir (Unique Weapon): Made of Uru, a CL1000 Material. Thor's Fighting rank is Sh-Y (200) while using the hammer, which does Unearthly (100) Blunt damage, and can be thrown 10 areas. No one can take the hammer away from Thor, unless she wishes it. Thor has the following Power Stunts while using Mjolnir:

- Alter Ego: Striking Mjolnir on the ground, or a hard surface, transforms Thor into her current mortal form. If Thor is kept away from the hammer for over one minute, she automatically reverts back to his mortal form. While she is in her mortal form, Mjolnir looks like a simple wooden cane. Striking the wooden cane against a hard surface reverts Thor back to his immortal form. The statistics of Thor's current mortal form are as follows:

Dr. Jane Foster

F	Ty	(6)	Health: 18
A	Pr	(4)	
S	Pr	(4)	Karma: 50
E	Pr	(4)	
R	Gd	(10)	Resources: Gd
I	Ex	(20)	
P	Gd	(10)	Popularity: +3

- Automatic Return: When thrown, whether it hits or not, Mjolnir flies back to the spot from where it was thrown.
- Dimension Travel: Unearthly (100) power to travel between Earth and Asgard.
- Flight: Amazing (50) air speed. Thor does this by spinning the hammer.
- Deflection: By spinning the hammer, Thor can deflect Remarkable (30) vs. physical, energy, and magical attacks.
- Weather Control: Unearthly (100) control, Monstrous (75) lightning. Thor can shoot lightning without a storm.
- Air Control: Monstrous (75). Provides Monstrous (75) vs. projectiles, 1 area, and carry others, Incredible (40) speed.



LIMITATIONS:

• **Worthiness:** Only those worthy are able to pick up Mjolnir. Excellent (20) Strength and positive popularity.

• **1 minute:** If separated from Mjolnir more than 1 minute, she reverts to her mortal form until she can change again.

• **Breast Cancer:** Jane was diagnosed with breast cancer. She later accepted Thor's invitation to represent Midgard in the Congress of Worlds on Asgardia while she underwent therapy, but refused magical treatments. While empowered Mjolnir, she is at perfect health; but when she returned to normal, the chemotherapy is removed from her system, making her cancer worse and endangering her life.

Talents: Weapon Specialist: (Mjolnir), Medicine, First Aid.

Contacts: Thor, Sif, the Warriors Three and the Avengers

Running Thor:

Jane spent most of her life taking care of others at the expense of the things she wanted. Once she became a nurse, she took on greater duties putting her wants aside to help others. Eventually she became a Doctor and a mother. Once she was diagnosed with Breast Cancer, Jane assumed that her ability to help others was over and then she wielded, for a time at least, the power of Thor and in an effort to help others she took up the power, but at the cost of her health as the longer she became Thor, the more the her chemotherapy was undone, costing her health and eventually her life.

HISTORY:

Jane Foster's mother died of cancer when she was nine years old. Following this tragedy, her father, a plumber, worked two jobs in order for her to go through medical school, exhausting himself. Nevertheless, he managed to give Jane a good childhood, never missing a softball game, forgetting a birthday or failing to encourage her in anything she could set her mind to. However, Jane's father later died from complications from a heart

attack. She became a nurse hired by Dr. Donald Blake to assist him in his private medical practice. Actually, the crippled Dr. Donald Blake was the human identity used for many years by the Asgardian god, Thor. Jane and Blake traveled to San Diablo during a civil war between a communist faction and a democratic faction. Because of the fighting, there was a shortage of medical help in San Diablo, and several American doctors interceded. They battled the Executioner who tried to destroy the medical supplies. Thor was able to stop him and they helped the people of San Diablo. Blake fell deeply in love with Foster, who was unaware of his dual-identity. She was infatuated with Thor, whom she had not yet met in his godly identity, but took a protective attitude toward him, worrying about his health and frailty. She would regularly gush over Thor's exploits, much to Blake's annoyance, causing him to wonder if Jane would ever love a normal man like him.

Loki, taking on the guise of an old man, entered Donald Blake's office and hypnotized Jane and gave her secret commands. He then entered Donald's office, and when Don reported for work, he found Loki waiting for him and changed into Thor. Loki challenged the Thunder God to a contest in Central Park, a challenge that Thor accepted before Loki left. Changing back into Donald Blake he told Jane that he was leaving for the afternoon, unaware that Jane was about to enact Loki's hypnotic suggestions upon his departure. At Central Park, as Thor battled Loki, he was unaware that Jane was still under Loki's thrall and wandering in the area. Loki then transformed a tree into a tiger which he set upon Jane, and turned the Thunder God's attention to Jane's situation. Thor had two options: grab his returning hammer, Mjolnir, or save Jane. With no choice, Thor chose the latter, and after dealing with the mystical tiger, he reverted back into Blake. When Blake attempted to recover his weapon, Loki put a magical force field around it, preventing Blake from changing back into Thor. With his enemy apparently defeated, Loki

transformed into a bird and flew away, planning to conquer the Earth. Blake revived Jane and took her back home; meanwhile Loki used his magic to terrorize the people of New York City. Jane later witnessed Thor's return and the defeat of Loki.

Jane and Donald were kidnapped by Thug Thatcher, but Blake escaped and became Thor. Blake contemplated revealing his true identity as Thor to Jane in the hopes of winning her love. However, right when he was about to tell her, Odin contacted Thor telepathically and warned him against doing so. One normal day as Jane left Dr Blake's office for an errand, she passed a wounded jewel thief and his two partners. They entered Blake's office and demanded treatment. Distracting them, Blake tapped his cane and transformed into Thor. Strapping the criminals to an operating table with surgical tape, he attached it to his magic hammer and "threw" the criminals to the police station. Dr. Blake prepared to use a rubber hammer on a patient's knee. As Jane assured the patient Dr. Blake was skilled with using a mallet, Blake thought to himself that she does not know the half of it. Although Foster was strongly attracted to Dr. Blake, she left his medical practice and began working for a Doctor Bruce Andrews when Blake did not try and rescue her during the Lava Man's attack on the city. However, she later returned after the Cobra attacked and Bruce submitted to him and she felt he was a coward. Don Blake was next approached by discredited scientist Calvin Zabo for a job. When Blake refused to hire him, Zabo began experimenting on himself, creating a serum that transformed him into a monstrous form. Calling himself Mister Hyde, Zabo sought to revenge against Blake. Meanwhile, Thor continued to petition Odin to allow him to marry Jane Foster, to no avail. However Odin told Thor that should Jane prove herself to be brave, he would make her an immortal. When Mr. Hyde attacked Blake's office, Thor was there to stop him. In response, Hyde began committing robberies disguised as Thor. Afterward, Blake



decided to reveal his dual-identity to Foster, but his father, Odin, monarch of Asgard, appeared to him and forbade him to reveal this secret to any mortal. Even though Odin tried for a long time to quash the romance between the two, he ordered her life to be saved when she lay dying after an explosion caused by a battle between Thor and Mister Hyde and Cobra.

Foster truly loved Blake, and one day she told him angrily that she would not wait forever for him to declare his love to her. Thor intended to marry Foster, but then Odin forbade him to marry her on the grounds that she was a mortal, not a goddess. Thor later asked Odin to reconsider the issue, and Odin relented, saying that Thor could marry her if she proved herself worthy. The superhuman criminal Mister Hyde, seeking vengeance against Blake, captured both him and Foster, and made Blake a prisoner in a room with a bomb. Blake escaped and, as Thor, battled Hyde; but Foster, fearing that only Hyde could save Blake's life by deactivating the bomb, helped Hyde to escape. Outraged by this seeming betrayal against his son, Odin rejected Thor's petition to marry Foster. Foster was menaced repeatedly by enemies of Thor who either knew he was Blake, or knew there was some connection between Thor and Blake. Such assailants included Hyde and his partner, the Cobra; his bitter foster-brother Loki; and the Enchantress and her partner, the original Executioner; as well as the journalist Harris Hobbs. As Thor rescued her from these many perils over time, Foster fell deeply in love with him. Finally, Thor defied Odin and revealed his dual-identity to Foster. Foster left America and took a position with a man who proved to be the High Evolutionary. Thor followed her to the High Evolutionary's citadel at Wundagore Mountain, where they were reunited. Again petitioning Odin to let him marry Foster, Thor brought her to Asgard itself, a place forbidden to mortals. Odin agreed to let them marry if Foster proved herself capable of functioning as an Asgardian goddess. Odin then physically transformed Foster into an Asgardian,





granting her superhuman powers. As Odin must have expected, Foster was confused and bewildered by her new abilities and by Asgard itself. Declaring that Foster had failed his test, Odin turned her back into a mortal woman, sent her back to Earth, and removed her memories of her experiences with Thor. Odin sent Foster to work for the physician Dr. Keith Kincaid, and the two soon fell in love with each other.

As for Thor, Odin saw to it that he was reunited the Asgardian goddess Sif, whom he had loved in the past, and their romance was quickly rekindled. Years later, Foster fell ill and, lying close to death, called out to Thor in her delirium. Sif stole the enchanted Runestaff of Kamo Tharnn, the Elder of the Universe known as the Possessor, and used it to infuse her own life-force into Foster, thereby saving her life. Sif vanished, and Foster recovered, also regaining full possession of her lost memories of Thor. The love between Thor and Foster revived, but soon she was captured by trolls under the leadership of Thor's enemy Ulik. To Thor's surprise, Foster succeeded in capturing the troll king, Geirrodur, with his own spear; Thor himself defeated Ulik. Thereafter, Foster insisted on accompanying Thor on various exploits, traveling with him to the dimension of the god of Heliopolis, to the alternate future Earth ruled by the Tomorrow Man, and to the war-torn nation of Costa Verde. After some time, Foster finally insisted on accompanying Thor to Asgard. There, the Asgardian Grand Vizier presented her with Sif's sword and when she struck it against a wall, she was seemingly transformed into Sif. The Vizier theorized that Foster and Sif had become one being, and that Sif would be dominant in Asgard, and Foster on Earth. Yet when Sif returned to Earth many months later, she did not transform into Foster. Eventually, Dr. Kincaid launched an investigation into the whereabouts of Foster, whom he had not seen since her hospitalization. Thor revealed his dual-identity to Kincaid and explained what had happened to Foster. Thor and Sif took Kincaid with them on a

journey to the world of Kamo Tharnn. It turned out that when Sif infused Foster with her life-force, Sif's own spirit and body had actually passed through the Runestaff and into another dimension. When Sif reappeared in Asgard, Foster took her place in the other dimension entered through the Runestaff. But when Kamo Tharnn somehow absorbed the denizens of the latter world into his own body, Sif and Thor used the Runestaff to release the beings trapped within the Possessor, including Foster. Thor and Sif brought Foster and Kincaid back to Earth, and Foster and Kincaid were married almost immediately afterward.

Since then, Thor has saved Foster's life from the creature called the Zaniac. Foster has given birth to her first child, a boy named Jimmy. The world at large remains unaware of Foster's past relationship with Thor, although a few enterprising individuals have learned of their connection. Jane eventually became a doctor, and working alongside Thor in New York when the Odinson was secretly using the body of EMT Jake Olsen. She also became a consulting physician for Tony Stark. During the Civil War, she opposed the Registration Act and joined the Secret Avengers, treating many of the members. Some time later, she was visited by the Warriors Three to be informed about Thor's death after his battle against the Serpent. After hearing rumors of the return of Dr. Donald Blake and Thor, Jane divorced her husband and subsequently lost custody of their child. Blake visited Jane at her work in a New York City hospital in search of Lady Sif, whose spirit Blake mistakenly thought had been reborn in Jane since their spirits had been merged once before. Jane and Blake go on a date after an initially turbulent reuniting. Jane discovered that Sif's spirit had actually been reborn in the body of a dying elderly cancer patient that was under her care. She alerted Blake and Thor who managed to restore Sif just before the patient died. Jane then traveled to Broxton, Oklahoma, the site of the resurrected City of Asgard, and opened a medical practice with Blake.

While Thor was away fighting Gorr the God Butcher, Jane was diagnosed with breast cancer. She later accepted Thor's invitation to represent Midgard (Earth) in the Congress of Worlds on Asgard while she underwent therapy, but refused magical treatments. During a battle against Nick Fury, Thor lost the ability to wield his hammer Mjolnir. The hammer remained unattended on the Moon, from where it telepathically sought Jane out. Jane eventually gave in to the hammer's call, and requested Heimdall to take her to the hammer's location. Once there, Jane picked up Mjolnir, gaining Thor's powers and transforming and improving her physique. Since she had watched Thor use his hammer, Jane slowly learned how to use Mjolnir by example. Jane soon found herself in the middle of Malekith the Accursed's alliance with Frost Giants, who were planning on bringing Laufey back to life. The original Thor soon caught up with Jane, demanding to have his hammer back. Thor ultimately accepted that the hammer had a new owner, and gave Jane his blessing, while still not knowing her identity. He also gave Jane his name, and subsequently went by Odinson only. When she tried to stop Malekith from making a deal with Dario Agger for Laufey's skull, Thor was suddenly attacked by Cul Borson, who possessed the Destroyer Armor, under orders from Odin to retrieve Mjolnir. Although Cul briefly managed to take Mjolnir from her, Thor summoned it back to her hand. Odinson, Freyja, and an army of the women he had identified as possible suspects for the new Thor's identity, arrived on scene and helped turn the tide of battle in Thor's favor, ultimately forcing the Destroyer to retreat. Thor's identity remained a mystery for Odinson and the rest of the world.

During the final incursion, Jane was one of the heroes that tried to stop Earth-1610 from destroying her Earth. After the vessel transporting the Earth's "resurrection team" was destroyed by the Children, Mr. Fantastic was forced to put the Future Foundation's Life Raft in action. As the Life Raft was deployed,



Manifold teleported numerous heroes into it including Spider-Man, Star-Lord, Captain Marvel, and Cyclops, and Jane herself, which allowed them to survive the end of the Multiverse. Thor and the other heroes transported onto the life raft were awakened by Doctor Strange eight years after the end of the multiverse and the creation of Battleworld, a planet cobbled together by segments of destroyed realities created and ruled by Doctor Doom. Thor and the others were then teleported by Strange to confront the Cabal after a distress call was sent to him by one member of the Thor Corps, and after this Doom himself appeared to quell the fighting. When Doom tried to kill them, Doctor Strange teleported them across Battleworld, but at the cost of his own life. Jane then decided to infiltrate the Thor Corps to turn them against Doom with the help of the Thor of Higher Avalon and eventually succeeded and led them to Doomstadt, where they confronted the Barons defending the castle, and led to the restoration of the Multiverse.

Foster remained in Asgardia as a senator in the Congress of Worlds, and as Thor she remained a fugitive pursued by Cul. Odinson was considered missing. She became involved in the war between Svartalfheim, realm of the Dark Elves, and Alfheim, realm of the Light Elves and encountered several incarnations of Loki. After the elf races struck a deal by wedding their respective monarchs, Thor returned to Asgard to confront the power-mad Odin, who had Frigga on trial. Loki and Thor arrived at the point when the All-Mother was about to be placed on a verdict by Odin. The rebellious Asgardian warriors also made their way into the hall fighting Cul's Thunderguard. Thor and Odin got into a crunching battle that wandered across Saturn's moons while it was revealed that Loki was a spy for Frigga. Loki then stabbed Frigga halting the battles at hand. Thor was once again a member of the Avengers. She appeared by chance in their encounter with Warbringer and subsequently agreed to help form a new official Avengers group. Her identity was unknown to her teammates until she was separated from

the hammer when she was transferred a few days into the future by Kang the Conqueror, and Sam Wilson, the new Captain America, witnessed her as she reverted to Jane. He agreed to keep it secret, even visiting her during chemotherapy so that she could have a friend to talk to.

Unfortunately for Jane, all progress from chemotherapy became lost whenever she used Mjolnir to transform into Thor. Since the magical transformation purged all toxins from Jane's body, it did so to the chemotherapy drugs, but left the cancer behind since it was part of her body. As Jane found herself having to transform into Thor more often, her cancer metastasized and reached stage four. Jane was told by Doctor Strange that if she became Thor one last time, she would die. He and several of her friends convinced Jane to give up being Thor for the sake of her health. That changed, though, when Jane learned that the city of Asgardia was flying towards the Sun due to the actions of the Mangog, who wanted to kill off all the Asgardians. She chose to become Thor one last time to save Asgardia, even if it killed her, and went on to confront Mangog. Jane received a brutal beating from Mangog despite her best efforts. She resorted to hurling Mangog into the Sun, but Mangog was able to return to Asgardia to continue his rampage. In order to finally stop Mangog, she tied him up with chains originally created to bind the Fenris Wolf before tying the chains to Mjolnir and hurling the hammer into the Sun, taking Mangog with it. Jane shared a final kiss with Odinson before reverting to her human form and succumbing to her cancer. Odinson then fled with Jane's lifeless body from Asgardia before it exploded and landed upon the Moon where his fellow Asgardians had evacuated to.

Alternate Universe Thors



Thor (Earth-400005)

"The Return of the Incredible Hulk."
Thor aka Thor Odinson aka Donald Blake

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	Rm	(30)	Karma: 46
E	Am	(50)	
R	Ty	(6)	Resources: Pr
I	Ex	(20)	
P	Ex	(20)	Popularity: +10

KNOWN POWERS:

Enhanced Senses: Good (10)
 -Tracking: Good (10)

EQUIPMENT:

Mjolnir: Monstrous (75) Material Strength, damage is Strength +1 c/s from a lighting discharge, May be thrown up to 5 areas.

* Summons Thor from Valhalla (Blake must say "Odin")

* Weather Control: Incredibile (40)

* Call Lightning: Remarkable (30), 3 area range

Plate mail and Helm: Good (10) vs. Physical



Talents: Weapon Specialist: Hammer, Swords, Horsemanship, Norse Culture, Lore and History. Multi-Lingual: Ancient Norse and English.

Contacts: Dr. Donald Blake, Dr. David Banner and "his troll".

Running Thor:

Though having a short temper, Thor usually regrets losing it if it turns out not to have been justified. Most of the time, he is friendly and just wants to have fun.

HISTORY:

According to Donald Blake, Thor had been a great Viking warrior and king. However, his arrogance, lead to Odin condemned him to never enter Valhalla, until he'd performed a series of tasks, to make up for his past. In the 1980's, Thor's tomb was discovered by Dr. Donald Blake, who served as team doctor for a group of archeologists. Blake picked up Thor's war hammer, which caused lightning to appear in the cave and Thor to appear.

Dr. Donald Blake

F	Ty	(6)	Health: 24
A	Ty	(6)	
S	Ty	(6)	Karma: 50
E	Ty	(6)	
R	Ex	(20)	Resources: Gd
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

EQUIPMENT:

Mjolnir: Monstrous (75) Material Strength, damage is Strength +1 c/s from a lighting discharge,

-Summons Thor from Valhalla (Blake must say "Odin")

Talents: Medicine, First aid, Computers, Electronics and Repair/Tinker. Blake has knowledge of Norse lore, trivia and history.

Contacts: Dr. David Banner, Harvard Medical College, Thor.

Running Donald Blake:

Donald Blake, like his friend David Banner, is a man trying to get free from the burden placed on him. He doesn't hate thor, he just wants to be rid of the burden he creates and the inevitable damage he does to the environment around him.

HISTORY:

Growing up, Donald always had an obsession with Viking culture, that he could never explain. He'd eventually go to Harvard Medical School, where he briefly met Dr. David Banner. Donald practiced medicine, until an event that would change his life. He signed on as the team doctor for a group of archaeologists that were heading north. One night Donald woke up and found himself drawn to a cave, where he found a Viking war hammer "Mjolnir", that summoned Thor. From that moment, Donald did everything he could to get away from the hammer, but it always came back to him. Eventually, he discovered that David Banner, who was thought to be dead, was still alive and went to him, hoping that he'd be able to help him.



Thor 2099 (Earth-928) Cecil McAdams

F	Ty	(6)	Health: 150
A	Ex	(20)	
S	Am	(50)	Karma: 18
E	Am	(50)	
R	Ty	(6)	Resources: Gd
I	Ty	(6)	
P	Ty	(6)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20) vs. physical attacks, heat, cold, toxins, and disease. And Typical (6) vs. energy.

Alter Ego: Cecil's programming from Alchemex is so deep he has no idea that he is anyone other than Thor. Should he be forced to transform back into Cecil he must make a psyche feat roll to avoid a break down and loss of faith.

F	Ty	(6)	Health: 24
A	Ty	(6)	
S	Ty	(6)	Karma: 18
E	Ty	(6)	
R	Ty	(6)	Resources: Gd
I	Ty	(6)	
P	Ty	(6)	Popularity: +25



EQUIPMENT:

Mjolnir: Made of Adamantium Lanxide that is stronger and lighter than standard adamantium. It is made of CI1000 material. The hammer does Monstrous (75) Blunt damage. He can throw the hammer 10 areas. His hammer grants him the following powers.

* Worthiness: If any one tries to grab the hammer while Thor 2099 is within 10 area, it will deliver Excellent (20) Lightning to whoever is unworthy.

* Flight: Amazing (50) speed.

* Deflection: By spinning the hammer as a shield for Incredible (40) protection.

* Call Lightning: By manipulating ionic energies it can call Incredible (40) lightning. It has limited weather control at Excellent (20)

* Programmed Flight- Mjolnir has a propulsion system and can travel 10 areas. He makes an intuition check to activate the program. If successful it will travel until one of the following occurs then it will return: It hits its target, Thor calls it back to him OR ten rounds of travel without results.

LIMITATIONS:

- Programming: Loss of faith or being forced to revert to his normal form can be crippling to him. If such a change is undergone, it would be D10 rounds before he could attempt to transform back into Thor.

Talents: Religion: Asgardian Lore, Edged weapons, Weapon Specialist: (Mjolnir)

Contacts: The Alchemax's Aesir.

Running Thor 2099:

During Fall of the Hammer Thor 2099 was overbearing and full of bravado and had no concept of good. He was Thor and that gave him the right.

HISTORY:

Cecil McAdam was a reverend of the Church of Thor in the year 2099, when Avatarr offered him a chance to be transformed into his god in order to combat the uncontrolled heroes that had begun to appear. Reverend McAdam gathered together four people who were suitable for becoming nano-engineered gods; including Meanstreak's friend, Jordan Boone, to be Loki, and Ravage's friend, Tiana, for Hela. While Avatarr simply wanted pawns to keep the new generation of heroes from meddling with the creation of his floating city of Valhalla, McAdam's vision was to bring about the second Golden Age of Heroes. And so they began a campaign as the false Aesir, the immortal Asgardian gods. But the new Aesir weren't as immortal as they claimed. When Thor arrived at Valhalla to face the 2099's X-Men who had attacked the city, he found his fellow Aesir, Heimdall, dead. His half-brother Loki claimed that the X-Men killed Heimdall, but refrained from explaining that he had given them the ability to turn off his god-like powers. Doom told the X-Men that the Aesir were only puppets, which angered Thor, who refused to listen to any questions regarding his own godhood. He attacked him until Loki revealed to Doom that Thor's power lay entirely within his hammer, Mjolnir. Doom used his armor's sensors to detect the power running through the hammer into Thor, and tried to disrupt the flow, which caused a massive explosion that threw both fighters off the floating city and into the New York City streets below.

Thor woke up on the floor of a laboratory after Alchemax's cleaning crew pulled him out of a crater and took him back to where he was created. There, Thor saw the failed Sif, but since he couldn't remember his own identity, he assumed that she was injured. Avatarr appeared and explained that the subject's DNA was not compatible with Sif's, and the transformation had failed. He then shut off Thor's powers and detransformed him when Thor threatened him, believing he was responsible for her state. Thor was again left as the weak Reverend

McAdam. Avatarr continued explaining that he would forget his "mortal" life when he was Thor, and offered him the choice to return to the identity, with the implication that it meant knowing his place. McAdam agreed, and again he became the thunder god, Thor. Avatarr returned Mjolnir to him, and pointed him back to Valhalla.

While the 2099's Spider-Man, Punisher, Doom and Ravage worked to bring the city of Valhalla under control, Thor smashed through a wall and chose to bring the city down by smashing the generators, rather than allow the "mortals" to claim it. The city began to fall from the Earth, while Thor believed that a new Asgard would rise from the ashes. But the Punisher leapt onto Thor's back, and Doom told him to throw Thor's hammer into the head of the vortex to save the city. When Thor spoke, the Punisher recognized him as McAdam, his family's priest. He revealed that he was Jake Gallows, who had known McAdam his whole life. Thor became confused, which allowed Spider-Man to kick him and force him to release his hammer. The Punisher grabbed it and threw it into the matrix, which created an explosion, righting the city. Thor's hammer flew from the blast, he was caught in the explosion and was killed, ending the life of the false Thunder God.



The Ultimate Thor (Earth-1610)

Thorlief Golmen

F	Rm	(30)	Health: 240
A	Gd	(10)	
S	Un	(100)	Karma: 60
E	Un	(100)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Rm	(30)	Popularity: +25

KNOWN POWERS:

Asgardian: In the reality of Earth-1610, he can't function outside of Asgard with his powers and utilizes the Harness and Belt to do so.

EQUIPMENT:

E.D.I Bio-Mech Harness: This device allows him to access his Asgardian powers while on Earth. Thor gains the following abilities:

- * Body Armor: Amazing (50).
- * Telepathy: Not a commonly held power by Thor: Good (10) ability.
- * Alter Ego: Stats change as shown above

Donald Blake

F	Gd	(10)	Health: 40
A	Gd	(10)	
S	Gd	(10)	Karma: 60
E	Gd	(10)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Rm	(30)	Popularity: +2

Power-Belt: This belt powers the Harness. If his belt is removed, Thor becomes powerless and reverts to his alter ego.

Mjolnir: CI1000 material, it inflicts Unearthly (100) blunt or edged damage. 10 area range and returns automatically:
 * Flight: Amazing (50) airspeed.
 * Weather: Unearthly (100).
 * Air Control: Unearthly (100).
 - Summon storms: Unearthly (100).
 - Summon Lightning: Shift-X (150).
 - Super-Cell: 1/day call a massive electrical storm: Shift-X (150) damage to everything within 20 areas.
 * Dimensional travel: Amazing (50), can transport himself and everyone else within 5 areas.
 - Teleport: Remarkable (30), he has power stunted being able to teleport himself and everyone else within 5 areas.

Talents: Sharp weapons, Weapon Specialist: Mjolnir, Asgardian Lore, History and Trivia, Psychiatry and First aid.

Contacts: The Ultimates, The Fantastic Four and the X-Men.

Running Thor:

Thor has a loud, but happy and calm, personality. He is not hesitant about expressing his views, but never does it in an aggressive manner. He is aware of how imposing he can be, but usually tries to soften it unless it's needed. He is deeply committed to his mission on Earth, and in trying to get people to see beyond their own personal concerns. He prefers finding non-violent solutions to problems, but, if left with no other alternative, will solve them with brute force. He is even-tempered, and accepting of people's

disbelief of his claims to godhood. He rarely gets upset, and it is usually only when groups take violent actions based on short-sighted self-interest.

HISTORY:

He claims he is the legendary Norse thunder deity Thor, sent to Earth by his father Odin. Official records say he is Thorlief Golmen, who stole his scientist brother Gunnar Golmen's super-soldier technology after suffering a nervous breakdown. Both accounts agree that he believed he was different from an early age, but only came to believe he was Thor after suffering a nervous breakdown just before turning 30, spending the next 18 months in an asylum. After discovering (or stealing, as the case may be) his powers, Thor began spreading his message of social change through lecture tours and books. He initially refused to join the Ultimates, but did help them subdue the monstrous Hulk after the U.S. President met Thor's demand of doubling the U.S.'s foreign aid budget. Thor began working with the Ultimates thereafter, forming a fast friendship with teammate Tony Stark (Iron Man). He helped the Ultimates in their attempt to recruit Hawk-Owl; though Thor declined fulltime Ultimates duty, he reliably aided the team against serious threats. He helped defeat the extraterrestrial Chitauri invasion force, and neutralized a Chitauri doomsday weapon which would have destroyed the solar system. After failing to prevent Magneto from breaching the S.H.I.E.L.D. Triskelion, Thor battled X-Men members Storm and Colossus, finding the latter's strength matched his own. When Norman Osborn's "Six" attacked the White House, Thor defeated fellow lightning wielder Electro. He also helped the Ultimates and Fantastic Four gather information about the world destroyer Gah Lak Tus.

Thor met (or hallucinated) fellow Asgardian warrior Volstagg the Voluminous, who warned that Thor's evil half-brother Loki had escaped from the "room without doors," and that the Ultimates were pawns of the New World Order. Quitting the Ultimates in protest after they began operating uninvited in



foreign countries, Thor was publicly accused by Captain America of leaking team secrets. Thor later intervened to protect protestors from police at an Italian demonstration against the European Defence Initiative's super-soldier program. Persuaded by Gunnar Golmen that Thor was simply a madman using stolen technology, the Ultimates and the E.D.I. hunted down Thor in Norway, attacking him despite his claims that Gunnar was actually Loki in disguise. Thor held his own until Quicksilver removed his belt, depriving him of his powers. He was then moved to the same holding cell that Bruce Banner had previously occupied. When Loki and the Liberator's attacked, the Ultimates realized that Loki had been deceiving them. The Scarlet Witch then summoned Thor from his cell to finish off Loki. Loki tried again to warp reality to make Thor appear insane, but because the Ultimates' faith in Thor had been restored, his powers didn't work. As a last-ditch effort, Loki summoned the beasts of Asgard to attack the Ultimates. Thor then called on his father, Odin, who sent reinforcements in the form of the Knights of Asgard, to aid the Ultimates in their fight. While the Ultimates fought the monsters, Thor battled Loki, and eventually banished him back to Asgard.

With the battle over, Thor tells the Ultimates that the planet is now under his protection. With the team now knowing that he is truly a God, Thor rejoins the now government-independent team once more. Thor, alongside Nick Fury and the rest of the new Ultimates battled the Squadron Supreme when they destroyed the roof of the Baxter Building. After the battle Thor used his hammer to teleport the helicarrier with the team to the Supremeverse. There he engaged Hyperion in combat, but was defeated by the former's superior speed. However, Thor gained the upper hand against Hyperion felling him with a huge bolt of lightning then severely beating him with Mjolnir. He also knocked out Zarda as she attempts to stop him beating Hyperion. He formed a romantic relationship with Valkyrie, who had





mysteriously gained superhuman powers. He started speaking in a Shakespearean pattern, because with his godhood no longer in doubt he no longer felt he had to hide his true speaking patterns. He had a collection of weapons which were a gift from Odin forged by Ulik the troll. The ax/hammer weapon was among them. Thor aided the team when the Brotherhood of Mutants attacked their mansion. He later traveled to the Savage Land with the Ultimates to confront Magneto. He once again battled Magneto, but was quickly defeated and buried near the center of the Earth. Thor attempted to confront Magneto again, but Magneto used his powers to take his hammer from him and then left. Following this Thor begins using a sword.

Before Ultimatum started by Magneto, Thor was comfortable in the Ultimates new Headquarters, which was in Tony Stark's penthouse. During battle practice, a huge wave covered the mansion. Thor survived, but Valkyrie was thrown all the way to Liberty Island, where Thor found her dead. Thor traveled to Valhalla. There he found both Valkyrie and Captain America, and sacrificed himself to revive them. Thor remained in Valhalla. While a resident of Valhalla, among fighting the spawn of Hela, he demanded knowledge of a way to return to life, to which Hela offered a solution, she wanted an heir to her throne. Thor holds up his end of the bargain and demands his return to Earth however Hela tells him that according to Odin's laws another must die, if he is to leave. Enraged, Thor states that it will be her death that will release him but Hela revealed that she was pregnant and asked Thor if he would kill his unborn child. This baffles Thor since the conception of the child occurred only the night before but Hela declares that time passes differently in Valhalla. Months after the Ultimatum Wave, Loki sought an opportunity to attack Midgard again. He, along with Amora and an army of Dragons and Trolls, attacked New York. During this time, Thor was imprisoned in Valhalla and was seduced by Hela, saying she wanted a son. Thor gave in but demanded to be returned to Earth, but

Hela informs him an Asgardian life must be taken for his to be returned. The New Ultimates fought in vein until Loki managed to kill Valkyrie, allowing the death needed for Thor to return to Earth. Enraged, Thor attacks Loki as well as the New Ultimates. Eventually Valkyrie, now serving Hela, appeared and slew Loki. She kissed Thor and convinced him that she was once human so in her honor he should continue protecting Earth. Thor then joins the New Ultimates and vows to once again be Earth's protector.

Reed Richards returned to Earth and founded an organization called Children of Tomorrow, a group of evolved humans with the aim of dominating the world, building their base called the Dome. The Dome's interior ages at an accelerated rate compared to the outside world. Over 900 years have passed inside the Dome, so their inhabitants evolved to perfect super-humans. The EUSS attacked the Dome with Captain Britain, Captain Spain and Captain France along with Thor. The heroes were subdued by the enemies and some of them were killed, draining their powers. After examining Thor, Richards, now called the Maker, sent the Children for the source of power of Thor, leading them to Asgard. After killing every Asgardian God, the Children drained the power of Yggdrasil, leaving Thor powerless. After Iron Man rescued Thor, he provided Odinson with an upgraded version of his Super-Soldier armor, with which Thor teleported to the Dome in search of vengeance. There, he rescued Captain Britain, but was defeated by the Children, and the Maker showed himself as Reed Richards, with the condition of deliver that message. Also, a new ability emerged to Thor, being the last Asgardian alive, he apparently "became" Valhalla, being able to see the ghost of the dead Asgardians, such as Odin, Loki, and others, who apparently also acts as his awareness, helping him. Following these events, Thor moved into Stark Tower with Jane Foster. Thor remains at Stark Tower and helps Tony Stark build a machine that Stark believes will defeat Richards. However, before they can finish this S.H.I.E.L.D., under new command,

attacks the two and attempts to place them under arrest. Thor and Stark fight them off and decide to take the fight to Richards and set off to speak with the President to form a plan of attack. Along the way Thor drops Stark off with Susan Storm to have her exam his tumor and also recruit her for the final assault against the Children of Tomorrow. After they speak with the president Tony is turned over to Richards and the Children so they can torture/dissect his brain. Before they can begin their procedures Stark's brain tumor, Anthony, makes friends with the City and turns the children against Richards. At this point Reed injects the Hulk with Pym's giant man serum and sets him loose on the city. Susan Storm appears before the Hulk and blinds him with her powers and a helmet she was wearing. Thor then comes from out of the skies and knocks Hulk out cold. The aftermath of this battle shows Richards captured by Susan and Hulk turned over to S.H.I.E.L.D. Thor is seen mourning in Asgard, where he gets a phone-call from Tony, who asks him for help. Thor answers the call and heads to New Mexico, where he helps Iron Man and Captain America put down a rogue Sentinel. Later, he helps taking back Texas by taking out heavy armor. It is in that mission that he sees Asgardian gold being used by the short-lived republic's leaders. Hydra, led by Modi, Thor's lost son, attacked Project Pegasus in Wyoming as the ultimate objective to conquer the country. Along numerous allies and S.H.I.E.L.D., the Ultimates managed to defeat Hydra and Modi, who had to be killed by Thor. Thor later joined the Ultimates' ally Invisible Woman in the search of mysterious powerful gems similar to the one found in Modi's scepter.

During a meeting, in which Invisible Woman informed S.H.I.E.L.D. about the Infinity Gems she had been gathering along Thor, the mysterious Kang freed both Hulk and Reed Richards from the Triskelion, stole the Gems and formed along them and Quicksilver the Dark Ultimates. The Ultimates barely escaped, but Captain America decided to be left behind in order to stop the villains,



although he was defeated. While Reed was remolding the world to his shape and the Ultimates struggled to face the Dark Ultimates, Thor faced the Hulk, but was defeated and imprisoned in the Negative Zone along with Captain America and Hawkeye. All three of them were rescued by Iron Man, whose consciousness survived electronically after Reed Richards left him to die in order to retrieve one of the gems from Tony's brain, as he managed to hack a H.E.R.B.I.E. Tron in order to use it to free the captive Ultimates from the Negative Zone.

The Ultimates finally confronted an outnumbered Reed along with the Howling Commandos, but the Maker's cavalry arrived in the form of Kang wielding the final gem, who also revealed herself as being the Sue Storm from a near future. During a furious battle against Reed Richards and his Ultimates, Tony managed to build Thor a new and more powerful suit and Mjolnir using The Maker's technology. Later, Stark managed to acquire the Infinity Gems and depower The Maker. When he was about to face Richards, an immense flux of energy echoed through time and space and the Gems were destroyed. Kang stated that what she tried to prevent just happened, and she left stating she would try to go back further in time. Unknown to them, the flux of energy had brought a powerful being known as Galactus from another universe to this one, and it started approaching Earth. The Ultimates faced Galactus with the loss of Captain America, but managed to defeat the cosmic entity and exile it to the Negative Zone, saving Earth. However, Thor had to

join Galactus in his exile as he had to push the cosmic entity into the portal.

When the Multiverse was destroyed and recreated in the form of Battleworld, so was Thor, but with a new name: Thunderer Thorlief. In some point in time, he joined the Thor Corps, and became known as the Ultimate Thor for the arrest of thirteen Hulks in one night, and having solved the "Mangog murders." His partner was Stormbreaker Ray. His most recent case was the homicide of five different women in different domains, who were revealed all to be different versions of the same person. Stormbreaker Ray was fatally injured in the Kingdom of Manhattan by an unknown enemy right after getting a tip on the identity of the woman from Loki, but he managed to tell her name to Thorlief in his death bed: Jane Foster. After mourning for their fallen brother, the Thor Corps proceeded to comb through Battleworld for any suspects, any person capable of killing a Thor. Ultimate Thor investigated a Jane Foster from the Kingdom of Manhattan, and found her possessions had been taken by an ex-member of the Thor Corps known as Thor the Unworthy. Ultimate Thor was unable to get information from Thor the Unworthy as he was called by his brother after finding a new victim, a hammer salesman named Donald Blake. Before the investigation could begin, Ultimate Thor pinned down Loki, who was found roaming the crime scene. During the interrogation, Loki claimed to not have murdered the Jane Fosters or Donald Blakes. Loki stated he has simply moved the bodies so they could be left for the Thor Corps to find. Ultimate Thor later

followed Loki's directions to the place where a mass grave for Jane Fosters and Donald Blakes was found, the Deadlands. When he was investigating the corpses, Thorlief was struck from behind by the Rune Thor, one of his least amicable peers, who admitted to have killed Beta Ray while he left Thorlief beaten at the mercy of the zombies of the Deadlands. However, he was unexpectedly saved by Thor the Unworthy.

The two of them rushed back to Doomgard in order to stop the villainous Thors, who were about to get rid of Loki. It was revealed the Rune Thor had murdered the Jane Fosters and Donald Blakes for the sake of Doctor Doom's doctrine, possibly because most Jane Fosters and Donald Blakes from alternate universes were closely tied to their respective Thors. A furious battle took place in the halls of Doomgard, at the same time the Jane Foster of the universe previous to Battleworld was rallying her fellow Thors against God Emperor Doom's lies. The Rune and the Destroyer Thors were defeated, and Thorlief, along with the Thor Corps proceeded to raid Doom's Castle, seemingly perishing in the process. After the restoration of the Multiverse, Thor's hammer appeared in Earth-616 and crashed into Asgard. Thor himself would later resurface in his own native universe, which was eventually brought back to existence together with the rest of the Multiverse.

ASGARDIAN GODS



Angela

Aldrif Odinsdottir

F	Mn	(75)	Health: 250
A	Am	(50)	
S	Am	(50)	Karma: 80
E	Mn	(75)	
R	Ex	(20)	Resources: In
I	Rm	(30)	
P	Rm	(30)	Popularity: 30

KNOWN POWERS:

Body Armor: Excellent (20)

Invulnerability: CI1000.

Retarded Aging: She ages 1 year for every 100. She may be killed normally.

Allspeak: She may communicate in any language of the 9 realms.

Regeneration: Amazing (50) ability.

LIMITATIONS:

The Angels are extremely materialist and selfish. No reward which is not material has worth for them. They consider concepts like honor meaningless.

EQUIPMENT:

Xiphos the Sword of the Stars: A sword acquired by Angela under unknown circumstances. Class 1000 material, Amazing (50) damage.

Ichors: 'the Blades of Ichor', this liquid metal weapon that can take the form of any bladed weapon. Unearthly (100) material, Unearthly (100) damage.

* Split into two swords: Unearthly (100) material, Amazing (50) damage.

* Whip: Unearthly (100) material, Amazing (50) damage. 5 area range. It can be used to grab or grapple targets at Unearthly (100) ability.

Angelic Ribbons: psychically connected, they're capable of strangling or cutting. Unearthly (100) material, Incredible (40) grappling or edged damage.

Heven Armor: The suit of armor worn by the Angels of Heven is made of Unearthly materials and grants:

* Body Armor: Increases her ability to Remarkable (30) .

* Flight: Through artificial wings, from the queen of Heven, Aldrif can fly at Excellent (20).

* Self Sustenance: Through an enchantment, Aldrif can go without food, water, or oxygen with Unearthly (100) ability.

Siriana of the Aesir's Wedding Dress:

This enchanted dress prevented Heimdall from observing Siriana anywhere in the 10 realms.

* Invisible to Heimdall: Unearthly (100).

* Body Armor: Increases her ability to Remarkable (30) .

* Flight: Through artificial wings, Aldrif can fly at Amazing (50).

* Self Sustenance: Through an enchantment, Aldrif can go without food, water, or oxygen with Unearthly (100) ability.

Talents: Weapon Specialist: Xiphos and the Blades of Ichor, Sharp Weapons, Marksman, Thrown Weapons, Thrown Objects, Blunt weapons, Martial Arts A, B, D and E, Heven Lore, History and Trivia.

Asgardian Lore, History and Trivia. Aerial Combat.

Contacts: Lriel, Sera, Odin, Freyja, Thor, Loki, Balder (all strained).

Running Angela:

Angela, due to her upbringing has little in the way of feelings or emotions where others are concerned. In most interactions between her and others, it comes with a barter for services rendered and if there isn't money involved, she won't be moved or influenced by attempts to play on her emotions.

HISTORY:

Aldrif Odinsdottir was the first born of Odin and Freyja, and heir to the Asgardian throne. When Heven waged war on Asgard, the Queen of Angels kidnapped Aldrif in an attempt to blackmail Odin into surrendering. He refused, and the Queen seemingly killed Aldrif before fleeing. Following this event, Odin used his powers to cut Heven from the other Nine Realms and Yggdrasil. After the Queen of Angels ordered the corpse of the baby to be disposed, the queen's handmaiden Lriel, who was tasked to do this, discovered it was still alive, and raised her as one of the Angels under the name of Angela. Angela was always mocked for being wingless and always sought her mother to comfort her, but at some point, Lriel mysteriously disappeared, leaving no trace behind. Angela eventually became the Leader of the Hunt and went to live in her own manor. When a monster attacked the Temple of the Anchorites, Angela was tasked to kill the beast, and would have been killed by it if not for one of the Anchorites, Sera. As payment for Sera's aid, Angela got her out of the temple she lived in as she wanted, and took her to live with her in her manor. While hunting a fugitive in the Scintillant Sylvanias, Angela and Sera were confronted by a Hierophant of the Temple of the Anchorites. The Hierophant wanted to return Sera to her place as an Anchorite in the Temple, and even offered information about what became of Lriel, in exchange for Sera, but Angela refused



the offer and attacked the deity instead. Defeated, the Hierophant vanished, vowing to take revenge on Angela for defying the Temple. Confused, Sera asked why Angela didn't take the deal and Angela swore she would never let her set foot in a Hell like that again. Afterwards, Angela kissed Sera, finally recognizing her love for her.

After many adventures through the Endworlds, Angela saw Sera die at the hand of one of their enemies. Angela tried anything and everything to bring Sera back to life, but all was in vain. Some time later, Angela was pulled out from Heaven into the realm of Midgard as a result of the fracturing of space and time derived from Wolverine's attempt to prevent Ultron's rise to power by traveling back in time. After Angela was brought to the realm of Midgard, she made her way towards Earth to take revenge on whoever had brought her there. She was angry, confused, and unaware as to why she had been pulled out of her home dimension. She appeared on the Guardians of the Galaxy's Earth signal. Gamora intercepted the call and attacked Angela. The rest of the Guardians managed to defeat her, and she was captured. After an interrogation, during which Angela spoke of her home and people, Angela claimed that she was only heading to Earth because she wanted to see it for herself. The Guardians realized they actually incited the fight, freed Angela and accompanied her to explore Earth.





Angela sensed the reopening of Heven to the other Nine Realms by the hand of Thor and Loki, and returned to her home. She found an exhausted Thor having fought the Angels, and proceeded to defeat him in combat, however, he was kept alive under the counsel of Loki, who had sided with the Angels as their "Mistress of Strategies". While Loki led an Angel fleet to Asgard, under the false pretense to help them destroy it, Thor escaped captivity and engaged once again Angela in combat. This time Thor gained the upper hand and prepared to kill her. Their fight was interrupted by the arrival of Odin, who had been liberated by Loki from his self-exile in Asgard. Odin recognized Angela as his daughter, and offered her to join him and the rest of the Asgardians, Angela refused, as she was raised to think Asgardians were her enemies, but couldn't stay in Heven due to the Angels rejecting her for her lineage. With no place to go, Angela set to explore the other realms. While she was hunting riches at night in the ruins of a palace, Angela was approached by what seemed to be her lost lover Sera. Confused, Angela tried to kill her thinking it was some kind of creature wanting to play with her mind, but she was convinced by her that it was indeed Sera who was there by making Angela ask three questions only she was able to answer and answering them correctly. When Angela asked Sera how she came back to life, she wasn't able to answer.

After the birth of her younger sister, Angela went to Asgardia and kidnapped her, escaping through teleportation to Limbo. However, Angela was followed by a group of Asgardians, led by her now unworthy brother, Odinson. While she kept them at bay, Sera cast a spell that allowed them to escape to Midgard, and then to Vanaheim when the Asgardians discovered their whereabouts thanks to Heimdall. After dealing with a group of Dark Elves, Angela was guided by Sera to the ruins of the Temple of Union, which symbolized the end of the Aesir/Vanir War, so she could get Siri's wedding dress, the one thing Heimdall couldn't see through. With it, Angela took Sera and her

sister to the Moon, where the Guardians of the Galaxy were waiting for them. While playing cards with her friends, Angela heard something and repeated it, inadvertently calling the Dísir to the Guardians' ship. A fierce battle ensued between the Guardians and the former Valkyries of Bor. The battle ended with all the Dísir left in pieces (literally) and with Brün revealing to the Guardians that Angela had kidnapped the baby Sera was carrying. With the Guardians demanding answers, Angela explained that Odin and Freyja laid together in the realm between realms, where Odin imprisoned Surtur when he threatened to burn everything. The child had three parents, Surtur being the third. Angela needed to take the child to Heven so they would save all reality from burning again. The Guardians didn't believe her, until the baby transformed herself into a fire demon and burned Groot down. The Guardians took them to Heven, where they were attacked by Angels and Asgardians, who had discovered what Angela was up to through the Dísir and went to wage war on Heven again. An enraged Odinson battled Angela over the fate of their sister and they battled. The battle only ended when a pillar almost fell on the baby and Angela protected her with her own body. Seeing she didn't want to hurt her own sister, Odinson helped Angela to get above the city's furnace, and then she threw her sister into it.

Furious by what Angela had just done, Odinson punched her on the face, but she quickly recovered from it and, claiming she was paying the debt of her existence to Heven by reigniting its engine with Surtur's fire, leapt into the furnace to rescue her sister. With Surtur's power siphoned from her, Angela's sister was starting to get her skin burned when Angela came to save her. She used the metal from her dress' wings to envelope and protect the girl, and, as she couldn't fly anymore, she walked through the furnace's fire to get through its door, located on its base, which was opened by her allies. Heavily burned, Angela, along with Sera, was taken prisoner by Freyja, who commanded the Asgardian army to

retreat and took them back to Asgardia. After the All-Mother told her her sister's name (Laussa) and the All-Father released her, Angela, who had received a mark on the palm of her hand which means "traitor", prepared to leave Asgardia with Sera, but realized that Sera wasn't Sera at all and threatened her with her iron sword. Then, "Sera" revealed herself to be the Dark Elf Malekith the Accursed. Angela demanded answers so Malekith suggested a deal: if she promised she wouldn't tell anyone about his involvements on this event, he would tell her how he knew everything about Sera; Angela accepted. Malekith then told her that he found Sera imprisoned in Hel after he discovered about the Tenth Realm and the curse Freyja cast upon the Angels, a curse that sent the Angels' souls to Hel after their death to suffer eternally. Sera told her history to him and he took advantage of it to impersonate her and make Angela aid him on his quest to conquer all the Ten Realms, which got threatened by the existence of Laussa. With his problem solved, Malekith vanished with a grin, leaving Angela thinking about her next quest: rescue Sera from Hel.

Angela fought her way through Hel to find her lover. Upon reaching the North Wing of Hel, Angela was attacked by an unknown individual who cast a spell on her that forced her to relive the memory of the day a Hierophant tried to take Sera back to the Temple of the Anchorites. Angela soon broke free of the spell and proceeded to search for Sera. Suddenly, Angela heard someone singing and followed the familiar voice until she found its owner: Sera. Desperate to finally reunite with Sera, Angela broke her cell's lock and kissed her passionately, but to her surprise, Sera fiercely attacked her for breaking her vow. Angela apologized for it and said she would do anything to take Sera out of Hel, but her soul already belonged there, making it impossible for her to be alive again, no matter where she went to. The only way to save Sera would be changing the rules of Hel, but to change them, Angela had to overthrow Hela. However, if Angela wanted to



succeed, she had to pass through three trials to acquire enough power to beat Hela in her own domain. Angela was helped by Sera in defeating the hordes of the dead and get to the first trial, which was fear. With the assistance of the person who cast a spell on her earlier, Angela was able to overcome her fear and defeat the Fear Avatar, becoming a Corival, an official challenger for Hel's throne, and gaining control over fear. Afterwards, Angela was introduced by Sera to the person who helped her on the first trial, Leah of Hel.

To get to the second trial, Angela, Sera and Leah had to pass through a whirlwind and pay with a memory of theirs. Needing an army, Angela engaged the Angel Meresyn - the very first living being Angela killed - in combat to convince the other enslaved Angels to help her against Hela. After winning the fight without killing Meresyn again, Angela went against her nature, allowing her to pass the second trial, that was chaos, which was now under her control. With an army by their side, Angela, Sera and Leah prepared to continue their quest when they were confronted by Balder the Brave, Tyr the God of War and Skurge the Executioner, guardians of Hela. After defeating Hela's enforcers and what seemed to be her grandfather Bor, Angela and Sera had to pass the third trial, which was pain, both having to experience a life in which Angela never met Sera. Soon after passing the test, Angela was attacked by Hela and her army.[19] In the ensuing battle, Angela used the powers she had acquired in the trials to overpower Hela and her army, and managed to defeat her. Taking Hela's place as the new queen of Hel, Angela pardoned Hela for her crimes against her sisters; broke the curse Freyja cast upon the Angels of Heven and gave them a sundered part of Hel as their new resting place; freed Leah from her fate; and gave Sera's life back to her. Angela then abdicated her role as queen, leaving Balder as the new regent of Hel to keep her new laws, and, after Meresyn told her that she discovered Loriel was alive, Angela went to live with Sera, Leah and Thori in New York City.

When strange murders started happening in New York, Angela was confronted by the new Thor, who thought Angela had something to do with it. After Sera stopped their fight, she explained to them that the strange incidents were connected to "The Faustian Queen", an enchanted play created by an alternate version of herself to immortalize the Witch Hunter Angela, who slew the Enchantress and was cursed with her power, becoming the Faustian Queen. Both the play and the Faustian Queen ended up in their universe after the death and rebirth of the Multiverse, and after many years trapped in the Realm of Faerie, the Faustian Queen went mad and started punishing the wicked. With no other option, Angela, Thor, Sera, Leah and Thori confronted the Faustian Queen. With the group overpowered, Leah saw herself forced to make a deal with Faustia to save the lives of her friends. In return for seven years, Leah would free Faustia from her curse, give her a new place in this new universe and reunite her with Lady Serah. Faustia accepted the deal and thus gave them seven years to live. Back to the present, Faustia confronted Leah to make her fulfill her part of the bargain. Keeping her word, Leah took Faustia to Elysium, turned her into the queen of the dead Angels of Heven, and reunited her with her beloved Lady Serah. After the incident, Leah decided she had to go to discover what was next for her and departed with Thori. Three days later, while on a tour through New York City, Angela proposed a deal to Sera: to love each other as long as they had each other to love; which Sera happily accepted.

Angela was kidnapped by the Brotherhood of Badoon as the Badoon needed more unique power sources in order to reach their goal, which was filling the void left by the destruction of the Kree and Skrull Empires. After discovering this, Gamora assembled the Guardians to rescue Angela from the Badoon, as well as the many other prisoners of the planet prison she was taken to. After being rescued by Gamora and Drax, Angela went to Moord with them and the rest of the Guardians, along with the numerous

aliens freed by them, to take the Brotherhood of Badoon down and rescue Peter Quill, who had been captured by them and sentenced to die in battle against the Monsters of Badoon. Their battle ended when Angela decapitated their remaining leader and menaced to bring about all of Asgard's fury upon them if they didn't surrender and fix what they had done wrong.



Balder - God of Light, Warrior-God

Balder Odinson

F	In	(40)	Health: 160
A	Ex	(20)	
S	Am	(50)	Karma: 80
E	Am	(50)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Am	(50)	Popularity: 80

KNOWN POWERS:

Immortality

Regeneration: CI1000

Self-Sustenance: CI1000 rank

True Invulnerability: CI1000 rank

Invulnerability to Disease: CI1000

Allspeak: Through an enchantment he may communicate in any language of the 9 realms.

Retarded Aging: He ages 1 year for every 100. Outside of Asgard, he can be killed normally.

As the god of light, Balder has.

Light Emission: Amazing (50)

Heat Emission: Amazing (50)

Danger Sense: Balder is linked in some unknown fashion to Thor and can sense if he is in danger no matter where he is at Incredible (40)

LIMITATIONS:

Balder may be harmed or killed by weapons using mistletoe wood. Mistletoe completely negates his Regeneration and Invulnerability.

EQUIPMENT:

Balder's Swords: CI1000 sword crafted by the Dwarves of Nidavellir, Unearthly (100) damage. It has these abilities:

- * The Sword can split into two separate swords of Shift-Z (500) material, Amazing (50) damage with each taking two of the following powers.

- * Dimensional travel: Balder and 5 people can transport to and from anywhere in the 10 realms at Amazing (50) ability

- * Summoning: The Sword can be summoned from anywhere within the 10 realms on an Amazing (50) feat.

- * Summoning, part 2: Balder can, by Odin's will, summon Thor from Midgard to the foot of the Bifrost bridge with Amazing (50) ability.

- * Animal Communication: Balder can form a bond with animals he is charged to protect or given use of at Amazing (50) ability.

Talents: Weapon Specialist: Swords (Singular or duel wielded), Asgardian lore, Equestrian, Scholar of Tactics, warfare and combat (+3 C/S)

Contacts: Asgardian Gods, Beta Ray Bill

Running Balder:

Balder is an adventurous god who enjoys battling alongside his friends. This is tempered by his strong sense of responsibility towards friends and Asgardian society. Balder rarely leaves Asgard unless a friend or task requires

his aid. Balder is a former lover of Sif but he feels no enmity towards her other lovers, Thor and Beta Ray Bill.

HISTORY:

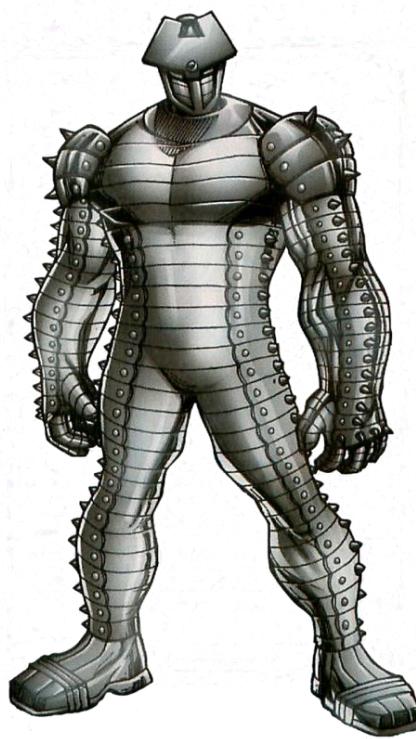
Balder the Brave was one of the Asgardians, an extra-dimensional race of beings once worshiped by the Vikings and Germans, as well as half-brother and close friend to Thor. Due to prophecies that Balder's death would help trigger the coming of Ragnarok, the destruction of Asgard and its inhabitants, Odin, ruler of Asgard, commanded his wife Frigga to make Balder invulnerable to harm. Before he allowed her to cast the spells, however, he accused Balder of treason, because during a battle with the Storm Giants, he had deserted the fight to put a bird who had fallen from its nest, back with its mother. Odin ordered his brothers Tyr and Honir to shoot arrows and throw lances at Balder, but the projectiles were stopped by an eagle and a plant. Seeing that Balder did not flinch, Odin was content that Balder was the bravest in all of Asgard and decided to grant him the invulnerability.

Frigga cast spells that would protect Balder from harm by any living or inanimate thing while he was in the Asgardian dimension; however, Balder remained vulnerable to mistletoe. Loki, the god of mischief, learned of the prophecies and vulnerability, and tricked the blind god Hoder into firing an arrow tipped with mistletoe wood at Balder. Odin prevented Balder from actually dying, but when he was finally restored to life, his hair had turned white as a result from his experiences in Hel. Later, Balder's beloved, Nanna, sacrificed herself to save Balder from entrapment in marriage to Karnilla, and Balder was so distraught that he resolved never to speak of this incident or of her again. These experiences of death led Balder to forswear the life of a warrior and tried to forget his misery through eating, growing considerably fat. He rode to the desert to die, but encountered the Norns, three goddesses who oversaw the workings of destiny. The Norns gave Balder a vision that restored his faith, and he rode back



to Asgard, eventually losing his excessive weight as he became a warrior again. Balder fought in all the recent battles of Asgard, including one against the demon Surtur, in which he needed to seek out the aid of the sorceress Karnilla. During a time when Odin had departed Asgard, Balder became the ruler of Asgard. Balder was killed during the final Ragnarok by an army wielding mistletoe-tipped spears.

Balder's spirit was pushed into the Destroyer by Loki and attacked Thor who was searching for the missing Asgardians. He was restored by Thor along with Loki and resided in Asgard Oklahoma. Balder replaced Thor as Lord of Asgard due to the sinister plans of Loki during the Dark Reign, and was convinced to move the Asgardians to Latveria, the domain of Doctor Doom, where they were placed at his mercy. Until the prompt arrival of Thor who brutally bested Dr. Doom's Destroyer freeing the Asgardian's held prisoner including Balder. Once again ruler of Asgard yet broken in spirit Balder attempted to abdicate the throne. Thor convinced him not to. When the threat of the world eaters ensued over the nine realms Balder did not pursue any action despite the encroaching threat. Forcing Thor to resurrect Odin after which Balder departed Asgard with Tyr. Intent on dying a warrior's death to atone for the sins of failing to protect Asgard. Defeating many of the world eaters including Thane the prince of the Ano-Athnox before falling to their deaths. Later after the defeat and banishment of the Athnox to the limbo in the world tree Balder's vengeful spirit is present along with Tyr.



The Destroyer

F	Un (100)	Health: 3275
A	Mn (75)	
S	Un (100)	Karma: 100
E	CI3000	
R	N/A	Resources: N/A
I	N/A	
P	Un (100)	Popularity: -100

KNOWN POWERS:

Dimension Travel: Amazing (50)
Disintegration: CI1000, 5 area range. Can be used every other turn. Living targets may attempt a Red Endurance FEAT to avoid disintegration; but still suffers damage.
Disruption: CI1000 can affect uru.
Elemental Conversion: Class 1000
Fire Generation: Class 1000
Heat: Class 1000
Hyper-Strength: Normally the Destroyer possesses strength equal to Unearthly (100) rank or that of the animating life force's, whichever is greater. When several life forces animate

the Destroyer, the resulting life force has the total of all those beings' strengths.

Kinetic Blast: CI1000

Levitation: Amazing (50) rank

Magnetic Generation: Sh-Y (200)

Matter Control:

- * Liquefaction of solids
- * Solidification of liquids or gases
- * Density alteration

Mind Transferal: Monstrous (75) rank; a Psyche FEAT of Monstrous (75) rank to avoid being drawn in.

Molding: CI1000

Molecular Conversion: CI1000

Plasma Generation: Sh-Z (500) blasts that do heat and kinetic damage.

True Invulnerability: CI3000

WEAKNESSES:

If the animating life force's body is threatened, the animating force may surrender and return to it. If that body is slain, the animating life force dies. In either case, the Destroyer is rendered inanimate again.

Running the Destroyer:

The Destroyer is a tool and NPC rather than an independent character. Due to its programming, the Destroyer tends to make whoever animates it a berserker.

HISTORY:

The Destroyer is an enchanted suit of armor in humanoid form which, when animated by the life force of a sentient being, exercises immense powers which make it virtually invincible. Created over a thousand years ago by Odin, lord of Asgard, to be that realm's ultimate weapon, it is composed of an unknown metal of Asgardian origin enchanted by Odin to be even harder than adamantium or uru. No one can physically wear or dismantle the armor of the Destroyer. In order to utilize the armor, the user projects his life force into the its shell, leaving the user's true body comatose in a state of magical suspended animation. Usually the transference is achieved when a willing subject stands within an arm's reach of the armor. Masters of mystical powers, such as Loki or Odin, can make the transfer at greater distances.



The Destroyer was mystically endowed with its own intelligence and personality. Further, it was programmed by Odin to battle and, if possible, destroy the first being it sees upon activation. Usually the animating Life force will be unable to assert his sentient control over the Destroyer for his own purposes, the exceptions being Odin, Loki, and Thor. The Destroyer's programming will allow invading life forces to coexist with it if the invader's goals are compatible.

When animated, the Destroyer remains mystically linked to the body of the person whose life force provides the animating force, thereby preventing that body from dying due to the absence of a life force. This body is, therefore, the sole weakness of the Destroyer against any force weaker than the Celestials. A spell of sufficient force can reverse the transferal and render it inanimate again. Because the Destroyer is not a living being, it is immune to the prohibition that prevents anyone who is not worthy from lifting Thor's enchanted hammer Mjolnir. The Destroyer was created to be used against the Celestials. Odin encountered the Third Host of the Celestials a little over 1,000 years ago when he discovered that the Celestials intended to return in a thousand years' time when super humans were to emerge in large numbers on Earth.

At this time, the Celestials would begin their judgment of Earth's fitness to survive. Odin and the other Earth gods believed that the Celestials would destroy humanity at that time should humanity fail their judgment. Since a god without worshippers was dead, the gods decided to defend Earth against the Celestials but faced the problem that even one Celestial was more powerful than their assembled might. Therefore Odin designed the Destroyer as a weapon against the impending Fourth Host. Upon its, Odin, Zeus, and the other patriarch gods bestowed a fraction of their powers upon it, providing it with great strength and powers. Once the Third Host left, Odin concealed the armor within a temple he

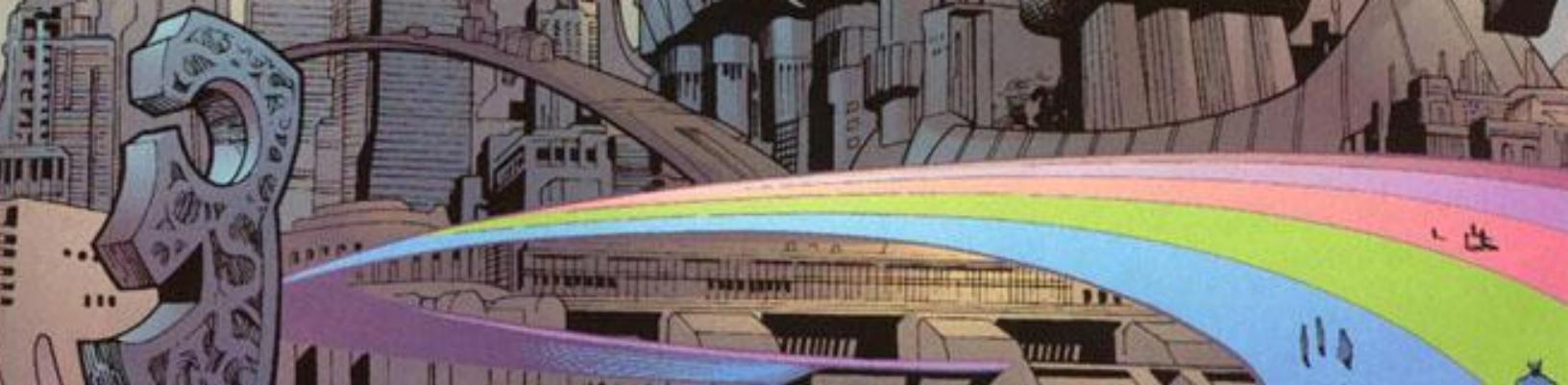
built concealed in a plateau in far-off Indochina. In this way he hoped to keep it beyond the reach of any who would misuse the armor's powers.

The Destroyer remained inert until shortly before the appearance of the Fourth Host. However, Loki, seeking a means of vengeance against Thor, destroyed the plateau and arranged for Buck Franklin, a hunter, to unwittingly activate the armor and battle Thor. After defeating the Destroyer, Thor demolished the temple, burying the armor within. Later, while in exile, Loki projected his consciousness into the Destroyer and used it to unsuccessfully attack Odin. The Destroyer was next animated by the goddess Sif, caught in a plot by Loki and 'Camilla, the Norn Queen. Professor Clement Holmes accidentally became the fourth being to animate the Destroyer. At this time, Thor was unaware of the Destroyer's true purpose and, in exchange for Firelord's freedom, he gave the armor to Galactus for use as a herald. Galactus found the Destroyer useless and did not miss it when Loki stole it, employing first Balder, then Thor himself as the animating force.

By this time, the long-foretold Fourth Host had arrived and Odin decided the time had come to use the Destroyer at last. He drew the life forces of all the Asgardians (with the exception of the absent Thor) into himself, then projected the combined Life forces into the armor. The Destroyer grew to gigantic size and, wielding the enormous Odin sword, and invaded the Fourth Host's South American base. Yet, inconceivably powerful as the fully-activated Destroyer was, it proved unable to inflict even the slightest damage against the gathered Celestials. The Celestials reduced the armor to slag and set adrift the Asgardian life forces. Arishem, leader of the Celestials on Earth, then melted the Odin sword into apparent nothingness (in truth the sword has since been recreated and resides again in Asgard). However, Gaea, the Elder Goddess of Earth, persuaded the Celestials to deliver a favorable judgment on the Earth by revealing the earth

goddesses' legacy, the Young Gods. Thor, with the assistance of Earth's other pantheons, was able to resurrect Odin, who in turn restored the other Asgardians to life.

Years later, the Destroyer was reactivated by Siggorth, a Frost Giant. The Destroyer discovered the comatose remains of Thor, who at the time was under a spell of Hela's that rendered him incapable of either healing or dying. Thor had been reduced to a pulpy mass after a battle with Jormungard, the Midgard Serpent. The Destroyer attempted to disintegrate Thor's remains but, when it failed, it grew intrigued, discovering the curse and realizing that by animating himself with Thor's undying life force, it would prove unbeatable in battle since no one could threaten Thor's body. The Destroyer ejected Siggorth's life force and drew in Thor's. However, Thor's indomitable spirit overcame the Destroyer and took control of the body. While in the armor, Thor invaded Hela's realm and wrought havoc, pretending to have lost control of the armor's actions. When Hela herself was threatened with death, she lifted her curse and restored Thor's body to its original health and form. His plan successful, Thor forced her to foreswear taking the souls of any more of Earth's mortals. Thor then returned to his own body and promptly sealed the armor within virtually unbreakable crystal so that it could not be reanimated for evil purposes. He also left it in Hela's presence to serve as a reminder of her promise.



The Enchantress Amora of Asgard

F	Ex	(20)	Health: 130
A	Ex	(20)	
S	In	(40)	Karma: 100
E	Am	(50)	
R	Gd	(10)	Resources: Rm
I	In	(40)	
P	Am	(50)	Popularity: 20

KNOWN POWERS:

Eldritch Kiss: When she kisses a man, she can fill his mind with love and blind loyalty. A Psyche FEAT vs. Monstrous (Asgardians) or Unearthly (Mortals). This lasts about 1 week, the victim may make a second FEAT when in danger of losing karma.

Invulnerability to Diseases: CI1000.

Retarded Aging: She ages 1 year for every 100 and may be killed normally.

Allspeak: Through an enchantment from Odin, she may communicate in any language of the 9 realms.

Body Armor: Excellent (20).

Magic: Master Sorceress of Asgardian Magic with the following spells:

- * Magic Detection: Amazing
- * Psionic Detection: Amazing
- * Healing: Remarkable
- * Thought-Casting: Amazing
- * Eldritch Bolts: Remarkable
- * Eldritch Shield: Remarkable
- * Matter Control: Air, Earth, Fire, Water: Remarkable
- * Paralysis: Remarkable
- * Teleportation: Monstrous
- * Dimensional Aperture: Monstrous

Talents: Mystic Background, Occult Lore, Alchemy and Seduction.

Contacts: Loki, Thor and the Executioner

Running the Enchantress:

The Enchantress is a scheming opportunist, but will help others when her own plans are in danger. Amora lives for the attention of males and will go out of her way to seduce men who have struck her fancy.

HISTORY:

Through time and the eras of Ragnarök, the goddess known for her astonishing beauty went by several names, including Freyja, Iduna, Idu, Gefn, Mardöll, Enchantress. Her charms and feminine perfectness were the only ones who could convince Yggdrasil from giving her the Golden Apples. At some point, she was married to Bragi. On the third era of Ragnarök, a Frost Giant disguised himself

as a mason, and offered to repair the great hole in the wall in a year, in exchange for the Enchantress' hand. The gods were outraged, and Loki proposed to seal the deal with six months in place of a year, to defeat the mason, who was allowed only his tool and his steed for help. The Enchantress was not consulted on the matter. Facing Odin's wrath at the mason soon victory, Loki had to make the mason fail. He changed into a mare, distracted the steed, and the wall was not finished. Angered at his defeat and at Loki's suspected treachery, the Frost Giant revealed himself, before being killed by Thor. Loki, possibly going through the same history, was eventually banished. He was approached by a Frost Giant in eagle disguise who asked him the Enchantress a bride. Loki went to Idun, tricked her into bringing her to Muspel to witness Golden Apples similar to her, but in fact brought her to the Frost Giant. She became his harem queen against her will. Deprived from the Apples, the Asgardians withered, and Loki was eventually denounced. He went to deliver her, but both were saved by the timely arrival of Thor, who killed the Frost Giant. Returned to Asgard, Enchantress was able to deliver the Apples to her fellows. In later Ragnarök cycles, she was usurped her role by others, including Idunn.

Origin

Amora was born somewhere in Asgard, her parentage unknown. While still in adolescence, she ran away to the land of the Norns and apprenticed herself to Karnilla, one of the most powerful sorceresses in all of the Asgardian dimension. There she studied all the basic arts of Asgardian magic until Karnilla expelled her for being too undisciplined. She picked up further mystical skills from seducing other Asgardian magi and wizards. Centuries ago, Amora enlisted Brunnhilde, leader of Odin's Valkyries, in her plans of conquest. However, Brunnhilde soon became aware of Amora's immoral ends, and sought to end their partnership. Amora then used her magic to entrap Brunnhilde within a mystical crystal of souls. Only relatively



recently was Brunnhilde freed from Amora's spell.

The Enchantress seduced Skurge the Executioner into assisting her in many of her schemes over the years. But while the Executioner was so infatuated with the Enchantress that he would do anything for her, she continually withheld her favors from him to keep him in thrall. In her first encounter with Thor after he gained his human identity of Don Blake, the Enchantress attempted unsuccessfully to seduce Blake, and then ordered the Executioner to dispose of Jane Foster, the mortal woman whom Thor then loved. Thor saved Foster and defeated both the Enchantress and Executioner. In the following years the Enchantress also allied herself with Loki, Baron Zemo, the Mandarin, and Arkon in pursuit of her goals of power and vengeance upon her enemies. During her stint with Mandarin Amora and Skurge attempted to conquer Asia with an army of rock trolls. Although creating a giant to destroy her enemies, Amora and Skurge were defeated by Hercules and the Scarlet Witch. She was among the many menaces assembled by Doctor Doom to disrupt the wedding of Reed Richards and Susan Storm. She and Skurge kidnapped the Hulk to use him and her army of rock trolls to conquer Asgard but they were defeated by the Green Goliath. In retaliation Amora killed him, but this act was almost instantly undone by Odin. Her most frequent adversaries during these years were Thor and the Avengers. She used one of Zemo's machines to transform one of the Baron's mercenaries into the first Power Man.

The Enchantress was one of the villains abducted by the alien Beyonder and forced to battle an assemblage of heroes on a patchwork planet he had created known as Battleworld. Early on in the conflict known as the Secret Wars, Amora clashed with the She-Hulk, but was easily overpowered by the heroine, who was far stronger and more experienced in fighting. The unconscious Amora was captured by the heroes and placed in an alien medical device to heal her injuries

by Reed Richards. Seeking a fellow Asgardian's perspective on events, Thor freed Amora from the device and she teleported them away to another part of the planet, where she attempted to seduce Thor, further enchanting her lips to enthrall him. An alien creature emerged from the pool beside which they sat, however, and Amora was unable to defend herself temporarily, having focused her power on seducing Thor. Thor saved her from the beast, and Amora transported them back to the heroes' headquarters, which in their absence had been laid waste by her villainous allies. Vastly outnumbered, Thor wondered if Amora would aid him against the other villains, but she turned her back on him, and he was apparently killed, though he had actually caused a distraction with his lightning before escaping. Amora later admitted that she regretted not helping Thor, and losing her chance to be with him. The Enchantress also attempted to seduce the villains' leader Doctor Doom, even offering to heal his scarred face, but he rejected her, knowing from his experience of magic that such a deal would come with a price. Later in the conflict, the Enchantress was approached by her fellow villainess Volcana, who begged the Enchantress to teleport her to the side of her injured lover the Molecule Man, offering the Enchantress anything she wanted in return. Volcana would later regret this, however, as the Enchantress attempted to use Volcana's life-force to transport herself back to Asgard. She was interrupted, however, by both the Molecule Man and the Lizard. The Lizard slashed the Enchantress across the face with his claws. The Enchantress tried to kill the Lizard in retaliation, and managed to transport herself home, apparently healing her face soon afterwards.

The Enchantress' crimes earned her Odin's wrath, and she suffered exile from Asgard in the past. However, she and the Executioner both came to Asgard's aid in its recent war with Surtur and his legions from Muspelheim. The Enchantress and Executioner joined with the heroes of Asgard, and earned the right to stay in

Asgard once again. Amora also became involved with the guardian of Asgard's Rainbow Bridge, Heimdall. In retaliation for her younger sister Lorelei's rude refusal to join her in battling Surtur, the Enchantress used sorcery to make Lorelei fall in love with Loki. Despite those examples of heroism, the Enchantress basically remains an opportunist seeking her own ends. She temporarily lost the Executioner to her rival Casiolena but defeated her with the aid of the Defenders. She also came close to destroying and remaking reality in her image using the harmonica of destiny, but her plans were foiled by the Thing. Finally tiring of the Enchantress's contemptuous treatment of him, the Executioner nobly sacrificed his life on a mission with Thor into Hel, the realm of the goddess Hela. Despite the fact that Amora had always lead the Executioner on, she did genuinely grieve for him. Amora developed a crippling fear of danger as a result of the death of the Executioner, and took solace with Thor. The two soon developed a romantic relationship. Amora was captured by Frost Giants during the chaos of the psychic menace Onslaught. She eventually used her magic to escape and returned to Earth. Discovering Thor was missing (he had presumably sacrificed himself to defeat Onslaught), Amora searched for the Asgardian gods, who had at this time been turned into mortals by Odin's magic. Amora soon helped the gods to reclaim their former glory by defeating the machinations of Set.

Amora returned to Asgard and also restarted her relationship with Thor. During Ragnarok, she was killed during the initial attack by Loki's forces. Recently, Thor himself returned from beyond death, to once again take up the mantle of Earth's protector, this time as the Lord of Asgard. He restored the city of Asgard (currently located in central Oklahoma), and awakened many Asgardians, who were sleeping within various mortals scattered across the world. It was Thor's intention to awake only those Asgardians whom he deemed noble and trustworthy, while leaving



others (such as Hela and Loki) in their mortal state, unaware of their true nature. Apparently he felt that Amora, despite her previous heroic acts (and their romantic liaisons) fell into this 'untrustworthy' category, and he made no particular effort to seek her out. Loki, however, having gained some awareness of his true self despite being locked within the form of a mortal woman, managed to manipulate Thor into waking many, if not all of the remaining Asgardians. Amora was brought forth, and promptly departed for some far corner of the earth. Amora began manipulating reality by attacking the World Tree, Yggdrasil, in order to resurrect Skurge and end her loneliness as she finally realized how much he meant to her. She was ultimately thwarted by Thor, Loki, and Balder, who convinced her that she was hurting the other Nine Worlds with her magic and would only dishonor the death of Skurge by resurrecting and releasing him from Valhalla.

More recently, after the destruction of Asgard by Norman Osborn and his forces, Thor, Steve Rogers and Iron Man were transported through a portal and scattered through the Nine Worlds. The Enchantress appeared in what appeared to be Vanaheim, where she told Thor she would have vengeance upon him, setting a group of minions upon him. As Thor fought back, however, the Enchantress revealed that Vanaheim and other parts of the Nine Worlds had been combined and transported into Hel, the realm of Hela. As Thor began to fight Hela, Amora looked on. When Thor was knocked unconscious during the fight with Hela, he was surprised on coming to his senses to see Amora battling Hela to help him. Hela defeated Amora in combat. Later, when Thor and his allies marshaled an army to attack Hela, Thor was stabbed by Hela with the Twilight Sword, which she had stolen and used to alter the Nine Worlds. Before Hela could finish Thor off, a cloaked figure appeared and magically healed Thor before teleporting him away. This turned out to be Amora, who had transported him to his hammer Mjolnir, which he had been separated from. Hela

tracked the two down, and they pressed the attack on her - Thor with his lightning, and Amora with a devastating magical blast that destroyed part of Hela's face. With some help from Iron Man and Fafnir, Hela was defeated, and Thor won back the Twilight Sword. Thor used the sword to return the Nine Worlds to their previous state, and thanked Amora for her help, assuring her he would not forget her change in allegiance to help him. After joking that Thor could give the Twilight Sword to her, Amora transported Thor, Iron Man and Steve Rogers back to where they had been taken from, and their waiting friends. Thor then entrusted the Twilight Sword to Amora's former lover Heimdall. When Thor died at the end of the Serpent's invasion, Donald Blake found himself on his own. With a lifetime of false memories and robbed of the Odinson, which had been the center of his life, Blake faced an identity crisis. He found Amora in a bar and made a deal with her, hoping to become a god once more. She pampered and pleased him, and then fed him a Golden Apple, after which she cut off his head. Blake's still-living head looked on in horror as the blood that spilled from his body turned into the monstrous Keep, who Amora took as her lover. They then traveled to Hel, where they found Hela subdued by the Mares. Keep freed Hela, who then allowed them into Asgardia. They confronted Thor, Amora taunting him with Blake's head, but were defeated and banished for good.

Amora was sent to Norway by Thor. When Lady Deathstrike and Typhoid Mary went to Norway to recruit Amora onto their new team, their plan broke the Odinforske keeping her powers from her and she agreed to come with them. Amora was recruited by Magneto - due to Loki's help - to join his group of villains that would fight the Red Onslaught and his Sentinels in Genosha. Amora was able to charm the Red Onslaught with her magic but was soon interrupted by a Sentinel. She disappeared along with the other villains after the Scarlet Witch and Dr. Doom cast a powerful inversion spell which defeated the Red Skull but also

inverted the moral axis of those in the island. She rejoined the (now-inverted) villains to stop the inverted X-Men from detonating a gene bomb which would've killed everyone on the Earth who was not a mutant. When a reinversion spell was cast, the Enchantress returned to her normal moral axis. Following the Secret Wars event, Amora became a member of Malekith the Accursed's dark council. Using a spell she took control of the queen of the light elves, allowing Malekith to marry her and conquer her realms.



The Executioner Skurge of Jotunheim

F	Mn	(75)	Health: 245
A	Ex	(20)	
S	Am	(50)	Karma: 36
E	Un	(100)	
R	Gd	(10)	Resources: Gd
I	Ty	(6)	
P	Ex	(20)	Popularity: -20



KNOWN POWERS:

Body Armor: Remarkable vs. Physical, Good Vs. Energy
Resistance to Heat: Incredible
Resistance to Cold: Excellent
Enhanced Vision: Incredible
Invulnerability to Diseases: CI1000.
Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

EQUIPMENT:

Blood Axe: The Executioner wielded a double-bladed weapon made of Unearthly material which inflicted Amazing (50) Damage. He could throw it up to 10 areas, but it possessed no enchantment to return to his hand:

* Dimensional Aperture: Amazing (50) to cut through dimensional barriers.
* It cuts through space, venting energy from stars (CI1000 heat) or the void (Monstrous (75) cold) through.
* It disrupts illusions of up to Shift-Z (500) rank, revealing the true identity.

Talents: Weapon Specialist: Axe, Asgardian History, Lore and Trivia, Sharp Weapons, Thrown Weapons, Blunt Weapons.

Contacts: The Executioner was a member of the first Masters of Evil, and later worked for the Mandarin. He has also worked for Loki, and was devoted to the Enchantress. After his death he was declared a hero of Asgard.

Running the Executioner:

Throughout much of his life Skurge was a braggart and a bully, seeking to conquer all who his prowess could humble. He did this not for his own glory, but for that of the Enchantress, who held Skurge under her sway. Freed from her wiles, he sought solace in battle and won a place for himself in the halls of Valhalla where to this day he readies himself for battle.

HISTORY:

Skurge the Executioner was one of Asgard's greatest warriors. He was born the illegitimate son of a Storm Giant and a

Asgardian from Skornheim. Later became a warrior, gaining the name Executioner after fighting against the Storm Giants. He came to Asgard and was seduced by the Enchantress into assisting her in many of her schemes. Although he was infatuated with the Enchantress and would do anything for her, she withheld her favors from him. In his first encounter with Thor, Enchantress attempted unsuccessfully to seduce the human Donald Blake, ordered the Executioner to dispose of Jane Foster, the mortal Thor loved. Thor saved Foster and defeated them both. The Enchantress and Skurge also allied themselves with Loki. He sent them to Midgard to attack Jane Foster. Balder the Brave arrived on Midgard, and quickly found and challenged the villainous pair. Balder managed to hold his own until Thor arrived causing them to release Jane and flee the scene. Skurge and Amora joined Baron Zemo's Masters of Evil. They recruited Radioactive Man, Melter, and Black Knight. Their scheme to turn Thor against the Avengers failed, as did their plan to use Wonder Man as a pawn. Zemo had his Asgardian allies free Black Knight and The Melter from jail. While his Masters battled the Avengers. Cap and Zemo dueled in South America. Blinded by the glare from his opponent's shield, Zemo fired his death ray wildly and died in the ensuing rockslide. Meanwhile, the remaining members were defeated by the Avengers after Thor transported them to another dimension so their battle would not destroy the city of New York. Skurge and Amora joined the Mandarin's attempt to conquer the world. He attacked the Asian sub-continent with an army of Trolls to retrieve the natural diamond deposits. Skurge battled Hercules in another dimension he had transported them to with his axe, but was beaten and thrown at a giant. Amora had created to take down the Scarlet Witch. The giant was destroyed in the process.

Skurge and Amora were banished by Odin to a barren world. Skurge abandoned Amora for Casiolena who appeared to offer love. The Enchantress vowed revenge and used the Valkyrie disguise and the formation of the

Liberators to this end. Skurge battled the Defenders when they were transported to Casiolena's realm. Dr. Strange and Namor were then overpowered by Skurge and an army at his command. Locked in the same cell with Bruce Banner and Barbara Norriss. Also imprisoned were the Enchantress and the Black Knight. Amora explained that she and the Executioner travelled to this realm and he soon became the consort of the queen Casiolena. The Defenders managed to free themselves. Skurge killed Casiolena, and Amora reclaimed the Executioner. The Black Knight revolted believing that the Enchantress loved him, she turned him into stone. Amora escaped leaving with Skurge. They returned to Asgard and were embroiled in one of Loki's many plans as they were dispatched to the palace of Karnilla the Norn Queen. However Amora and Skurge broke down the door. Balder snuck out and to determine the strength of the enemy army. He discovered that the suits of armor are empty, brought to life by Amora. Balder is discovered by Amora and Skurge. Karnilla came to Balder's rescue. She and the Enchantress engage in a battle of sorcery, while Balder fights the Executioner. After defeating them, Balder and Karnilla are confronted by an angry Thor. After finally arriving home, Thor finds Amora and Skurge, and on the throne was Loki himself. Loki now ruled Asgard in Odin's stead with Amora and Skurge as his Loki's lieutenants. By his own royal decree contained in the Cask of Sovereignty, even Thor must obey him. Loki knows that he must dispose of Odin if he wants to keep the throne. Loki then reveals that he was behind the empty army, and that Kroda was the second Thor, and that the document from the Cask was a forgery. Amora and Skurge steal the sleeping form of Odin. Sif and Thor head to Karnilla's domain to find Balder, while the Warriors Three protect Odin. Thor's group are assaulted by two Storm Giants, but Thor defeats them. Karnilla tells them that Balder did not come back with her. The Warriors Three find Amora and Skurge, but before they can be forced to talk, the Enchantress trips over Hogun's dagger, causing them



both to fall into the fire pits. A dagger which Loki mystically caused to be moved into her way.

Sometime later Skurge with Amora joined with the forces of Asgard against the legions of Fire Demons lead by Surtur. After feeling toyed with by Amora for too long, Skurge teamed up with the Einherjar, Balder, and Thor to rescue stolen souls from Hel that had been taken by Hela. In the process, Hela attempted to persuade Skurge to join her warriors onboard of Nagelfar, the ship of the dead. One of her minions used an illusion of Amora to sway him, but when this treachery was revealed, Skurge used his axe to cleave a dimensional rift into the heart of a sun right beside Nagelfar, destroying both the ship and the axe in the process. After they had retrieved the human souls, the band was pursued by a huge army of the dead. When Thor volunteered to buy time for the other's escape, Skurge knocked him out from behind, and volunteered to hold the bridge of Gjallerbru in his stead. Skurge defended the bridge with a pair of M16's from Earth and unbreakable courage, and none of his opponents set foot on Gjallerbru. He stood alone and died at Gjallerbru, allowing not one of the almost numberless hoard to set foot upon the bridge for as long as he could fight. For this heroic last stand, Skurge found a place among the warriors residing in Valhalla, and to the surprise of many, Amora found herself torn with remorse upon hearing of his demise.



Frey – God of the Harvest

F	In	(40)	Health: 150
A	Ex	(20)	
S	Am	(50)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Rm
I	Gd	(10)	
P	Ex	(20)	Popularity: 10

KNOWN POWERS:

Body Armor: Excellent (20).
 Invulnerability to Diseases: CI1000.
 Retarded Aging: ages 1 year for every 100. He may still be killed normally.
 Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.
 Planet growth and control: Amazing (50) ability to accelerate or kill plants, trees and crops.

EQUIPMENT:

Sumarbrandr, the Sword of Summer: that made its wielder unconquerable for that it fought on its own, only "if wise be he who wields it".

* CI1000 Material, it may cleave through power rank materials to inflict Unearthly (100) damage.

* Only two Asgardians have ever met the requirements. Frey and Balder.

* Will only respond to a user who has Positive popularity, Incredible strength, as well as noble, brave and willing to engage enemies without fear.

* If a user meets those requirements, they use the sword's Shift-Z (500) Fighting to fight foes.

* If a user doesn't meet the requirements they can't even pick the sword up without being attacked by it.

Talents: Farming, Sharp Weapons, Weapon Specialist: Laevateinn, Asgardian History, Lore and Trivia.

Contacts: Asgardian Gods

Running Frey:

Frey is a stereotypical farmer and loves the earth and everything it brings to bare. He has a gentle nature despite his origins and is slow to anger.

HISTORY:

Frey was the God of Harvest and the brother of Idunn, he also helped construct Valhalla. After Asgard was attacked, Odin bribed two giants named Fafnir and Fasolt to restore the walls of Valhalla, by promising them Frey's sister Idunn. Loki promised Odin that he would not have to pay the price, but as he was hoping to cause Ragnarok, Loki turned Idunn over to them anyway. Thor and Frey then arrived to confront the giants and rescue her. Thor and Frey fought the two giants, but had to stand down when Odin revealed his oath to them. The giants agreed that they would relinquish Idunn if the gods gave them the Rheingold, which included the Ring of the Nibelung. After Thor, Odin, and Loki retrieved the Ring from the gnomes, Frey was happily reunited with Idunn. During his life, Frey fell in love with the Giant Gerd. He has to



surrender his magic sword to Gymir, her father, as an oath to never touch his land.



Frigga - Goddess of Marriage Freya Freyrdottir

F	Gd	(10)	Health: 86
A	Ty	(6)	
S	In	(40)	Karma: 280
E	Rm	(30)	
R	In	(40)	Resources: Sh-Z
I	In	(40)	
P	Sh-Y	(200)	Popularity: 75

KNOWN POWERS:

Body Armor: Excellent (20).

Invulnerability to Diseases: CI1000.

Retarded Aging: Ages 1 year for every 100. She may still be killed normally.

Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

Magic: Frigga is a master level sorceress. She can cast spells from Personal, Universal and Dimensional at Unearthly (100).

Talents: Mystic Background, Occult Lore, Asgardian Mythology, Asgardian Lore, History and Trivia.

Contacts: Odin, Thor, Loki, Balder, Sif, the Warriors three. The Rest of the Asgardians.

Running Frigga:

Unlike Odin, who is something of a stern, but distant, father-figure to his sons. Frigga is a caring and loving mother to all of them, even those who are not hers. Frigga is loved dearly by her sons and is very highly regarded by all of her husband's subjects. She was one of the fairest, kindest, and wisest Asgardians. Unlike her husband, Frigga was willing to forgive Loki, and also willing to accept Thor's relationship with Jane Foster.

HISTORY:

The Asgardian Frigga, goddess of marriage, was the wife of Odin, who raised her husband's son Thor, the god of thunder, though he was not her natural son. She bore three children with Odin: Balder (god of light), Hermod (god of speed), and Tyr (god of war). An ancient Asgardian prophecy foretold Balder's death would initiate an apocalyptic event called Ragnarok which would herald the death of all Asgardians. Knowing of this prophecy, Frigga cast spells to protect Balder making him invulnerable to injury while in Asgard from anything except mistletoe. However, Odin feared that if Balder were known to be his son it would make him a target and hasten Ragnarok; consequently, Balder was brought up unaware of his royal lineage. Around 1000 AD, the multi-pantheon Council of the Godheads saw a threat to humanity from the cosmic Celestials, who would one day decide if the human race was worthy of existence. While the male gods planned to wage war against the Celestials, the Earth goddess Gaea gathered Frigga and goddesses of other pantheons to locate humans across a span of a thousand years and release the latent genetic potential within them. These super-humans, called the Young Gods, were intended to show the Celestials the greatness humanity could

achieve. The Young Gods were kept in suspended animation, watched over by Frigga and others. When the Celestials finally returned to judge humanity, Frigga relinquished the Young Gods to Gaea and returned to Asgard. In turn, Gaea offered the Young Gods to the Celestials, satisfying them of Earth's value.

During a war against the fire demon Surtur ("the Surtur War"), Frigga fled from Asgard with the Asgardian children under her protection. She returned to Asgard with Surtur's defeat to find that Odin had fallen in battle; but they were later reunited when Thor rescued Odin from the Ennead death god Seth. At one point Odin attempted to thwart Ragnarok by casting the Asgardians into mortal forms with no memories of their true lives. While Odin became the drunken derelict Wad, Frigga was cast as his wife Freda Barker. All of these "Lost Gods" were eventually restored to godhood with their memories. When Loki slew Balder with a mistletotoe arrow the prophecies of Ragnarok were fulfilled, leading to the realm's ultimate destruction and killing Frigga in the process. However, Thor survived and enabled those Asgardians who fell during Ragnarok to return to life. It is currently unrevealed whether Frigga's life has been restored as well.



Heimdall - Sentry of Asgard, Guardian of the Rainbow Bridge

Rig-Heimdall

F	Am	(50)	Health: 160
A	Ex	(20)	
S	Am	(50)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity: 10

KNOWN POWERS:

Body Armor: Excellent (20)

Invulnerability to Diseases: CI1000.

Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Cosmically enhanced senses: Heimdall possesses extraordinarily acute senses, most notably his vision and hearing. His senses are so acute that he could hear sap running through trees, and see and

hear anything occurring in Asgard or on Earth. Heimdall has been said to be capable of detecting the fluttering of a butterfly's wings "a thousand worlds away". While the range of these senses are without boundaries or equal (Consider him to have CI5000 range on column E of the Ultimate powers book) and his sensory abilities function at Unearthly (100) for the purpose of feat rolls.

- * Telescopic Vision
- * Hypersensitive Hearing
- * Hypersensitive Olfactory
- * Life Detection-Asgardians: Heimdall can sense the essences of Asgardian gods throughout the 10 realms.
- * Precognitive Sight: Heimdall can "look across time, as well as space", accurately seeing events up to 2 days in the future.

Equipment

Gjallahorn: CI1000 material Heimdall carries and uses to mark the beginning of Ragnarok. This horn can be heard throughout the ten realms.

Golltoppr: The golden-maned steed with the following stats:

F	Gd	(10)	Health: 100
A	Ex	(20)	
S	Rm	(30)	Karma: 20
E	In	(40)	
R	Ty	(6)	
I	Gd	(10)	
P	Pr	(4)	

KNOWN POWERS:

Hyper-Running: Excellent

Hofund: A CI1000 sword, Monstrous (75) damage and has these abilities:

- * Eldi-Stokkr: Hofund may be sheathed in the flames of stars, Sh-Y (300) damage. Heimdall takes Incredible (40) Damage and loses half his karma from the effort.
- * Leynask: Amazing (50) ability to disguise himself as a 'normal person'.
- * Stefna: Amazing (50) ability to project an illusionary duplicate to anywhere in the 10 realms, for communication purposes.

History:

Hofund is the sword of Heimdall. Created by the Dwarves of Nidavellir, it was enchanted by Odin. Hofund was briefly in the possession of Sharzad terrorist Abu Mussan after Heimdall fell to Midgard following the destruction of the Bifrost Bridge. Mussan attempted to use the sword to become the new king of his sacred land until he was defeated by the combined efforts of the Black Knight and Valkyrie. Hofund was later returned to Heimdall by S.H.I.E.L.D. agent Phil Coulson.

Talents: Weapon Specialist: Hofund, Sharp Weapons, Wrestling, Asgardian Lore

Contacts: Asgardian Gods

Running Heimdall:

Heimdall takes his job as the sentry of the Bifrost Bridge serious and doesn't sleep or shirk his duties. He is loyal to Odin and Asgard.

HISTORY:

Heimdall was the brother of the warrior Sif. For ages, he stood as the guardian of Asgard's Rainbow Bridge, defending the city's gates from any intruders, and was one of the most trusted servants of Odin. When Asgard was invaded by the fire demon Surtur, Heimdall attempted to defend the gates, but was overcome, and the Rainbow Bridge was destroyed. No longer needing to be stationary, Heimdall spent more time in Asgard, and became close to Amora the Enchantress, who was soon infatuated with him. When Odin returned to Asgard after Surtur's defeat, he gave a portion of his power to Heimdall to rebuild the Rainbow Bridge, and Heimdall resumed his duties. Shortly afterwards, when Odin was about to enter his Odinsleep, he passed the Odinsleep on to Heimdall to rule Asgard until he awoke. Heimdall had to deal with a major crisis in the life of Thor, as Thor had been banished into the subconsciousness of the mortal Eric Masterson, who had assumed Thor's responsibilities. Sif was determined to find the real Thor, and her determination drove a wedge between

TALES
of
ASGARD
HOME OF
THE MIGHTY
NORSE GODS

BEGINNING: A NEW DIMENSION IN COMICS!
BIOGRAPHIES IN DEPTH OF ASGARD'S HEROES!

HEIMDALL

GUARDIAN
of the
MYSTIC
RAINBOW
BRIDGE!



A TALE TOLD IN SPLENDOR

BY: STAN LEE

A DRAMA DRAWN IN GLORY

BY: JACK KIRBY

INKED BY: DON HECK

LETTERING: ART SIMEK

her and Heimdall. When Karnilla conspired with Loki to rule Asgard by having Odin awaken with Loki's soul possessing him, Heimdall was branded a traitor and banished to the Dream Dimension, where he was saved from the demon Nightmare by Amora. Eric Masterson helped restore Odin and later Thor as well, but Heimdall and Amora drifted apart when Amora realized that his duty to Asgard was greater than his love for her.

When Odin cast the Asgardians into the guises of mortals to protect them from a false Ragnarok, Heimdall became Donald Velez, and joined the other "Lost Gods" in attempting to rediscover who they were and battling the Egyptian death-god Seth. Heimdall and the others regained their true forms and defeated Seth just as Asgard was attacked by the Dark Gods, and they were all taken prisoner. They were finally rescued by Thor. Then Asgard was struck by with the real Ragnarok, one from which there was no seeming reversal. Heimdall perished in battle defending his people, but in reality his soul was placed inside a mortal man like all the other Asgardians. He was the first that was found after Thor recreated Asgard in Oklahoma and started to search the other gods. Now he watches over the new Asgard and helps Thor to locate all the rest of the gods with his powers.



Hela - Goddess of Death and Ruler of the Shadow-Realm of Niffleheim

Hela Lokisdottir

F	Am (50)	Health: 1200
A	Am (50)	
S	Un (100)	Karma: 170
E	CI1000	
R	Rm (30)	Resources: Mn
I	In (40)	
P	Un (100)	Popularity: -100

KNOWN POWERS:

Body Armor: Good (10). She is Invulnerable to Heat, Cold, Disease, Radiation, Corrosives, and Toxins.

Retarded Aging: Ages 1 year for every 100 years. She may be killed normally.

Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

Death-goddess: Hela is the Asgardian goddess of Death. She rules over the spirits in Niffleheim and Hel and has the following Powers:

- Mind Control: Control over the dead of Niffleheim and Hel at CI3000.
- Illusion Powers: Masking the nature of the lands of Hel at CI5000.
- Death touch: Hela may slay targets by touch, Endurance FEAT vs. CI1000.
- Life touch: Unearthly (100) ability to restore life to Asgardians or mortals, giving them '0' or full Health.
- Aging Rays: Unearthly (100) rays age the target 100 years. Sustained battle will destroy Asgardians.
- Hand of Glory: Unearthly (100) Edged. Can scar even tough Asgardian flesh.
- Flight and Levitation: Unearthly (100).
- Astral Projection: Shift-Z (500) ability. Hela retains her Powers in astral form.

LIMITATIONS:

Hela preserves her life by means of a cape and head-dress. Depriving her results in Strength and Endurance being reduced to Feeble, leaving her unable to use any Powers. It's unknown if she can die, or, if Odin would claim her realms or assign a new death-goddess.

Hela's Endurance is tied to her realms and is -1 C/S every day spent away to Unearthly. In Asgard, Hela's Endurance drops to Shift-Z.

EQUIPMENT:

Hela rules Hel and Niffleheim, two of the Nine Worlds of Norse mythology. The two realms lie on the same dimensional plane, which is different from that of either Earth or Asgard. Mystical conditions are such in both realms that the spirits of the dead become tangible there, and live a quasi-physical existence. It is in Niffleheim, the land of eternal ice, which the souls of the dishonored dead, the greatest evildoers among the deceased, dwell. Niffleheim, along with Muspelheim, are the oldest realms of the Nine Worlds. The Spirits of the dead who were neither great evildoers nor heroic warriors dwell in Hel, a grim dark, barren realm. There Hela lives in her great hall, Eljudnir. There is a cavern, about 300 miles southeast of the city of Asgard, called Gnipa Cave,

which serves as the entrance to the underground road from Asgard to Hel, known as the Helway. This road is a passageway through an interdimensional nexus connecting the two realms. Gnipa Cave's entrance is guarded by the immense Helhound, Garm, who is held to his post by mighty chains (Shift-Y material strength). Garm, who is capable of speech, allows the living to enter the Helway, but will attempt to prevent anyone from leaving Hel by this route except his mistress, Hela.



Garm - Guardian of the Gnipa Cavern.

F	In (40)	Health: 290
A	Am (50)	
S	Un (100)	Karma: 56
E	Un (100)	
R	Ty (6)	
I	Ex (20)	
P	Rm (30)	Popularity: -20

KNOWN POWERS:

Body Armor: Amazing (50) vs. physical. Resistance to Cold: Shift Z (500).

Enhanced Senses: Unearthly (100).

Ice Generation: Shift-X (150), Garm's breath is so cold that when he growls at a victim, the victim suffers a cold attack.

Claws and Fangs: Shift-X (150).



Growth (Permanent): Due to Garm's giant size, he is at a +2 C/S to be hit.

LIMITATIONS:

Garm is chained just inside the Gnipa Cavern and cannot travel more than a hundred yards from his post.

WEAKNESS:

Garm fears fire above all else. If confronted with a flame of Monstrous Intensity or higher, Garm shies away from it. However, if the flame is of Amazing intensity or less, he turns on the wielder with such ferocity that he gains +1 CS to his attack. Should a hero threatening Garm with Monstrous flame let his guard down for a moment, Garm attacks him with even greater ferocity, gaining a +2 CS to his attack.

HISTORY:

Garm is the immense helhound of Norse legend. It is prophesied that he will claw Tyr to death during Ragnarok. Garm is capable of speech and freely divulges that he guards the path to Hel. He does not interfere with living beings attempting to enter Hel, but he does not willingly allow anyone to leave Gnipa Cavern. He does not warn anyone that he will prevent their exit.

It takes nine days and nights riding by horseback, with stops for rest, to travel from the opening of Gnipa Cave to the bridge of Gjallerbru over the river Gjoll, which serves as the entrance to Hel. The bridge is guarded by the silent, black cloaked goddess, Modgud, who, like Garm, will allow individuals to enter Hel but will attempt to prevent anyone except Hela from leaving.



Modgud - Guardian of the bridge of Gjallerbru.

F	Am (50)	Health: 205
A	Rm (30)	
S	Mn (75)	Karma: 131
E	Am (50)	
R	Ty (6)	
I	Am (50)	
P	Mn (75)	Popularity: -20

KNOWN POWERS:

Telepathy (to Hela): Monstrous (75)
Darkforce Generation: Monstrous (75)

Talents: Sharp Weapons, Occult Lore (Hela and Occult Lore)

Contacts: Hela and Garm

HISTORY:

Modgud ("Furious Battler") refers to the female guardian of the bridge over the river Gjöll, Gjallarbrú. She allowed the newly dead to use the bridge to cross from one side of the river Gjöll to the other if the soul stated his or her name and business, and possibly in turn prevented the dead beyond the river from crossing back over Gjöll into the lands of the living.

Talents: Sharp Weapons, Occult Lore (Hela has vast knowledge of Death, Occult and Mythological Lore) Asgardian Lore, History and Trivia.

Contacts: Volla, Loki, Death

Running Hela:

Hela is "evil," in the mortal sense of the word, but is more accurately beyond such judgments. She is patient, like death, and her only defeats come when she oversteps her boundaries, by taking the dead of Midgard who did not belong to her, or by rashly avenging herself against Thor by making his bones brittle while refusing to let him die.

HISTORY:

Hela was born ages ago. Supposedly to Loki and a giantess from Jotunheim. Legend has it, however, that Hela was born in Jotunheim, the otherdimensional land of the giants, one of the "Nine Worlds" of Norse mythology, and that she is the daughter of the Asgardian god of mischief Loki and the sorceress giantess Angrboda. The three Asgardian goddesses of fate, the Norns, are said to have warned the Asgardian gods that Hela would prove to be a great danger to them. It is known that Odin, ruler of the Asgardian gods, decreed that Hela become goddess and ruler of the spirits of the Asgardian dead on the day of her maturity. These spirits dwell in the otherdimensional realms of Hel and Niffleheim, two more of the Nine Worlds, both of which Hela rules. However, Odin himself directly rules the souls of Asgardians and their human worshippers who died in battle as heroes, and had the palace of Valhalla built in a distant section of Asgard, also known as Valhalla, to house them.

Hela has sought for ages to bring more Asgardian souls under her control, and especially longs to possess the souls of Odin and his son Thor. In recent years, when Odin's attention has strayed from the rule of Valhalla, Hela tried to annex that realm to her own, hoping to consolidate her power over all of Asgard's dead. Eventually Odin grew aware of her ambitions and opposed them. Hela finally withdrew to her own realms, and Odin reestablished his control over Valhalla. Asgard continues to rule Valhalla to this day. For untold ages Hela had directed the construction of a gigantic ship, Naflgar, said to be made of the fingernails



of the dead. Hela planned that when Naflgar was finished, she would send an army of the dead to Asgard to destroy the gods. However, Naflgar was destroyed by the Executioner as it neared completion. Goddess of death and ruler of the Shadow-Realm of Niffleheim. Mysterious in aspect, supreme in power, she is not content to reign over the shades of those who do not die a hero's death. Hela longs to usurp Valhalla, Odin's hall of honored heroes. A sometimes-adversary of the mighty Thor, Hela is the one being in all the nine worlds of Asgard whom even the All-Father Odin must obey. It is said that should the forces of evil in the Nine Worlds ever succeed in destroying Asgard, Hela and her army of the dead will be at her side.



Hermod - God of Speed Hermod Odinson

F	Ex	(20)	Health: 140
A	In	(40)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity: 10

KNOWN POWERS:

Body Armor: Excellent (20).
 Invulnerability to Disease: Cl1000.
 Hyper-Speed: Shift-Z (500) speed (240 mph landspeed, 3750 mph air speed, 300,000 mph in space).
 Dimension Travel: Monstrous (75).
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
 Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

Talents: Edged Weapons, Asgardian Lore, History and Trivia.

Contacts: Asgardian Gods, Odin and Frigga (Parents), Thor, Balder, Vidar, Loki and Tyr (Brothers). Angela and Laussa (Sisters)

Running Hermod:

Hermod is the youngest of the brothers and is in awe of his older brothers, wanting to be a warrior and respected like them.

HISTORY:

Young in the ranks of other Asgardian Gods, Hermod has been often employed by Odin as a messenger, thanks to his speed. One mission involved traveling to Hela to learn of ways in which his brother, Balder, might be revived. When Thor was imprisoned for objecting Odin's plan to raze Earth in order to defeat the Serpent, Hermod was one of the few who agreed with the Thunderer. When Loki freed Thor and met up with the Warriors Three, Sif, and himself, Hermod offered to help him escape to Midgard; however, this was discovered by Odin.



Hoder - God of Winter

Hoder Vilison

F	Ex	(20)	Health: 140
A	In	(40)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity: 10

KNOWN POWERS:

Precognition: CI1000
 Body Armor: Good (10).
 Invulnerability to Disease: CI1000
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
 Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

LIMITATIONS:

Hoder is blind.
 Age: For an Asgardian, Hoder is old.

Talents: Weapon Specialist: Bow, Sharp Weapons, Asgardian Lore, History and Trivia.

Contacts: Asgardian Gods

Running Hoder:

Hoder is in the winter of his life and tries to find use in the life he has left.

HISTORY:

Hoder was an ancient Asgardian and the blind brother of Balder according to certain accounts of Norse mythology. According to those same accounts, Hoder was once a virile and stalwart warrior killing dozens of frost giants and bedding many maidens. One night, Hoder tried to rape Idunn, after getting drunk and aroused after a battle and in revenge Idunn denied him access to the apples and the eternal youth the other Asgardians possess. Goddess Frigga made everything in existence swear never to hurt Balder, except for mistletoe. Loki tricked Hoder into shooting a mistletoe arrow at Balder. To cover his deception, Loki killed Hoder with Heimdall's sword before he could reveal his deceit.

Because of Ragnarok, Hoder suffered the same fate that befell the rest of the Asgardians. But was resurrected by Odin after he returned to Asgard.



Idunn - Goddess of Immortality

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 70
E	In	(40)	
R	Ex	(20)	Resources: Am
I	Ex	(20)	
P	Rm	(30)	Popularity: +40

KNOWN POWERS:

Body Armor: Good (10).
 Invulnerability to Disease: CI1000.
 Allspeak: Through an enchantment from Odin, may communicate fluently in any language of the 9 realms.
 Retarded Aging: ages 1 year for every 100 years. She may be killed normally.

EQUIPMENT:

Epli-Skálm: This sword fashioned from Monstrous (75) materials, Amazing (50) damage. Given to her by Odin for protection during harvests.

Golden Apples: These apples can only be picked by her. They grant Asgardians youth and virtual immortality. They grow



in a garden on the east side of Hall of Valhalla in Asgard.

Talents: Sharp Weapons, Harvesting (to cultivate the golden apples), Asgardian Lore, Trivia and History.

Contacts: The Asgardian Gods

Running Idunn:

Idunn is a young maiden and has the personality of a farmer. She likes to keep things simple but won't hesitate to fight when she needs to.

HISTORY:

Idunn was a Vanir, the Goddess of Immortality. She is the daughter of Freya and Iwaldi, a dwarf who took part in the creation of the treasures for the gods, and the sister of Frey. Odin appointed Idunn the Keeper of the Golden Apples. She has been at times noted as the only Asgardian who can pick them from the World Tree. Once, while delivering the apples to Odin, she was attacked by the Fenris Wolf disguised as a human, but saved by Haakun the Hunter. At some point, the warrior Hoder, drunk, came to her and raped her. In revenge, Idunn denied him the apples since, causing him to live in perpetual winter. Although, she still had love for him. At another point, a couple of Storm Giants stole the Golden Apples, but Thor and Loki Laufeyson were able to retrieve them, escaping on the back of Agnar, King of the Eagles, formerly prisoner of those Giants. Yet at another point, Agnar, now the Half-King of Eagles and in a colossus form, had the Aerie Legion to attack Idunn while she was harvesting her Golden Apples. She was captured along with her protectress Sif, but both were soon rescued by Thor and Loki who defeat Agnar.

Odin once promised Idunn to Fasolt and Fafnir, a pair of Storm Giants if they helped rebuild Valhalla. He did so because Loki promised Odin would not have to fulfill that promise, but Loki, it seems, was a liar. Thor eventually deterred the Giants by providing them a legendary article of gold instead. While leading an army against Odin, Loki and Tyr attacked and destroyed Idunn's home,

captured her and stole the Apples for them, using some to buy the Midgard Serpent's loyalty. Idunn was then brought in front of Odin as an hostage. Caged, she was soon rescued by Balder and the Warriors Three, and brought back to Odin's palace.

Loki used her appearance to approach Hoder, in his plot to kill Balder, promising him the apples again if he hit the God of Light with a mistletoe branch. Idunn cared for Hoder, making the preparation for his funeral and had him buried with honor, in defiance of Odin's wishes. She was later in the underwater Aegir's Hall, where the Gods dranked and discussed of the incoming Ragnarök presaged by Balder's death. When Loki came, he revealed that Idunn had transgressed Odin's orders, and tried to put Idunn in accusation, but was thwarted by Sif who suspected Loki's machinations. Due to the three-years winter following Balder's death, Loki's disappearance and Odin's vacancy, the trees were unable to come to bud, and consequently to bloom. Idunn came to Thor to warn him that the storage of apples were near depleted, exposing the Asgardians to death. On Thor's orders, and along with her brother Frey, she was to go to Midgard in order to sow seeds of Apples of Immortality, as they couldn't be grown anymore on Asgard. The trip was cancelled as the ceremony was interrupted by renegades and Bifrost guardian Heimdall was wounded in the battle. She soon visited convalescent Heimdall and asked Thor that she and Frey would depart as soon as possible, which was denied due to the damages of the Bifrost, the risk of another attack and the difficulty to provide an escort of loyal Asgardians. Idunn proposed an alternative, with no escort and with Nidavellir as destination. Thor tried to discourage them, in vain. In their journey, Idunn was surprised that no warmth came as they entered Nidavellir, only to find the flames of the flaming pit frozen. They were soon surrounded by Dwarves who took them prisoners to their leader who revealed himself to be her father. When the Aesir was dispatched on Midgard on human forms as the Lost

Gods, Idunn existed as Ida, a woman allegedly living with her brother Mr. Freystein (Frey) in a little condo in north Miami until they got the "travel bug" and became tourists travelling aboard a camping car, eventually meeting with other Lost Gods at the Bryce Canyon National Park in Utah. At some point after Ragnarök, she formed a triad of goddesses with Gaea and Freyja known as the All-Mother. Following the disaster of The Serpent's attack on Asgard and the death of Thor, Odin summoned the All-Mother to assume control in his absence, choosing to abdicate from his position. As Asgardia left Broxton and Midgard, Freyja took her place as the one true All-Mother, while Idunn was sent to scout for new homes along the World Tree for the Asgardians. Part of the list of females Odinson suspected to be the new Thor, Idunn was one of the many women warriors he and Freyja brought to help Thor against the Destroyer commanded by Cul Borson under Odin's order, holding him enough until Odin aborted Cul's mission. As the Asgardians were battling the armies of Hel led by Hela and Tyr, Old Loki on the Midgard Serpent, the Trolls and Giants and all the foes of Asgard, the heroes of Asgard gathered in reinforcements, including Idunn leading the Vanir. After a brief pause during which Loki denied to join either side, the fight resumed, as everything died. Chances are she will return from the Ragnarok, just like everyone else does.



Loki - God of Tricksters, Lord of Lies

Loki Laufeyson

F	Rm	(30)	Health: 150
A	Ex	(20)	
S	Am	(50)	Karma: 115
E	Am	(50)	
R	Ex	(20)	Resources: Rm
I	Ex	(20)	
P	Mn	(75)	Popularity: -25

KNOWN POWERS:

Body Armor: Excellent (20).

Enhanced Senses: Loki can see the happenings he wishes in distant places and other dimensions.

Image Protection: Monstrous (75).

Thought Casting: Cl1000 ability across dimensions. Plants suggestions with Amazing (50) ability.

Invulnerability to Diseases: Cl1000.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

Magical Abilities: Loki is a master of Monstrous (75) ability:

- * Shape-shifting, Unlimited (P)
- * Imitation (P): Uneearthly (100) ability.
- Matter Rearrangement and Transformation (U): Shift-X material with Unearthly (100) ability.
- * Animate Object: Unearthly (100).
- * Eldritch Blasts (U): Monstrous (75) 10 areas range.
- * Personal Shield (U): Monstrous (75) protection from physical, energy, and magical attacks.
- Enhancement: On a Psyche FEAT, he can increase abilities and give superpowers: Lasts while concentrating or made permanent with a talisman.
- * White -2 abilities +2 C/S.
- * Green- 3 abilities +3 C/S, +1 Power.
- * Yellow- 3 abilities +3 C/S, +2 Powers.
- * Red- 4 abilities +3 C/S, +3 Powers.
- * Dimension Travel (D): Monstrous (75)
- * Life Protection (D): Kill results will not destroy Loki; his life force will remain intact. The exact workings of this ability is unknown.

Talisman: Loki may use magical artifacts to empower his spells to greater effects than his own natural abilities, up to the highest rank of the talisman. For instance, Loki used the CL1000 abilities of Twilight, the Sword of Surtur to transform Thor into a frog. He could not transform the (greater than CL1000) material of Mjolnir with this talisman.

EQUIPMENT:

Laevateinn: This ancestral familial sword is made of Cl1000 material, doing Amazing (50) damage.

* Summoning: Loki can summon to the sword to his hand, across dimensions and time with Cl1000 ability.

* Armor Piercing: Laevateinn reduces the effectiveness of armor by -5 C/S, allowing him to harm foes he might not otherwise affect.

Talents: Mythology, Lore and Trivia of the 10 Realms, Asgardian History, Lore

and Trivia, Occult Lore, Sharp Weapons and Mystic Background

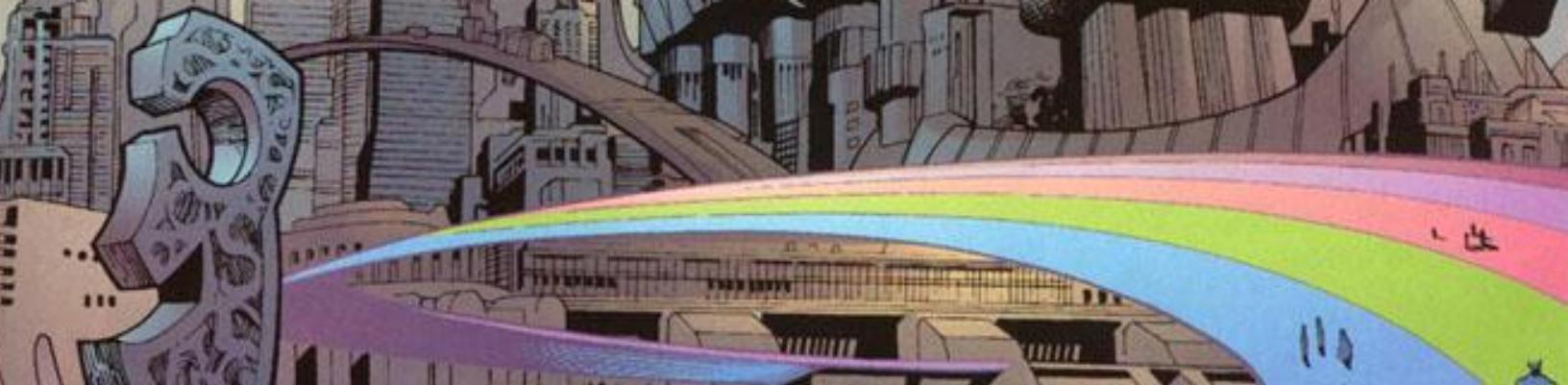
Contacts: Enchantress, The Executioner, Lorilei, The Frost Giants, Anyone of chaotic alignment, Odin and his brother Thor.

Running Loki:

Loki is the god of mischief as well as evil, and his machinations are designed to embarrass and humiliate his opponents, not just defeat them. Loki is a master of sarcasm even when his enemies are winning, Loki has a verbal quip to make them seem foolish. Despite appearances, Loki has a sense of honor, and will repay debts to those who have saved him or helped him. Loki's goal is the rule of Asgard, although he is also willing to be its destroyer if things don't go his way.

HISTORY:

Loki is one of several powerful beings from the magical realm of Asgard, who have been worshipped as gods. Odin, once the ruler of the Asgardian gods, led his subjects in a war against their enemy, the frost giants from the land of Jotunheim (one of the nine worlds of Asgard). Laufey, king of the frost giants, was slain in battle and the giants were defeated. Surveying the spoils of war, the Asgardians discovered a small Asgardian god-sized baby hidden at the giants' main fortress. The infant was Loki, whom Laufey had kept hidden due to his shame over his son's diminutive size. Odin remembered his father Bor's dying words to adopt the son of a father killed by his hands; Odin adopted Loki into his own family, raising Loki like a son along with his biological son, Thor. In childhood Loki greatly resented the fact that Odin and the other Asgardians favored the young Thor, who already had a nobility of spirit and excelled in all his endeavors. As a boy Loki began studying the arts of sorcery, for which he had a natural affinity. He became infamous for his mischievousness, but secretly resented Thor and the love that Odin lavished upon him. When Odin was preparing his greatest gift for Thor, the enchanted hammer Mjolnir, Loki interfered with its



creation, causing its handle to be forged too short. Loki was envious that Thor would one day wield Mjolnir, and over the years repeatedly crafted schemes to make Mjolnir's power his own. When Loki and Thor were still young, Thor was attracted to the swordmaiden Sif, who had beautiful gold-colored hair. Loki cut off her hair while she slept, but Thor guessed that Loki was responsible and demanded that he restore it. Loki enlisted the dwarves Brokk and Eitri to forge new hair for her, but as he did not pay them anything, they decided to craft the hair from nothing, making black hair from the night itself. However, Thor still loved Sif, even without her golden hair. Thor and Loki occasionally adventured together as teenagers, though the competitive Loki always searched for an advantage over his brother. In his youth, he was more apt to aid his Asgardian family. When Loki learned that the sorceress Karnilla (queen of the magical beings called the Norns) was planning an attack on Asgard, he refused an offer to join her and instead alerted his fellow Asgardians to her scheme. Later on, Loki and Karnilla became occasional allies, although her love for the Asgardian Balder (an enemy of Loki) prevented her from aiding Loki in any way that would hurt her beloved.

As Loki matured into a young man, his antics became more and more pronounced, until Odin finally sent him to jail to learn from his actions. Fed up with Asgard, Loki used his magic to escape his cell, and eventually met Eldred the sorcerer, who increased his training in the black arts. Finally, Loki confronted the 1000-foot tall fire demon Surtur, enemy of the gods from the one of the nine realms of Asgard called Muspelheim, and offered him Eldred's soul in exchange for power. Surtur accepted, and Loki assumed ownership of Eldred's lands and minions. His foray into the black arts earned him the title of "god of evil" among the Asgardians, and he forged alliances with many of the realm's enemies. Loki mated with the goddess Angerboda, who bore him the monstrous offspring Jormungand (the Midgard Serpent) and the Fenris Wolf, as well as Hela, the goddess of

death. Loki also tricked the goddess Sigyn into marrying him by posing as her true love, Theoric. Loki eventually learned of the prophecies of Ragnarok, a cataclysmic event in which he was fated to bring about Asgard's ruin by slaying Balder, then leading the enemies of Asgard into final battle. Loki ultimately embraced this destiny, and sought the means to bring about Ragnarok on more than one occasion. However, Loki usually crafted his schemes so subtly that Odin and Thor could rarely justify punishing him, and Loki would continue to live in their midst, awaiting his next opportunity.

In recent years, Loki finally obtained an advantage over his half-brother when Odin sentenced Thor to Earth in the guise of Dr. Donald Blake, a medical practitioner who would transform into Thor using Mjolnir. Loki sought victory over his brother by exploiting Blake's human weakness, and employed many pawns against him on Earth, including Jinku the Lava Man, the Weather Maker, Sandu, Amora the Enchantress, Skurge the Executioner, Skagg, Surtur, Cobra (Klaus Voorhees), Mr. Hyde, the Absorbing Man, and the Super-Skrull (Kl'r't). In one attempt to trick Thor into battling the monstrous Hulk (Bruce Banner), Loki diverted a distress call intended for the Fantastic Four to Dr. Blake's office, but it was also intercepted by the Wasp, Yellowjacket (Henry Pym), and the armored adventurer Iron Man (Tony Stark). When the four heroes learned of Loki's involvement and banded together with the Hulk to defeat him, they decided to form a team of heroes to face future threats, calling themselves the Avengers. Loki long regretted having caused their formation. Loki made several attempts at claiming the throne of Asgard when Odin entered into his "Odinsleep" hibernation (a time when Odin lay vulnerable while recharging his energy), but outside threats to Asgard such as the vengeful creature of pure hatred, Mangog and the fire demon Surtur frightened Loki into surrendering the throne to its rightful ruler. Loki continued his mischief on Earth. He once joined forces with wicked entity Dormammu of the Dark Dimension

to trick the Avengers and another team of super-heroes, the Defenders, into assembling the mystical Evil Eye for them, but the combined heroes ultimately defeated them both. Loki even unleashed a direct assault upon Earth once, but Thor helped lead Earth's ground forces against his half-brother's army and defeated him. After Loki usurped the throne of Asgard yet again, he was punished by Odin and banished to Earth in the form of a vagrant.

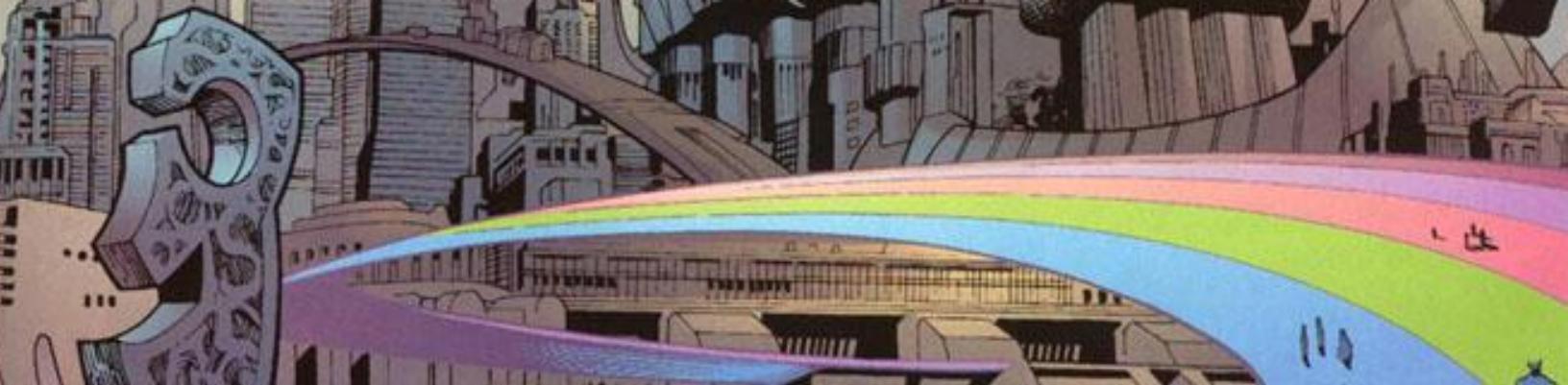
Loki regained his identity due the presence of a journalist named Harris Hobbs who had been to Asgard but had the memory removed by Thor. After he returned from his fantastic journey, Hobbs dreamed of Asgard in his sleep. These dreams reached Loki, restoring him to normal. Knowing of a prediction that Ragnarok would begin with Balder being shot with an arrow of mistletoe, Loki attempted to set the destructive event in motion when he arranged for Hoder to shoot such an arrow at Balder. Loki also caused the mortal Roger "Red" Norvell to gain powers similar to Thor's. Red defeated Thor in combat, taking Mjolnir from him. Admitting his treachery, Loki was caught and sentenced to the Place of Judgment where he was chained while a serpent dripped venom on his face. Escaping, he and his daughter Hela led the Forces of Darkness, an army of giants, trolls, and demons with Jormungand, the Midgard Serpent, to attack Asgard. Once Hela realized the Ragnarok prophecies were not being fulfilled, as the Midgard Serpent killed Red instead of Thor, she summoned the Forces of Darkness to retreat. Odin preserved Balder's body and eventually revived him. Knowing Thor's death was tied to the prophecy of Ragnarok, Odin secretly allowed Red's empowerment to position him to die in Thor's place, foiling the attempt at causing the cataclysm. Loki was left manacled to his wife Sigyn as punishment, but he finally obtained release by blaming Odin himself for his problems, claiming that Odin's favoritism towards Thor was the root of all his misdeeds. Meanwhile, the fire demon Surtur also schemed to bring about



Ragnarok through igniting his sword "Twilight" in Asgard's Eternal Flame of Destruction. Surtur ordered his ally Malekith the Accursed, ruler of the Dark Elves of Svartalfheim, to make sure that Loki remained out of the conflict by signing a non-aggression pact. However, Loki did not honor his agreement and stood alongside Thor and Odin in Asgard's defense. Odin seemingly sacrificed himself to imprison Surtur, and the realm was left without a ruler. Loki attempted to claim the throne himself, but the populace did not trust him. As part of a scheme to prevent Thor from claiming the throne, he cast a spell which turned his brother into a frog, but still possessing the might of Mjolnir, the "frog of thunder" forced Loki to undo his magic.

Sometime later, Thor rescued mortal souls trapped by Hela in her realm of Hel. In retaliation, Hela laid a curse upon him so that he could not die, but also would not heal from injuries. Learning what his daughter had done, Loki amused himself by sending frost giants, the Midgard Serpent and the Destroyer (magical animated indestructible armor) against Thor. Although Thor's physical body was reduced to paste, his spirit took over the Destroyer armor and forced Hela to undo her curse. Thor broke Loki's arm for his part in the events, knowing that Loki could easily heal the injury. Loki wasn't purely an enemy against his own people. When Seth of the Ennead (Gods of Egypt) led his Demons of Death into conflict with Asgard, Loki refused an alliance with him, and in his spirit form discovered that Seth was holding Odin prisoner within the Black Pyramid, the source of Seth's power. Loki secretly helped Thor rescue their father, and Odin repulsed Seth's invasion. Still smarting from the success of the Avengers, Loki concocted a scheme for the enemies of all superheroes to obtain their revenge. During this "Acts of Vengeance" conspiracy, Loki appeared to Dr. Doom (Victor von Doom), the Kingpin (Wilson Fisk), Magneto (Max Eisenhardt), the Mandarin, the Red Skull (Johann Shmidt), and the Wizard as an anonymous lackey, offering them the power to manipulate Earth's super-villains





into conflicts with heroes who would be unprepared for unfamiliar adversaries. Each of the six "prime movers" was led to believe that he was the one arranging the scheme. Loki's plot was finally uncovered by Thor, and he was defeated. As a final act of vengeance, he merged three mutant-hunting Sentinel robots into the powerful Tri-Sentinel, but it was defeated by Spider-Man (Peter Parker), who was granted the phenomenal "Uni-Power" and thereby becoming Captain Universe to face this threat.

Loki assumed the guise of a businessman on Earth, and enlisted Ulik the rock troll and the manipulative Amora the Enchantress to aid him in a new plot against Thor, collecting the powers of the criminal band, the Wrecking Crew, along the way to aid them. At this time, Thor was bound to the mortal Eric Masterson, so Loki had Eric's son Kevin captured. Thor set Kevin free, but as an act of spite, Loki hurled a blast of energy at Kevin and his mother Marcy. Amora, now acting against Loki, took control of Kevin's babysitter Susan Austin and had her take the blast for Kevin and Marcy. Thor was so furious with this attack that he used Mjolnir to draw Loki's life force from his body, seemingly killing him. As punishment for destroying a fellow Asgardian god, Thor was banished into the subconscious mind of Eric, while Eric took the place of Thor. However, Loki's consciousness had taken over the body of Odin while he was in Odinsleep, and through him took command of Asgard. Eric and Sif eventually found Odin's spirit within the realm of the demon Mephisto, and they restored Odin to his body while Mephisto claimed Loki's spirit instead. Although he was now a prisoner in Hell, Loki's spirit continued to wander when Mephisto was distracted. He once schemed with Pluto of Olympus to trade enemies, with Loki arranging the death of the Olympian demi-god, Hercules, while Pluto plotted Thor's demise. Loki enlisted the titan Typhon against Hercules, but he failed, and Loki's own minion the Flame aided Pluto, but Loki himself had to save Thor from the Flame when he threatened Sigyn. Loki once imparted some of his

power (via a mystical dagger) to Knut Caine, a mad killer who patterned himself after Loki and called himself "Mad Viking." Caine began to create a pseudo-Asgard on Earth, but was defeated by the Hulk, Henry Pym and the Wasp. The Hulk hurled the dagger into the ocean to prevent it from possessing someone else.

Loki finally escaped Mephisto's realm when Thor reluctantly enlisted him to aid him against the New Immortals (beings genetically created by the High Evolutionary using genetic material obtained from Thor). However, Loki's physical form no longer existed, and he had Sigyn temporarily bond him to a suit of armor. He continued to trouble Thor, as well as Eric Masterson (now the hero Thunderstrike), possessing armored hero War Machine (former Iron Man Jim Rhodes) to attack Thor. Loki finally struck a bargain with Seth to have him genetically engineer a new body, and his spirit took possession of it. He sought revenge on Thunderstrike, but when War Machine, She-Hulk (Jennifer Walters) and Ant-Man (Scott Lang) were drawn into the fray, he was instantly reminded of the Avengers and ended the fight. Loki eventually crossed over into the dimension called the "Ultraverse" (or Earth-93060), where the six ultra-powerful Infinity Gems had been scattered. Loki began to gather the gems together, battling many of the local superhumans ("Ultras") for them. Finally, the Grandmaster (an Elder of the Universe) revealed to him that there was a seventh gem, the Ego Gem, and they pitted the local heroes Ultraforce against the Avengers with the gem as the stakes. However, Loki did not win, and soon lost all six gems, returning to his native reality.

Attempting to stave off Ragnarok, Odin had allowed the "world tree" Yggdrasil (which connects the nine realms of Asgard together) to think that Ragnarok had already happened, and hid the Asgardians on Earth in mortal identities as the "Lost Gods." Loki became the businessman Tso Zhung, with no recollection of his earlier life. He was brought together with the other Lost Gods

by the revived Red Norvell, and became the first of them to reclaim his true form, confronting Seth, who had taken advantage of the situation to try and eradicate the Asgardians. When the other Asgardians regained their true identities, they defeated Seth. Thor's most recent mortal identity, Jake Olson, was that of a paramedic slain during a battle, and Thor took on the man's appearance as a new secret identity. Loki reanimated the true Olson's body and began committing crimes so that Thor would be suspected, but Thor eventually bound the true Jake Olson to himself and Loki was trapped in a body identical to Olson, which was named "Loren Olson," Jake's twin brother, who was sent to prison for his crimes. Karnilla released Loki from prison not long before Odin faced Surtur in battle once again. This time, Odin was truly slain. Thor ascended to the throne of Asgard, and Loki found himself surprisingly content under his rule, seeing new opportunities for power, and genuinely pleased as Thor began to impose Asgardian values on Earth. However, Thor eventually withdrew from Earth after learning of an alternate future reality (named Earth-3515) wherein he became a despot, and he and Loki were left at odds once more.

Now wielding a powerful uru hammer of his own, Loki once again set into motion events to start Ragnarok. However, this time Thor allowed him to play the events out to their conclusion, having realized that Asgard was caught in a repeating loop of death and rebirth, denying his people true warriors' deaths. Thor decapitated Loki, and kept his still-living head with him as he permitted Surtur to unleash the final assault on Asgard. Thor then confronted the mighty beings called Those Who Sit Above in Shadow, the powers responsible for the repeating the Ragnarok cycle throughout history for their own benefit, and he saw to their destruction. Loki was apparently consumed in the destruction of Asgard alongside his brother. However, after Thor broke the Ragnarok cycle, the souls of all Asgardians were hidden within mortals on Earth. At some point, Loki took



possession of Sif's body, transferring her spirit into that of an elderly woman. Balder, whose spirit was within the Destroyer armor, gathered numerous Asgardians, including Loki, to protect themselves. Through the "Odinpower" he inherited from his father, Thor restored Asgard on Earth in Broxton, Oklahoma where he discovered and restored the Asgardians gathered by Balder. To all, Loki appeared to be simply reborn as a woman, as the possession of Sif was not apparent. While feigning a new benevolence, Loki wasted no time in causing unrest by revealing to Balder that he is a son of Odin, sowing seeds of tension between Balder and Thor for the right to rule. Afterwards, Loki traveled through time, killed Odin's father Bor and manipulated his younger self and father to arrange events to be adopted by Odin as a child. During an invasion of Earth by the shape-changing alien Skrulls, many of whom impersonated super-heroes, Loki falsely convinced the other Asgardians that the alien Beta Ray Bill was a Skrull impostor. Thor learned of Sif's fate and restored her, returning Loki into his male form. Loki then misled Balder into forming an alliance with Doctor Doom which led to several Asgardian deaths in Doom's quest for immortality, as the dictator experimented upon the Asgardians. Facing his own people turned into cyborgs by Doom, Balder led a contingent of Asgardians to storm Doom's castle. Loki, assuming the guise of former Avenger the Scarlet Witch, deceived Hank Pym to reform a new Avengers team which he could manipulate, but was discovered by giant-sized hero Stature (Cassie Lang) and expelled from the team. In his final scheme of revenge on all Asgard itself, Loki manipulated insane criminal mastermind Norman Osborn (who had manipulated the government into becoming the head of the peace-keeping force, H.A.M.M.E.R.), to use his resources to attack the Asgard with extreme prejudice. The resulting siege of Asgard ended with the destruction of Loki at the hands of the Void, the wicked alternate-persona, of the heroic Sentry (Robert Reynolds).

But we all know that no matter what happens, Loki has a way of finding his way back from death.



Lorelei – Sorceress

F	Ex	(20)	Health:	130
A	Rm	(30)		
S	In	(40)	Karma:	80
E	In	(40)		
R	Gd	(10)	Resources:	Rm
I	Rm	(30)		
P	In	(40)	Popularity:	-5

KNOWN POWERS:

Body Armor: Good (10).

Invulnerability to Diseases: CI1000.

Retarded Aging: Ages 1 year for every 100. She may be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

Seduction: Incredible (40) ability to cause men to fall for her. The target must make a Psyche FEAT equal to or better to avoid her commands.

Petrifying Kiss: Incredible (40) ability to transform a men into statues with a kiss. Must be willing and make an Endurance FEAT to avoid the effects.

Magics:

* Eldritch Bolts: Remarkable (30)

EQUIPMENT:

Elixir of Lofn: Increase the effects of her seduction powers by +3 C/S after inhaling the vapors.

Talents: Hunting, Equestrian, Seduction, Occult Lore, Asgardian Lore, History and Trivia.

Contacts: Loki, her sister Amora, the Executioner and Thor.

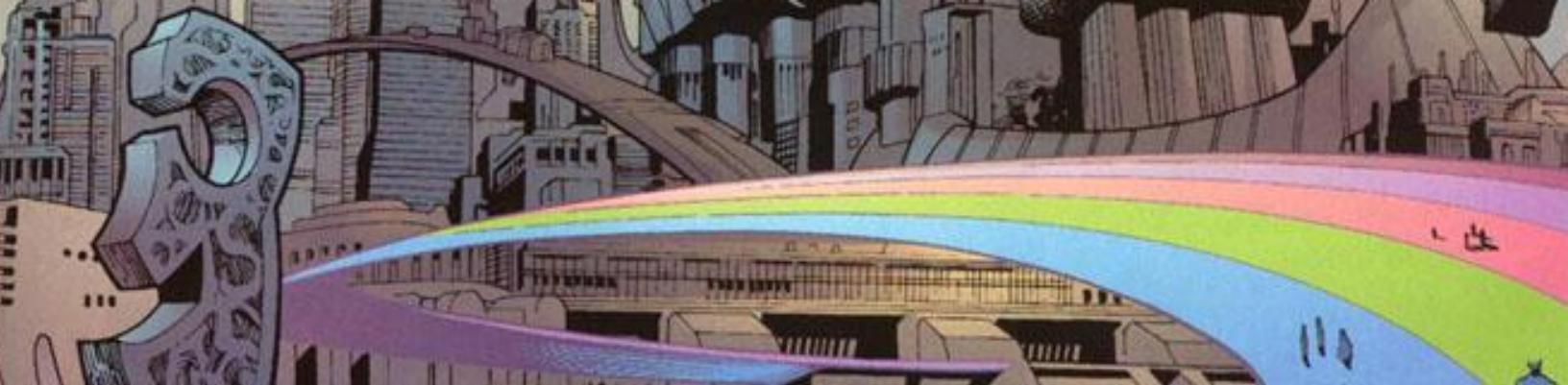
Running Lorelei:

Lorelei is a young goddess who loves pleasure. She is cunning and devious, but doesn't take important things very seriously, which tends to be a liability. Her major goal is to become romantically involved with a god of high rank, such as Thor or Loki; she will not settle for anything less.

HISTORY:

Lorelei is the younger sister of the sorceress Amora the Enchantress. The two sisters share an interest in using their beauty and wiles to dominate any male as they wish. However, unlike Amora, Lorelei has had no interest in mastering sorcery apart from learning certain skills to aid her in her amatory pursuits.

Loki, the Asgardian god of evil, chose Lorelei to seduce his longtime enemy, his stepbrother Thor, god of thunder. Needing no persuasion, she went to New York City on Earth where she claimed to be a mortal human being named Melodi. There she confronted Thor's old enemy,



the dragon Fafnir. Fafnir used his hypnotic abilities to overpower Lorelei, capturing her as bait to lure Thor into a trap at the construction site where he worked in his secret identity of Sigurd Jarlson. As Jarlson, Thor saved Lorelei from death, and then fought the dragon in his godly identity. Hence Thor and Lorelei first met in their false identities as the humans Jarlson and Melodi.

Jarlson and Melodi became friends, and Melodi was clearly attempting to deepen the relationship into a romance. Circumstances, however, prevented her from getting Jarlson to drink the love potion she had prepared originally for Thor. Lorelei was then kidnapped by Thor's foe Malekith the Accursed, leader of the Dark Elves. Malekith used sorcery to cause a stick of wood to take on the appearance of Melodi and this magically animated false Melodi gave Jarlson the potion to drink. Under the spell, Thor fell uncontrollably in love with Melodi. Malekith then revealed to Thor that the real Melodi was his prisoner. Thor, enraged, rescued Melodi from the Dark Elves. Soon afterward the demonic Surtur began his war against Asgard. Amora was infuriated by Lorelei's refusal to join in fighting Surtur's demonic hordes, and decided to take vengeance on her. Odin, monarch of Asgard, vanished along with Surtur at the war's end. Loki then planned to use Lorelei to influence Thor to throw his support behind Loki's bid to become Asgard's new ruler. Loki gave Lorelei the elixir of Lofn, which, when Thor inhaled its vapors, would make Thor fall so deeply in love that he became Lorelei's slave.

To take revenge on Lorelei, the Enchantress cast a spell on Odin's scepter of power, knowing that Loki would pick it up, as indeed he did. Due to the spell, when Lorelei next saw Loki, she fell madly in love with him. The Enchantress believed that loving the heartless Loki would eventually destroy Lorelei emotionally. Loki naturally responded to Lorelei's new interest in him. Thor's friend Heimdall realized that Thor was under Lorelei's control, and devised a plan to save him. He had the Enchantress urge

Thor to visit Loki when she knew that Loki and Lorelei were in each other's arms. Thor's rage at seeing them together made him realize he himself was under a spell. He forced Loki to release him from the spell on pain of death, and then left the two of them together. As the Enchantress predicted, Loki grew tired of Lorelei eventually. Lorelei, still in love with Loki, enrages him. But she is comforted by Malekith, who has a plan himself. Daillus stormed a castle to see for himself if Lorelei is as beautiful as the legends say. For his trouble she turns him to stone. Amora arrives, and tells her a story of her time on Battleworld, where she had the chance to win the love of Thor, but she failed because she was too afraid. In a battle between Seth and Balder, Lorelei interposed among them and the servants of Seth to save Balder, shortly after, she died from the injuries she suffered in battle. Further on, Lorelei was returned to life by the power of Seth to face the Asgardians that had lost their godly status and their powers. Amora killed Lorelei to free her from Seth's control. Lorelei returned back to life. Using the alias Ice Queen and allied with Pluto, she created a new Valkyrie, but she and Pluto were defeated by the Defenders.



Odin - The Allfather

Odin Borson

F	Un (100)	Health: 3250
A	Un (100)	
S	Am (50)	Karma: 3080
E	Cl3000	
R	In (40)	Res: Cl1000
I	In (40)	
P	Cl3000	Popularity: 90

KNOWN POWERS:

Body Armor: Excellent (20).
 Invulnerability: Cl3000 resistance to fire, cold, toxins, crossives and disease.
 Unearthly (100) Resistance outside Asgard.
 Retarded Aging: Ages 1 year for every 1000 years. He may be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

Mystic Powers: Odin is the Skyfather and possesses the vast "Odin Power". He may perform the following:

* Mystical blasts: Sh-Z (500), focused through Gungnir.

- * Dimensional Travel: Unearthly (100).
- * Teleportation: Cl5000 ability.
- * Image Projection: Cl3000 ability across space and dimensions.
- * Place enchantments: Sh-Z (500) power on objects with Cl1000. Such a spell lasts until he rescinds or negates.
- * Regeneration: Sh-Z (500).
- * Spirit Vampirism: Cl3000 rank to absorb or restore Asgardian life forces, increasing his total Health. They remain in a coma until he releases them.

EQUIPMENT:

Draupnir: Odin wears Draupnir (the "Odinring") as a symbol of supremacy.

Skipbladnir: a Monstrous (75) material Viking-style long-boat whose enchanted sails and oars grant it the following abilities:

- * Flight: Sh-X speed.
- * Life Support: Its properties enable passengers to ride it safely without any protection from the vacuum of space or speed in atmosphere.
- * Shrinking: Skipbladnir can be shrunk to the size of a fist for storage.

Odin carries three weapons, made of Cl1000 Uru metal:

Gungnir: a spear which inflicts Amazing (50) damage.

Thurdstock: a mace that inflicts Shift-X (150) damage.

Odinsword: The name of a series of swords. All are 2-Handed swords and inflict Sh-Z (500) damage to the environment and foe they hit.

Armor: Odin wears a suit of magical armor that grants Amazing (50) vs. physical and energy.

Magic:

Odin is the Sorcerer Supreme of the Asgardian dimension and can use Spells at Sh-Z (500) ability in Asgard, Unearthly (100) elsewhere.

Servants:

In addition to ruling Asgard, Odin has several special minions:

The Ravens Hugin, Munin, and Hescamar.

F	Gd (10)	Health: 66
A	Gd (10)	
S	Ty (6)	Karma: 14
E	In (40)	
R	Pr (4)	
I	Ty (6)	
P	Pr (4)	

KNOWN POWERS:

Flight: Monstrous speeds
 Dimensional travel: Can travel throughout the 10 Worlds surveying the realm for its lord at Monstrous (75).

Sleipnir: Odin's eight-legged steed.

F	Rm (30)	Health: 180
A	Gd (10)	
S	In (40)	Karma: 18
E	Un (100)	
R	Ty (6)	
I	Ty (6)	
P	Ty (6)	

KNOWN POWERS:

Dimensional travel: Shift-Z
 Life support: Sh-Z
 Flight: Cl1000 speeds in space and Sh-Z in atmospheres.

Freki and Geri: Odin's wolves.

F	Ex (20)	Health: 100
A	Gd (10)	
S	Rm (30)	Karma: 22
E	In (40)	
R	Ty (6)	
I	Gd (10)	
P	Ty (6)	

KNOWN POWERS:

Tracking: Both wolves have Remarkable tracking ability.

LIMITATIONS:

Odin must sleep once per year for a week or lose Endurance Ranks at a rate of one per week.

Odin's Class 3000 Endurance is tied to the Asgardian dimension and drops by -1CS every day spent away from Asgard to a minimum of Unearthly.

Talents: Odin is a master with Blunt and Sharp Weapons. Odin has the greatest



mystical knowledge in all Asgard and has vast knowledge of Occult, Asgardian, and Mythological Lore. Odin also has the Leadership skill as well as great knowledge of Politics.

Contacts: All Asgardians and other pantheons

Running Odin:

Odin's primary concern is the safety and leadership of the Asgardians. Humans are a secondary concern to him; if addressed by humans, he may ignore them. However, since Odin recognizes the tie between humans and Asgardians, he will protect Earth if major disaster is imminent. He is able to organize the other pantheons' leaders if joint action is needed to deal with a special crisis. Surtur is his mortal enemy. Odin treats other Asgardians with stern kindness, like a father. He has a tendency to anger quickly if someone disputes his rules or commands.

HISTORY:

Odin was the son of Bor and the Frost Giantess Bestia, Odin pined for the day he would ascend to his father's place as leader of the gods. When time-traveling god of evil Loki arrived from the future and transformed Bor into snow, Odin claimed his father was dead and assume rule over his lands alongside his brothers Vili and Ve. The three brothers returned to their father's kingdom of Asgard, which had become home of the gods. Upon the apparent deaths of his brothers at the hands of the fire-demon Surtur, Odin absorbed their life essences, increasing his own power (the "Odinpower"). Assuming sole rule of Asgard, he sought out the primordial Earth Mother Gaea (known to the Asgardians as "Jord"), and siren to the thunder god Thor, who was brought to Asgard to be raised.

Odin later had the dwarfs Eitri and Brokk forge the enchanted Uru hammer Mjolnir, which Thor inherited. In approximately 1000 AD, Odin help found the Councils of God Heads, who interceded when the extraterrestrial Celestials threatened to cut the gods off from Earth; Odin



constructed the unstoppable armored Destroyer and the Odinsword should he face the Celestials in battle upon their return. Odin engaged the "mad titan" Thanos in a battle that ended in a stalemate, after Odin mistook Thanos' efforts to cure Thor of warrior madness as an attack upon his injured son.

Later Odin perished during a subsequent battle with Surtur, Thor assumed his father's place and claimed the Odinpowers, but it departed from Thor just as Ragnarok finally came to Asgard. Assuming a child's form, the Odinpowers helped lead Thor on a journey to realize how Those Who Sit Above In Shadow had manipulated Asgard for ages; although Thor could not halt Ragnarok, he prevented Those Who Sit Above in Shadows from exploiting them further. Thor eventually reclaimed the Odinpowers and revived all the Asgardians who had fell in Ragnarok, but Odin himself remained deceased. When Thor took an Odinsleep, he went upon a spiritual journey to a land of the dead where he found that Odin was locked in eternal combat with Surtur. Although Thor had the power to release his father, Odin preferred to remain where he was, ensuring that Surtur would never threaten his people.



Sif - Goddess of War and the Hunt.

F	Mn	(75)	Health: 255
A	Rm	(30)	
S	Am	(50)	Karma: 100
E	Un	(100)	
R	Gd	(10)	Resources: Gd
I	In	(40)	
P	Am	(50)	Popularity: +75

KNOWN POWERS:

Body Armor: Good (10).

Invulnerability to Diseases: CI1000.

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. She can be killed normally.

Teleport: Sif can teleport along the Bifrost at Remarkable (30).

* Dimensional travel: By spinning her sword, Sif can increase the ability to travel the 10 realms: Monstrous (75).

* The focus also allows her to travel other dimensions at Good (10) ability. Failure means she ends up elsewhere.

EQUIPMENT:

Asgardian plate mail: Monstrous (75) metal, Remarkable (30) protection.

Kite Shield: Monstrous (75) metal. If performing a shield maneuver, it protects for 75 points of damage.

Sword: Unearthly (100) material sword can do Monstrous (75) Blunt damage, or Incredible (40) edge damage.

Talents: Weapon Specialist-Her sword, Sharp Weapons, Equestrian, Asgardian History, Lore and Trivia.

Contacts: Odin, Thor, the Warriors Three, Heimdall and Balder. She may also count as a friend Hercules and Beta Ray Bill.

Personality:

Being the best female warrior in Asgard, Sif is very proud and always eager to prove herself. She is a very close friend of Thor and the Warriors Three, and is an honorable warrior on the battlefield. She is independent and uneasy in following orders, although she has shown unwavering loyalty to Odin. Unlike many other Asgardians, does not view humans as lesser beings. Sif harbors romantic feelings for Thor, being protective of him, jealous of his love for Jane Foster and showing a willingness to aid him even if it means treason. Despite her desire for Thor, she was ready to help in his mission to save Jane, showing a great level of selflessness and honor.

HISTORY:

Sif was born a second generation goddess of Asgard, her parentage unrevealed. As a child, she had golden hair and was an occasional playmate of Thor and his half-brother Loki. Once, while she was still an adolescent, Loki decided to play a trick on her in retaliation for her preference of Thor's company over his. As she slept, Loki cut off all of her golden hair. When she discovered the



misdeed, Sif alarmed the entire capital city of Asgard with her cries of dismay. Loki, knowing he would be blamed for the trick, hurried to the kingdom of the Trolls to bargain with them to forge some artificial hair of pure gold to give Sif as recompense. The Trolls agreed to his terms and set about making the hair, secretly preparing it in the event that Loki tried to renege on his side of the bargain. Loki indeed stole the hair without paying for it, and presented it to Sif. Placed on her head, the gold hair began to grow as if it were natural, shinier than before. However, because the Trolls did not have a chance to treat it with a special potion before Loki stole it, the hair began to darken, finally becoming ebony black. When Sif began to cry once more, her parents began to tire of her vanity and so sent her off to learn the arts of warfare as a Shield Maiden. When she returned to Asgard years later, accomplished in the ways of the warrior, she had grown to accept her black tresses. Odin, lord of Asgard, had long deemed Sif to be a fitting mate for his son Thor, heir to the throne. Thor and Sif had seen little of one another in the millennia since their childhood when Odin deemed it time for them to renew their acquaintance. Thor had just been involved in a relatively brief relationship with a mortal Jane Foster, and Odin was anxious to make him forget it. Soon after meeting Sif again, Thor's interest in her turned to passion, and the two became lovers and companions. Eventually, they pledged to marry. However, Thor's attachment for Earth frequently came between them. Sif much preferred the world of the gods to the mundane world of mortals, and after attempting to adjust to Earth life on more than one occasion, returned to Asgard to live without Thor. Although Thor and Sif have not broken their betrothal, their marriage has been postponed until such time as they can reconcile their differences.

Later the alien warrior Beta Ray Bill comes to the defense of Earth during a war with Surtur and his demon army. In the midst of battle Sif and Bill find themselves attracted to each other.

Meanwhile, Lorelei has given Thor an elixir that causes him to fall in love with her, and he is so blinded by the spell that he strikes Sif in anger. When the war is over, Sif and Bill spend some time on Earth exploring their mutual attraction before returning to Asgard. Sif eventually returns and finally comes to forgive Thor, after she realizes that Lorelei was to blame for his brutality. However, she clarifies to Balder that her love for Bill is purely platonic. She also develops a romantic relationship with another mortal to wield Thor's power, Eric Masterson. Despite this, Sif risks her life to travel to the realm of Mephisto to free what seems to be the soul of Thor from a mystical bag, pledging her loyalty to the demonic entity. She is manipulated into a new costume change and is sent to face down Eric and Balder in battle, who had willingly followed her, worried for the success of her mission. Eric and Sif eventually part realms as friends, but he leaves her with a favored leather jacket. When Thor assumes the throne of Asgard following Odin's death, he becomes torn between his duties as king and his desire to keep mortals from harm. Thor resolves this by bringing Asgard to Earth and reshaping the world in his image. Though his intentions are noble, a nightmarish future follows as Thor's reign on Earth becomes tyrannical. Sif, unwilling to go along with this new vision, is exiled from Asgard. Thor eventually marries the Enchantress and has a son, Magni. As an adult seeking understanding of these events, Magni finds Sif, who influences him to rise up against his father even though she still loves him. Following Magni's death in a battle involving Thor, Thor Girl and Desak, Thor sees the error of his ways and travels back in time to undo what he has done.

After the timeline is reset, Loki brings about Ragnarök in Asgard, during which the godly forces swiftly lose ground. Sif survives the first wave of losses but loses an arm. She is rescued by Brunnhilde, who is later killed by Durok the Demolisher. Sif honors Brunnhilde's death by taking her sword and leading the Valkyrior in the final battle. Sif falls in

battle against Surtur's forces, dying side by side with Volstagg. All of Asgard falls soon after. Thor returns in time and restores the pantheon, beginning with Heimdall. After resurrecting the other gods, Donald Blake goes to a hospital to try to find the reborn Sif. After wrongly thinking that she was reborn in Donald Blake's former love, Jane Foster, he leaves thinking that Sif won't come back. However, that scene reveals that Sif was reborn in an elderly woman in that hospital named Mrs. Chambers, who is suffering from what is thought to be terminal cancer. Loki has masked her from Thor's abilities, giving her a mirror that shows Sif her true form but prevents her from revealing her identity. Her host remains in the hospital, fighting for her life. Thor wondered what would happen to the spirit of an Asgardian if their host died. Loki later reveals to Thor what happened to Sif and advises him to find her before Loki returns to his true form. Upon learning the truth from Mrs. Chambers, Jane Foster calls Donald Blake and informs him that she has found Sif, and Thor succeeds in restoring her. With Sif resurrected, Mrs. Chambers passes away. Sif then joins Thor in exile in Broxton, Oklahoma and checks into the same hotel as Donald Blake under the name Sylvan. She aids Beta Ray Bill, whose starship, Skuttlebutt, has been invaded by virus-infected aliens. Sif is later seen defending Asgard during the Siege of Asgard and the Serpent's War.



Sigyn - Goddess of Fidelity

F	Rm	(30)	Health: 130
A	Ex	(20)	
S	In	(40)	Karma: 100
E	In	(40)	
R	Rm	(30)	Resources: Rm
I	Rm	(30)	
P	In	(40)	Popularity: +30

KNOWN POWERS:

Body Armor: Good (10).
 Invulnerability to Disease: CI1000.
 Retarded Aging: Ages 1 year for every 100. She may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.
 Ultimate Skill: Unearthly (100) Reason in Relationships and Marriage.

Magic abilities:

Spirit Bonding: Incredible (40) ability to bond spirits to objects. Doing so allows the person to come back from death, unless the object is destroyed.

Doppelganger creation: Incredible (40) ability to duplicate a living being. To all appearance, it resembles the person duplicated.

Talents: Asgardian Lore, History and Trivia. Occult Lore

Contacts: Asgardian Gods

Running Sigyn:

Sigyn was seemingly very puritan, as she stated that she could never live outside of wedlock. Although she despised him, Sigyn, despite reckoning Loki's evil, Sigyn had true love for him. Those feelings made her afflicted and sometimes ashamed. She remained at his side faithful despite his wrong-doings towards her. In the same measure, she has a great sense of duty, and is faithful and loyal to Asgard, even if that means risking going after her husband. While she feels shame for any wrong-doings she might do, that shame is diminished when she is driven by love or duty.

HISTORY:

Sigyn was a beautiful Asgardian, engaged to Theoric, a god she loved, and who was member of Odin's guard of the Crimson Hawk. At some point, Loki sought a female companionship and discovered Sigyn. Offering her jewels, Loki asked her to marry him, but Sigyn was already engaged, and furthermore despised him. Loki had her fiancé killed by Geirrodur's Trolls, led by Ulik, during a mission and used a spell to take his form. In this disguise, Loki approached Sigyn and provoked in her an even more ardent love, although she had some doubts about "Theoric". They were eventually wed by Odin himself, unsuspecting. When Loki revealed his face, Odin tried to annul the marriage, but Asgardian law forbade even the High Father to do so. Thus, Odin could only exile Loki, but Sigyn, in tears, accepted the marriage and decided to go with him. Impressed, Odin declared Sigyn the Goddess of Fidelity.

As she was infuriated by Odin after he imprisoned Loki within a tree, she followed him while he transported the true

Donald Blake within Wundagore Mountain. She tried to take control of that human as a threat over Odin, in order to obtain Loki's freedom, but her spell was too weak for Odin's, and Blake was seemingly obliterated. She decided to create a Donald Blake doppelganger to cover her doings, but forgot her wedding band there. At that point, Sigyn was given a months-long mission out of Asgard for Odin. After Balder was killed by an arrow of blind Hoder under the manipulations of Loki, Sigyn returned and asked to accompany Hoder and guide his arrows during the Ragnarök. During Loki's trial, Sigyn had to suffer the burden of being the evil's wife, bearing grief for both. Loki was punished for the murder of Balder to be tied to three rocks and a snake would drip poison on his face. Sigyn refused to abandon him, interceding to Frigga and Odin, she was allowed to help him: She collected the venom in a bowl. However, when the bowl was full, Sigyn had to leave periodically to empty it. During this time, the poison dripped into Loki's eyes, leaving him cursing Sigyn for her failed efforts. As the forces of Hel stormed upon Asgard, Sigyn returned to partner with Hoder.

While at Loki's side, Sigyn's essence (like all of Asgard's) was used by Odin to power the Destroyer armor against the Celestials. Sigyn was seen feasting with the Asgardians, reunited with a grim Loki, after Thor had revived the Aesir, but was shackled to him. At some point back to his punishment, Thor discovered that punishment of Loki and killed the Serpent while Sigyn, at Loki's side, freed him. Loki then lied to Thor, accusing the Frost Giants for his torment and stating they had cut Sigyn's tongue out so she could never speak again. Loki was allowed to remain in Asgard, sleeping shackled to Sigyn. Infuriated by his chains and his wife guarding him, he revealed that he had acquired the affections of the Enchantress and of Karnilla (allegations she didn't believe), and went to Odin to demand to be released. The All-Father finally did, banishing him to an outpost. Sigyn was left in Asgard and dismissed by Odin.



Loki eventually returned, and when Thor was on trial for disrespecting the rule that no god could dwell Midgard without the consent of the gods' majority, Sigyn came to inform her husband, who faked to at last return her love. At the trial, Sigyn was among those to allow him in Midgard, as Loki enraged at the idea of having Thor locked in Asgard with him. When Thor accused Loki of having created the Menagerie, Sigyn defended him, as they were still chained to each other. During his manipulations with Pluto to kill Thor while trapped in the Realm of Mephisto, he entered in contact with Sigyn, faking love again and asking her to be his spy on Asgard. Pluto and Loki entering in conflict, the Olympian had the Light Elf/Fire Demon hybrid Hrinmeer target Sigyn after having captured Thor. When Hrinmeer revealed his "ugly" face, he manipulated Sigyn's perception for her to see him as ugly, cancelling her chances to win his mercy. While Loki decided to help and sent his astral form, Hrinmeer learned his relation to Sigyn, motivating his murder attempt. Without other means, Loki merged with Thor, for their combined power were able to defeat Hrinmeer and his steed Cerberus, saving Sigyn.

After the two Thors (Odinson and Red Norvell) went in battle, Sigyn was among the few Asgardians to hear the truth about Donald Blake. Using her mystic skill, she crafted an armor in which Loki's astral could reside in Asgard, as his corporeal body was destroyed in the process that made him captive of Mephisto's realm and sworn to find a way to give him flesh form again. Later, she "welcomed" Thor at Castle of Loki, pressing him to leave as he had broken his sacred oath by coming on their grounds. She then encouraged Loki to defeat Thor. While the fight was on, she sent a bird to summon Sif (accompanied by Red Norvell) to end the brawl. Sigyn then explained her role in the existence of the Donald Blake doppelganger. Loki soon left her side to fight Thor, considering their truce over. While Loki has released her from her marital vows, she hadn't forsaken him, and would not as long as she thought he

would be worse without her. At some point, she died or was killed.



Tyr - God of War Tyr Odinson

F	Un	(100)	Health: 270
A	Ex	(20)	
S	Am	(50)	Karma: 60
E	Un	(100)	
R	Gd	(10)	Resources: Rm
I	Ex	(20)	
P	Rm	(30)	Popularity: +20

KNOWN POWERS:

Body Armor: Excellent (20).
 Invulnerability to Disease: CI1000.
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.
 "Soul of the God of War": This energy of unknown origin is focused from his stump, Monstrous (75) damage.

Limitation:

Tyr only has 1 hand.

Talents: Martial Arts A, B, C, D, E, Weapons Master, Bows, Thrown objects, Marksman, Equestrian, Asgardian Trivia, Lore and History.

Contacts: Odin, Thor, Balder, Loki and the rest of the Asgardian Gods.

Running Tyr:

Tyr is the first born son of Odin and is, in many ways, vain, petty and vindictive over what he sees as Thor stealing his glory and usurping his place as the favored son of Odin.

HISTORY:

Tyr was the eldest son of Odin, firstborn after Aldrif) and originally the God of War and of Heroic Glory in Asgard famous for his courage. At one stage, the gods of Asgard were so afraid of the wolf Fenris that they decided to shackle him. However, Fenris was so strong that he could break any chain they put on him. The dwarves were paid by the gods to build a magical ribbon, Gleipnir, from the roots of a mountain and the beard of a woman, and the gods asked Fenris to let them tie him up with Gleipnir as a game. But Fenris noticed the fear in the gods and knew they were trying to deceive them, he then accepted to be bound if one of the gods accepted to put his hand in the wolf's mouth, just in case. Tyr was the only god who agreed. As soon as Fenris understood that he was trapped, he ate Tyr's hand. Thus, Fenris was tied and will remain that way until the day of Ragnarok. Tyr would be known as the Leavings of the Wolf since.

Later, a new god named Thor was born and became the new defender of Asgard, replacing Tyr in that role. Tyr has been resentful since. He distanced himself from his fellow gods only appearing when Asgard was in danger. His presence came to be seen as a sign that battle and the chance for glory were near. Tyr was a victim of cuckoldry and mocked by Loki at one moment. Tyr has sometimes rebelled



against Odin due to his jealousy towards Thor. However, he joined the other gods in defending Asgard from various threats such as Surtur and Seth. Eventually, he made peace with Odin and Thor and was welcomed back into Asgard. Tyr is destined to kill and be killed by Garm, the guard dog of Hel, on the day of Ragnarok. However, the two poetic versions of Ragnarok make no mention of Tyr, and this is only said in the prose version. Tyr died when Thor initiated a final Ragnarok.

Tyr was among the Asgardians revived by Thor. He was summoned to be one of Balder's chief counselors following Thor's banishment for killing Bor. Tyr still resented Thor and often suggested a more violent approach to conflicts. Upon warnings of the coming Siege from a seer Tyr dismissed humans as being any threat or the prophecy of the God of War dying during the battle. Upon realizing the warnings were true Tyr vowed to fight fate. During the battle Tyr was given charge of Asgard's forces when Balder and Heimdall left to look for Loki. Tyr in an act of cowardice left the front lines claiming to go look for anybody else in the hospital that could wield a sword. Discovering the dead Olympian War god Ares and the prophecy referred to him Tyr was ashamed of himself and returned to the battle. He was momentarily struck down and as a spirit fought the Disir alongside with the Valkyrie Dani Moonstar. He was returned to life and after the battle cursed himself both for his cowardice and his failure to prepare for Siege. Tyr later redemmed himself by accompanying Thor on a mission to Hel to protect the Asgardian dead from the Disir. It was revealed that Tyr is somewhat superstitious and trying to fight intangibles like Fate or the Disir frightened him. However, he refused to back down and figured out a way to hurt the Disir holding them off long enough for Thor to retrieve the one weapon that could stop them. Tyr, still reeling from his cowardice, joined Balder in a suicide mission against the Ano-Athox. He was struck down in the battle. After his death, Tyr became a general of Hela. This was in return for her lending aid to Balder who

was trying to keep Surtur trapped in limbo. Tyr participated in Loki's mission against the Serpent. Afterwards, he returned to Hel. Hela and he share an attraction they try to deny. When Angela leads a rebellion against Hela, Tyr led Skurge and Balder to oppose her. During the fight he admitted he loved only Hela.



Valkyrie

Brunnhilde of the Valkyrior, reborn as Barbara Norris of Earth.

F	Mn	(75)	Health: 205
A	Rm	(30)	
S	Am	(50)	Karma: 36
E	Am	(50)	
R	Ty	(6)	Resources: Ty
I	Ex	(20)	
P	Gd	(10)	Popularity: +15

KNOWN POWERS:

Body Armor: Good (10).

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. She may still be killed normally..

Invulnerability to Disease: CI1000.

Death Sense: Unearthly (100) ability to sense a being's approaching death. At the Judge's option, he or she may have Valkyrie attempt a FEAT roll to determine

if she has detected a death glow. If she does, one character randomly chosen will be placed in a deadly situation. This character attracts attacks and is unable to spend karma on Endurance FEAT's for the duration of the adventure.

EQUIPMENT:

Dragonfang: Carved from the tooth of an extra-dimensional dragon the blade has a CI1000 material. Valkyrie can inflict Monstrous (75) edged damage or by using the flat for Amazing (50) blunt damage.

Iron Spear: Amazing (50) edged stabbing damage, 10 area range for Incredible (40) edged damage, Incredible material.

Aragorn: winged horse

F	Gd	(10)	Health: 100
A	Ex	(20)	
S	Rm	(30)	Karma: 20
E	In	(40)	
R	Ty	(6)	
I	Gd	(10)	
P	Pr	(4)	

KNOWN POWERS:

Hyper-Running: Excellent

Winged Flight: Excellent

Talents: Martial Arts A, Edged Weapons, Thrown Weapons, Occult Lore and Mystic Origin, Asgardian Lore, History and Trivia

Contacts: Valkyrior, Defenders, Asgardian Gods

Running Valkyrie:

Valkyrie is usually brusque and quick to action. She is a noble warrior woman with an unquenchable spirit, who deems herself to be above most mortal affairs. "Val" is trying to understand her relationship with Jack Norriss, who still sees her as his wife Barbara, although no such feelings for him remain. She still feels a sense of duty to honor and protect him for the sake of Barbara Norriss. There is one thing, however, that defines the personality of the Valkyrie: she is determined that she needs the help of no

man and that she is the equal, if not the better, of any male.

HISTORY:

At a young age, Brunnhilde and Sif were two of the few female Asgardians to enter into training in order to become warriors. The two girls started out as rivals due to Sif's jealousy, believing that the blonde Brunnhilde would be more competition for winning the affections of Thor. Even though the two initially got off to a rough start, they eventually became allies when Brunnhilde helped Sif to break an enchantment on Thor which was placed by Amora when she used the Mirror of Mycha. To this day, Sif is perhaps the only female Asgardian who may be equal to Brunnhilde in combat. Once Brunnhilde had grown and completed her training she was appointed by the All-Father, Odin, to lead the Valkyrior in combing the battlefields for worthy mortals on the brink of death and leading them to Valhalla. Brunnhilde was so proficient at this task and so renowned for her skills that she was able to maintain this position of power for centuries. Recently, Valkyrie's ascension to a Valkyrie has been explored more in depth. During her youth, Brunnhilde frequently trained with Odin's finest warrior Sigmund, learning many life and combat lessons from him. During a battle, Sigmund is hit by an arrow to his heart whilst protecting Brunnhilde. Cradling Sigmund's body in tears, Brunnhilde is found by Odin who demands she flee and leave the dead. Valkyrie refuses, much to Odin's anger, saying that the dead have to be buried so their souls can be cared for, calling Odin a Usurper and a monster. Odin questions that she would challenge a God over a corpse, in which Brunnhilde draws her blade, ready to battle Odin. Impressed, Odin says that the slain warriors must have a heaven, offering Brunnhilde as the guide to show the men to Valhalla, making her a symbol of hope, turning Brunnhilde into the Valkyrie. Brunnhilde and her fellow Valkyries continued to gather heroic mortal warriors for Valhalla until roughly a millennium ago, when Odin was forced to cease virtually all intercourse with the Earth in accordance



with a pact that he and the leaders of Earth's other pantheons of gods made with extraterrestrial Celestials. From then onward, the Valkyries could only choose slain heroes from among fallen Asgardian warriors. Brunnhilde was bitter over being barred from choosing warriors on Earth and roamed Asgard in pursuit of something meaningful to do.

In a tavern on the outskirts of Marmoragard, Brunnhilde encountered Amora the Enchantress, who offered her a life of adventure. For several weeks Brunnhilde accompanied the Enchantress on her conquests. Brunnhilde soon discovered Amora's inclinations towards immorality and tried to end their partnership. In response, Amora entrapped Brunnhilde within a mystic crystal of souls. With Brunnhilde's body remained in suspended animation, her immortal soul became Amora's plaything. Over the centuries the Enchantress used Brunnhilde's spiritual essence to give the Valkyrie's powers to herself or to her pawns. The Enchantress usually used her magic to alter the recipient's appearance to resemble Brunnhilde herself. Specific instances of Amora's exploitation of the Valkyrie before recent years are not yet known. The first time Amora assumed the Valkyrie's physical aspect in recent years was in a plot to lead a handful of female super-humans against the male Avengers. Her true identity was discovered, however, and her plan thwarted. Months later, the Enchantress bestowed the Valkyrie's power upon a socialite named Samantha Parrington in an attempt to get revenge on the Hulk. Finally, a woman driven mad by being trapped in another mystical dimension, Barbara Norriss, was given the Valkyrie's power and consciousness by Amora in order to help the Enchantress and her erstwhile allies, the group of super-humans called the Defenders, escape from the clutches of the sorceress Casiolena. Amora did not undo her spell on Norriss after Casiolena's defeat. As a result, Norriss' body now possessed Brunnhilde's consciousness, appearance, and powers, while Norriss' own mental essence was trapped in Brunnhilde's real



body in Asgard. However, thanks to partial amnesia induced by the Enchantress, Brunnhilde was unaware that she was not in possession of her real body and full memory. Indeed, while trapped in Norriss' body Brunnhilde personality lacked much of its usual strength of will. She was also constantly pursued by Barbara's husband Jack Norriss, who refused to accept that she was not his wife.

Having nowhere else on Earth to go, the Valkyrie remained with the Defenders and became a long standing member of that group. When Doctor Strange's apprentice Clea tried to use a spell to show Valkyrie the pasts of her new friends, they inadvertently caused the group to have to relive some of the most difficult battles of their lives. The Valkyrie fought alongside the Defenders against many of their most dangerous foes, including Attuma and the Red Ghost, the Brotherhood of Evil Mutants, Nebulon and the Squadron Sinister, and was even tricked into fighting against the Avengers by Loki and Dormammu. During a battle with one of the Defenders' foes, Chondu the Mystic of the mysterious Headmen, Valkyrie was arrested for accidentally wrecking the restaurant where the battle took place. She spent two days in the Women's Detention Facility in lower Manhattan while the rest of the Defenders searched for her. While there, she was sent to solitary confinement for striking the warden, though she broke out in time to

stop a prison riot, before the rest of the Defenders could even come to her aid. Kyle Richmond, the Defender's Nighthawk, then hired Matt Murdock as the Valkyrie's lawyer and she was quickly freed. Her costume, however, had been thrown out by the authorities, so Clea made a new one for her. It was not until a minor Asgardian warrior named Ollerus attempted to take over Valhalla that the Valkyrie's two mixed aspects met for the first time. Brunnhilde's mental essence trapped Norriss' transformed body, fought Norriss' mental essence trapped in Brunnhilde's real body. At the end of that encounter, the Valkyrie's body, still possessed by Norriss' mind was consigned to Niffleheim, the realm inhabited by the spirits at the non-heroic Asgardian dead, while Brunnhilde's mind in Norriss' transformed body accompanied the Defenders, who had made the other-dimensional journey with her, back to Earth.

For reasons yet unknown, Brunnhilde was not concerned at this time about reuniting her mind with her true body. It was not until Barbara Norriss' body was murdered that the Valkyrie's spirit and mind were inadvertently freed from their mortal host. With the help of Doctor Strange's magic, Brunnhilde regained her true body, which was rescued from Niffleheim by the Enchantress. Back in her real body, Brunnhilde regained her full memory and normal warriors personality as well. Brunnhilde then battled Amora and



banished her into the crystal of souls in which she had been trapped. Feeling estranged from Asgard in general and Odin in particular for their neglect of her centuries-long plight, Brunnhilde chose to return to Earth with her mortal friends, the Defenders, rather than to remain in Asgard. She had joined the Defenders after their battle with Casiolena and remained with them continuously until the group finally came to its end. Odin placed the dangerously powerful self-styled goddess Moondragon into Brunnhilde's charge. Brunnhilde was to teach Moondragon humility, and Moondragon served alongside Brunnhilde in the Defenders. Brunnhilde was to take action against Moondragon should she again become a menace. Eventually Moondragon reformed, but later she fell once again under the malevolent influence of the alien entity called the Dragon of the Moon. Moondragon attacked the Defenders, but Brunnhilde, given temporary additional powers by Odin for this occasion, including the power to grow to gigantic stature, opposed her. Brunnhilde summoned other Valkyries to her aid and together with two other Defenders, the Angel and Cloud they battled and, thanks to Cloud especially, defeated Moondragon.

Moondragon escaped, however, and months later Moondragon returned to attack the Defenders, and during the encounter her power was vastly augmented by the alien Beyonder. In order to defeat the Dragon, Brunnhilde and the Eternal called Interloper projected their immortal life forces against it. They were joined by the Defender Andromeda and the Defenders' former foe Manslaughter, for it was necessary that Brunnhilde' and Interloper's life forces pass through "mortal instruments" in order that Moondragon be defeated as well. Joining hands, the four allies hurled the tremendous power of their combined life forces at the Dragon, Moondragon, and the Gargoyle, whose body was now under the Dragons control. Three other Defenders went to rescue endangered innocents, and when they returned, Brunnhilde, Interloper, Andromeda,

Manslaughter, Moondragon and the Gargoyle had all seemingly been transformed into statues of ashes and dust, and the Dragon of the Moon was apparently gone. When Doctor Strange was on the brink of death, his astral form found itself being drawn towards a realm of the afterlife. His astral form saw Brunnhilda, who had come to escort him into the hereafter. Strange, however, refused, and after considerable effort, returned to life in the mortal world. Shortly afterwards, Brunnhilde returned to a semblance of life by possessing various mortal hosts. For a brief time, Brunnhilde served as a member of "the Dragon Circle" with the other fallen Defenders who had returned to life. She eventually passed on Aragorn and Dragonfang to Samantha Parrington, who joined the Defenders as the Valkyrie's replacement.

Brunnhilde was one among the many casualties of Ragnarok, having been killed by Durok the Demolisher. Before her death, she ceded leadership of the Valkyries to Sif, who also inherited her sword Dragonfang upon Brunnhilde's death. However, Aragorn was later sighted on Earth with Samantha Parrington. Brunnhilde herself has since apparently returned following the Asgardians' resurrection and joined the Secret Avengers. After the events of Fear Itself Brunnhilde was charged by Odin to find and destroy the Serpent's eight remaining Hammers so their power would not be used again. She was unable to prevent Sin from obtaining the hammers and activating the Final Sleeper, a giant war-machine. This machine killed Brunnhilde by snapping her neck, but she forfeited her place in Valhalla and that sacrifice enabled the other eight Valkyrior to return to Midgard and claim the hammers. Afterward, Freyja the All-Mother suggested that Brunnhilde choose and lead a new team of shieldmaidens from Midgard's heroines.

Brunnhilde had decided that Midgard did not possess women strong enough to replace the Valkyrior, and this did not form a new team. The absence of such a team allowed the villainous Caroline le

Fay to plot the return of the Doom Maidens. Valkyrie met Misty Knight and Annabelle Riggs, an archaeologist who found herself infatuated with Brunnhilde. Hippolyta is added to their group by Hela, who sends them to rescue Dani Moonstar. They arrive too late to stop le Fay from using Moonstar's powers to revive the Doom Maidens, and it is revealed that Brunnhilde used to be one of them. The group, along with a host of other heroines, confront the Doom Maidens at an old ruin. Brunnhilde uses the ruins to siphon power from Moonstar, and is transformed into the Doom Maiden of Rage. She destroys the Doom Maidens, and then defeats all the other heroes as well. Annabelle is able to stop her, but is killed in the process. Brunnhilde, now in control of herself, proposes a new team of Defenders, but is rebuked by an angry Knight. Thanks to her valiant sacrifice, Annabelle found herself in Valhalla, and so Brunnhilde went to that realm. There, she found Clea and called in a favor owed. They went to the halls of Valhalla and found Annabelle, and Brunnhilde had Clea resurrect her, at a cost. They return to New York and Annabelle reunites with Misty, and then suddenly transforms into Valkyrie. To revive her, Clea had merged the lifeforces of Annabelle and Brunnhilde and is the new host of Valkyrie.



Vidar - God of vengeance and Strength.

Vidar Odinson

F	Am	(50)	Health: 195
A	Ex	(20)	
S	Mn	(75)	Karma: 66
E	Am	(50)	
R	Ty	(6)	Resources: Gd
I	Gd	(10)	
P	Am	(50)	Popularity: 0

KNOWN POWERS:

Body Armor: Remarkable (30).
 Growth: He is 10ft tall, Poor (4) growth.
 Invulnerability to Diseases: CI1000.
 Retarded Aging: Ages 1 year for every 100. Vidar may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Staff: Made from Yggdrasil. CI1000 material and imbued by Odin:
 * Unearthly (100) damage.

- * Flight: CI1000 speeds in space and Sh-Z in atmosphere
- * Shield: By twirling his staff, he can shield for Unearthly (100) protection.
- * Dimensional Travel: Unearthly (100).
- * Energy Blast: Unearthly (100) Damage. It's can slay Immortals.

Talents: Hunting, Weapon Specialist: Sword, Weapon Specialist: Staff, Farming, Asgardian Lore, History and Trivia.

Contacts: Odin, Thor, Balder, Tyr, Loki and the rest of the Asgardian Gods.

Running Vidar:

Vidar had grown weary of combat and death, he married Grid and retired becoming a farmer. Some giants needed killing after his wife was killed. He sought and got his revenge.

HISTORY:

Vidar was the product of Odin's alliance with the Storm Giantess Grid. He lived outside the city of Asgard, his existence known to few. Vidar ventured into the city but once to seek redress for the slaying of his wife. As Thor surveyed the devastation the forces of Ragnarok had done across Asgard, he came across Vidar's fields. Vidar had died fighting hordes of trolls, with spears scattered like blades of grass. A funeral pyre was ordered for his body



Volla - Asgardian Prophetess

F	Fb	(2)	Health: 58
A	Pr	(4)	
S	Fb	(2)	Karma: 160
E	Am	(50)	
R	Rm	(30)	Resources: Fb
I	Rm	(30)	
P	Un	(100)	Popularity: 0

KNOWN POWERS:

Body Armor: Poor (4).
 Resistance to Disease: Amazing (50).
 Precognition: CI5000
 Retarded Aging: While alive Volla only aged 1 year for every 100. She could be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

LIMITATIONS:

Severe old age: Volla is ancient, even by Asgardian standards



THE WARRIOR THREE

Talents: Asgardian Lore, Mythology and Trivia. She is a Scholar of Occult Lore (+2 C/S).

Contacts: Asgardian Gods

Running Volla:

Volla only speaks the truth, telling what she sees.

HISTORY:

Volla died after making known her prophecies of Ragnarok, but those who are brave and powerful enough to journey into the realm of the dead may still obtain prophecies from her.





Fandral, the Dashing

F	In	(40)	Health: 160
A	Rm	(30)	
S	Am	(50)	Karma: 60
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Rm	(30)	
P	Ex	(20)	Popularity: +50

KNOWN POWERS:

Body Armor: Good (10).

Retarded Aging: Ages 1 year for every 100 years. He can be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

Invulnerability: CI1000.

EQUIPMENT:

Fimbuldraugr: made of Monstrous material. He may use both the edge or flat of the blade for Amazing (50) damage.

Talents: Fandral is a master swordsman getting +1 c/s when using bladed weapons and an additional +1 c/s if using a sword. He gets +2 to initiative rolls when using such weapons. He is also skilled in Acrobatics, Tumbling, Horsemanship and Asgardian lore, trivia and history.

Contacts: Asgardian Gods, Warriors Three, Thor, Sif, Hercules, Beta Ray Bill.

Running Fandral:

Fandral is called the Dashing with good reason. He has an easy smile and his flashing fighting style is well known around Asgard. He is a fierce and brave warrior, however willing to lay down his life to protect Asgard and is absolutely faithful to his fellow Warriors Three.

HISTORY:

Fandral the Dashing was a charter member of the Warriors Three, a trio of Asgardian adventurers consisting of himself, Hogun the Grim, and Volstagg the Voluminous. Fandral was a strong and brave and a good friend to Thor. He fought in countless battles with his friends, to preserve and protect his people. He has been described as one of the most good-looking Asgardians which along with his charm, gave him the reputation as a ladies' man. Besides his looks, Fandral is also known for his skills in swordsmanship and bravery. He and Thor first met when the Warriors Three joined the Thunder God on an expedition to restore the Odinsword that had become cracked. Allegedly, Volstagg the Staggeringly Perfect led the youth Hogun the Good, Fandral the Quite Plain, Thor and Loki in Hel, fighting against all of its hordes for forty days and nights. Eventually Hogun was hurt and forced to retreat, helped by Fandral. Due to the battle, Hogun the Good became Hogun the Grim, and for some reason, Fandral the Quite Plain became Fandral the Dashing later, while Volstagg started eating every time and Thor was deemed worthy of Mjolnir.

In the 13th Century; Fandral was being chased by a Storm Giant through a forest

in Asgard when he fell through a portal. He landed on Midgard in England in an area known as Nottingham. He took down a group of soldiers who were harassing the locals for taxes. It was then that he met a woman named Marian. It was love at first site and she told him of the local governor who was stealing from the poor. He helped where he could robbing the rich to give to the poor. Over time he formed a band of Merry Men to help him. Working together he took down the governor and the false king as the true king returned to the throne. He married Marian and they settled in a home not far from Nottingham. However due to her mortal nature she aged and died while Fandral remained unchanged. After her death he returned to Asgard through a portal. It remained unclear if he truly was the inspiration for the legend of Robin Hood.

Fandral and the Warriors Three accompanied Thor on a ship as they journeyed through the Sea of Fear and through the Pillars of Utgard, tossed by violent waters. Loki staged a mutiny with the aid of the dissenting Kroda and Magrat, splitting the crew in half and starting a fight between the two factions. Fandral and the Warriors Three sided with Thor and battled on as the ship headed toward the Dragon's Jaws. As their ship entered this lethal region, the battle was broken off by the sound of Balder, who had climbed to the top of the ship's masthead with a great horn, in hopes that its power might steer them to safety. Balder succeeded and the Jaw was blown to bits, allowing their ship to pass onto the next leg of their journey. Detecting the ship, Queen Ula of the Flying Trolls sent a squad to raid the ship. Balder the Brave had collapsed in exhaustion from using the giant horn. He was then nursed back to consciousness by Fandral and Hogun. Fandral led the Warriors Three in a counter attack to defend their ship from the looting Trolls. Loki unleashed a potion into the air that poisoned the Trolls. With the battle over, Loki took all the credit and gloated. Ula had anticipated this move and ordered her men to prepare a fitting welcome for



the sons of Odin. Loki was captured by Ula, and Thor left to rescue him. Before Fandral and the Warriors Three were able to leave for a rescue attempt Thor and Loki appeared on the ship. Odin then appeared in a blinding flash and informed them that their quest was done and that they could return to Asgard.

The Warriors Three returned home to learn news that Ragnarök loomed for Asgard. Odin showed them visions of their destruction. With the visions over, Odin asked all gathered what they thought about what they had seen as it was said Loki would be the cause of Ragnarok. Loki was tossed into the Well of Eternal Sleep, thereby preventing the coming of Ragnarok. Odin then called for his son and the Warriors Three. He requested they travel to Muspelheim and retrieve the Warlock Eye from the Temple of Mystics as it too was prophesied to be used to bring about Ragnarok. However the Warlock Eye had been taken by Harokin. He used the Eye's power to destroy the Fire Demons. As this battle raged on, Fandral and his friends began their journey. Fandral and the group fought Harokin's forces, and during the battle Thor sneaked into Harokin's chambers, knocked him out and took his place to retrieve the Eye. Posing as Harokin, Thor ordered Harokin's army to take the Warriors Three as live prisoners. With Harokin's army defeated, and the Warlock Eye in their possession, the friends traveled home. Fandral helped Hogun in defeating the conqueror Mogol of the Mystic Mountain who had slaughtered his people. Fandral once joined Thor on an odd mission to find a sorcerer named Ulagg. Using a twig of the World Tree Yggdrasill, they restored life to a ravaged world that had continental configurations resembling that of modern day Earth that had hosted a race of "evil mortals".

He along with the other Asgardians, was thought to have been killed after the events of Ragnarok. The Asgardians, however, ended up being trapped inside the bodies of people around the world. After Thor's rebirth as Dr. Donald Blake,

he went looking for the other Asgardians in order to restore Asgard in the city of Broxton, Oklahoma. When Dr. Blake, traveled to Africa on behalf of the Doctors Without Borders, an organization dedicated to providing medical care to people who cannot get it. There a doctor introduced him to three soldiers of fortune: Rolf Mueller, an imposing, long-winded native of Berlin; the short-spoken Leo Kincaid of San Francisco; and Trevor Newly, a beret-wearing lightweight from London. All three had joined two years previous, specifically requested this posting, and been eagerly awaiting Blake's arrival. The conversation was interrupted by a Ngare attack, and Dr. Lereaux was rendered unconscious or dead by a suicide bomber. Blake, caught in the blast, belatedly warned the guards as several Ngare attacked with automatic weapons and rocket launchers. The guards entered the battle, but were outmatched until Blake reached his cane and transformed into Thor. Unprepared to deal with the god, the Ngare retreated. Thor then confronted the three guards, and questioned them on the events that brought them here. Observing that "there is no such thing as a coincidence," he used Mjolnir to restore the Warriors Three from the guard's bodies. Thor suggested that they pursue the Ngare, but were stopped by a village elder who said that Africa's problems could only be solved by Africans, not by white men or even Gods. Thor decided to give the village some peace, and called on the power of his mother, Jord, to separate the two villages with a great chasm. After the exile of Thor from Asgard, the Warriors Three decided to also go on some of their own adventures around on Midgard



Hogun, the Grim

F	Am	(50)	Health: 160
A	Ex	(20)	
S	Am	(50)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Ex	(20)	Popularity: +50

KNOWN POWERS:

Body Armor: Good (10).
 Invulnerability to Disease: CI1000.
 Retarded Aging: Ages 1 year for every 100. He can be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Hridgandr: Monstrous (75) material mace for Monstrous (75) damage.

Talents: Weapon Specialist-Hridgandr, Military, Equestrian, Blunt/Sharp/Thrown weapons, Asgardian Lore, Trivia and History, First Aid and Battlefield Medicine.



Contacts: Asgardian Gods, Warriors Three, Thor, Sif, Hercules, Beta Ray Bill.

Personality:

Hogun is quiet and reserved, keeping his own council and speaking only when he must. His friendship is difficult to earn, but once he has given, he goes to great lengths to protect his friends. His manner is stoic and somewhat sour in the best of times and downright grisly when defeat seems certain.

HISTORY:

Hogun is not Aesir like most of the Asgardians. Also, his unnamed homeland was conquered long ago by Mogul of the Mystic Mountain, who slew Hogun's forebears and laid waste to the land. He joined Volstagg and Fandral to judge a dare and formed a lifelong friendship. This dare, the "petting" of the Fenris wolf, led to a defeat for all three men.. He is primarily characterized by his brusque, taciturn, and often short-tempered demeanor. He is the brooding pessimist of the group, as opposed to Volstagg's irrepressible good humor and Fandral's brash heroism. He is a fierce and unrelenting warrior, a collector of weaponry and often the voice of reason for the Warriors Three. Hogun has been involved in a great many adventures and quests, as a member of the Warriors Three, as an ally of Thor, and on his own. When first seen, Hogun had joined the quest for the power that had cracked the Oversword of Asgard. Soon after that, he helped quell a mutiny led by Loki. He then helped repel an attack of Flying Trolls in Thryheim. With Thor, he helped defeat the forces of Harokin. With Thor, he then battled the dragon Fafnir. With Thor, he defeated the Mogul of the Mystic Mountain, who had destroyed Hogun's homeland so long ago. He helped defend Asgard from the Destroyer. He encountered the Hulk.

Hogun helped defend Asgard against Mangog. He encountered the Silver Surfer. With Thor, he battled the Thermal Man. He helped defend Asgard against Surtur. He helped Thor escape Mephisto. He became entranced by Infinity and was

forced to battle Thor, Balder, Sif, and other Asgardians. He was freed from his trance by Loki and Karnilla. Hogun is the first to fight back when Loki takes confront of Asgard; he attempts to destroy the villain's power ring with his mace. This fails and Sif talks Loki out of murdering Hogun on the spot. With Thor, he was sent on a quest by Odin, but returned to help defend Asgard against Mangog again. He was seemingly destroyed by Pluto, but was actually sent to Earth by Odin. With Thor, he battled Ego-Prime, was exiled to Earth, but then abducted by Mephisto, and ultimately freed by Thor. With Thor and company, he set out on a quest to find the missing Odin. He battled Sssthgar's slavers, Mercurio, and Xorr. He defeated doppelgangers created by the wizard Igron. With Thor, Hogun later battled Zarrko the Tomorrow Man. He defeated diamond exchange robbers in New York. With Thor, he helped depose the usurpers Mangog and Igron. With Thor, he set out on a quest to find Odin, who was missing again. He battled Spoor, the Grey Gargoyle, and the Soul-Survivors. He defeated the Executioner and the Enchantress. He battled the Destroyer and Loki. He helped defend Asgard against Ragnarok. He battled the dragon Fafnir again. Hogun later battled the forces of Surtur on Earth. Later, Volstagg adopts two orphaned boys from Earth, Kevin and Mick. Hogun realizes the boys needed something more in order to grow and prosper in Asgard. He gave them portions of the Apples of Idunn, fruit that gave the gods long life and strength. Hogun and Fandral also convey to the boys that any child of Volstagg's is their child as well and will be watched out for. He was then sent to Earth to locate Thor, but suffered a concussion and dementia. He battled Daredevil, and was marked for death by Seth. Hogun learned the value of trickery and silliness over a mace blow in an adventure that saved a stricken groomsman and saved Asgard from certain doom. He helped to defend Asgard against the forces of Seth. His quest with Thor to seek Ulagg the Grand Enchanter was later recounted. He helped the Avengers battle Blastaar. He was rescued from Flying Trolls by the

New Mutants. Hogun also helped battle Ymir and Surtur.

Thor and the Warriors Three are sent on a quest as penance for accidentally killing an enemy giant during a time of peace. Hogun heroically endures the assaults of the Egyptian god, Thoth, to shout three names at Thoth's temple to fulfill their quest. He was also the only member of the group able to dominate the bloodthirsty spirit of Chulain's spear, and prevent a murderous rampage. Although the group fails in their quest, through the use of each warrior's unique capabilities, the adventure eventually comes to a good end. Hogun dies in Ragnarök fairly early. Later, however, he is found alive and well, under the name Leo Kincaid, and was restored by Thor. He establishes a new life in Asgard. Hogun is one of the army of Asgardians and Earth based heroes who help protect it during the 'Siege' invasion; Norman Osborn had attacked with an army of Earth supervillains. When Thor vanishes and Mjolnir chooses a female wielder, Hogun and Fandral quest throughout the known galaxy for the Odinson. This is especially important as Odin himself has become irrational. Volstagg chooses to stay behind, having taken on many duties, including the care of Thor's lady love Jane Foster, who has become ill.



Volstagg, Warrior of Asgard

Volstagg the Enormous, Volstagg the Voluminous, Volstagg the Valiant, Volstagg the Wise, Volstagg the Valorous, Volstagg the Staggeringly Perfect, Volstagg the Bloody Epic, Dr. Volstagg, the Lion of Asgard, Rolf Mueller, Vincent Starwit, the Gargantuan Gourmet, Volstagg the Cannibal (by the Angels), King Volstagg!

F	Rm	(30)	Health: 140
A	Gd	(10)	
S	Am	(50)	Karma: 50
E	Am	(50)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Ex	(20)	Popularity: +20

War Thor

F	Am	(50)	Health: 245
A	Ex	(20)	
S	Un	(100)	Karma: 50
E	Mn	(75)	
R	Gd	(10)	Resources: Ex
I	Ex	(20)	
P	Ex	(20)	Popularity: +20

KNOWN POWERS:

Body Armor: Remarkable (30). Excellent (20) damage to those he sits on.

Invulnerability to Diseases: CI1000.
Retarded Aging: Ages 1 year for every 100 years. He can be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

As the War Thor Volstagg has the following powers when wielding an alternate version of Mjolnir.

Ability Shift: Volstagg's abilities shift.

Body Armor: Remarkable (30).

Weather Control: Unearthly (100). Can call Monstrous (75) intensity lightning.

Flight: Amazing (50).

Weapons:

Mjolnir: Unearthly (100) Material and damage. Fighting increases to Monstrous (75) when using the hammer. Can be thrown 10 areas and will come back 1 round later.

Talents: Edged Weapons, Martial Arts B, C, and E, Wrestling, Equestrian, Asgardian Lore, Trivia and History.

Contacts: Asgardian Gods, Warriors Three, Thor, Sif, Hercules, Beta Ray Bill.

Running Volstagg:

Volstagg is the gentlest, willing to solve matters peacefully if possible. This trait along with his immense size and lack of weapons skill, made him the butt of many jokes. While Volstagg would always pull his weight in battle, he did so in unconventional ways, usually out of the enemy's sight. Of late, he has been more willing to show his skill in combat and the jokes have stopped. (Fandral and Hogun can tease him, but don't let someone else dare to do such a thing...) Volstagg is a kindly father, but earnest and brave in combat, willing to lay down his life for Asgard and absolutely loyal to his fellow Warriors Three. As War Thor, Volstagg is rage personified.

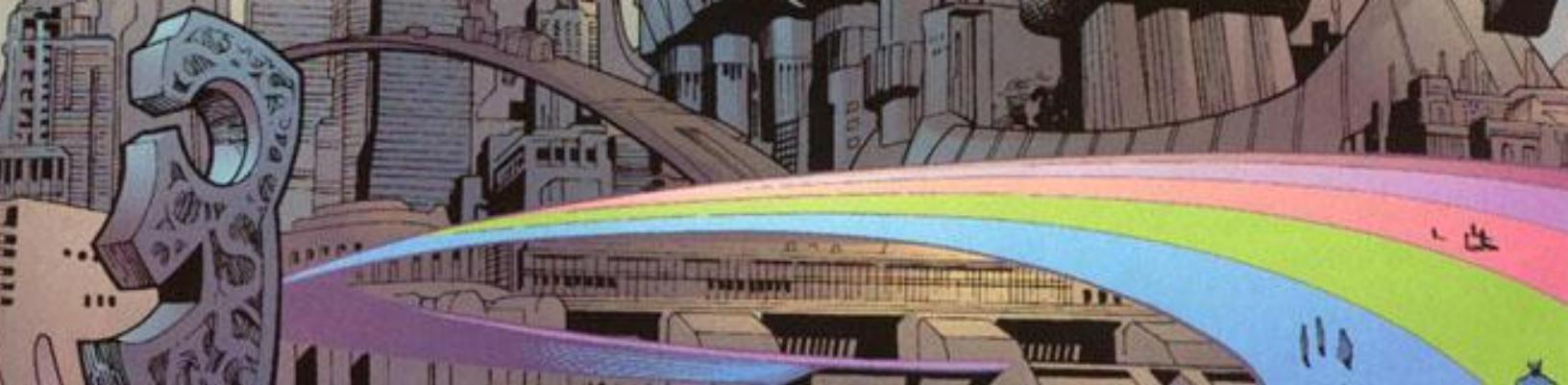
HISTORY:

Volstagg first met Thor when the Warriors Three joined Thor's expedition to restore the Odinsword that had become cracked. Volstagg was fairly advanced in age for an Asgardian, and it has been alluded to

that he was a highly respected and feared warrior in his prime. He allegedly was named Volstagg the Staggeringly Perfect. Allegedly, he led the youth Hogun the Good, Fandral the Quite Plain, Thor and Loki in Hel, fighting against all of its hordes for forty days and nights. Eventually Hogun was hurt and forced to retreat, Loki refusing to follow them. Volstagg was stabbed and Thor had to defeat the horde by himself, while Loki cared for the fallen warrior. After this battle and eighty days without food, Volstagg started eating as soon as he could and never stopped since. This battle was allegedly the one that made Thor worthy of Mjolnir. Due to the battle, Hogun the Good became Hogun the Grim, and for some reason, Fandral the Quite Plain became Fandral the Dashing later.

Volstagg became a huge, bumbling oaf much given to boasting and bragging, the last into battle and the first to claim victory. Referring to himself as the "Lion of Asgard," he usually caused more problems than he solved and seemed totally unaware of the chaos that almost always followed in his wake. A drunken Volstagg once incurred the wrath of Odin by spilling the secrets of the first Frost Giants to a younger Thor. Even so, he was considered a trusted and worthy comrade by his closest friends and allies, Fandral the Dashing, Hogun the Grim, and Thor.

Despite usually being cowardly, Volstagg performed various acts of heroism. Volstagg once squared-off with the Hulk. The "Lion of Asgard" also once rushed through a tunnel to battle the demonic Mangog but was prevented when the passage proved too narrow to accommodate his considerable girth. Even more spectacular examples of his peerless bravery ensued: during a trip to Hades to rescue his comrade-in-arms Thor, Volstagg offered to battle the Arch-Fiend Mephisto in return for his friend's noble soul. Another example of Volstagg's bravery and heroism was when Thor and the Warriors Three were battling the interstellar parasite Ego-Prime in the



streets of New York City: hiding behind a festering heap of garbage, Volstagg saw a group of extraterrestrial monstrosities preparing to devour a little girl, a sight which drove him to a remarkable display of courage and resolution. Despite his obvious terror, the Voluminous One struck the creatures down with his bare hands and carried the child to safety. When Balder the Brave returned broken and hopeless from the land of the dead, it was the kind-hearted Volstagg who took the fallen warrior under his wing. When Thor's actions indirectly deprived two mortal lads (Kevin and Mick) of their mother, he took them to Asgard, and to the Hall of Volstagg, where he knew they would be loved and protected by the largest and kindest of all Odin's warriors. When the boys first mistook Volstagg for Santa Claus, he assured them that while he was not that particular time-honored saint, he was "yet a friend to children everywhere", as indeed he turned out to be.

When the Frost Giants descended upon a plague-ridden Asgard, Volstagg was the only warrior left to defend the ramparts, a role he fulfilled admirably, once he realized he had discovered an enemy even more stupid and cowardly than himself. Saving the day by default as always, the Lion of Asgard accepted the praise and gratitude of his companions with his usual humility, musing on how the poets of later ages will depict his glorious exploits for all time. Volstagg and his family also encountered the New Mutants. During the group's first trip to Asgard, Volstagg made friends with Roberto da Costa, aka Sunspot, challenging him to feats of strength, including arm-wrestling and the lifting of Volstagg himself. In the group's second visit, Volstagg's children encountered Boom Boom, Hrimhari and Warlock, who were on the run from Hela's forces, who were following through with a plan to kill Odin and conquer Asgard. The children switched places with the group so as to impress their elders with the seriousness of the situation. They told the heroes of Tiwaz, a powerful sorcerer who might help them in the fight. Hrimhari, wolf-prince of a far-away tribe of wolf-

people, told the children that tales of Volstagg's children were told to his people and it was an honor to be in their debt. Volstagg later personally participated in the battle against Hela's forces, working with his Warriors Three comrades and other Asgardian forces; in the end Odin was saved. Soon after this point, when Odin was awake and aware, his mind became overtaken by the influence of Loki. Persecuted, the Warriors Three were forced to go on the run, gaining a new ally in the form of a heroic, young palace guardsman.

Volstagg seemed to know more about the raising of the mug than the raising of the sword. Ironically, whenever his courage failed, Volstagg's innate clumsiness would somehow seize victory from the jaws of defeat. In a typically Kirbyesque touch, Volstagg inadvertently saved his companions' lives on at least two occasions by stumbling onto the one weapon capable of saving the day. It has also been hinted at on numerous occasions that he ceased his full time warrior's life to be a husband and father. Eventually, Loki brought about Ragnarok. Volstagg, alone of the Warriors Three, survived the initial attacks. He was later discovered by Thor taking refuge in a statue of Frigga and having lost considerable weight. He united with Thor and eventually fought in the final battle of Ragnarok. There, along with the rest of Asgard, he died. As the other Asgardians, he returned, this time to Midgard, where a new version of Asgard had arisen in the Midwest of the United States. Volstagg was later set up by Norman Osborn and Loki, and inadvertently caused the deaths of thousands of American citizens when he accidentally destroyed the packed stadium of Soldier Field while fighting the U-Foes. This tragedy was used by Osborn to justify the fateful siege of Asgard which would culminate in its eventual destruction. When Odin planned to destroy the Earth to save the rest of the known worlds from the Fear Serpent, Volstagg was forced to be one of many to keep Thor under control. Odin soon changed his plans, leading an army to Midgard to slay the Serpent. The Warriors

Three, at the forefront, were just in time to see the Serpent and Thor slay each other in battle. When the ancient fire demon Surtur used the grudges the Vanaheim have against Asgard it inflamed a war that affected the Nine Realms. When Volstagg thought Loki was part of it, a suggestion to imprison the trickster led Thor to battle the Warriors Three. After the All-Mother lost their rulership of Asgard due to their connection to the Vanaheim, Volstagg became the new ruler. He led a war through much of the Nine Realms. He tried to give a pardon to the All-Mother, but they refused, saying the people's trust did not match Volstagg's. Later, Surtur's forces were defeated thanks to Loki and Volstagg stepped down to rule only over his family once again.

Having become a senator of the Congress of Worlds Volstagg travelled to Nidavellir as part of a diplomatic mission concerning Light Elf refugees displaced from Alfheim due to Malekith's attacks. When the camp was attacked by forces from Muspelheim, Volstagg tried to ensure the safety of a group of children he found among the destruction caused by the attack. While making their way through the fiery warzone, Volstagg and the children were targeted by an explosion, of which only Volstagg emerged alive. Seeking retribution and a way to put an end to the war that ravaged the Ten Realms, Volstagg was called to the abandoned City of Asgard in the Asgard-realm by the Mjolnir of an alternate universe which laid unclaimed. Volstagg lifted the hammer, and obtained the power of Thor. After Fire Demons from Muspelheim attacked Light Elf refugees in Nidavellir, Volstagg chose to take the fight to Muspelheim itself and battled its ruler Sindr, the Queen of Cinders. He then brought down a torrential rainstorm to flood Muspelheim and wipe out its entire population. The new Thor Jane Foster was forced to step in to prevent Volstagg from committing genocide by transporting herself and Volstagg to the Yawning Void.



An angry Volstagg fought Thor until their fight took them to Svartalfheim. Odinson then appeared and took Thor's place in the fight. After learning from Roz Solomon that Volstagg was War Thor, Thor reverted to her human form and used her friendship with Volstagg to successfully convince him to end his rampage, let go of his rage, and give up being War Thor. Volstagg returned to Asgardia where he was to receive treatment for mental effects the Mjolnir had on him when the hammer unexpectedly appeared. Volstagg became drawn to the hammer and walked over to it while his friends futilely tried to stop him from reclaiming it. When Volstagg lifted the hammer, he once again became the War Thor and flew off. Even while clutching the hammer, Volstagg was conflicted on whether to continue being the War Thor. While in the Asgard-realm, he was ambushed by Odinson's goat Toothgnasher who Odinson put in charge of guarding the hammer. Volstagg prepared to battle Toothgnasher when a giant hand suddenly appeared and grabbed Toothgnasher before killing him. The hand belonged to the monster Mangog who had somehow returned to life to wipe out the Asgardians. Volstagg fearlessly charged at Mangog to prevent this from happening. However, Volstagg was no match for Mangog and was brutally beaten down before having his Mjolnir destroyed. Mangog then punched Volstagg toward the edge of Old Asgard. Mangog demanded that Volstagg tell him where the Asgardians were. Volstagg vehemently refused. Before Mangog could finish Volstagg off, Malekith appeared and informed Mangog of the locations of the Asgardians, the city of Asgardia. After Mangog left for Asgardia, Malekith stabbed Volstagg's hand with a dagger so he could fall to his doom.

HEROES, VILLAINS & DEMI-GODS



Norhalla

Aegir

F	Rm (30)	Health: 130
A	Gd (10)	
S	In (40)	Karma: 40
E	Am (50)	
R	Gd (10)	Resources: Ty
I	Gd (10)	
P	Ex (20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).

Resist Disease: Unearthly (100).

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Water Freedom:

Water Breathing:

Hyper Swimming: Amazing (50)

Water Control: Amazing (50) ability.

Communication/Control-sea life: Amazing (50)

Talents: Edged Weapons, Blunt Weapons, Asgard Trivia, History and Lore.

Contacts: Fellow Asgardians

Running Aegir:

Whenever the Vikings saw huge waves coming towards their ships, they knew that Aegir was close by. If the Vikings had some prisoners they would sometimes sacrifice some of them in the hope of a safe passage. But Aegir was often very unforgiving and cruel and would in his lust for more treasures especially gold, smash their ships into pieces of wood.

HISTORY:

Aegir was the God of the Seas. He lived in a castle made of coral underwater beneath the Island of Hlesey, guarded by Fish-Men, and had a life of joy, thanks to the companionship of the Ocean-Nymphs. At some point, he sired three Mermaidens, including Rana. After Loki had Hoder kill Balder with a mistletoe arrow, Aegir held a feast at Odin's behest, for the Aesir to discuss the incoming Ragnarök, without Loki. Odin was entertaining Aegir in the Great Hall of Asgard when Loki arrived to beg release from his sentence for trying to start Ragnarök.



Agnar of Vanaheim

F	Rm (30)	Health: 120
A	Gd (10)	
S	In (40)	Karma: 40
E	In (40)	
R	Gd (10)	Resources: Ty
I	Gd (10)	
P	Ex (20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).

Resist to Diseases: Unearthly (100).

Retarded Aging: He ages 1 year for every 100. He may still be killed normally.

EQUIPMENT:

The Sword 'Frey': In reality 'Laevateinn', this ancestral sword of Loki's family is made of Class 1000 material, does Amazing (50) damage.

- Summoning: While in his possession, Agnar can summon to the sword to his hand, even across dimensions and time with Class 1000 ability.
- Armor Piercing: Laevateinn reduces the effectiveness of armor by -5 CS, allowing him to harm foes he might not otherwise effect.

Talents: Edged Weapons, Weapon Specialist: Frey, Asgard Trivia, History and Lore.

Contacts: Fellow Asgardians



Running Agnar of Vanaheim:

Agnar is a hotheaded young man, looking for glory and honor and sometimes not thinking things through.

HISTORY:

Agnar was the son of Hrothgar. They lived in Vanaheim. Agnar came to Asgard to challenge Balder, reported to be a skilled warrior, but Balder denied him and Agnar was removed by Volstagg, telling him the story of Balder and using Hogun the Grim as a threat if Agnar wished to harm Balder. Anyway, Agnar followed Balder when he sought to die by abandoning himself in a desert beyond the Norn Kingdom. Agnar had trouble following Balder, but witnessed him attacking a Giant Sand Devil with a stick in order to protect a woman. In that, Agnar saw Balder's bravery. Unable to assist Balder, too much frightened, Agnar threw his sword for Balder to defend himself against the creature allowing him to win. As Balder disappeared along with the woman he saved by teleporting, Agnar retrieved his sword. He swore he would find Balder, to offer him his sword. Balder returned in an instant from the Norns, riding a horse. As he saw Agnar, he pretended to not recognize him, and took him with him to help defend Asgard against a threat. Once in Asgard, Balder left, promising Agnar another meeting. Needing to know the way home, Thor sent Agnar to retrieve Balder in Nornheim. Along with Hogun, Agnar returned to Asgard, announcing that the Giants of Jotunheim were waging war against Asgard. He then greeted welcome to the returning Balder. His current whereabouts are unknown.



Agnar the Fierce

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).
 Lung capacity: When talking, holding or shouting, he has +2 C/S Endurance.
 Resist to Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

EQUIPMENT:

Sword: This Monstrous (75) material sword does Incredible (40) damage.

Talents: Edged Weapons, Blunt Weapons, Asgard Trivia, History and Lore.

Contacts: Fellow Asgardians

Running Agnar the Fierce:

Agnar is an old man with something to prove, he wanted Heimdall's job and almost destroyed Asgard to get it.

Known HISTORY:

Agnar was an Asgardian who attempted to prove himself worthy of guarding the Bifrost Bridge. However, Odin chose Heimdall instead.



Arko

F	In	(40)	Health: 130
A	Gd	(10)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Ex	(20)	
P	Ex	(20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).
 Resist to Disease: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.



EQUIPMENT:

Crimson Hawk Armor and Helmet: Amazing (50) material. Remarkable (30) vs. Physical, this doesn't stack.

Shield: Amazing (50) material, Shields vs. 50 points on a shielding roll.

Sword: Amazing (50) material, Remarkable (30) damage.

Spear: Amazing (50) material, Remarkable (30) damage, 5 area.

Quarterstaff: Amazing (50) material, Amazing (50) damage.

Talents: Weapon Specialist: Staff, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Fellow Asgardians, the Crimson Hawks, The Royal Guard of Odin, Odin, the Warriors three, Sif and Thor.

Running Arko:

Arko is a bright, enthusiastic young warrior who idolized Balder and the Warriors 3. He grew up wanting to honor his heroes and that is in fact what he did.

HISTORY:

As Arko grew up in Asgard, he witnessed many of its greatest heroes from afar, including the Warriors Three, Thor and Heimdall, and dreamed of becoming a hero like them. Eventually, he became a member of the palace guard. Arko was forced to leave behind his pregnant wife Deilla as Asgard was assaulted by Ymir. He rode to his station, and assisted in the firing of a flame missile at Ymir, but Ymir shrugged off the assault. Ymir began hurling boulders at the Asgardians' defensive line and Arko was nearly crushed, but Balder pulled him to safety, and attempted to rally him back to the battle. Balder dragged Arko back so that he could rest, but Arko refused to rest while his wife and unborn child were threatened by Ymir. Just then, Surtur appeared to challenge Ymir. As the two giant grappled, Arko saved a woman and her child from being crushed by debris. They reminded him of his own wife and unborn child. Ultimately, Ymir and Surtur were defeated by Thor, and Arko returned to Deilla to find that his son had been

born safely. While guarding Odin's chambers, Arko overheard Odin (possessed by Loki) discussing treason with Karnilla, he alerted the Warriors Three. Arko and the Warriors Three were assaulted by "Odin", and Arko was knocked unconscious. Arko and the Warriors Three were brought by the Crimson Hawks to be executed, but at the last moment, Arko was saved by the Enchantress, who set him and the Warriors Three free. She teleported them to safety so that they could discuss their next move.

As the Enchantress and the Warriors Three argued, Arko recalled his past, and finally inspired the Warriors Three to join the uprising against Odin. Fandral was so impressed by Arko's words that he suggested they should change their name to "the Warriors Four." The five conspirators returned to Asgard just in time to aid Sif and Balder against Karnilla, while the Eric Masterson Thor battled "Odin." The struggle finally ended when Sif restored Odin to his own body, and had Loki driven out. The Warriors Three held a celebration for Arko in an Asgardian tavern along with the Crimson Hawks, but their revelry was interrupted by a brawl between Thor and Eric Masterson, which resulted in the entire tavern launching into a barfight. Arko and the Warriors Three tried to halt the battle, but were told by Balder and Sif to let it be played out.



Bor

Bor Burison

F	Un (100)	Health: 500
A	Un (100)	
S	Sh-X (150)	Karma: 90
E	Sh-X (150)	
R	Ex (20)	Resources: Am
I	Ex (20)	
P	Am (50)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20).

Resistances: Sh-Z vs. fire, cold, toxins, corrosives and disease. Amazing (50) Resistances outside Asgard.

Retarded Aging: Ages 1 year for every 10000 years. He may be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

Mystic Powers: Bor is the original "Skyfather" and is at the very least as powerful as Odin and may perform the following:

* Element control and Generation: Unearthly (100) ability to unleash and manipulate the classic elements of Earth, Fire, Water, Weather and Air.

* Energy Generation: Shift-X (150) electromagnetic blasts from his eyes.

* Dimensional Travel: Amazing (50).

* Control Lightning: Unearthly (100) ability to control and redirect lightning.

* Mystical Blasts: Bor is capable of unleashing CL1000 Mystical energies powerful enough to ravage the Earth. Bor need 10 rounds of uninterrupted concentration and red Psyche feat to



activate the power. Any interruption or damage taken during this time, causes him to restart the process.

LIMITATIONS:

* Worthy: Bor may wield Mjolnir, but doesn't think it's worthy of him and refuses to use it.

* Pride and Arrogance: Bor believed that there was none who could so easily overpower him, which brought about his demise.

EQUIPMENT:

Jorðbreið-øx: This CI1000 Adamantine Viking Axe was forged millions of years ago as the galaxy formed, this axe inflicts Unearthly (100) damage and is capable of being thrown 10 areas and returns to his hand.

Talents: Weapon Specialist: Jorðbreið-øx, Occult Lore, Equestrian, Edged Weapons, Blunt Weapons, Asgard Trivia, History and Lore.

Contacts: Odin.

Running Bor:

Bor is a vicious, angry god and isn't above punishing those who deems worthy of his anger. He is prideful and arrogant, thinking that none can defeat or overpower him.

HISTORY:

Bor was among the gods that created the universe. He and his wife, Bestla, had a son and called him Odin. Bor taught his son to fight, think, rule and serve, but most importantly, Bor taught Odin how to defend the dreams of his father. What Bor

should have educated Odin in is what it meant to have dreams of his own, for when Odin did dream, he dreamt about Earth. He wanted to make a legacy for himself there, so Odin created man. Bor was not pleased with his son's decision, and he unleashed every punishment upon the mortal plane within his power to bring.

One fateful day, during a great war between the Asgardians and the Frost Giants, Odin would have his chance to continue his plans for mankind. Bor was among those fighting but left the main battle to pursue a fleeing giant. Bor stumbled into a trap set for him by a powerful sorcerer who turned Bor into snow. Odin came upon his father as the wind was pulling Bor's form apart, but before he was completely gone, Bor asked his son to find a sorcerer strong enough to restore him. He told Odin his spirit would rest in the snow until he was recalled. Odin told the other Asgardians his father had perished and was proclaimed king the same day. Each winter, Odin could swear he would hear the voice of his father calling to him, but more and more Odin would ignore the voice until he could no longer hear it.

Much later, it was revealed an adult Loki was the powerful sorcerer who set the trap for Bor. He, aided by the death goddess, Hela, traveled into the past and instigated the battle between the age-old enemies merely so he could be rid of Bor and ensure his place among the royal family of Asgard. Upon his return to the wintry present, Loki used his magic to restore Bor from the snow. However, he also placed a spell on Bor to alter his perception of the world around him. Humans looked like demons. Vehicles appeared to be giant monsters. Confused by his surroundings and distraught by the realization his son was no more, Bor wasted no time in demolishing everything around him he contributed to Odin's death. Jane Foster sent out a call to Donald Blake informing him of the seriousness of the situation, and soon Thor arrived to quell the disaster.





Bor had never met his grandson, but it wouldn't have mattered for Loki's enchantment extended to Thor's appearance as well. Bor could sense Odin's power within the form of the demon before him, and he assumed this was the monster responsible for killing his son. Bor would soon have his revenge. Striking with a fury only Bor could possess, Thor would have been killed if not for the Odinforce within his body. Thor tried to reason with Bor, but Loki made sure the two could not communicate verbally either. Thor sensed something was wrong and did not want to kill a fellow Asgardian, so he called for help from the Avengers. Unfortunately for him, it was the new team of Avengers led by the Iron Patriot who answered the call. The Patriot ordered his team to take both combatants down, but none could withstand the combined might of Bor and Thor. Bor didn't want to be overwhelmed by superior numbers so he called upon forces potent enough to tear the very world apart. Thor knew if he was to avert this tragedy, he would have to kill his foe. Bor and Thor squared off one final time and charged each other – each one out for blood. The winner was Thor, but a high price was to be paid.

Balder wanted to get to Thor to tell him who he was fighting and to end the battle, but he showed up too late to stop Thor from killing the first King of Asgard. Even as Bor lay dying in the arms of his grandson, he went to Valhalla thinking his body was still in the hands of the enemy. Loki reminded Balder to kill a member of the royal family was punishable by banishment from Asgard forever. Balder had no choice but to uphold the rules of his people, and Thor was cast out. Thor said nothing in his defense except to imply he knew who was behind the fiendish plot, and on the day he would have words with this person – "thunder and fire and darkness shall follow after."



Bulwar

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).
Resist to Disease: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

LIMITATIONS:

Age: Despite the fact that he is an Asgardian, Bulwar is a friend to Odin and is in the winter of his life.

EQUIPMENT:

Armor: Amazing material, Excellent protection vs. harm.

Sword: Amazing material and damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Odin

Running Bulwar:

Bulwar is a close friend of Odin and is both stubborn and prideful.

HISTORY:

One of the oldest warriors in Asgard, along with Whitemane, Khan, and

Rongor. They are all old and trusted friends of Odin.



Buri a.k.a. Tiwaz

F	Am	(50)	Health: 270
A	Ex	(20)	
S	Un	(100)	Karma: 90
E	Un	(100)	
R	Ex	(20)	Resources: Am
I	Ex	(20)	
P	Am	(50)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20).
Resistance: Unearthly (100) vs. fire, toxins, and corrosives. Amazing (50) Resistance outside Asgard.
Invulnerability to disease: CI1000
Invulnerability to cold: CI1000
Immortal: Buri is by all accounts, Immortal and he can die from a violent death he will live for as long as he wants to baring accident or homicide.
Allspeak: May communicate fluently in any language of the 9 realms.

Magic: Buri is the first Asgardian and despite his age, he is more powerful than



Thor or even Odin and may perform the following:

- * Ice Generation, Control and Manipulation: Sh-X (150) ability.
- * Shrinking or Growth: Unearthly (100).
- * Shrink others: Unearthly (100)
- * Shapeshift: Amazing (50) ability.
- * Ice Blast: Sh-X (150) from his hands.
- * Dimensional Travel: Amazing (50).

EQUIPMENT:

First Aid Supplies

Talents: Wrestling, Medicine, First Aid, Leadership, Edged Weapons, Blunt Weapons, Asgardian Lore, History and Trivia. Occult Lore and Mystic Origin.

Contacts: Odin, Bor, Ymir, Thor and the other Asgardian Gods

Running Tiwaz:

Buri has lived long enough that he has mellowed with age and has taken to wandering rather than actively trying to gather worshippers. He has taken on a grandfatherly air and watches over Asgard, Thor and the 10 realms as though they were his children.

HISTORY:

Buri was the first-born of the Aesir who were worshiped as gods by the ancient Viking and Germanic tribes of Northern Europe. In Norse lore, Buri was the third entity to arise in creation, after the giant Ymir and the cow Audumla who found him in Nifflheim. He was succeeded by Bor after his son bested him in combat, and his other son Njord left to found Vanaheim and sire the Vanir. Bor in turn took a wife (the giantess Bestla) and fathered his sons. As Bor founded Asgard, home of the Aesir, Buri went to live recluse as Tiwaz in the northern reaches of Asgard, in Nastrond, living among ephemeral servants he created by sculpting ice and animated with life. After Bor's death, Odin challenged and bested Buri as well. During the Aesir/Vanir War, Tiwaz witnessed from afar the death of Mimir (a peace hostage given by Odin), decapitated by the Vanir, and the eventual annexation of the Vanir to Asgard. He was eventually forgotten by

the Asgardians. After Thor was born, Buri visited him.

He learned about Odin's death, and left footsteps for the grieving Thor to follow. He later discovered him after a brutal battle with Hela and took him and Mjolnir to his home. He nursed Thor back to health, wrestling with him in friendly matches to test him. Thor once believed him to be Odin, but Tiwaz proved him wrong. The sorcerer also refuted the story told by Odin's Eye about Odin's origin. He returned to normal strength and was able to beat Tiwaz. He then encouraged Thor to return to Asgard, and the Odinson departed Tiwaz's company, unaware that he was in fact Buri. He was directed to Frigga and the children who had wet in hiding during Surtur's attack on Asgard.

Thor told Volstagg's children about Tiwaz, and they later freed Hrimhari, Boom Boom and Warlock from an Asgardian prison, sending them to recruit the aid of the Giant-sorcerer. They had nearly reached Tiwaz's dwelling, when they were caught in a net and captured by a Frost Giant serving Hela. They escaped from the Frost Giant's grasp, and Tiwaz appeared, imprisoning the Frost Giant in a block of ice. Tiwaz brought them into his cave, warmed them up and advised them on the true extent of Hela's threat and of her new sword, able to slay Odin and fell the World Tree.

Tiwaz revealed the location of the Warriors Three and sent Hrimhari and the two New Mutants to free them from Queen Ula and her Savage Swarm of Hive Trolls. Tiwaz stayed behind and watched them. They managed to free the Warriors Three, though it required Tiwaz's magic to shrink Volstagg so that Warlock could fly him away. Later Tiwaz monitored from his home Karnilla's attempt to revive one of her stone-petrified men. She failed, but Tiwaz concentrated the excess magic from her spell to revive all people of Nornheim, still in their stone form. With Tiwaz' secret support, Hela's army was defeated and retreated to Hel. He later sent an ice-fairy to Asgard, transporting a vial using whose content transformed the

people of Nornheim back into men of flesh and blood, and a map allowing the New Mutants to return to Midgard. His fate after Ragnarök and the return of the Asgardians is unrevealed.



Casiolena

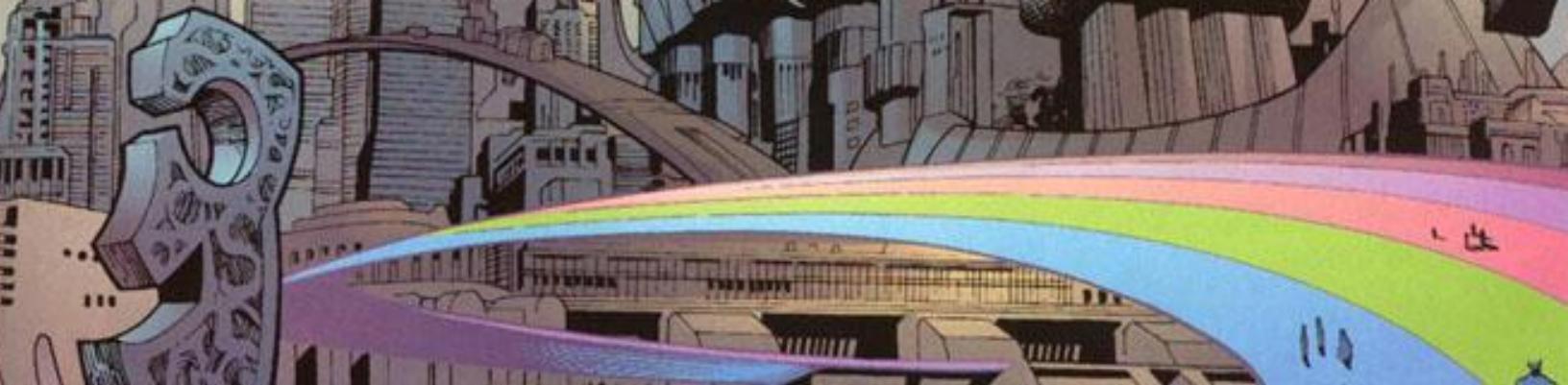
F	Ex	(20)	Health: 130
A	Ex	(20)	Karma: 100
S	In	(40)	
E	Am	(50)	
R	Gd	(10)	Resources: Rm
I	In	(40)	
P	Am	(50)	Popularity: -20

KNOWN POWERS:

Body Armor: Good (10).
Resist to Disease: Unearthly (100).
Retarded Aging: She ages 1 year for every 100. She may be killed normally.
Allspeak: May communicate fluently in any language of the 9 realms.

Magic: Master Sorceress of Asgardian Magic with the following spells:

- * Magic Detection: Amazing
- * Psionic Detection: Amazing
- * Healing: Remarkable
- * Thought-Casting: Amazing
- * Eldritch Bolts: Remarkable
- * Eldritch Shield: Remarkable
- * Matter Control: Air, Earth, Fire, Water: Remarkable
- * Paralysis: Remarkable
- * Teleportation: Monstrous
- * Dimensional Aperture: Monstrous



LIMITATIONS:

Anger: Casiolena lets anger get the best of her judgment, and does not deal well with comparisons to the Enchantress.

Talents: Mystic Backgroud, Occult Lore, Alchemy and Seduction.

Contacts: Skurge, Fragon, Ollerus

Running Casiolena:

Angry, viciously fixated and crazier than a central park rat Casiolena is a grade-A psycho looking to steal whatever glory and fame she believes Amora owes her.

HISTORY:

Enchantress in particular has always been a problem for Casiolena, with her banishment from Asgard occurring after she was mistaken for Amora and made a scene during a dinner. She served as a queen of her new realm, and got the upper hand on Amora by seducing her long-time consort Skurge, making her angry. Later, the Defenders were transported to Casiolena's realm after their battle with the Nameless One. They were quickly defeated by Casiolena's forces, led by the Executioner and Fragon. They were placed in Casiolena's dungeon where they met the Black Knight, the Enchantress and an insane Barbara Norriss. The Enchantress transformed Norriss into the Asgardian warrior, the Valkyrie, who helped the group escape and renew their attack on Casiolena's forces. While the Valkyrie restrained Casiolena, the Enchantress blasted her with bolts of mystical energy, seemingly killing her.

Sent to Valhalla, Casiolena would return as an ally of Ollerus the Unmerciful, a dead and unworthy Asgardian warrior who planned to usurp Hela's position and become the new Asgardian God of Death. She helped Ollerus' plan of bringing the Defenders to his aid by splitting Brunnhilde and Norriss again, and making the latter pose as Valkyrie, using a fake Aragorn created by Casiolena. She even asked Ollerus to recruit first "a fair-haired man" in New York City to add to his army. However, once the true Valkyrie broke

free, the Defenders rallied with Hela's forces against the forces of Ollerus and, when the Hulk destroyed Ollerus's mountain, proved triumphant.

Many years later, Casiolena and her henchman Poppo the Cunning managed to break free from Niffleheim and mount a base in a hospital at Roosevelt Island. She started recruiting people for an army that would help her control of Midgard. One of her minions, revealed Hellcat, one of the Defenders who foiled her, was also looking to help the gifted. Casiolena then announced that anyone who joining her would be rewarded, and orders Bailey to capture her. Bailey returns as the prisoner of Hellcat and Valkyrie, leading an angry Casiolena to render them all prisoner in a magic cage. Casiolena then showed her recruits wreaking havoc around New York city, explaining that the minions enroll following her promise to give them magic to solve their own problems - something Casiolena could not do given she is an Asgardian exile, but "they do not know that" - and the chaos would help distract possible heroes. After Casiolena ordered Poppo to restrain Aragorn and the prisoners, the latter part ended leading to Poppo being gagged with tape. Following Hellcat comparing Casiolena to Enchantress, the sorceress threw a fit and attacked the prisoners and Poppo with her magic. Suddenly, Hellcat's friends She-Hulk and Ian Soo broke into the facility riding on Aragorn, and She-Hulk tackled Casiolena. As Poppo declined on helping Casiolena, the sorceress tried to kill him with a boulder made out of debris, being stopped by Ian's telekinesis.

Hellcat then pounced on Casiolena, defeating the Asgardian, as Valkyrie and She-Hulk helped contain her. Poppo revealed he was the one who called for help, tired of Casiolena's grumpy behavior and all the bad experiences she forced on him. Casiolena tried to berate Hellcat's plan to help powered people saying "there are those within whom there is no good to find", to which Patsy replied that compassion is not a weakness and she will always try to find the best in people,

and that unlike Casiolena "I know the difference between being a villain and making a mistake". Valkyrie then carried the tied Casiolena and Poppo in Aragorn's back, promising to return once the sorceress was dealt with.



Crimson Hawks (Typical Stats)

F	In	(40)	Health: 130
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10)
Resist to Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Crimson Hawk Armor and Helmet: Amazing (50) material. Remarkable (30) vs. Physical, this doesn't stack.

Shield: Amazing (50) material, shields vs. 50 points on a shielding roll.

Sword: Amazing (50) material, Remarkable (30) damage.

Spear: Amazing (50) material, Remarkable (30) damage, 5 area.



Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Fellow Crimson Hawks: The Royal Guard of Odin and Odin.

Running the Crimson Hawks:

The Hawks are the royal guard of Odin. They guard over him during the Odin sleep, pass messages for him, summon those whose presence he desires and remove intrusive and bothersome people as needed.

HISTORY:

The Crimson Hawks were Odin's personal guards, dedicated to give their lives to his protection. It is currently unknown if any of them are still alive after the final Ragnarök, but it is assumed not.



Cyra the Healer

F	Ex	(20)	Health: 110
A	Gd	(10)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Rm	(30)	Popularity: 2

KNOWN POWERS:

Body Armor: Good (10).

Resist Diseases: Unearthly (100).

Retarded Aging: She ages 1 year for every 100. She may be killed normally.

Magic:

Cyra is skilled in the subtleties of the healing arts and can cast the following:

Healing: Amazing (50)

Damage Transference: Amazing (50)

Regeneration: Excellent (20)

EQUIPMENT:

Armor: Amazing (50) armor provides Excellent (20) vs. attacks and doesn't stack with her natural armor.

Sword: Amazing (50) material, Remarkable (30) damage.

Talents: Medicine, First Aid, Asgardian Lore, History and Trivia. Sharp Weapons.

Contacts: Thor

Running Cyra:

Cyra cares for her patients, not wanting anyone to suffer or carry permanent wounds from battle.

HISTORY:

Little is known about Cyra, other than she is one of the many Asgardian healers dedicated to the arts and has met and befriended Thor.



Desak the God-Destroyer

Desak Sterixian

F	Rm	(30)	Health: 230
A	Am	(50)	
S	Mn	(75)	Karma: 100
E	Mn	(75)	
R	Gd	(10)	Resources: Fb
I	In	(40)	
P	Am	(50)	Popularity: -10

EQUIPMENT:

Jewel: Desak is powered by the Jewel:

- Body Armor: Amazing (50).
- God Detection: CL1000 ability to detect god-like creatures
- Energy Generation: Monstrous (75), 10 areas
- Flight: CL1000 airspeed

Axe: Unearthly (100) material, Monstrous (75) damage.

Sword: Unearthly (100) material, Amazing (50) damage.

Shield: Sh-X (150) material, Shields 150 points of damage on a shielding roll.



Talents: Weapon Specialist: His weapons, Astro-Navigation

Contacts: None

Running Desak the God-Destroyer:

Desak wanted vengeance for the pain caused to his family, he was pushed to the boundaries of his morals and goodwill.

HISTORY:

Desak Sterixian lived on an unnamed planet. Pious, Desak married Almonnas and sired Loatia. At some point, Loatia was chosen to be the innocent sacrificed to their god Kronnitt. A ghostly female image, the Designate, appeared before Desak and offered him an amulet of great power which would enable him to save the life of his daughter, and protect his people from their gods. Struggling with the choice given and his strong faith, Desak was thought mad by his brethren while his daughter was sacrificed into the pit of fire. Later, as Desak was arguing with his wife over the loss of their child, their village was attacked. Kronnitt, not satisfied with the citizens of this world, decided to destroy them. Confused, Desak sat helplessly on the sidelines and watched as the mad god unleashed his fury upon the world until the Spirit of the Jewel, as Desak called her, appeared to him once more. Again, she offered up the promise of power equal to the very gods themselves. Desak accepted it, to stop suffering from his god, and became Desak, Destroyer of Gods. He then destroyed the Gods and their realms, offering freedom to the shattered believers, and reiterated his feats upon many worlds. The threat of Desak was foretold when the Silent One appeared in Olympus, home to Zeus and the mighty Hercules. The Silent One showed of a possible future where Olympus lie in ruins and Zeus was dead. The God of thunder, Thor, along with Beta Ray Bill were present when the Silent One conjured an image of how Desak came to be. Thor, Hercules and Beta Ray Bill traveled hundreds of galaxies away to intercept Desak before he could let loose his wrath upon Olympus. Desak arrived on a world,

announcing to the mortals the coming end of their gods, then went to the realm of Tae and Pennsu. He was stopped by the three gods of Earth. Watching the fight, the cruel Tae and Pennsu decided to bring death upon them and their worshippers. Desak, Thor, Hercules and Beta Ray Bill then realigned against them, and while Thor managed to save the mortals, Desak assassinated Tae and Pennsu who had overpowered the other gods. Unpleased with the mortals worshipping Thor, Desak noticed something noble in Thor and decided to let him live, but told him he would be watching.

Desak returned when Thor inherited the power from his deceased father, Odin, and became Lord of Asgard. Odin had recently separated Thor from his mortal counterpart, Jake Olsen, but then Enchantress used a magic mirror to allow Olsen to become Thor once more. Now having two individuals sharing the power of Thor, one on Earth and one in Asgard, neither one was completely whole and they were operating in a weakened state. The time traveler Artur Zarrko showed Desak a glimpse into the future where Thor would attempt to subjugate mankind to his rule, and this made him an immediate enemy to the Destroyer of Gods. Traveling to Earth, looking for The Designate, Desak encountered Thor and the Grey Gargoyle, who had recently defeated Thor Girl and stolen her hammer. Desak, not knowing that the Designate and Thor Girl is the same person, easily defeated the Gargoyle before setting his sights on Thor. In the midst of battle, Desak's benefactor, the Spirit of the Jewel, appeared to him to enforce his belief that he was doing the right thing in killing Thor. Unfortunately for Desak, Thor, Lord of Asgard, returned to Earth and took back the power Jake Olsen had borrowed from him making him more powerful than ever. Desak fought hard and shrugged off even the fiercest blows Thor could dish out by absorbing every bit of Odin Force that was thrown at him. In the end, it was the axe of Skurge, the Executioner that proved to be Desak's undoing. Succumbing to the evil within

the axe, Thor buried the weapon into the chest of Desak, killing him. Still, the Spirit of the Jewel had other plans as she took Desak's body and set him on the way to recovery.



Durok the Demolisher

F	Un	(100)	Health: 310
A	Gd	(10)	
S	Un	(100)	Karma: 18
E	Un	(100)	
R	Pr	(4)	Resources: Fb
I	Pr	(4)	
P	Gd	(10)	Popularity: -10

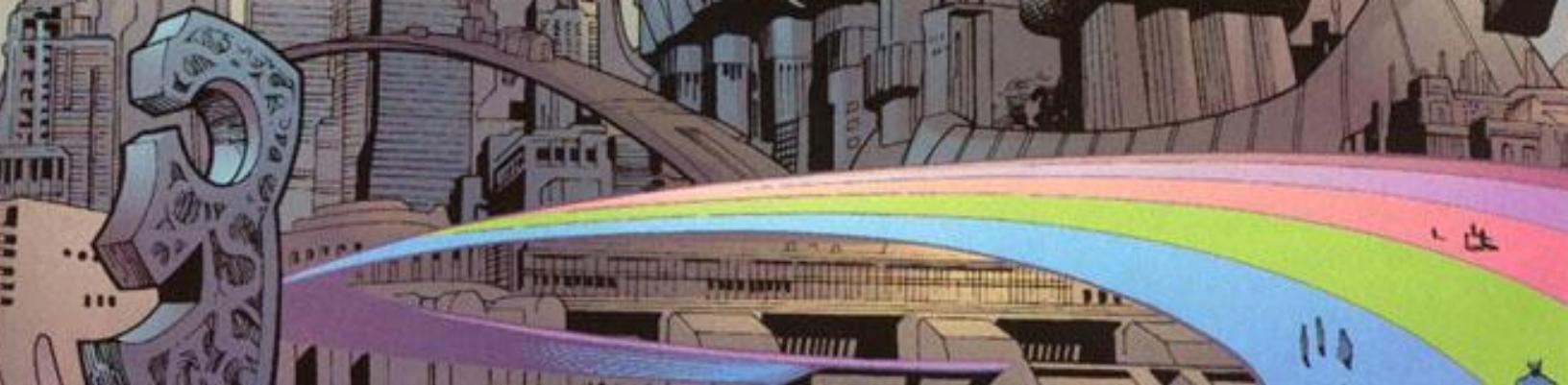
KNOWN POWERS:

Body Armor: Unearthly (100)
Energy Generation: Sh-Y (200)

LIMITATIONS:

Mute: Durok can't speak.

Talents: Martial Arts B and E, Sharp Weapons, Blunt Weapons.



Contacts: Karnilla and Loki.

Running Durok:

Durok is a mindless creature created by Karnilla and Loki. He was designed to Kill Thor and others, but failed to do that.

HISTORY:

Durok was created by Karnilla at the behest of Loki for no other reason than to destroy Thor. The only way that the Silver Surfer could beat him was to transport him to a far distant future just before the "Big Crunch" and leave him there.



Eldred

F	Ex	(20)	Health: 100
A	Gd	(10)	
S	Rm	(30)	Karma: 70
E	In	(40)	
R	Ex	(20)	Resources: Ty
I	Ex	(20)	
P	Rm	(30)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Magic: Master Wizard of Asgardian

Magic with the following spells:
 * Magic Detection: Incredible
 * Psionic Detection: Incredible
 * Healing: Good

- * Thought-Casting: Incredible
- * Eldritch Bolts: Excellent
- * Eldritch Shield: Excellent
- * Matter Control: Air, Earth, Fire, Water: Excellent
- * Paralysis: Excellent
- * Teleportation: Incredible
- * Dimensional Aperture: Incredible

Talents:

Occult Lore, Mystic Background, Asgard Lore, History and Trivia. Alchemy, Runesmith and Zoologist of Magic.

Contacts:

Karnilla, Loki and possibly the Asgardian Gods.

Running Eldred:

Eldred is one of the many Wizards that lives and operates in Asgard, he had the misfortune of going against the throne of Odin and lost in a big way.

HISTORY:

Nothing is known about Eldred, other than he is a wizard, he made moves against the throne of Odin and it cost him his castle, livelihood and life.



Endrik

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Talents: Edged Weapons, Thrown Weapons, Asgardian Trivia, Lore and History.

Contacts: None known.

Running Endrik:

Endrik was your typical Asgardian citizen and warrior.

HISTORY:

Endrik was one of a handful of Asgardians captured and experimented on by Doctor Doom. This ultimately led to his death.



Geirrodur King of the Rock Trolls

F	Rm	(30)	Health: 310
A	Ty	(6)	
S	In	(40)	Karma: 18
E	In	(40)	
R	Gd	(10)	Resources: Fb
I	Gd	(10)	
P	Ty	(6)	Popularity: -10

KNOWN POWERS:

Body Armor: Good (10)
Infravision: Remarkable (30), 5 areas.
Resistance to Disease: Sh-Y (500).
Retarded Aging: ages 1 year for every 100. He may still be killed normally.

EQUIPMENT:

Tordenstock: This CI3000 Uru spear does Incredible (40) edged damage.

Talents: Leadership, Sharp Weapons, Edged Weapons, Weapon Specialist: Tordenstock

Contacts: Rock Trolls

Running Geirrodur:

Although Geirrodur is in many ways a typical rock troll (brutal, savage, and unsubtle), he is extremely smart (for a rock troll) and does have the best interest

of his people at heart. He lusts for more territory to control, but does not wish to expend his subjects uselessly against a more powerful foe.

HISTORY:

Geirrodur was born to the Rock Trolls that lived in the Kingdom of the Trolls, Realm Below, Asgard. His father was the master blacksmith and maker of the tribe, and taught Geirrodur all the arts of the trade. When his father died in a war against the Storm Giants, Geirrodur took his father's place. Loki, the god of mischief, helped Geirrodur overthrow the then-current King of the Trolls, Veldemaris. Ever since that day millennia ago, Geirrodur ruled the Trolls, having forged a mystic spear out of Uru as a token of power. Among Geirrodur's finest accomplishments during his reign was the design and construction of burrowing machines which, due to the uru metal of their bits and scoops, could dig holes into other dimensions. Geirrodur's machine has even dug a transdimensional tunnel from the caverns of Asgard into the bowels of the Earth. Geirrodur's rule was only once opposed: for a brief time the Troll warrior Ulik usurped the throne. Geirrodur unsuccessfully attempted to conquer Asgard several times.



Gotron the Agile

F	Rm	(30)	Health: 140
A	Rm	(30)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10) vs. Physical.
Resist Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Excellent (20) protection.

Spear: Monstrous (75) material, Amazing (50) damage when thrown (7 areas) or in close quarters combat.

Talents: Weapon Specialist: Spear, Edged Weapons, Asgardian Trivia, Lore and History.

Contacts: Odin and the Asgardian Gods.

Running Gotron the Agile:

Gotron the Agile is a good warrior and just wanted the job of guarding Asgard from those who might attempt to cross the Bifrost. He wasn't happy about not getting the job, but didn't hold any bitterness against Heimdall or Odin.



HISTORY:

Gotron the Agile was one of the three warriors that Odin considered to become the guardian of the Rainbow Bridge. Gotron defeated seven Storm Giants on his own, but Odin decided to give the job to Heimdall instead.



Greyval Grimson

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10) vs. Physical.
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Excellent (20) protection.

Sword: Amazing (50) material, Amazing (50) damage.

Talents: Edged Weapons, Thrown Weapons, Equestrian, Asgardian Trivia, Lore and History.

Contacts: Balder and the Asgardian Gods.

Running Greyval Grimson:

Greyval was a noble and skilled warrior, he was friendly, honest and eager to fulfill his destiny.

HISTORY:

Greyval Grimson is an Asgardian God that during his mortal life carried the Raven Banner as was done by his father and his father's father before him.



Gruenhilda

F	Am	(50)	Health: 170
A	Ex	(20)	
S	Am	(50)	Karma: 36
E	Am	(50)	
R	Ty	(6)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
 Allspeak: May communicate fluently in any language of the 9 realms.
 Retarded Aging: Ages 1 year for every 100. She may still be killed normally..
 Invulnerability to Disease: CI1000.
 Death Sense: Unearthly (100) ability to sense a being's approaching death. At the Judge's option, he or she may have Gruenhilda attempt a FEAT roll to determine if she has detected a death glow. If she does, one character randomly chosen, will be placed in a deadly situation. This character attracts attacks and is unable to spend karma on Endurance FEAT's for the duration of the adventure.

EQUIPMENT:

Enchanted Sword: Unearthly (100) material, Monstrous (75) Edge or Amazing (50) damage with the flat of the blade. She has the following abilities:
 * Teleportation: Excellent (20)
 * Illusion: Incredible (40) ability to disguise herself and her sword

Talents: Martial Arts A, Edged Weapons, Thrown Weapons

Contacts: Thunderstrike II, Asgardians

Running Gruenhilda:

Gruenhilda takes her job as a Valkyrie and trainer to Thunderstrike very serious. She is like a Marine Drill Instructor, turned up to 11.

HISTORY:

Gruenhilda was tasked to instruct Kevin Masterson how to properly wield the Thunderstrike mace by the Asgardian goddesses Sif and Hecara after Steve Rogers gave it to the boy; the Asgardians felt Kevin's father was owed a debt of gratitude for his courage and honor by first merging with, then briefly replacing Thor (Thor Odinson) after the thunder god was banished. When Thor returned, Odin created the Thunderstrike mace, gave it to Kevin's father, and he became the hero Thunderstrike (Eric Masterson) whose final act was to sacrifice himself to save the world. Now that the mantle had



passed from father to son, the debt could be repaid.

On Earth, Gruenhilda found Kevin just as he was attacked by the Spartans strike force of the sports mogul Adam Mann. They were trying to secure the mace for their employer who sought to steal its power. Although a valiant warrior, Gruenhilda could not prevent them from taking the mace, but she saved Kevin's life and the life of his adoptive-father, Bobby Steele. Staying with Kevin in an adopted civilian identity of Hilda Grune, they infiltrated Mann's home to retrieve the mace, and Gruenhilda led the attack against Mangog after the demon was summoned through Mann's Mysticator; a machine meant to supply him with God Force by siphoning the power of ancient artifacts. Gruenhilda was not powerful enough to defeat the beast, but she saved Kevin from being devoured by it. Fighting side-by-side with the Avengers to prevent Mangog from destroying New York City, she helped Kevin (as Thunderstrike) and Thor exile the creature elsewhere. Afterward, Gruenhilda was with Kevin as he challenged the Rhino (Aleksei Sytsevich) to a rematch.



Talents: Weapon Specialist: Battle Axe, Equestrian, Tracking and Hunting, Asgardian Trivia, Lore and History.

Contacts: Idunn and the Asgardian Gods.

Running Haakun the Hunter:
Haakun is a simple hunter living off the land in the forests of Asgard.

HISTORY:

Haakun was an Asgardian hunter. He once saved the goddess Iduna from an attack by the Fenris Wolf while she was delivering the apples of immortality to Odin.

Haakun the Hunter

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 66
E	In	(40)	
R	Ty	(6)	Resources: Pr
I	In	(40)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. She may still be killed normally..

Invulnerability to Disease: CI1000.

EQUIPMENT:

Armor and Helmet: Amazing (50)
Material, Excellent (20) protection.

Battle Axe: This enchanted battle axe, capable of following its targets for enormous distances and slashing through 'the fabric of infinity itself' to hit its target. The Monstrous (75) material Axe inflicts Amazing (50) damage either as a thrown weapon double its normal range (14 areas!) or in close quarters combat. If a successful to hit roll is made when the axe is thrown, it will pass through any and all barriers to strike the target.



Harald Jaekelsson

F	Rm	(30)	Health: 215
A	Gd	(10)	
S	Un	(100)	Karma: 40
E	Mn	(75)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: -10

KNOWN POWERS:

Cursed: Harald and his crew are all cursed with a bizarre form of immortality that enhanced their abilities and grants the following:

Immortality: Harald doesn't age, but is effected by the passage of time as skin fester and rots if damaged.

Life Support: Harald and his crew survived 1000 years without food or fresh water.

Iron Will: Unearthly ability to resist damage, He doesn't lose health but does take visual damage from attacks. (If he is struck, his skin rips etc...)

LIMITATIONS:

Despite being given increased longevity, Jaekelsson's body continued to decay with time, leaving his flesh rotten, similar to a corpse.

EQUIPMENT:

Armor and Helmet: Excellent (20) Material, Good (10) protection.

Spear: Remarkable (30) material inflicting Excellent (20) damage either as a thrown weapon (10 areas) or in close quarters combat.

Sword: Remarkable (30) material, Excellent (20) Damage.

Bows and Arrows: Excellent (20) Material, Good (10) Damage, 7 areas, ROF: 1/1

Longboat: This Viking longboat, bears the same curse as Harald and his men. The Longship was capable of holding Harald and his 100 soldiers, after the curse was placed on all of them, it became made of Unearthly material, was capable of the following abilities:

- * Flight: Excellent air speed
- * Fire Generation: Amazing ability to shoot fire from the decorative serpents head on the bow of the ship.

Talents: Bows, Edged Weapons, Thrown Weapons, Sailing, Leadership.

Contacts: His own men

Running Harald Jaekelsson:

Harald Jaelkelsson was a cruel, vicious man with appetites beyond his reach. The curse that was laid upon him and his crew gave him arroence and pride he never should have had, allowing him to battle even the gods he worshipped at one time. In the end his pride cost him everything.

HISTORY:

Little has been recorded of Harald Jaekelsson's early life. By the year 1003, Jaekelsson had become the leader of a ship of Viking warriors, routinely leading his crew on voyages to raid the lands of the English and the Welsh, with many of these voyages launching from the coastal town of Lakstad. The tendency of Jaekelsson's crew to steal barrels of mead and slaughter the village's livestock caused the Lakstad residents to complain to the King of Norway, which brought repercussions down on the Vikings. In an act of retaliation, Jaekelsson lead his crew in a raid on Lakstad, with his crew destroying the town. Jaekelsson and his crew murdered all the men and children

of the town, and had their way with the women before killing them as well. While the crew celebrated their raid with food and drink, Jaekelsson informed his men that they would sail to the New World, where they would be free to raid and pillage unopposed. As Jaekelsson's crew set sail, the town wise man, the sole survivor of the raid, called out a curse upon the Viking crew. Calling on the power of a rune stone, the wise man damned the Vikings to sail for a thousand years without reaching their destination, only to be killed with an arrow fired by Jaekelsson.

The wise man's curse on Jaekelsson's crew would come to pass; the crew sailed the seas day after day, year after year, never spotting land in any direction, for a thousand years, until, in 2003, Jaekelsson's ship spotted land in the form of Manhattan's South Street Seaport. Making landfall, Jaekelsson and crew immediately begin slaughtering every citizen in sight, with many of their victims believing the scene unfolding before them to be a film shoot, or a prank set up for a hidden camera television program. As the citizens realize the situation is real, they flee, drawing the attention of N.Y.P.D. officers, a number of whom Jaekelsson personally dispatches. As his crew spread into the surrounding city causing mayhem and destruction, Jaekelsson was brought a young woman by his crew as a sexual offering. Before Jaekelsson could rape the woman, Thor appeared in the sky, and rescued the woman from the Vikings. Thor then challenged Jaekelsson to combat, but was taken off-guard when Jaekelsson appeared unaffected by a strike to the chest from Mjolnir, the knock back of which broke both of Thor's wrists. Finding Thor no threat, Jeakelsson dismissed his crew to begin pillaging the city, and proceeded to pummel the God of Thunder. Despite Thor's best effort, all attempts to attack Jaekelsson resulted in further injury to himself. With Thor too exhausted to put up a defense, Jaekelsson took chains and used them to anchor Mjolnir around Thor's neck, before kicking the God of Thunder into the East River. Jaekelsson then regrouped with his



crew, who had retreated from battle after an influx of N.Y.P.D. officers and U.S. Soldiers made their way into the heart of the city. Taking to the skies in their longship, the Vikings, lead by Jaekelsson, quickly disposed of the soldiers and officers in a matter of minutes.

As more and more of Manhattan fell to Jaekelsson and his forces, Jaekelsson observed his crew's progress from the high ground, and eventually killed the Mayor of New York City with a spear. While Jaekelsson scouted out a base of operations for himself, his crew dispatched both the Avengers and an entire regiment of Marines. Eventually settling on the Woolworth Building, Jaekelsson used the bones of tall victims to build himself a throne on the roof. Sensing danger, Jaekelsson prepared to set out on his longboat with a number of crewmen, but was attacked by fighter pilot Erik Lonnroth, one of three warriors from the past brought to the modern day by Thor and Dr. Strange to combat Jaekelsson. While Lonnroth continued his attacks on the ship, Jaekelsson quietly slipped to the ground below, where Thor and his new comrades Sigrid and Sir Magnus were steadily dispatching Jaekelsson's Vikings.

Using the element of surprise, Jaekelsson was able to sneak behind and run Thor through with his sword before quickly incapacitating Sigrid and Magnus. Unfazed by his injuries, Thor engaged Jaekelsson in combat, striking him with enough force to remove a section of Jaekelsson's skull. Trading words and blows, the two warriors continued inflicting injuries on one another, with Jaekelsson losing his left arm to a blow by Mjolnir, and Jaekelsson tearing flesh from Thor's hand with his teeth. Gaining the upper hand, Jaekelsson began choking Thor, bringing the God of Thunder to his knees. As Thor began to pass out, Jaekelsson questioned Thor's companions as to why they were not intervening. To Jaekelsson's surprise, Thor's companions were confident that Thor would prevail, as he was a true God, and Jaekelsson a magical corpse.

Distracted by their words, Jaekelsson did not notice Thor regain his wits, at which point Thor delivered a hit so powerful Jaekelsson's body was flung into space. Jaekelsson's current whereabouts are unknown, but his body was last seen still in orbit around planet.



Harokin

F	Am	(50)	Health: 160
A	Gd	(10)	
S	Am	(50)	Karma: 40
E	Am	(50)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
Allspeak: May communicate fluently in any language of the 9 realms.
Retarded Aging: Ages 1 year for every 100. He may still be killed normally.
Resist Disease: Unearthly (100).

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Excellent (20) protection.

Battle Axe: This Monstrous (75) material Axe inflicts Amazing (50) damage. Can be thrown 6 areas.

Talents: Weapon Specialist: Battle Axe, Edged Weapons, Thrown Weapons, Equestrian, Leadership, Asgardian Trivia, Lore and History.

Contacts: Odin and the Asgardian Gods.

Running Harokin:

Once a rival to Thor, Harokin and the god of thunder have made peace and become friendly towards one another as is needed. Harokin seems to be fascinated with the Valkyrie, Brunhilda.

HISTORY:

Harokin is the leader of the legions of Valhalla, the Einherjar. During a period where Hela controlled Valhalla and its troops, Harokin served under her. He was, however, critical of his superior. He fought for Hela in a war against her rival Ollerus the Unmerciful. Harokin welcomed Valkyrie to Valhalla and acted friendly towards her. He was shocked when he learned that the Norns predicted that Hela would cast Val to Niffleheim. He questioned Hela about her supposed unfair decision. Val was appointed commander of the Valkyrior and led Hela's forces on campaign, alongside Harokin. The two armies met in battle at the Pass of Peril. Harokin was a deceased Asgardian who was once a foe of Thor. He was used by Hela, the Asgardian goddess of death, in an attempt to seduce Thor into entering Valhalla, the home of the honored Asgardian dead.



Hildegarde

F	Am	(50)	Health: 170
A	Ex	(20)	
S	Am	(50)	Karma: 46
E	Am	(50)	
R	Ty	(6)	Resources: Ty
I	Ex	(20)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. she may still be killed normally.

Resist Disease: Unearthly (100).

Death Sense: Unearthly ability to sense death. The Valkyrie on a FEAT may determine if she has detected a death. The victim is un-able to spend karma on FEAT's for the duration of the adventure.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Excellent (20) protection.

Spear: This Monstrous (75) material spear inflicts Amazing (50) damage either

as a thrown weapon (7 areas) or in close quarters combat.

Valkyrior steed:

F	Gd	(10)	Health: 100
A	Ex	(20)	
S	Rm	(30)	Karma: 24
E	In	(40)	
R	Pr	(4)	
I	Gd	(10)	
P	Gd	(10)	

Powers:

Running: Good

Winged Flight: Excellent

Talents: Edged Weapons, Thrown Weapons, Equestrian, Asgardian Trivia, Lore and History.

Contacts: Odin and the Asgardian Gods.

Running Hildegarde:

Brave, honest and true. Hildegarde found herself standing alongside of Thor when he was exiled from Asgard and fought alongside of him for many adventures before returning to her place among the Valkyrior.

HISTORY:

Hildegarde was an Asgardian Valkyrie, gifted with extraordinary strength and great skills with the sword. Odin sent Hildegarde and the Lady Sif to the Blackworld to face Ego-Prime. This epic adventure eventually led Hildegarde and Sif to New York City. Because of the Thunder god's insolence to his father, Odin banished Thor and his allies (including Hildegarde) to Midgard. While on Earth, Hildegarde resided at Avengers Mansion and assisted Thor in a number of adventures.

Hildegarde was part of the list of women Odinson suspected to be the new Thor. She was one of the many women warriors (Asgardians and Avengers alike) Odinson and Freyja brought to help Thor in her fight against Cul Borson, as he commanded the Destroyer armor under Odinson's order. They fought him off until Odinson aborted Cul's mission.



Hymir, the Giant

F	In	(40)	Health: 196
A	Ty	(6)	
S	Mn	(75)	Karma: 14
E	Mn	(75)	
R	Pr	(4)	Resources: Pr
I	Pr	(4)	
P	Ty	(6)	Popularity: 0

KNOWN POWERS:

Body Armor: Remarkable (30)

Resist Diseases: Unearthly (100).

Growth: Amazing

Retarded Aging: He ages 1 year for every 100. He may still be killed normally.

EQUIPMENT:

Hymir owns a boat of appropriate size for him, Thor and the Midgard serpent.

Talents: Blunt Weapons, Sailing, Fishing and Giant Trivia, Lore and History.

Contacts: His fellow giants and Thor.

Running Hyrim:

Hymir, despite the fact that he is a giant, didn't want to go to war or fight. He enjoyed fishing and sailing, wanting to just live an easier life.

HISTORY:

Hymir was a Giant that Thor came to see to go capture the Midgard Serpent. Hymir stopped Thor from taking the Serpent aboard, as it would have caused their death, and was beaten by Thor who then flew away.



Igron the Sorcerer

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	Rm	(30)	Karma: 70
E	Am	(50)	
R	Gd	(10)	Resources: Ty
I	Ex	(20)	
P	In	(40)	Popularity: -5

KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.
 Magic: Igron is a master level Asgardian sorcerer capable of Remarkable (30) Personal, Universal and Dimensional spellcasting.

EQUIPMENT:

Dagger: This Amazing material dagger does Remarkable damage and can be thrown 3 areas.

Talents: Edged Weapons, Occult Lore, Mystic Background, Asgardian Trivia, Lore and History.

Contacts: Loki.

Running Igron:

Igron is more like his master than he would care to admit, he is cruel and petty.

HISTORY:

Igron was a wizard in service to Loki. When Loki had seized Odin's imperial ring during one of the All-Father's bouts of Odinsleep, he was forced by Balder to send him to the Sea of Eternal Night, where Odin was sleeping in a capsule. He fled with Loki to Earth, where he created the Living Mask, which allowed Loki to exchange bodies with Thor. As his reward, Loki sent him to the dungeons of the Trolls of Asgard.

Igron found a chance to escape while the Trolls were occupied in an attempted invasion of Midgard. He returned to Asgard to find it deserted, its citizens having been abducted by the slavers of the Golden Star. When the rescued citizens returned without Odin, Thor, or their closest allies, Igron disguised himself and magical constructs of his own creation as the royal court to take their place. When the real nobles returned, Thor and his allies ended the ruse, defeated the impostors, and imprisoned Igron in Asgard's dungeons.

Igron eventually encountered the depowered and shrunken Mangog in the dungeons and forged an alliance with it. He tapped into the life force of the Asgardians to return Mangog to full size, disguised it as the then-absent Odin, and made it so its power was derived from the Asgardian's collective worship rather than of its race's collective hatred as it had been before. For a brief period, Mangog ruled Asgard as Odin and appointed Igron his new advisor, but their oppressive regime soon turned the Asgardians' worship into rebellion. Mangog turned on Igron when it decided his usefulness was at an end, killing him shortly before

succumbing to burning out the last of the energy sustaining it.



Kamorr the Small

F	Rm	(30)	Health: 110
A	Ex	(20)	
S	Rm	(30)	Karma: 60
E	Rm	(30)	
R	Gd	(10)	Resources: Ty
I	Rm	(30)	
P	Ex	(20)	Popularity: 0

KNOWN POWERS:

Danger Sense: Remarkable (30) ability
 Body Armor: Typical (6).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.
 Shrinking (permanent): -1 C/S to be hit

EQUIPMENT:

Armor: Amazing (50) Material, Good (10) protection.

Talents: Martial Arts C, Edged Weapons, Sailing, Driving, Asgardian Trivia, Lore and History.

Contacts: Heimdall and the Asgardian Gods.

Running Kamorr the Small:

Kamorr the Small is a loyal servant and friend to Heimdall, he is small in stature,



but is respected among the Asgardians for his loyal and skills.

HISTORY:

At one point, during the 20th century, Odin, All-Father of Asgard, charged Heimdall with a quest—because Odin himself was unable to go at the moment, and his most common emissaries, Thor and the Warriors Three, were busy with other exploits; otherwise, Odin would have not moved Heimdall from his usual post at the gates of Asgard. Heimdall recruited Kamorr to go with him in this travel. The quest involved travelling to the land of mortals, which they knew as Midgard, and find three apparently common people: Carter Dyam, an Israeli soldier; Jackson Kimbal, an American unemployed fashion designer; and Chi Lo, a Japanese fisherwoman. Odin knew they were fated to become a new breed of divine beings. Heimdall and Kamorr first won over Dyam and Lo, who simply needed to see Heimdall's eyes to change their lifestyle and find a meaning to their lives. All of them then set off to New York City. Using their Asgardian power, they could travel in a teletransporting Viking-style boat while dressing in their Asgardian garbs. As they reached the Brooklyn Docks, they surprised three local fishermen. Heimdall, in the bow along with Kamorr, noticed the commotion and used his magic to disguise himself as a local wealthy man from Long Island, Kamorr as his chauffeur, and the boat as a common yacht; the fishermen would forget the strange appearance. Heimdall's quest called the attention of Klothes, one of the Norns, but the other Norns forced her to divert her attention toward other important events. Heimdall and Kamorr continued the search by foot, with Lo and Dyam waiting for them onboard the boat. Somehow acquiring a luxury car, Heimdall had Kamorr drive him toward the poor neighborhoods, where they would ask for Kimbal's exact address. Heimdall and Kamorr entered the building, and the god knocked on Kimbal's door. At that point, Kimbal was indebted with a gangster by the name of Barker and assumed that Barker was

sending collectors for money Kimbal did not have; thus, when hearing the door hammering, he answered by firing through the wooden gate. Heimdall broke down the door with his hands, and then he and Kamorr heard the explanation of Kimbal.

Before Heimdall could identify himself or explain his task, four of Baker's thugs entered with personal weapons to kill Kimbal, and any witness. Heimdall, who still had need of Kimbal, shot a bolt toward one of the would-be assassins. This was not enough to intimidate one of the other enforcers: This person intended to shot. He was surprised when the little Kamorr grabbed his arm, calling him blackguard. The thug was still unimpressed at the short height and old-style speaking of the servant, and intended to hit Kamorr on the head; Kamorr, with his superior fighting skills, stopped the man's thug, used a martial art hold and threw it against the criminal's partners. One single hit knocked the three of them down, and Kamorr expressed his success out loud. Kimbal was awestruck, but Heimdall, who was familiar with the dwarf's strengths, simply mentioned that his companion had unusual qualities. Heimdall then had little problems to take Kimbal with him, promising however to answer his questions in time. Nonetheless, as soon as they got into the car, Kimbal demanded the promised details, even if the driving Kamorr said that "Master Heimdall" would speak whenever he deemed fit. Heimdall and Kamorr took Kimbal to the supposed yacht, which turned into a Viking ship as soon as they were onboard. Heimdall introduced Kimbal to Lo and Dyam. Kimbal found himself out of place, but Heimdall reassured him, and reminded him of his past as an artist. One week later, Midgard knew the alien threat known as Ego Prime, a planet evolved to a more advanced, man-shaped life form. Ego Prime devastated New York City even after facing the best efforts of several Asgardians and their allies—specifically Thor, the Warriors Three, Balder, Sif, Hildegarde, Tana Nile and Silas Grant. Heimdall, Kamorr and their

three human companions walked through the rubble toward the epicenter of the problem, with the god claiming to be following Odin's plan. They were to put themselves in the range of Ego Prime. Kamorr, while loyally obeying his Masters' orders, was scared and explained that it was too dangerous. Ego Prime then shot one bolt from his hand, on the intent of destroying all of them... and was defeated.

The bolt caused the opposite effect: The three humans were transformed into a higher form of human life, the powerful Young Gods. The metamorphosis and the sheer power of these three men amazed Heimdall, but absolutely astounded Kamorr and Thor. Odin appeared to explain that he had been manipulating the events so that this new race of gods could be created and transcend to a higher plane; and that he was powerful enough to restore all the damage that the Earth had suffered, including the destroyed buildings and dead humans. However, Thor considered that Odin was wrong at allowing people to die, and accused his father and lord of that. In response, Odin exiled Thor to Midgard, forbidding him from going back to the land of the gods—Heimdall, hearing that, confessed to Kamorr that he disliked the turn of events. Odin then started to restore Midgard, with Heimdall and Kamorr still there; and, for a moment, god and dwarf wondered if Odin had forgotten about them and would leave them in New York City. However, Heimdall and Kamorr, when transported to Odin's throne room in a blink, joining the already-present emissary Karnilla and Asgard's Grand Vizier. With Kamorr by his side, Heimdall twice swore his loyalty to Odin; Karnilla prompted Heimdall to ask Odin about Thor. Noticing Thor's absence, Heimdall first asked whether Thor had fallen in battle, but Odin was enraged and roared to Heimdall. Heimdall, Kamorr, Karnilla and the Vizier were forced to leave the room, lest they would face Odin's wrath.



Karnilla - Queen of Nornheim

F	Rm	(30)	Health: 130
A	Ex	(20)	
S	In	(40)	Karma: 125
E	In	(40)	
R	Ex	(20)	Resources: Rm
I	Rm	(30)	
P	Mn	(75)	Popularity: 80

KNOWN POWERS:

Body Armor: Good (10).
 Invulnerability to Disease: CI1000.
 Retarded Aging: ges 1 year for every 100.
 She may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.

Magic: A sorceress of Master level and would be sorcerer supreme if not for Odin.

- Resistance to Cold: Remarkable (30)
- Image Generation: Monstrous (75)
- Sleep: 7 area range. Victim must make a Yellow Endurance FEAT or sleep for 1-10 hours.
- Paralyze: Victims must make a Yellow Psyche FEAT roll or be frozen for 1-10 turns.
- Personal Shield: Create a force shield able to deflect Monstrous (75) energy of physical attacks.
- Dimensional Travel: Monstrous (75) ability to traverse the dimensions.
- Transmute Elements: Transmute objects of Monstrous (75) material strength or less into any immaterial objects that she chooses.
- Enhancement: Karnilla can, Psyche FEAT roll, increase the abilities of others and give them superhuman abilities.

White: 2 abilities, +2 C/S.

Green: 3 abilities, +3 C/S +1 power.

Yellow: 3 abilities +3 C/S, +2 powers.

Red: 3 abilities, +3 C/S +3 powers.

The enchantment lasts as long as Karnilla concentrates on it. It can be made permanent with the use of magical talismans.

Talents: Occult Lore, Asgardian History, Trivia and Lore, Alchemy, Sharp weapons.

Contacts: Asgardian Gods particularly Balder

Running Karnilla:

Karnilla has been reckless and impulsive in the past, and more than a little self-centered. This may have changed; she has willingly given up Balder so he may ascend the throne of Asgard. Oddly, although she is a sorceress of great power feared even by Loki, she doesn't use much magic; she prefers to use catpaws, agents to carry out her designs. Her current activities are unknown, though she may be planning revenge on Utgard-Loki, the Frost Giant king who ravaged her home and took her prisoner.

HISTORY:

The birth and early life of Karnilla were shrouded in mystery. All that was really known is that she had long lived in Nornheim, the Asgardian province where the Three Norns dwelt, the goddesses of destiny, and she became one of the most accomplished practitioners of the arts of sorcery in the Asgardian dimension. Although Nornheim lied on the Asgardian land mass within Asgard's own dimension, and although Karnilla was apparently of the Asgardian race, she did not consider herself to be subject to Asgardian rule. Rather, Nornheim was an independent country, of which Karnilla was absolute monarch. Karnilla lived opulently in the ancient fastness of Nornkeep, attended by her servant, the aged minor sorceress Haag, and troops of guardian demons. Although there were many demons among her subjects, Karnilla's realm was also populated by humanoid immortals, just as was Asgard proper. Karnilla's relationship to the goddesses of destiny was unknown, although they were clearly beyond her jurisdiction.

In the past Karnilla often proved to be an enemy of Asgard, and acted in alliance with the Asgardian god of evil, Loki. However, Karnilla was long in love with Asgard's noblest warrior, Balder the Brave. On Balder's request (on behalf of Asgard's monarch Odin), Karnilla allied herself and her army with Asgard in the war with Surtur. After years of resisting Karnilla's advances, Balder finally became Karnilla's lover. Some of Balder's Asgardian friends disapproved of the relationship, regarding Karnilla as a figure of evil. Karnilla regarded herself, however, as a harsh but just ruler. Balder was called away from Nornkeep to join the Asgardian prince Thor in his mission to rescue souls of Earth human beings from Hel. During Balder's absence, Karnilla was taken prisoner by the Frost Giants of Jotunheim, who were preparing an invasion of Asgard and first intended to eliminate Asgard's allies. The Frost Giants also transformed Karnilla's subjects into stone. On his return, Balder set out to rescue Karnilla, and ultimately



met with success. Karnilla continued to both antagonize and aid Asgard. She would often aid it against a mutual threat, but continued to seek Balder's affection or seek the lives of Thor and Odin to try and make Balder king.

Since the return of the Asgardians after Ragnarok she at some point made an alliance with the troll king Gerridur. She enchanted a charm that disguised Ulik as an Asgardian Tanarus and altered everyone's memories so Tanarus was always the champion of Asgard and everyone would forget Thor. Ulik was to use his position to assassinate the All-Mothers of Asgard at the appointed time to throw Asgard into chaos for a troll attack. Karnilla formed a triad of outcasts witches called the Weird Sisters along with Kelda to spy on Asgardia and aid Ulik. Despite the spell, Heimdall eventually saw through the spell and destroyed the charm just as the trolls attacked. Karnilla joined in the battle in a desperate attempt to turn the tide. She battled and was quickly defeated by Freyja. Freyja then sealed Karnilla and Gerridur within the skull of Ulik. Karnilla requested Odinson to help defend Nornkeep from a massive army assembled by Malekith in order to kill the Norns and prevent them from determining their destinies. When the attack happened, Karnilla had Nornkeep's forces evacuate the Norns while she remained behind to defend Nornkeep. Karnilla immobilized many of the attackers by taking control of their destinies. However, the army was able to sever Nornkeep's connections to the roots of Yggdrasil, causing the massive structure to collapse. Karnilla was caught in the collapse and mortally wounded. Before dying, Karnilla told Odinson that she had witnessed visions of many things, including the death of the new Thor, Jane Foster. She tried to warn Thor to protect Jane but died before she could.





Kelda Stormrider

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: 0

KNOWN POWERS:

Body Armor: Good (10).

Resist Diseases: Unearthly (100).

Retarded Aging: Ages 1 year for every 100. She may be killed normally.

Weather Manipulation: Monstrous (75), is able to perform the following:

- Flight: Excellent (20) speed
- Mist Transformation: Incredible (40) ability to transform herself into mist.
- Wind Generation: Amazing (50).
- Lightning: Monstrous (75) damage.
- Ice Generation: Amazing (50) ability
- Create Ice Weapons: Amazing (50) material and damage, 10 area range from the wind generation.

Talents: Edged Weapons, Thrown Weapons, Asgardian Trivia, Lore and History.

Contacts: Bill, Thor and the Asgardian Gods.

Running Kelda:

Kelda is a young, caring god. She fell in love with the mortal Bill and she tried to move Asgard and Earth to be with him only to have things go bad. In the End, they were together.

HISTORY:

Kelda was one of the many Asgardians who Thor resurrected after the Ragnarok Cycle. While the rest of her people were content to sit within Asgard and live out old glories, the golden-haired goddess instead sought out new experiences within Midgard. She traveled to the nearby town of Broxton, Oklahoma, stopping at Bill's Diner where she attracted the attention of one of the mortal residents, Bill, the local fry cook. Kelda invited Bill to meet her in Asgard. Bill mustered up the courage to answer Kelda's standing invitation to visit Asgard, and dropped by, bringing her flowers, though the attempt to deliver them ended with her getting hit in the face with a rock. She showed him around Asgard, while they playfully flirted, and he tried to explain basketball to the Asgardian men.

In time, Bill and Kelda fell in love with one another, to the extent that Bill left his home and business in Broxton to move to Latveria with the other Asgardians. For Kelda, Bill's curiosity about the world around him and his sense of justice were some of his greatest qualities, and a few of the reasons she fell in love with him. While in Latveria, some unruly Asgardians hassled Bill and goaded him into a fight. Before Bill could enter the fight, Kelda arrived with an ice spear she summoned from the ongoing storm, broke the Asgardians' weapons, and then gave it to Bill, explaining it was poison and one scratch can kill an Asgardian. The Asgardians fled and Bill intended to investigate the recent move of Asgard to Latveria from Oklahoma. Tragically, Bill was murdered when he stumbled upon a conspiracy by Loki and Doctor Doom to harvest the organs of the Asgardians in order to give the armor-clad despot the secrets of immortality. Before his death, he told Balder Odinson of Loki's treachery and asked him to tell Kelda he loved her. When Kelda saw her mortal love dead before her, she swore vengeance on Loki and traveled to Castle Doom to confront him. Instead she met Doctor Doom, who goaded her into a fight. Blasting Doom with a bolt of lightning revealed him to be

nothing more than a Doombot. Following a trail, she ventured deep into the castle and fell straight into his trap. Doom ripped her heart out and left her body on the floor.

Thor and the other Asgardians from Latveria, arrived to punish Doom for the wrongs done to the people of Asgard. During the battle, Doom threw the corpse of Kelda from his castle. Loki appeared and claimed he knew how to save Kelda. But in order to do so, Loki said he needed someone to recover her heart. While Thor was fighting Doom, Balder retrieved the heart and brought it to Loki who was able to bring her back to life. While alive, Kelda was torn with heartfelt grief over Bill's death. Later, Kelda went to visit Bill's parents in Broxton to inform them of their son's fate. The house was surrounded by H.A.M.M.E.R. agents who demanded she surrender herself and shot her as she exited the house. While Bill's father tried to reason with the aggressors, Bill's mother talked with Kelda to bring her back to her senses, since she didn't intend to fight back. Kelda healed the wounds and rose up in the air, raining lightning down on the soldiers and freezing them solid. After the Siege, Kelda was shown by a Valkyrie that Bill had been chosen to live in Valhalla but her love denied her entry since the "dead and the living can love but not be together". Kelda stated they would find a way to make it work since they were able to form a bond between goddess and mortal as well.

Later, it was revealed that when Loki was tending to her during the battle against Doom, he met her upon an astral plane. He explained to her that he required a raw ingot of her empathic soul to forge the blade Eir-Gram, to cut down the old enemies of Asgard, the feared cannibalistic Disir. when nothing else could. The process would also leech some of her memories from her in an attempt to ease her inner pain; however, Loki also tells her that this would prevent her from growing emotionally. She would remain emotionally as she was, her agony and anguish bound. Loki's last



words to Kelda were, "But if the memories ever return, know this: I'm sorry, Kelda. If I could, I would make the sacrifice myself...but purity of spirit was never amongst my virtues." Kelda later went slowly insane due to Bill's death and Loki's tampering with her memories and soul, and tried to kill Balder before her soul was purified by Thor. She later wandered in the wilderness and was taken up by Norns to fulfill the role as the "Maiden" to ease her pain and obtain closer contact to Bill in Valhalla. However, she was betrayed by the Crone, who was actually Karnilla in disguise, who beat her to death with a rock. Her soul later reunited with Bill in Valhalla and they shared a tender kiss at the reunion. She married Bill while they were in Valhalla together and were seen in various future battles as souls fighting on behalf of Asgard. Kelda was part of the list of women Odinson suspected to be the new Thor. She was one of the many women warriors (Asgardians and Avengers alike) Odinson and Freyja brought to help Thor in her fight against Cul Borson, as he commanded the Destroyer armor under Odin's order. They fought him off until Odin aborted Cul's mission.



Khan

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: 0

KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may be killed normally.

LIMITATIONS:

Age: Despite the fact that he is an Asgardian, Khan is a friend to Odin and is in the winter of his life.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection.

Sword: Amazing (50) material and damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Odin

Running Khan:

Khan is a close friend of Odin and is both stubborn and prideful.

HISTORY:

One of the oldest warriors in Asgard, along with Bulwar, Whitemane, and Rongor. They are all old and trusted friends of Odin. Khan was one of Odin's oldest friends. He was slain in an epic battle with Mangog and the All-Father was forced to present the warrior to Hela's clutches.



King Hymir

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: In
I	Gd	(10)	
P	Ex	(20)	Popularity: 10



KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: Ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Remarkable (30) protection.

Scepter: This Monstrous material scepter can strike for Amazing (50) damage if needed.

Talents: Leadership, Edged Weapons, Thrown Weapons, Equestrian, Riddle and Puzzle Trivia, Asgardian Trivia, Lore and History.

Contacts: Odin and the Asgardian Gods.

Running King Hyrim:

King Hymir is a man known for his impossible challenges and sometimes cruel nature. He doesn't like to be deceived will try to find the right moment to seek his revenge when he has been wronged.

HISTORY:

Loki has convinced King Hymir to help him in his eternal feud with Thor, by having the King give Thor a series of very difficult challenges. Thor is unable to refuse them, or he is dishonored, and if he fails, he becomes a slave for the cruel king. The first challenge, is to catch a fish from the dreaded Sea of Eternal Darkness. The fish in this sea are "not mere fish - but undersea monsters! No fishing line could capture such a creature! But the Mighty Hammer of Thor CAN!"

This challenge done, the King give him the main task, to break a drinking goblet in only two minutes. He realizes that his time is short, so without delay throws the goblet at a rock wall, shattering the wall. He then tries to use his mighty hammer, to no effect. Thor knows that if he should slay the king, even if he didn't complete the challenge, he would not be a slave, except he would "break the heart of fair princess Rinda!" Rinda was not worried about herself, and urged the Thunder

God to do what he must, since he has been deceived. With that, he hurls the goblet, at full force at the crown of King Hymir. The goblet then shattered, revealing the source of the enchantment, the "magic catalyst". This inspired a fit of paranoid anger in the King, directed at the Trickster for supposedly betraying the King, and revealing the secret to Thor, and ordered Loki gone from his kingdom. As he left, Loki vowed "eternity is endless, I shall never stop scheming!"



Krista, the Valkyrie

F	In	(40)	Health: 150
A	Ex	(20)	
S	Am	(50)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Rm
I	Gd	(10)	
P	Ex	(20)	Popularity: 0

KNOWN POWERS:

Body Armor: Good (10).
 Allspeak: May communicate fluently in any language of the 9 realms.
 Retarded Aging: Ages 1 year for every 100. She may still be killed normally.
 Resist Disease: Unearthly (100).
 Death Sense: Unearthly ability to sense death. The Valkyrie on a FEAT may

determine if she has detected a death. The victim is un-able to spend karma on FEAT's for the duration of the adventure.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Excellent (20) protection.

Spear: This Monstrous (75) material spear inflicts Amazing (50) damage either as a thrown weapon (7 areas) or in close quarters combat.

Valkyrior steed:

F	Gd	(10)	Health: 100
A	Ex	(20)	
S	Rm	(30)	Karma: 24
E	In	(40)	
R	Pr	(4)	
I	Gd	(10)	
P	Gd	(10)	

Powers:

Running: Good
 Winged Flight: Excellent

Talents: Sharp Weapons, Equestrian, Thrown Weapons, Asgardian History, Lore and Trivia.

Contacts: Odin and the Asgardian Gods

Running Krista:

Krista is a young, but brave and honest warrior. She believes in the glory of Asgard and is honored to be one of the chosen of Odin.

HISTORY:

Like her sister, Hildegarde, Krista was a skilled warrior and a member of the The Valkyries. She was kidnapped by Pluto in an attempt to set the Asgardians against the Olympians. She was freed by Thor and Hercules, but was so badly injured during the fight that Thor had to change into the form of Donald Blake to save her.



Kroda the Duelist

F	In	(40)	Health: 130
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: -5

KNOWN POWERS:

Body Armor: Good (10).

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. She may still be killed normally.

Resist Disease: Unearthly (100).

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection.

Sword: Amazing (50) material, inflicts Amazing (50) damage.

Talents: Weapon Specialist-Sword, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Loki, Magrat the Schemer and Skurge the Executioner

Running Kroda:

Kroda is a fearsome swordsman and once traveled in a pack of rogues that counted among its members, Skurge the Executioner and Magrat, the Schemer

HISTORY:

Kroda the Duelist was a member of Thor's expedition to restore the Odinsword that had become cracked.



Kurse

Algrim the Elf

F	Mn	(75)	Health: 325
A	Am	(50)	
S	Un	(100)	Karma: 12
E	Un	(100)	
R	Pr	(4)	Resources: Ty
I	Pr	(4)	
P	Pr	(4)	Popularity: 0

KNOWN POWERS:

Resist Mental: Monstrous (75)

Invulnerability to Disease: CI1000.

Retarded Aging: Ages 1 year for every 100. He may still be killed normally.

Allspeak: May communicate fluently in any language of the 9 realms.

EQUIPMENT:

Body Armor: Unearthly (100) vs. physical and energy.

LIMITATIONS:

Iron: any attack by a iron weapon can stun or slam Kurse, unless it penetrates his body armor, it can do no damage.

Previous memory: If he fails a Psyche feat, there is a chance he won't act during a turn, being wrapped up in his own reverie of the past.

Talents:

None

Contacts:

Asgardian Gods, Balder

Running Kurse:

Kurse, or Valgoth as the Asgardians now call him, is a creature brought back from death to serve as a living vessel of rage, first against Thor, then against Malekith. Kurse is usually silent (he makes Hogun appear loquacious by comparison). Kurse serves as protector of Asgard's children (who can usually take care of themselves anyway!), and will only be stirred to battle on their behalf. Kurse's anger against Thor might be rekindled by one who is devious and hateful enough (i.e. Loki).

HISTORY:

Algrim the Strong was one of the Dark Elves of Svartalfheim who served their ruler, Malekith the Accursed. He was one of the largest and strongest of his kind. Malekith captured Lorelei, an Asgardian woman who had used a magical potion to make the Asgardian thunder god Thor fall deeply in love with her. To rescue Lorelei, Thor went to the English Cotswolds, where stood the faerie castle that serves as a nexus between Earth and the other dimensional faerie realm of Svartalfheim. Thor broke through into the world of faerie, and seeing Lorelei menaced by Malekith, became oblivious to everything else. Hence, he was easily ambushed by the superhumanly strong Algrim. Malekith had told Algrim he had chosen him to defeat Thor. But while Thor and Algrim fought each other, Malekith ordered that a pitfall be opened beneath their feet. Thor and Algrim fell into the chasm towards molten lava. Thor summoned Mjolnir, which carried him to safety, but Algrim



plunged into the magma. The magma's tremendous heat left Algrim on the brink of death. He would have been killed outright except that his enchanted armor protected him, and that his desire for vengeance on Thor gave him the will to live. In fact, the intense pain the magma caused him rendered Algrim amnesiac: he knew only that Thor was somehow to blame. Algrim's hatred of Thor was sensed by the Beyonder who had come to Earth to investigate. The Beyonder decided to restore Algrim to health and to give him more power and better armor to see what Algrim would do. Sensing that he would find Thor in New York, Kurse departed to Earth and began walking across the ocean bottom to get to New York. Kurse mistook Beta Ray Bill for Thor and attacked him. Bill escaped death by reverting to his original, non-powered form, in which he no longer resembled Thor. Driven by insane hatred, Kurse wreaked havoc in Manhattan as he searched for Thor. Kurse found Thor, and attacked him. Thor donned his belt of strength, which doubled his strength. The Beyonder then increased Kurse's strength so that it again surpassed Thor's. Thor used his hammer to project intensive heat at Kurse. The heat, reminding Kurse of the lava pit, reawakened his memories of how he fell. Kurse realized that Malekith was responsible, and his hatred shifted to Malekith. Thor then suggested to the Beyonder that Kurse be transported to Hel, to search for Malekith. Thor was also hoping Kurse would cause trouble while he was there. The Beyonder agreed, and teleported Kurse to Hel.

Kurse saw through Malekith's disguise as Balder when he reached Asgard, he then broke Malekith's neck, apparently slaying him. Years later, Malekith was revealed to be alive once again. Thor discovers that the Balder that was killed was really Malekith in disguise, and that it was Loki they placed in the dungeon. Kurse wreaked havoc in Hel once more looking for Malekith and Hela had Kurse driven into Asgard. Malekith realized that he must send someone else after Kurse. In Asgard, Kurse beat his way past Heimdall, and plunged all the way down



to Hel, where he demanded Malekith. Hela tried to stop him but to no avail, and he beat her easily becoming the new master of Hel. Lorelei told him that Malekith escaped to Earth, and he took her there. Elsewhere, Jane sees Lorelei running and followed her, only to see her change to Malekith. She revealed Malekith's plan, and made Kurse see Thor instead of Malekith. Hela orders her minions to find Malekith, but Thor told her no. She agreed to return them all to Hel, if Thor went with her. He agreed and made the Asgardians and Godpack swear to not attempt a rescue. Fortunately, the newly arrived Hulk has made no such promise. Hulk agreed to enter Hel and return with Thor. On earth, Riger realizes that Jane is really Malekith, and he fills in the rest of his escape story, then fled. He thought he's eluded them, but he can never escape Kurse. Kurse beat on him mercilessly, until he is stopped by Sif, who begs him to return Malekith to Hel in exchange for Thor's freedom. In Hel, Hulk and Thor continue their battle, destroying much of Hela's kingdom, until Kurse arrived with Malekith. Kurse was being taken by the Asgardian Heimdall to the latter's great hall.

When Malekith regained the Cask of Ancient Winters and used it on Asgard, he enthralled Kurse to his cause once more, and forced him to attack Thor. Thor managed to free himself from Kurse's hold while Sif engaged Malekith himself. Thor went to find the Gem of Infinite Suns, which had the power to counter the Casket's powers, and had Sif lead Malekith away. In Odin's bedchamber, Thor opened Odin's treasures and retrieved the gem. Using its power, Thor freed Asgard from its icy tomb. Thor then slammed the gem into the face of Kurse, freeing him from Malekith's spell, and used its power to close the Cask of Ancient Winters. When Earth was invaded by Surtur's forces, Odin sent Kurse, Beta Ray Bill and Hercules to the side of the Asgardian forces to provide assistance. While he was uninterested in protecting the Earth, Kurse stood by his allies until Surtur's defeat, which came at the apparent cost of Odin's life. Kurse

later attended Odin's funeral. Having become fiercely loyal to Asgard, Kurse seemingly perished during the Ragnarök. Similarly to the other victims of Ragnarök, Algrim was brought back to life. He was tracked down by Malekith and captured, being deemed a traitor to his people. He was taken to the Nastrond Prison in Niffleheim, where he took the place of Lady Waziria, another Dark Elf who was in turn acting as a proxy for Malekith, and had been serving his sentence.



Lonkarr the Scout

F	Rm	(30)	Health: 130
A	Ex	(20)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Rm	(30)	
P	Gd	(10)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
Resist diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection vs. harm.

Sword: Amazing (50) material, this sword inflicts Amazing (50) damage.

Bow w/ Quiver of 25 areas: Incredibile (40) material, Remarkable (30) damage, 7 area range. Remarkable Strength to use.

Talents: Bows, Hunting, Tracking, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Odin

Running Lonkarr:

Lonkarr takes his job as the scout of Odin with the upmost seriousness and never betrays his lord and masters confidence.

HISTORY:

Lonkarr was a scout of Odin's who was involved with setting up and war between Asgard and the Dark Gods. Lonkarr, while scouting far, far away, found the city of Narcisson, which was dark where Asgard was light. The peasants of Narcisson mistook him for one of their rulers and begged him for favors. One lady offered up her child in sacrifice. Lonkarr rejected this offering. Soon he was attacked by Tserron who claimed the peasants as her own. After a day of fighting, he stabbed Tserron through the chest. Perrikus, Tserron's husband arrived and promised to destroy the kingdom of Lonkarr's lord and punish all Lonkarr's kind. Perrikus allows Lonkarr to escape so that he can be followed to Asgard.

A two-week war follows in which the Dark Gods are victorious until a young Thor inspires a defeated Odin to fight back. Odin then erased the memories of this war from the minds of all Asgardians, because of the terrible losses and the lack of glory. Lonkarr's current whereabouts are unknown. He could have died in the war with the Dark Gods or was later destroyed in Ragnarök. It is unknown if he was revived in Oklahoma with the other Asgardians.



Magrat the Schemer

F	Ex	(20)	Health: 120
A	Ex	(20)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Ex	(20)	
P	Ex	(20)	Popularity: -5

KNOWN POWERS:

Body Armor: Gd (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection vs. harm.

Dagger: Amazing (50) material, Remarkable (30) damage.

Talents: Weapon Specialist-Dagger, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Loki, Kroda the Duelist and Skurge the Executioner

Running Magrat:

Magrat is a Schemer and a sneaky little rat.



HISTORY:

Magrat the Schemer was a member of Thor's expedition to restore the Odinsword that had become cracked.

Allspeak: May communicate fluently in any language of the 9 realms.

Retarded Aging: Ages 1 year for every 100. Malekith may be killed normally.

Dark Faerie Magick:

The full range of Malekith's Dark magics is yet to be revealed. There are two restrictions to Dark Faerie Magic. It requires the presence of shadows and does not affect iron. Some abilities Malekith has demonstrated are:

Energy Beam: Monstrous (75).

Blinding Beam: Monstrous (75)

Dimensional Travel: Malekith can disappear in shadows and travel anywhere within the Asgard or Midgard dimensions.

Death Touch: Opponent if hit must make a Psyche FEAT roll or die. This power does not affect Immortals

EQUIPMENT:

The Wild Hunt:

Malekith has a horn which enables him to transform into "The Huntsman", an 8 ft tall warrior with Body Armor of Amazing (50). +1CS to his Fighting, Strength and Endurance. The horn summons hundreds of demon hounds known as "The Wild Hunt" to pursue and capture his prey. The hounds have the following abilities:

Members of the Wild Hunt.

F	In	(40)	Health: 215
A	Mn	(75)	
S	Am	(50)	Karma: 80
E	Am	(50)	
R	Ex	(20)	Resources: Am
I	Gd	(10)	
P	Am	(50)	Popularity: -40

KNOWN POWERS:

Imitation: Amazing (50) ability.
 True Flight: Amazing (50) air speed.
 Body Armor: Good (10).
 Invulnerability to Diseases: CI1000.

Known Powers

Bite: Excellent (20) damage.
 Flight: Poor (4) airspeed
 Tracking: Monstrous (75)

Talents: Leadership, Occult Lore, Asgardian Lore, History and Trivia.



Contacts: The Dark Elves and Surtur



Running Malekith:

Malekith is known as the Accursed by Asgardians (just as Thor is probably known as the Accursed in Jotunheim), because of unrevealed misdeeds in ages past. Malekith is one of Asgard's most bitter and evil enemies. He enjoys deception and corrupting the reputations of worthy Asgardians (such as Balder), as well as playing with mortals. While Malekith is supposedly dead, as Loki says: "the first thing a sorcerer of quality does is make oneself as difficult to kill as possible." It is quite likely Malekith found some way to escape death. Malekith is a mortal enemy of Kurse

HISTORY:

Malekith the Accursed is the ruler of the Dark Elves, one of the Nine Worlds of Asgardian cosmology. The Dark Elves are also known as the Faerie of Celtic mythology and of Arthurian legend. The principal nexus between Earth and Svartalfheim lies beneath a palace in the Cotswolds of Britain. Centuries ago, Malekith proved himself to be an enemy of both the human beings of Earth and the gods of Asgard. Malekith's greatest weapon was the Casket of Ancient Winters, which contained mystical forces that could reproduce the overwhelming frigidity of another of the Nine Worlds, Nifflheim, the realm of ice. To prevent Malekith from releasing the casket's contents, a mortal human being who was later known as Eric Willis stole and hid the Casket. Without the magic of the Casket, Malekith was unable to conceal himself from the wrathful Odin, monarch of Asgard. Odin banished Malekith into an otherdimensional "black limbo" where the Dark Elf remained until recent times. Malekith was released from his exile by the fire demon Surtur, master of Muspelheim, whom Malekith then served. Surtur ordered Malekith to regain the Casket of Ancient Winters and to use its power to create chaos on Earth that would prepare the way for its invasion by the legions of Muspelheim.



Odin dispatched his ravens Huginn and Muninn to investigate events in the distant "burning galaxy," where Surtur was active. Surtur slew Huginn, and Malekith unsuccessfully pursued the injured Muninn. Surtur also had Malekith go to Loki, the foster son of Odin, and gain Loki's pledge to withhold his support from Asgard's forces when Surtur attacked them. Loki, however, deceived Malekith, knowing that Surtur intended to destroy Asgard. Due to the magic of the Casket of Ancient Winters, Eric Willis had remained alive and young ever since he had stolen it. Willis, who lived in New York, was menaced by Malekith's human agents and was finally killed by Malekith himself, who used his shape-shifting ability to take the form of a beautiful woman named Angel. Willis's son, Roger, found the Casket. Now, however, Malekith launched the Wild Hunt to track Roger Willis and the Casket down. Willis was attacked on a bridge by Malekith, in his guise as the Master of the Hounds, and a horde of demonic dogs. Odin's son, the thunder god Thor arrived and together he and Willis slew a number of the hounds and forced the Dark Elf to retreat.

Subsequently, Malekith captured the Asgardian goddess Lorelei, who had been attempting to get the unsuspecting Thor to drink a potion that would force him to fall in love with her. Malekith used his sorcery to trick Thor into drinking the potion. Then Malekith revealed to Thor that he held the true Lorelei prisoner and demanded the Casket in exchange for her release. Filled with passion for Lorelei, Thor went to the Dark Elves' palace in the Cotswolds, accompanied by Willis, who brought along the Casket, although they intended to rescue Lorelei without surrendering it. The two allies then passed through the nexus into the Realm of Faerie itself. Thor next fought Malekith himself, who took the form of a gigantic, armored warrior, but the thunder god quickly defeated him. Thor scattered the rest of the Dark Elves and rescued Lorelei, but Malekith, recovering, seized Willis's gun and hurled it at the Casket. The impact shattered the Casket, releasing its magical force, which spread

frigid temperatures and blizzards over the Earth. Thor struck Malekith down and then took him to Asgard, where Odin sentenced the Dark Elf to imprisonment in the Dungeon of No Escape.

Then followed the war between the forces of Asgard and those of Muspelheim. In a confrontation with Odin, Surtur drew the magical forces of the Casket away from Earth, thereby restoring its normal weather, in order to use its forces to imprison Odin within ice. But while Odin had been battling Surtur in Asgard, Willis had been reassembling the broken Casket. As soon as Willis finished his task and closed the Casket's lid, the Casket's enchantments returned and Odin disappeared. Malekith later escaped from his prison and went to the palace of Loki, claiming to want to be his ally. When Balder was about to be crowned as the missing Odin's successor as ruler of Asgard, Malekith tricked Lorelei into giving Loki a drugged drink. Malekith magically gave Loki Malekith's own appearance. Loki, as Malekith, was captured and Thor, unaware of who the prisoner really was, had him placed in the Dungeon of No Escape. The true Malekith had taken the form of Balder to become the new ruler of Asgard himself. However, the otherdimensional entity known as the Beyonder had transformed a Dark Elf named Algrim into the vastly powerful being called Kurse. Kurse was obsessed with taking vengeance on Malekith, who was responsible for his near death in a pool of molten lava. Kurse saw through Malekith's magical disguise as Balder, leapt upon Malekith and broke his neck, killing him. An observer, Agnar, touched the supposed Balder's corpse with his sword and the corpse of Malekith reverted to its true appearance.



Millenius

F	Un	(100)	Health: 320
A	Ex	(20)	
S	Un	(100)	Karma: 70
E	Un	(100)	
R	Ex	(20)	Resources: Gd
I	Ex	(20)	
P	Rm	(30)	Popularity: -10

KNOWN POWERS:

Body Armor: Excellent (20). Resist Diseases: Unearthly (100) Retarded Aging: Ages 1 year for every 100. He may be killed normally. Energy Generation: Millenius can fire energy beams from his eyes up to 5 areas at Unearthly (100) ability.

EQUIPMENT:

Jotunnskóð: This extra-large mace is made of Class 1000 adamantine and inflicts Unearthly damage should it hit.

Talents: Weapon Specialist: Jotunnskóð, Physics, Repair/Tinker, Asgard Trivia, History and Lore.

Contacts: The Slugs.

Running Millenius:

Millenius wanted to exterminate humanity due to their pain and suffering. After thousands of years of imprisonment, nothing has changed.



HISTORY:

Millennius was imprisoned in another dimension ages ago by Odin and the other Asgardians, for trying to destroy all life on Earth. While trapped there various alien races attempted to invade and take over the 'Land of the Forsaken' for some unknown reason. This gave Millennius the technology and time he needed to try to construct a 'key' to escape his prison. It was only when Thor and the Silver Surfer were accidentally drawn into the 'Land of the Forsaken' by Millennius that he came close to accomplishing his goal of escape. The two of them were able to imprison him at the core of the planet and escape the 'Land of the Forsaken'.



Mangog

F	Mn (75)	Health: 1325
A	Am (50)	
S	Sh-Y (200)	Karma: 560
E	Cl 1000	
R	Gd (10)	Resources: N/A
I	Am (50)	
P	Sh-Z (500)	Popularity: -20

KNOWN POWERS:

Mystical and Psionic Energies: Mangog's draws any and all of his superhuman powers from the mystical and psionic energies that are manifested in the hatred and desire for vengeance that are felt by himself or by others. It gives him the following abilities:

- Body Armor: Unearthly (100) protection vs. Physical and Energy

- Invulnerability to Heat, Fire and Cold: Class 1000
- Energy Manipulation: Shift-X (150)
- Claws and Teeth: Unearthly (100) Edge damage.
- Prehensile Tail: Use as additional arm, an extra attack with Unearthly (100) Fighting.
- Energy Detection: Unearthly (100) ability to track Asgardian energy.

LIMITATIONS:

Dependent on Mystical/Psionic Energies: The Mangog will shrink or seemingly vanish if deprived of the mystical/psionic energies that give him his superhuman power

Talents: None

Contacts: None

NOTES:

The exact nature of the Mangog has never actually been revealed and is unclear. He has often been called a demon, suggesting that he is a supernatural being parasitically dependent on the mystic and psionic energies of other sentient beings. It is also possible that Mangog is a minor abstract entity incarnating the hatred felt by the alien race, and later, by himself. In that case he may be an avatar of the conceptual entity Hate in a way that is similar to the relationship between the godlike entity Cyttorak and the Juggernaut.

He appears to be immortal and ultimately indestructible, existing so long as hatred does, and indeed draws strength from hate itself, even that of his enemies.

Running Mangog:

Mangog is the sum total of the hatred of a billion billion beings that were once killed by the Odin, monarch of the Asgardians. He has an undying hatred for all things Asgardian, especially Thor and Odin.

HISTORY:

Mangog, is the physical manifestation and sum total of the hatred of a billion beings from a race that was slaughtered by the

ruler of Asgard and the Norse Gods, Odin. Due to the fact this entire species was wiped out, it isn't exactly know what Odin did to incur his wrath, they might have ruthlessly invaded Asgard, or one of them might as well have simply said the wrong word while in the All-Father's presence. Imprisoned deep beneath Asgard, Mangog was accidentally freed by the Rock Troll Ulik, and went on to wage war against Odin and the other Norse Gods on several occasions. Mangog proved to be physically unstoppable, and is usually only defeated when his dependence on psychic energies (such as hatred, fear, or feelings of devotion) felt by other sentient beings to sustain itself is exploited. Without such a source, Mangog shrinks to near nothingness. While usually acting independently, Mangog also assisted the Titan Thanos in a quest for universal domination, but was ultimately stopped by the Thunder God Thor. Thor eventually ended the threat of Mangog entirely: having inherited the Odin Force and Rune magic of Earth, Thor simply dissolved an attacking Mangog with a wave of his hand.

However, when multi-billionaire genius and possible demi-god Adam Mann attempted to draw his father - whoever that was - to Earth, the Mangog manifested instead. Although he was banished through the efforts of the new Thunderstrike, he stated he could never be destroyed so long as hatred endures. Years later, when the new Thor tried to end the Challenge of the Gods she was forced to participate by the Shi'ar Gods Sharra and K'ythri, Mangog was unleashed to punish her. Her and all the gods in existence. Mangog unexpectedly appeared in Old Asgard and encountered Volstagg, who had lifted the Mjolnir of a dead world to become the War Thor, and Thor's goat Toothgnasher. Mangog killed Toothgnasher by ripping his head off, and then raged that he would bring about the ultimate judgment upon the Asgardians before charging at Volstagg, claiming he would be the first to perish. A brutal battle broke out between the two immortal entities which shook the very foundation



of Old Asgard. Even armed with the might of a dead universe, War Thor was barely able to match the unstoppable Mangog who had easily parried and countered some of his opponent's best blows with ease, saying while he did not know the newly changed Asgardian; he was still an Asgardian, still a god. And that was all he needed to know.

While viciously pummeling Volstagg, Mangog continued to walk through the potent god storm which was whipped up by him - the same power that nearly sunk Muspelheim without so much as batting an eye. Mangog proceeded to pummel and throttle Volstagg, even going so far as to absorb his lightning when the latter shoved his hammer into the beast's mouth, only for Mangog to laugh it off before horking it back up at him, stating it tasted like another dead god. As the broken and bleeding Volstagg reached for his hammer, Mangog effortlessly crushed it to bits in his claws before knocking the now powerless Asgardian near off the edge of his old home and into space. Still seeking the location of the other Asgardian Gods, Mangog began to interrogate the now weakening Volstagg as he reverted to his previous form without his hammer. Until Malekith the Accursed turned up, giving him that information willingly. With a grunt of his foul breath, Mangog took off towards Saturn and to the location of Asgardia. While keeping watch over the realm eternal. Heimdall the All-Seeing had tuned in to watch events unfold within as Jane Foster's cancer took a turn for the worse. In that instant, as the guardsmen lowered his head in shame and regret, Mangog came crashing in, blaring with fury and spite, bellowing that all gods would perish in Helfire that day. A furious battle broke out as the Thunder Guard were deployed to aid the guardian of the Rainbow Bridge against the Judgement of the Gods.

Asgardia's enforcers were routed, Heimdall left blinded on his broken sword and the Rainbow Bridge left shattered when Cul ordered its use to port the Mangog elsewhere, away from the home



of the gods. The fearful regent boasted he would find and mutilate whatever it was that the beast loved in order to spite it, but Mangog scoffed that his only love was the breaking of the divine, beckoning Cul to bring him more gods to throttle. Not even the All-Mother backed by the power of the Destroyer could stop Mangog's rampage as she was still recovering from her coma-like sleep; something Mangog was aware while ripping the automaton apart with his teeth, just before making his way to the Odin Chamber, where he met both father and son in final battle. Mangog proceeded to pulverize Odin and Thor with his usual fury, retorting when Odin rebuked him, that despite his being all-father; what he was All-Father too as his kingdom was in ruins. Moments before taking his throne and smashing him over the head with it. As the battle raged, the three would eventually crash into Asgardia's main control room, from there Mangog destroyed the controls before directing the entire mass straight towards Earth's Sun. Promising after he'd finished murdering them all there'd be nothing to resurrect afterwards. With both Odin and Thor on the ropes and a sickened Freja within his coils, Mangog prepared to deliver the killing blow before destroying the rest of their domain, until Jane Foster as Thor descended prepared to do battle with the maddened beast for one final time.

Jane did her best against Mangog, but he proved to be too much for force alone to prevail. So, Jane hurled Mangog into the Sun; however, Mangog somehow propelled himself back to Asgardia and resumed his battle against Jane. Even with the Odinson's help, Jane couldn't defeat Mangog. So, Jane wrapped Mangog up in chains originally created to bind the Fenris Wolf, then tied them onto Mjolnir and hurled the hammer into the Sun with Mangog in tow, finally putting an end to the monster.



Mogul of the Mystic Mountain

F	Am	(50)	Health:	170
A	Ex	(20)		
S	Am	(50)	Karma:	125
E	Am	(50)		
R	Ex	(20)	Resources:	Ex
I	Rm	(30)		
P	Mn	(75)	Popularity:	-25

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

Magic: Mogul of the Mystic Mountain is a Master level sorcerer capable of Amazing (50) ability spellcasting of Person, Universal and Dimensional energies.

- * Teleport: Remarkable (30) ability.
- * Matter rearrange: Incredible (40).
- * Conjuring: Amazing (50) ability to summon his minions to his side.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection vs. harm.

Sword: CI1000 material, Unearthly (100) damage.

* Transformation: The sword can transform into a python of Monstrous (75) strength for grappling and Remarkable (30) poisonous bite.

Viewing Crystals: Unearthly (100) material crystal that grants Good (10) Remote Sensing (Sight and Hearing).

Flying Carpet: Monstrous (75) material carpet that grants Good (10) Flight.

Spotted Plague potion: This potion inflicts a Shift-X (150) plague on Asgardians. Symptoms include a rash, then vomiting, followed by spots and then death.

Talents: Mystic Origin, Occult Lore, Demonology, Leadership, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

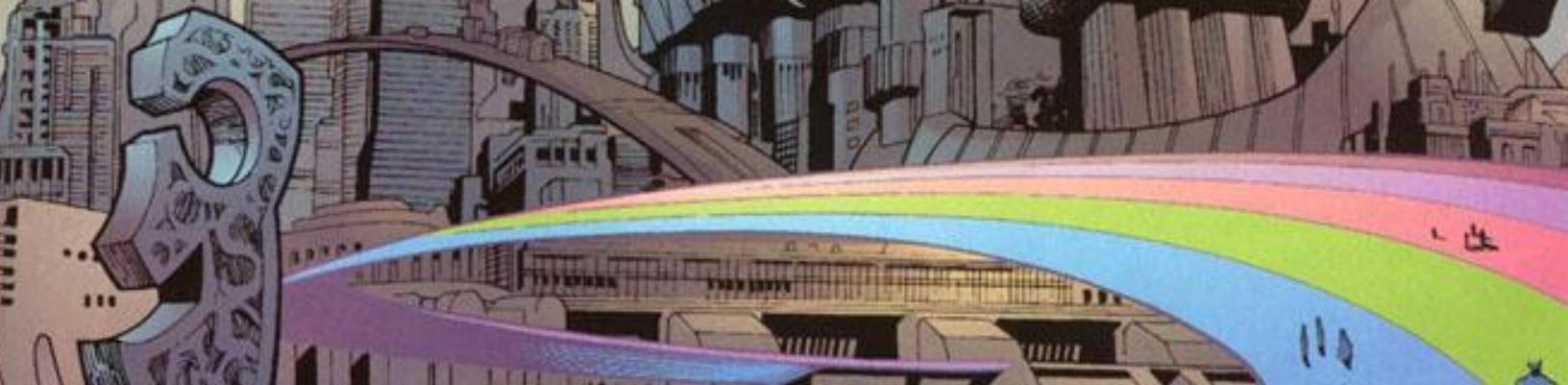
Contacts: Abu Daki, Demon-Riders, Jinni Devil, Mutaurus, Ogur the One-Eyed, Sulibeg, Shezada (his sister)

Running Mogul of the Mystic Mountain:

Mogul acts like a stereotypical Khan, driven by dark forces to ensure that his will and orders are followed to their fullest.

HISTORY:

Mogul hails from a vague ancient mystical land, that is analogous to Earth's middle east, but is located in Asgard. The lord and ruler of Zanadu in the Forbidden Lands, Zanadu a mystic mountain that can be transported and mobilized by Mogul. Mogul had accumulated and inherited power, technology and servants from ancient Baghdad. Mogul was also old foe of Hogun the Grim and Hogun's former people. Eventually Mogul would completely wipe out Hogun's homeland, enslaving, killing, the majority, as well as stealing all their treasures and battle standard. What few survived would attempt revenge but slowly wither without ever seeing justice served. He is also said to have killed all of Hogun's family. Upon Mogul's return Thor and the rest of the Warriors Three, Fandral, and Volstagg



accompanied Hogun in his quest of revenge against Mongul after coming across one of the last of Hogun's people Saguta. Mogul had a number of powerful agents such as his sister Shezada, Jinni Devil, Mutaurus, Ogur the One Eyed at his disposal and he also controlled the Forty Demon Riders. Alibar a thief and Hogun would team up to defeat Mogul the first time around, imprisoning him.

The last Mogul was seen, his sister Shezada had broken him out of the prison and they were heading to Asgard seeking revenge.



Nanna

F	Gd	(10)	Health: 100
A	Gd	(10)	
S	In	(40)	Karma: 30
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Gd	(10)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: She ages 1 year for every 100. She may be killed normally.

EQUIPMENT:

Dagger: Amazing (50) material, inflicts Remarkable (30) damage.

Talents: Equestrian, Asgard Trivia, History and Lore.

Contacts: Balder

Running Nanna:

Nanna truly and deeply loved Balder and willing sacrificed herself for him.

HISTORY:

After Balder the Brave spurned Karnilla the Norn Queen, she arranged a scheme for revenge and to win his hand. Karnilla orchestrated a meeting between Nanna and Balder in an Asgardian marketplace, and they quickly fell in love. Once Balder and Nanna were truly devoted to one another, Karnilla had them kidnapped and threatened Balder with harming Nanna. In exchange for his hand in marriage, Karnilla vowed that no harm would come to Nanna, directly or indirectly by her actions. Balder reluctantly consented.

Nanna was released back to Asgard, but she could not let Balder make this sacrifice for her. Swiping Odin's eight-legged steed, Sleipnir, Nanna returned to Nornheim to disrupt the wedding ceremony. Nanna challenged Karnilla to hold to the terms of her vow, and stabbed herself through the heart, a mortal wound. With Nanna harmed indirectly due to Karnilla's actions, Balder tearfully declared himself free of his oath of marriage. Karnilla hesitated, then relented and allowed Balder to leave Nornheim with his dead lover in peace.

Nanna was given full honors at her funeral by the Asgardian people.



Neffethesk

F	Gd	(10)	Health: 100
A	Gd	(10)	
S	In	(40)	Karma: 80
E	In	(40)	
R	Ex	(20)	Resources: Gd
I	Ex	(20)	
P	In	(40)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: She ages 1 year for every 100. She may be killed normally.

Magic:

Neffethesk is practiced in the healing arts and can use his skills to create the following effects:

- * Cure Disease: Shift-X (150).
- * Neutralize Poison: Shift-X (150).
- * Cure Blindness: Unearthly (100).
- * Healing: Unearthly (100).

EQUIPMENT:

Alchemical lab.

Talents: Medicine, First Air, Alchemy, Occult Lore, Zoologist of Magic, Asgard Trivia, History and Lore.

Contacts: Thor, Odin and the Warriors Three.



Running Neffethesk:

Neffethesk doesn't have much use for combat and tries to ease the suffering of those around him.

HISTORY:

Neffethesk is an Asgardian healer who saved the life of Hogun after the later was gravely wounded in battle.



Njord

Njord Burison

F	Am	(50)	Health: 300
A	Am	(50)	
S	Un	(100)	Karma: 90
E	Un	(100)	
R	Ex	(20)	Resources: Am
I	Ex	(20)	
P	Am	(50)	Popularity: +25

KNOWN POWERS:

Body Armor: Excellent (20).

Resistances: Unearthly resistance to fire, cold, toxins, corrosives and disease.

Amazing (50) Resistance outside Asgard.

Retarded Aging: Ages 1 year for every 10000. He may be killed normally.

Allspeak: may communicate fluently in any language of the 9 realms.

Water Control and Generation: Shift-X (150). He has all power stunts.

Water Breathing: Njord is amphibious.

Water Freedom

Mystic Powers: Njord is the "Skyfather" of the Vanir and is at the very least as powerful as Odin:

- Energy Generation: Shift-X (150), this is focused through his eyes or Víðirnaðr.
- Dimensional Travel: Amazing (50).
- Animal communication / control: Unearthly (100) ability.

EQUIPMENT:

Armor: CI1000 adamantine, provides Remarkable (30) protection.

Víðirnaðr: CI1000 adamantine, 10 area range, Unearthly (100) damage and returns to his hand after being thrown.

Talents: Weapon Specialist: Víðirnaðr, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Bor, Frigga and Odin.

Running Njord:

After all these years Njord has finally made peace with the idea of the Aesir and their progeny. He has no love for them, but bares them no hatred either.

HISTORY:

Njord was the son of Buri and of a Frost Giantess, and brother to Bor and Mimir. When Bor succeeded Buri (after besting him in combat), Njord left to found Vanaheim, married Skadi and sired the Vanir. Eventually, Bor's son Odin warred against Vanaheim and annexed their realm to Asgard. After many year of war between the two people a peace was achieved when Frigga married Odin the All-Father, merging their people together.

Defeated, Njord had no love for the Aesir. He was among the many Asgardians to test the invulnerability of Balder by throwing weapons at him. As the Lord of the Sea, Njord helped Thor and the Warriors Three by retrieving the body of Holth, a shapeshifting Giant killed by the Warriors while in whale form.



Ogur

F	Rm	(30)	Health: 159
A	Pr	(4)	
S	Mn	(75)	Karma: 28
E	Am	(50)	
R	Pr	(4)	Resources: Pr
I	Ex	(20)	
P	Pr	(4)	Popularity: +2

Known Powers

Body Armor: Remarkable (30)

Resist Diseases: Unearthly (100).

Retarded Aging: He ages 1 year for every 100. He may be killed normally.

LIMITATIONS:

Cyclopic vision: Unfortunately for creatures of this type, their vision lacks depth perception and visual acuity. Should someone base their strategy of attack around this concept (on a successful Reason feat...) they are granted a +1 C/S due to the limitations of cyclopic vision.

Talents: Martial Arts B and E

Contacts: Wazir

Running Ogur:

Ogur is a large cyclops who is the protector of Wazir.

HISTORY:

Ogur the One-Eyed is a powerful guardian of Wazir the Prophet in the land of Hindi. Thor, Hogun and Fandral would



come across Ogur as they seek out Wazir in his cave dwelling. The Asgardians wish to speak with Wazir so he can help them locate the Mystic Mountain so Hogun can slay his mortal enemy, Mogul. Ogur attacks the intruders and rips the ground beneath Thor's feet after he is slashed by Fandral's sword. Hogun is left alone to face Ogur and he is caught in the guardian's clutches. Thor saves Hogun when he throws his uru hammer towards Ogur and the monster collapses. Wazir appears after the battle and provides Thor and his comrades the knowledge they seek.



Ollerus the Unmerciful

F	Am (50)	Health: 160
A	Gd (10)	
S	Am (50)	Karma: 50
E	Am (50)	
R	Gd (10)	Resources: Rm
I	Gd (10)	
P	Rm (30)	Popularity: -15

Known Powers

Body Armor: Remarkable (30)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Skeraherklaði: Amazing (50) material, this shark-looking armor provides Remarkable (30) protection vs. harm, those who attack take damage from the shark skin armor.

Sword: Amazing (50) material, this sword inflicts Monstrous (75) damage.

Talents: Military, Equestrian, Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Hela

Running Ollerus:

Ollerus is stubborn and prideful, he makes proclamations about his powers and abilities.

HISTORY:

Ollerus the Unmerciful was a mighty military commander who sought to take Valhalla from Hela. He started to assemble an army which included two powerful sorcerers, Casiolena and Poppo the Cunning, and hid in a mountain shaped like a shark tooth in the hills of Valhalla. Once the Goddess of Death discovered about Ollerus' plan, she summoned Valkyrie, then with the Defenders in Midgard, to lead her own troops against the rebels. Poppo had a plan to recruit Valkyrie against Hela's forces, turning the tide of battle to Ollerus's favor. Amid a struggle between Hela and Ollerus' armies, the mountain moved; causing an earthquake that broke the battle up. Once Valkyrie discovered the origin of the shockwaves, she fell into a trap where Brunnhilde's body would be split from human host Barbara Norriss, who would then pose as Valkyrie.

After locking Brunnhilde in a room, through the fake Valkyrie and his henchmen's magic, Ollerus was able to cast death upon many Midgardians, including Valkyrie's fellow Defenders Hulk, Nighthawk and Hellcat. This created an army as large as Hela's. The new legions, especially due to the superpowered additions, gained the upper hand and even knocked out an

escaped Valkyrie. However, once the Defenders realized the one that drafted them was actually Barbara Norriss, they defected to the overwhelmed Hela troops and gave an advantage. Witnessing this, Ollerus signaled to the mountain, which proceeded to move towards the battlefield; generating an earthquake. Hulk decided to smash the mountain, and upon the base's destruction, Ollerus was defeated.



Queen Jolena of Skarnheim

F	In (40)	Health: 150
A	Gd (10)	
S	Am (50)	Karma: 50
E	Am (50)	
R	Gd (10)	Resources: Ty
I	Ex (20)	
P	Ex (20)	Popularity: +10

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: She ages 1 year for every 100. She may be killed normally.

EQUIPMENT:

Armor and Helmet: Amazing (50) Material, Good (10) protection.

Sword: This Monstrous (75) material sword, inflicts Amazing (50) damage.



Talents: Weapon Specialist: Sword, Edged Weapons, Thrown Weapons, Leadership, Equestrian, Asgardian Trivia, Lore and History.

Contacts: Odin and the people of Skarnheim.

Running Jolena:

Jolena is a tough, rugged queen and leader of the Skarnheim populace. She is a smoldering fire of anger and passion.

HISTORY:

At some point in the past, presumably before his relationship with Frigga and the birth of Thor (son of Gaea and Odin), Odin had a passionate relationship with Jolena. Odin later recalled it as a love that was far too short when it might well have been forever. A group of conspirators infiltrated the armies of Jolena and Uthar, the king of the realm across a river from Jolena's realm. The conspirators on each side convinced the leader of that realm that the other group wished to cross the river and claim their land, when in truth both sides were content with their domains. The conspirators instigated this conflict because they knew that Odin would be drawn to the battle. They knew of Odin's past love affair with Jolena, and if he intervened on her behalf, he would disgrace both himself and Frigga, Odin's current wife and the woman who had raised Thor. At the same time, if he were unable to involve himself in the conflict, he would demonstrate his impotence as a leader.

Jolena's forces warred against Uthar's, with the conspirators, the Wolfings, perpetuating the fight and blocking communication between the sides. Odin learned of the battle and Jolena's involvement. Odin's heart stirred to look upon her fair form once more. Jolena continued to lead her forces against Uthar's with Odin watching from above the battlefield. Odin began to see the truth behind the situation. Having learned the situation from Thor and Rimthursar's Menagerie sneaked into the battlefield, they overhead the Wolfings on one side planning a meeting with the others.

Slithgarn brought Uthar to the river, and Kyrie brought Uthar there. The two leaders then overheard the Wolfings conspiring to continue the struggle, and--infuriated by the manipulation--Jolena and Uthar joined Thor and the Menagerie in subduing the Wolfings. The defeated Wolfings were dragged to the battlefield, where Jolena and Uthar commanded the fighting to stop, and revealed the Wolfings' actions. Odin then arrived on the battlefield, and embraced Jolena. Odin told her that his love was vast, like his power, and that, like any god, he may love more than one woman. He made it clear that the fact that he showed a trace of his former love in no way made him unfaithful. It merely made him fallible, as men and gods are.

Odin visited Jolena again, and the two professed their love for each other, but acknowledged that they must overcome their feelings. Unknown to them both, Loki was spying upon them, and he quickly spread the news throughout Asgard that Odin was an unfaithful husband. Loki and Tyr began to amass an army to overthrow Odin. As Loki and Tyr's army marched towards Odin's palace, Loki was surprised to find that Jolena was outside of the city. When he asked her why, she replied that she and Odin were no longer lovers, and that he had come to break off their affair that time Loki saw them. When Loki realized that he was wrong about Odin, he began to question the continued resistance against his father.



Rimthursar, the Cruelstriker

F	Am (50)	Health: 160
A	Gd (10)	
S	Am (50)	Karma: 100
E	Am (50)	
R	Ex (20)	Resources: Rm
I	Rm (30)	
P	Am (50)	Popularity: -15

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

Magic: An Asgardian master of sorcerer, Rimthursar is capable of various personal, universe and dimensional magical feats of at least Amazing (50) rank. He is capable of casting the following spells.

- * Shape Change-Self: Amazing (50) ability, to transform into a Hawk
- * Shape Change-Other: Amazing (50) ability, psyche feat to resist.
- * Mind Control: Incredble (40) ability.
- * Eldritch Bolts: Incredble (40)
- * Eldritch Shield: Incredble (40)
- * Teleportation: Monstrous (75)
- * Dimensional travel: Monstrous (75)

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection vs. harm.
 Sword: Shift-X material, this sword inflicts Monstrous damage.



Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore, Occult Lore, Mystic Background.

Contacts: Rimthursar's Menegerie

Running Rimthursar:

Rimthursar hates Odin and his spawn, willing to sacrifice his life and the life of his followers, fellow Asgardians and anyone else that gets in his way.

HISTORY:

Rimthursar is an Asgardian deity and magician. He is known as "Cruel-Striker". He was the leader of the Menagerie of Rimthursar and an enemy of Odin, the All-Father of Asgard.



Rongor

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

LIMITATIONS:

Age: Despite the fact that he is an Asgardian, Rongor is a friend to Odin and is in the winter of his life.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection.

Sword: Amazing (50) material, inflicts Amazing (50) damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Odin

Running Rongor:

Rongor is a close friend of Odin and is both stubborn and prideful.

HISTORY:

One of the oldest warriors in Asgard, along with Bulwar, Khan, and Whitemane. They are all old and trusted friends of Odin.



Saga

F	Gd	(10)	Health: 106
A	Gd	(10)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Ex	(20)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: she ages 1 year for every 100. She may be killed normally.
 Inspiration: As a muse, Saga provided the potion of poetry to the Odin. If the subject of the potion makes a psyche feat, they're inspired with purposeful and glorious intent. As a game feat consider this a onetime answer to a question, riddle or otherwise puzzling conundrum.

EQUIPMENT:

Potion of Poetry: By drinking this potion, the user is thereby inspired by Saga.

Talents: Occult Lore, Potion making, Mystic Background, Alchemy and Asgard Trivia, History and Lore.

Contacts: Odin

Running Saga:

Saga only wishes to serve to the best of her abilities and does so without question or hesitation.



HISTORY:

Nothing much is known about Saga, other than she provided the Mead of Poetry to Odin in Valhalla.



Seidring the Merciless

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
Resist Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

LIMITATIONS:

Harsh: Seidring is known for being Merciless when it came to matters of state and punishment for crimes, he is -1 c/s to reaction feats.

EQUIPMENT:

Armor: Amazing (50) material, this armor provides Excellent protection vs. harm.

Talents: Edged Weapons, Tactics, Leadership, Asgard Trivia, History and Lore.

Contacts: Odin

Running Seidring the Merciless:

Seidring the Merciless is known to be dower and harsh in his dealings with everyone, but Odin. In that regard he was something of a 'yes' man, until he was given the Odinspower and then he lorded it over everyone until Thor set him straight.

HISTORY:

Seidring the Merciless was the highest-ranked of Odin's council. When Thor revealed his secret identity to Jane Foster, Odin did not have the heart to punish Thor himself, so he transferred his power to Seidring. Seidring was overcome with lust at the power given to him and instead of returning the power to Odin, turned against the Asgadian All-Father and declared himself new master over Asgard. He was defeated by Thor who threatened to use the Odinsword, preferring to destroy all Asgardians rather than having them under the rule of an usurper.



Sindr – Queen of Cinders

F	Mn	(75)	Health: 500
A	Mn	(75)	
S	Sh X (150)	Karma: 540	
E	Sh Y (200)		
R	Ex (20)	Resources: Am	
I	Ex (20)		
P	Sh Z (500)	Popularity: -100	

KNOWN POWERS:

Invulnerable to Fire and Heat: Shift-Z.
Energy Body: Shift-X (150) Intensity
Body Armor: Unearthly (100) vs. physical,
energy, and magical attacks

Fire and Heat Generation/Control: Shift X (150)

Retarded Aging: Ages 1 year for every 1000. She may be killed normally.

LIMITATIONS:

Cold and water based attacks gain +1CS damage.

Talents: Asgardian Lore, History and Trivia

Contacts: None

Running Sindr:

Sindr is dedicated to completing her father's work - destruction of Asgard and the rest of the Nine Worlds. She seems to be a bit more patient and more of a schemer than her father.





HISTORY:

Whenever one of the Fire Giant Surtur's children turned three years old, they were given a test in which they would be starved for thirteen days and then be taken before their father in the Inferno Hall, where they would have to choose between a mound of food or a cauldron full of flames and screaming souls. Unlike her siblings, Sindr chose the flames, being the first in a thousand sires to do so. This would eventually earn her the Burning Throne after the assassination of her father by the hands of the Odinson, making of her the Queen of Cinders.

After Muspelheim soldiers bombed the Light Elf refugee camps in Nidavellir, killing hundreds and setting the realm aflame as she vowed to do when she joined Malekith's Dark Council, Sindr and her subjects were attacked by the War Thor (a traumatized Volstagg wielding the Mjolnir from a dead universe), who was bent on avenging the deaths caused by them. Their battle was interrupted when Thor appeared and took the War Thor to the Yawning Void, where he could do no more harm.

Continuing the War of Realms, Sindr's troops invaded Niffleheim, kingdom of Balder the Brave. With Balder's forces routed and scattered, Sindr held a secret meeting with the chieftains of Niffleheim to convince them to pledge allegiance to her. Lady Allmour attempted to speak against Sindr but she set her ablaze, and General Blackbone was quietened by fellow chieftain Gar-Toom.



Skoll, the Wolf God

F	In	(40)	Health: 160
A	Ex	(20)	
S	Am	(50)	Karma: 80
E	Am	(50)	
R	Gd	(10)	Resources: Ty
I	Am	(50)	
P	Ex	(20)	Popularity: -10

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.
 Animal Transformation-Dire Wolf: Amazing ability to transform into an extra-large Dire Wolf, with the same stats as his Asgardian form.

EQUIPMENT:

Armor: Amazing (50) material, Excellent (20) protection vs. harm.

Clawed Gauntlets: Amazing (50) material, Amazing (50) damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: The Fenris Wolf, Geirrodur, haag, hati, karnilla, the Rime Giants, Ulfrin, Uroc and Ymir.

Running Skoll:

Skoll is a predator and is wolf-like in everything that he does and partakes in.

HISTORY:

Skoll is a terrible wolf born in Ironwood who pursued the sun-goddess Solveig. It was prophesied that he would consume her at Ranarok. Skoll's brother was also to devour Solveig's brother, Mani, the moon-god at Ranarok. Ironwood is a great forest east of Midgard where a wicked witch lived. Mother of Skoll and Hati, her other children consist of trolls and werewolves. Ages ago, Skoll joined some Rime Giants, his brother Hati, Haag, Ulfrin, Geirrodur and Ymir in assaulting Asgard through a breach in their defenses. They found only the young Asgardian Thor barring their path, and engaged him in battle, but Thor held his own long enough for Odin to lead the armies of Asgard down upon them, and drive them away.



Snaykar the Skulker

F	Gd	(10)	Health: 100
A	Gd	(10)	
S	In	(40)	Karma: 50
E	In	(40)	
R	Rm	(30)	Resources: Ty
I	Gd	(10)	
P	Gd	(10)	Popularity: -5

**KNOWN POWERS:**

Body Armor: Good (10)
Resist Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

EQUIPMENT:

Dagger: Amazing (50) material, inflicts Remarkable (30) damage.

Talents:

Weapon Specialist-Dagger, Edged Weapons, Skulking, Strategy, Asgard Trivia, History and Lore.

Contacts:

Loki, Kroda the Duelist, Magrat the Schemer and Skurge the Executioner

Running Snaykar the Skulker:

Snaykar is sneaky and underhanded. He would like to think he is indispensable to Loki, he's sadly mistaken.

HISTORY:

Snaykar, called the Skulker, was a member of the god-like Asgardian race. He lived in the extra-dimensional realm known as Asgard. In recent times, the lord and king of Asgard Odin vanished and was replaced by the monster Mangog, disguised as Odin thanks to the magic of the Asgardian wizard Igron. Mangog, pretending to be Odin, named Igron his adviser and began a rule of terror in Asgard. This led to several heroic Asgardians to plan a rebellion, including Hildegarde and Balder. These two Asgardians discussed the measures to take while in a meadhall in the outskirts of Asgard. Snaykar was nearby and secretly listened to their words of treason. As Snaykar lacked the courage to be a hero himself, he decided to report these words to Igron, hoping to gain a boon. Snaykar's report led to Balder being formally accused, but Igron's and Mangog's rule ended soon afterward thanks to Thor.

Later, Odin's treacherous adopted son Loki made use of his father's absence to sit on the throne of Asgard. He recruited several Asgardians of ill reputation as his main counselors, including Snaykar the Skulker, Amora the Enchantress, Kroda

the Duelist, Magrat the Schemer and Skurge the Executor. Loki intended to retain his power even after Thor arrived with a convalescent Odin — in fact, Loki ordered Amora and Skurge to take measures so that Odin would not wake up. Magrat, however, was unconvinced of this: Loki had already attempted to take over Asgard in the past and had proved unable to wrestle control if Odin were active. Magrat conspired along with Kroda and Snaykar to obtain Odin's body, so that they could murder the overlord in his sleep if needed, or alternatively wake him up so that he could defeat Loki. They theorized that, if they saved Odin, they would gain his favor, and such they intended to change sides in the conflict should Loki's proved unsatisfactory.

Thor had sent his heroic friends, the Warriors Three —Fandral the Dashing, Hogun the Grim and Volstagg the Voluminous— to protect Odin while he went on a different mission, but the Warriors were unable to reach Odin before Amora and Skurge, following Loki's orders, took him away. Amora and Skurge were defeated and went missing, giving Snaykar's team a chance to take Odin. However, the Warriors Three soon found them, too. Snaykar tried to sneak away while the others were fighting, but Hogun noticed him and easily cut out Snaykar's escape with the famed Hogun's mace. The Warriors Three released Odin and Odin, in turn, finished Loki's rule. Snaykar and his cohorts, however, escaped custody. Odin then exiled Loki and sent the Warriors Three in a mission to find and capture Kroda, Magrat and Snaykar. The Warriors Three succeeded in their task and, with their three prisoners in chain, crossed the doors of Asgard in a triumphant parade. Odin then congratulated the Warriors for the capture of Kroda, Magrat and Snaykar.

**Surtur - The first fire giant**

F	Un (100)	Health: 2200
A	Un (100)	
S	Cl1000	Karma: 3060
E	Cl1000	
R	Rm (30)	Resources: Mn
I	Rm (30)	
P	Cl3000	Popularity: -900

KNOWN POWERS:

Invulnerable to Fire and Heat: Cl1000.
Energy Body: Shift-X (150) Intensity
Dimension Travel: Feeble (2) ability to travel between Muspelheim and the Earth dimension
Body Armor: Shift-Z (500) vs. physical, energy, and magical attacks
Phasing: Monstrous (75) ability
Shapechange: Monstrous (75) ability
Fire and Heat Generation/Control: Shift Y (200)
Retarded Aging: Ages 1 year for every 1000. He may be killed normally.

**EQUIPMENT:**

Twilight: CI1000 material. Can do Sh-Z (500) damage. Surtur gains CI3000 flame damage by igniting his sword in the "Eternal flame of Destruction".

LIMITATIONS:

Cold and water based attacks gain +1CS damage.

Talents: Asgardian Lore, History and Trivia, Weapon Specialist: Twilight

Contacts: Ymir, Loki

Running Surtur:

Surtur is dedicated to the complete destruction of Asgard and the rest of the Nine Worlds. Whenever he appears, his first action is the immediate destruction of everything in the area, followed by the search for Asgardians to slay.

HISTORY:

Surtur was an enormous fiery demon native to the dimension of Asgard. Possessed of evil intelligence and vast power, Surtur was one of the major elemental forces of evil that the Asgardians feared. He was a mystical being whose existence predated that of Odin himself. Over 1,000 feet tall and wielding a huge fiery sword, he was once imprisoned by Odin at the Earth's core. Along with Ymir the Frost Giant and the Midgard Serpent, Surtur was the most powerful of Asgard's native enemies. Surtur has been freed from imprisonment a few times over the years. The first time the Asgardian god of mischief Loki set Surtur free to wreak havok on Earth. The second time Surtur was set free by Marduk of the Sons of Satannish, a cult of human demon-worshippers. Surtur was banished to some unnamed netherworld at the end of that encounter. He appeared, yet again, in what was to be one of the Asgardians greatest battles against Surtur. Surtur hatched a plan to lure Asgard's armies to Earth leaving the city vulnerable to attack. He crossed Bifrost with his newly forged Twilight blade believing Asgard to be defenseless; Odin, Thor and Loki were there to make a last stand to defeat Surtur. Their victory

did not come easy though, as Odin fell along with Surtur into a dimensional rift.

**The Norns - goddesses of Destiny**

Skuld, Urd, and Verdandi

F	Gd	(10)	Health: 110
A	Gd	(10)	
S	Am	(50)	Karma: 130
E	In	(40)	
R	Rm	(30)	Resources: Un
I	Am	(50)	
P	Am	(50)	Popularity: +10

KNOWN POWERS:

Body Armor: Good (10).

Immortality: The Norns are immortal.

Allspeak: The Norns can communicate in all the languages of the Nine Realms, Earth's dialects, and alien languages.

Invulnerability to Diseases: CI1000.

Magic: The Norns, are well versed in Asgardian Magic, casting any Personal, Universal or Dimensional spell at Unearthly (100) as needed.

These are some of the powers they've been seen using:

- Invisibility: they can choose to appear to whomever they wish to, Amazing (50) ability.
- Time Control: CI1000 ability.
- Endow objects with aspects of time: This allows those objects to effect

any one power stunt for time control, as The Norns desire at power rank.

- Precognition: CI1000 ability.
- Postcognition: CI1000 ability.
- Shape Change: Amazing (50) ability.
- Dimensional Travel: Amazing (50).
- Teleport: Amazing (50) ability.

EQUIPMENT:

The living thread of beings.

Talents: The Norns are familiar with both Olympian and Asgardian Mythology, Lore and History. Occult Lore, Mystic Origin.

Contacts: The Olympian and Asgardian gods.

Running Fates:

The Norns are mysterious in the way that they guide the destinies of mortals and gods alike. Few are privy to their thoughts or plans and while a great many things can be escaped in life, fate is rarely one of them.

HISTORY:

The beings known as the Fates (or the Norns) are goddesses older than either the Olympian or Asgardian Pantheons. No one is sure of their exact origins and as they always seem to be present guiding the lives of mortals and gods alike, it is unlikely that any answers are forthcoming. They have interacted over the years with both the Asgardians and Olympians (primarily through the adventures of Thor and Hercules) answering questions and posing riddles to help those who seek their guidance over the years.

The Norns, sisters Skuld, Urd, and Verdandi, were the overseers of the fates of the people of the Nine Worlds. They made their lair in the roots of Yggdrasil, the World Tree. The Asgardian Thor, Valkyrie, Balder, and many others consulted the Norn's wisdom over the centuries. Thor once consulted the Norns to learn how he could wield the mighty weapon of Mjolnir. The Norn told Thor that he must face 'Death' before he could wield such a powerful weapon. It was



revealed this meant the Death-goddess Hela.

The Fates/Norns met with Brunnhilde, who had just arrived at Asgard. They led her to the Well of Mimir and revealed to her visions of an upcoming future. The visions involved Hela at war with a rival, civil war in Valhalla, death decimating mankind and claiming Valkyrie's fellow Defenders, and Valkyrie herself banished to Niffleheim. The Norns claimed that this future could not be prevented. During the final Ragnarok, Thor confronted the Norns who had learned that their powers were given to them by Those Who Sit Above In Shadow so they could manipulate the destiny of the Asgardians and trigger constant Ragnaroks to feed Those Who Sit Above in Shadow. Wanting to end the continuous Ragnarok cycles the Asgardians were subjected to, Thor ripped apart the Loom of the Fates, destroying everyone within Asgard, including the Norns. The Norns later turned up alive during the events known as the Siege of Asgard. They confronted the Dark Avenger Daken with a request for him to bring about Ragnarök. Daken eventually decided against it. The Norns were in Karnilla's Nornkeep when the Dark Council launched a massive invasion in order to prevent the Norns from determining the group's destinies. The Norns were able to flee, but Nornkeep was destroyed, and Karnilla killed.



Thialfi

F	Rm	(30)	Health: 150
A	Rm	(30)	
S	Am	(50)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10)
Resist Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.
Allspeak: May communicate fluently in any language of the 9 realms.
Hyper-Speed: Shift-Z (500) speed (240 mph landspeed, 3750 mph air speed, 300,000 mph in space).

LIMITATIONS:

Mortal: Thialfi was a mortal, with a normal human life span until he was elevated into godhood.

EQUIPMENT:

Armor: Amazing (50) material, provides Excellent (20) protection.

Sword: Amazing (50) material, inflicts Amazing (50) damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Thor and Odin

Running Thialfi:

Thialfi is a close friend and advisor of Thor.

HISTORY:

Thialfi was born mortal, to parents that were killed in a Viking raid. Thor, upset at what worship of their race was wrought, pleaded with Odin to do something. Odin made Thor a deal, he would grant Thialfi power and make him an Asgardian, but Thor must take him to Asgard, find him a home, and when he comes of age, take him into his inner circle and trust his wisdom. Once Thialfi came of age, and after Thor had taken over the throne of Asgard, Thialfi was made Thor's advisor, much to Balder's dismay. Not knowing Thialfi's history, Balder didn't trust him.

After Thor moved Asgard to earth to float over New York City, the Consortium of Nations planned an assault on Asgard to try and drive the Asgardians away from Earth. The assault failed, resulting in Asgard crashing into New York City, and costing thousands of lives, both Asgardian and human. During the assault, Thialfi was fighting Zarrko, who was trying to escape. Zarrko had opened a temporal portal, but an explosion knocked Thialfi through the portal instead, before Zarrko had the chance to calibrate it.

The portal threw Thialfi more than 100 years into the future, and he arrived in Bostogardd Harbor in New Asgard, literally crashing into Jordahl.



Ularic

F	Gd	(10)	Health: 100
A	Gd	(10)	
S	In	(40)	Karma: 90
E	In	(40)	
R	Ex	(20)	Resources: Gd
I	Ex	(20)	
P	Am	(50)	Popularity: 0

KNOWN POWERS:

Body Armor: Good (10)
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

Magic: Ularic is a Remarkable level warlock capable of casting Personal, Universal and Dimensional spells.

EQUIPMENT:

Wizard's robes: Good material.

Talents: Mystic Background, Occult Lore, Blunt Weapons, Asgard Trivia, History and Lore.

Contacts: Balder and Odin

Running Ularic:

Ularic is an aged warlock and one time advisor to Balder, he is amiable and friendly always having some word of advice for his master.

HISTORY:

An aged warlock of Asgard. Loki was sentenced to serve him in bondage as punishment. Loki captured him and placed him in suspended animation and took over his castle. He was released at some point later, and became an advisor to Balder while he ruled Asgard.



Ulik, the Rock Troll

Also known as Ulik, the Unstoppable; King Ulik; Ulik, the Unconquerable; Ulik the Invincible, Tanarus, God of Thunder

F	Mn	(75)	Health: 285
A	Gd	(10)	
S	Un	(100)	Karma: 50
E	Un	(100)	
R	Gd	(10)	Resources: In
I	Ex	(20)	
P	Ex	(20)	Popularity: -20

KNOWN POWERS:

Body Armor: Monstrous (75).
 Retarded Aging: Ulik only physically ages 1 year for every 100. Ulik may still be killed normally.
 Allspeak: May communicate fluently in any language of the 9 realms.
 Infravision: Excellent (20).

EQUIPMENT:

Pounders: These weapons allow him to strike for Shift-X (150) damage when he

hits. In addition, Ulik can use the Pounders to set off earthquakes of Monstrous (75) damage to everything within 3 areas, and Remarkable (30) damage to everything within 5 areas.

Ulik's Ultra-Drill: This vehicle, made by troll hands, allowed Ulik to tunnel through the earth at incredible speeds.

Control: Gd Speed: Gd
 Body: In Protection: Gd

- **Tunneling:** This unique vehicle allows him to tunnel through Asgardian earth at Good speed, leaving a functional tunnel for others to follow.
- Above ground it has Poor Speed.

Charm of Tanarus: This magical charm, concieved of and created by Karnilla for the Rock Trolls disguises Ulik and makes Asgardians believe that he is Tanarus, God of Thunder and that he always has been. This also charm also prevents Heimdall from being able to see his true appearance or find him when looking for him.

Cudgel: This unique Uru sledgehammer is made from Class 1000 material and inflicts Unearthly (100) damage when thrown or used in hand to hand.

- **Flight:** This allows Ulik to fly at Amazing (50) airspeed.
- **Automatic return:** If Cudgel is thrown, with a 10 area range, it will return to Ulik's hand in the next round.
- Cudgel could summon and fire Lightning at Unearthly (100) ability. It, however, doesn't allow Ulik to control the weather.

Talents: Wrestling, Martial Arts B, Blunt Weapons, Asgardian History, Lore and Trivia.

Contacts: His fellow Rock Trolls.

Running Ulik:

Ulik is first and foremost a warrior. He will never back down from a challenge, and is extremely reluctant to accept defeat. At the same time, Ulik is driven by the prospect of conquest. He hopes to bring power and wealth to himself and his



followers. He is headstrong and formidable.

HISTORY:

Ulik is a member of the race of Rock Trolls and lives within caverns in the extradimensional realm of Asgard. Over a millennium old, Ulik is the strongest and fiercest of all the Trolls. Virtually nothing is known of his ancestry, his early life, or why he is so much more powerful than the other members of his race. After Ulik's parents were slain by drunkest Frost Giants, Ulik watched over his brother Horth. Ulik first met Thor, the mightiest warrior of Asgard, several years ago when he attempted to steal Thor's hammer for the Rock Trolls. Ulik was the leading warrior in the Rock Troll's war with the gods of Asgard, during which he fought a monumental battle against Thor, in which Ulik was armed with a duplicate of Thor's own uru hammer. Although Ulik proved to be a formidable opponent, Thor ultimately triumphed over him. The Troll's attempted invasion of Asgard, under the leadership of the Troll king Geirrodur, failed. Ulik clashed with Thor repeatedly in the following years, but always unsuccessfully. On one occasion, Ulik led the Rock Trolls through an interdimensional tunnel to Earth in an invasion attempt that was repelled by Thor. Ulik's failure, coupled with his brief usurpation of the rule of Geirrodur's kingdom of Trolls in the Asgard Mountains, led Geirrodur to consign him to stoking the subterranean furnaces that heat the kingdom. Dissatisfied, Ulik eventually escaped and wandered deeper beneath Asgard's surface, finally discovering a lost tribe of Trolls unknown to Geirrodur. Ulik disposed of their leader and led this tribe through the interdimensional portal to Earth to again attempt to invade it. This attempt was defeated, and the portal sealed with molten rock.

Ulik returned and fought Thor but was thrown down a deep hole before accidentally waking Odin's former foe Mangog hoping he can be used as an ally against Asgard after reading an inscription on the prison door by Odin. Jane was taken captive by Pluto. Pluto





then reveals his ally in vengeance Loki. Loki then summons Ulik to battle Thor. Thor and Ulik battle back and forth until Ulik discovers that he is but the pawn of Pluto and Loki. Enraged, Ulik begins to attack Pluto. After saving Pluto from Ulik, and sends Ulik back to Asgard. The demon Mephisto captured Ulik's brother Horth in order to force Ulik to defeat Thor in battle. But Ulik himself was defeated, and Mephisto later told Thor that he had killed Horth even before Ulik challenged him in battle. Ulik fought on the side of several Asgardians, Warriors Three, Balder and Sif who were lost in their own Earthly identities. He battled a version of Thor called Red Norvell and worked with his temporary allies to escape an earth-based technological conspiracy against lost Asgardians. Ulik the Troll was stomping around Earth and it comes down to Punisher, Daredevil and the other Marvel Knights to stop his plan to destroy Asgard. Punisher went one-on-one with Ulik. After Ragnarok and the return of the Gods, Ulik was believed to have escaped from Oklahoma's Asgard. The Troll had been on a multi-state drinking binge ending outside Telluride Colorado where he was knocked unconscious by A-Bomb.

Following the death of Thor battling the Serpent, his body was put upon a funeral pyre, a common practice among Asgardians. As his body burned, a shape was suddenly seen within the fire, and from the flames was born Tanarus, the loud-mouthed, boisterous God of Thunder, both new hero and longtime Avenger. Welcomed by his teammates, only Loki seemed to notice that Tanarus had not always been around. As Loki sought the answer to this problem, Tanarus found himself transported to the throne of Geirrodur, who removed the charm that altered his appearance and revealed the face of Ulik. Ulik begged to have the charm returned, an act carried out by Geirrodur's ally, Karnilla. Ulik was revealed to have been sent to infiltrate Asgard in the guise of its greatest warrior. Karnilla's spell altered everyone's memories so Ulik as Tanarus was always the champion of Asgard. Ulik's task was

at the appointed time to assassinate the All-Mothers of Asgard right before a troll attack to throw Asgardian into chaos. Despite the spell, Ulik's manners earned him only disgust from the Asgardians. The spell also prevented Heimdall from seeing him earning suspicion. When Heimdall confronted Tanarus he was severely beaten. Undeterred, Heimdall eventually saw through the spell. He attacked Ulik again before he could assassinate the All-Mothers and destroyed the charm revealing Ulik to everyone just as the trolls attacked. Ulik tried to attack the All-Mothers, but was struck down by a returning Thor. Enraged overall all that had happened Thor attacked Ulik with both hammer and lightning. After a short, but brutal fight Ulik realized he was outmatched and made one last desperate attempt on the lives of the All-Mothers only to be killed by Thor and reduced to a skeleton. His skull was used by Freya to serve as a prison for the Gerridur and Karnilla.

Under unknown circumstances, Ulik was resurrected and began working for Dario Agger and his Roxxon Energy Corporation.



Valdor

F	Gd	(10)	Health: 80
A	Gd	(10)	
S	Rm	(30)	Karma: 30
E	Rm	(30)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Gd	(10)	Popularity: +2

Known Powers

Body Armor: Good (10).
Resist Diseases: Unearthly (100).
Retarded Aging: He ages 1 year for every 100. He may be killed normally.

Talents: Edged Weapons, Running, Asgard Trivia, History and Lore.

Contacts: The Gods of Asgard

Running Valdor:

Valdor is a young Asgardian, little more than a boy.

HISTORY:

Valdor acts as messenger for Odin's advisors and council.



The Grand Vizier

F	Gd	(10)	Health: 96
A	Ty	(6)	
S	In	(40)	Karma: 30
E	In	(40)	
R	Ex	(20)	Resources: Gd
I	In	(40)	
P	In	(40)	Popularity: +5

Known Powers

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.

Magic: the Grand Vizier is a master level sorcerer, capable of casting all spheres at least Excellent intensity.

LIMITATIONS:

Age: Despite the fact that he is an Asgardian, the Grand Vizier is in the winter of his life.

EQUIPMENT:

Robes: Good Material

Talents: Edged Weapons, Occult Lore, Mystic Background, Asgard Trivia, History and Lore.

Contacts: Odin and Thor.

Running the Grand Vizier:

The Grand Vizier is an advisor of Odin and on occasion dotes on Thor.

HISTORY:

The Grand Vizier was Odin's chief advisor and spokesman. The Vizier also has an affinity to the the Mighty Thor. He once

defied Odin's edict and visited the banished Thunder god who was exiled on Earth.



Wazir

F	Ty	(6)	Health: 92
A	Ty	(6)	
S	In	(40)	Karma: 100
E	In	(40)	
R	Ex	(20)	Resources: Pr
I	Am	(50)	
P	Rm	(30)	Popularity: 0

Known Powers

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.
 Precognition: Amazing ability to fore tell the future.

LIMITATIONS:

Age: Wazir is in the winter of his life.
 Social Graces: Wazir lacks what one might call 'social graces' what with him living in a cave, in a diaper, with Ogur.

EQUIPMENT:

Staff: Remarkable (30) material, Excellent (20) damage.

Talents: Occult Lore, Mystic Background, Blunt Weapons, Asgard Trivia, History and Lore.

Contacts: Ogur

Running Wazir:

Wazir is a crusty old Asgardian who wears a diaper like loin cloth and sits in a cave with Ogur.

HISTORY:

Wazir was a prophet sought out by Thor and the Warriors Three when they were looking for the location of the Mystic Mountain, the home of Mogul. The cave where he resided was guarded by Ogur to prevent Wazir's meditations from being disturbed.



Whitemane

F	Ex	(20)	Health: 106
A	Ty	(6)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ty
I	Gd	(10)	
P	Ex	(20)	Popularity: +2

KNOWN POWERS:

Body Armor: Good (10).
 Resist Diseases: Unearthly (100).
 Retarded Aging: He ages 1 year for every 100. He may be killed normally.



LIMITATIONS:

Age: Despite the fact that he is an Asgardian, Whitemane is a friend to Odin and is in the winter of his life.

EQUIPMENT:

Armor: Amazing material, this armor provides Excellent protection vs. harm.

Sword: Amazing material, this sword inflicts Amazing damage.

Talents: Edged Weapons, Thrown Weapons, Asgard Trivia, History and Lore.

Contacts: Odin

Running Whitemane:

Whitemane is a close friend of Odin and is both stubborn and prideful.

HISTORY:

One of the oldest warriors in Asgard, along with Bulwar, Khan, and Rongor. They are all old and trusted friends of Odin.



Ymir - Frost Giant

F	Am (50)	Health: 420
A	Ex (20)	
S	Sh-Y (200)	Karma: 24
E	Sh-X (150)	
R	Pr (4)	Resources:
I	Gd (10)	
P	Gd (10)	Popularity: -10

KNOWN POWERS:

Growth: Ymir has Cl1000 Growth, giving him a stature of 1000 feet in height and a +6 CS to be hit.

Body Armor: Shift-X (150).

Invulnerability to cold: Cl1000.

Invulnerability to Toxins, psychic and Disease: Cl1000

Life Support: Sh-Z (200) rank.

Regeneration: Amazing (50).

Retarded Aging: Ages 1 year for every 1000, but can be killed normally.

Ice Generation: Unearthly (100). Due to a limited imagination, he has only developed power stunts that allow him to radiate ice and entrap his foes.

EQUIPMENT:

Ymir wields a great ice club (Amazing (50) Material), with which he gains +1 CS,

both To Hit and for damage. Only characters with Unearthly (100) strength or better can even lift the club, Ymir can throw it (with Incredible (40) skill), striking targets up to 4 areas away, but he must retrieve the club.

Contacts: None. Although Ymir is the ancestor of the races of Frost and Ice Giants, and has led them against Asgard in the past, he has little interest in them, and would never seek their aid.

Running Ymir:

Ymir is one of the oldest beings in the Nine Worlds, and he has never learned any degree of cunning. Although capable of speech, he is as savage and brutal as the fierce Niffleheim winters.

HISTORY:

Ymir came to being on Niffleheim, he is oldest and most powerful of the Ice Giants, an otherdimensional race of enormous humanoid creatures. The huge size, durability, and colossal strength of the Ice Giants made them formidable foes to the gods of Asgard over the millennia. Except for the fire demon Surtur, Ymir was the oldest known being in the Nine Worlds. It was said that millennia ago warm air from the realm of fire, Muspelheim, crossed a dimensional barrier into the location of the magical Well of Life, Tons of ice from Niffleheim, the realm of ice and cold, formed above the Well of Life. It was said that in time the warm air from Muspelheim caused these tons of ice over the Well to transform into the living, sentient Ymir. Another being appeared from the ice, the enchanted cow Audumla. Audumla fed off the ice itself, and Ymir subsisted on the milk Audumla produced. Legends also state that he was once a human with elemental powers of winter.

Ymir was the progenitor of the entire race of Ice Giants as well as the all the Giants of Jotunheim (among them Storm Giants, Mountain Giants and Rime Giants) and most notably the Frost Giants. Although he differed considerably in appearance. Ymir and many of the first members of his race were also known as Ice Giants. Like



the other Ice Giants, Ymir was covered with snow and ice, and constantly generated intense coldness from his body. At some point before 10,000 BCE, humans began to worship Ymir and his first daughter as deities. Among these humans were the Vanir of Hyborean Vanaheim people whose members would include Ulysses Bloodstone.^[8] Conan the Barbarian met Atali who claimed to be a daughter of Ymir. The young god Odin and his brothers Vili and Ve fought a war with the Ice Giants and slew Ymir. This led the the Ice Giants along with the Giants of Jotunheim declaring war on the Asgardians for slaying their progenitor. Ymir, however, succeeded in regenerating himself. Odin created a chasm containing an interdimensional nexus through which Ymir's army plunged into Muspelheim, where the native demons took the Giants prisoners. Odin then entrapped Ymir himself within a circle of flame within a volcanic area.

At some point, the Midgard Vanir captured Iceman of the first class of X-Men in order to use his powers and him as a sacrifice to resurrect Ymir, for them to rule a frozen Earth. Helped by Donald Blake, the X-Men were able to save Iceman, but Vanir's minion Ulf the Ice Troll served as sacrifice in his place, awakening Ymir. This one rejected the Vanir, while Blake turned into Thor. While the Odinson was able to stop him and exile him to nether realm of Asgard, Ymir could now easier breach the gaps between worlds, becoming a more pressing matter for Earth's safety. In recent times a member of the mystical cult called the Sons of Satannish used the so-called Spell of Fire and Ice to bring both Ymir and Surtur to Earth, where they began wreaking havoc. While

Ymir attacked Wakanda, Surtur wreaked havoc in Antarctica. Doctor Strange transported Ymir to the South Pole right in front of Surtur just as both are about to strike, their blows cancel each other out causing both monsters to vanish causing a massive explosion. Earth's Sorcerer Supreme, Doctor Stephen Strange, used the Crystal of Conquest, which contained part of the mystical power of the demons known as Santannish and Mephisto, to transport Surtur and Ymir magically into each other's presence at the very instant they were lashing out with their weapons. Ymir and Surtur thus struck each other's weapons, creating a mystical "implosion"

in which each being temporarily cancelled out the powers of the other, and each was returned to his home dimension, Surtur to Muspelheim and Ymir to Niffleheim.

Ymir escaped again and working with the the Frost Giants and Storm Giants he launched an attack on Asgard. However he was stopped by Thor and his brother Vidar. Ymir once again is released from his eternal prison Surtur disguised himself as Odin in a plan to destroy Asgard, he told Heimdall that Ragnarök was upon them and Ymir must be stopped. The warriors go to fight Ymir, while Odin revealed his true visage to the

Vizier. Odin transformed into Surtur, and fought Ymir Surtur and Ymir locked in combat. To defeat them, Thor retrieved Twilight Sword from the Sea of Eternal Night. During the battle, Thor became trapped, and Eric Masterson made a fateful sacrifice. He bridged Thor and Mjolnir, and is re-merged with Thor. Thor lights Twilight in the Eternal Flame which causes Odin's control over Surtur to vanish. Surtur and Ymir fight over Twilight, and while they are distracted, Thor transports them both into the Sea of Eternal Night, where they will be frozen for all time. They reamined there for many years. Thor, New Avengers and Dark Avengers join forces against Ymir and a group of Frost Giants. Thor teamed up with Iceman to take on Ymir and an army of Frost Giants. Ymir tricked Thor into powering the Casket of Future Winters with his lightning from Mjolnir. Unleashing the sum of cold itself onto Midgard caused Iceman to become more powerful and he defeated most of the army single handedly but exhausting himself in the process.



CREATURES OF ASGARD

There are monsters of epic strength and power that prowl the lands of Asgard and the 10 realms. These beasts are no fairy tale conjured to frighten and scare children into going to sleep, they are dark creatures with diabolical intent and purpose, sent forth to test the mettle of the Gods of Asgard.

Fafnir

F	Un	(100)	Health: 410
A	Gd	(10)	
S	Sh-X	(150)	Karma: 144
E	Sh-X	(150)	
R	Pr	(4)	Resources: N/A
I	In	(40)	
P	Un	(100)	Popularity: -50

KNOWN POWERS:

Body Armor: Monstrous (75).

Size: Shift-Y. +3CS to hit

Invulnerable to Disease: CI1000. He can survive indefinitely without food, water, or oxygen.

Retarded Aging: Fafnir only ages 1 year for every 1000. He will age very slowly. They may be killed normally.

Fire breathing: Monstrous (75) 2 areas

Hypnotism: When not in combat, he hypnotizes with Unearthly (100) rank.

Illusion Generation: Remarkable (30)

Talents: Leadership

Running Fafnir:

Fafnir was a great dragon. His arrogance and overconfidence overwhelmed all of the more subtle aspects of dragon personality, such as curiosity and wit. Fafnir was a bully and lived for the purpose of gaining vengeance on Odin.

HISTORY:

Fafnir was once the King of Nastrond, an extradimensional realm on the continent of Asgard. As Fafnir and his people were thoroughly evil, the ruler of Asgard, Odin, destroyed the kingdom and all of Fafnir's subjects. Fafnir himself was left to die in the ruined wasteland that was his former kingdom. Fafnir, however, found a pool with magical properties, and while drinking from the pool sustained Fafnir, it





also transformed him into a massive dragon. Fafnir now possessed strength on par with the Thunder God Thor; a devastating flame breath; the ability to cast illusions and control weak-minded individuals. Fafnir was now almost invulnerable, as his dragon hide was so dense that he barely felt blows from Thor's hammer Mjolnir. It was said that the pool had been formed from the blood of Fafnir Hriedmarson, a Vanir turned into a dragon due to a gold curse.

Despite these tremendous abilities, Fafnir was never able to defeat Thor. On the first occasion that Fafnir battled Thor, he was sent hurtling into a deep chasm created by a blow from the Thunder God. Before his next encounter with Thor he faced Warriors Three who he seemingly defeated until the Young Gods showed up and rescued them. On the second occasion he fought Thor, Loki freed and assisted Fafnir against Thor but both were held at bay by the combined might of Mjolnir and the magical Nornstones until the intervention of Odin. Fafnir was eventually freed by an earthquake, and used an Asgardian woman named Lorelei as bait to lure Thor into an ambush at a New York construction site. Overpowered, Thor sought the aid of an aged but valiant warrior named Eilif. Fafnir was slain, although at the cost of Eilif's life, and was burned upon Eilif's funeral pyre.



Fenris Wolf

F	Am	(50)	Health: 280
A	Rm	(30)	
S	Un	(100)	Karma: 54
E	Un	(100)	
R	Ty	(6)	Resources: N/A
I	Gd	(10)	
P	In	(40)	Popularity: -25

KNOWN POWERS:

Shapechanging: Fenris can assume the form of any type of creature, man or god with Monstrous (75) ability.

- Digestive Shapeshifting: Fenris can assume the form of people it devoured up to 24 hours after consumption.

Size Alteration: Usually at Monstrous (75) growth (+3CS to be hit) but can reduce his size to a normal wolf.

Enhanced Senses: Sight, hearing and Smell: Monstrous (75).

- Tracking: Amazing ability.

Body Armor: Incredible (40).

Retarded Aging: Ages 1 year for every 100 He may still be killed normally.

LIMITATIONS:

Fenris is chained by the bond of Gleipnir which he cannot destroy. The chains are Shift-Y (200) material and change to keep him bound even when shapechanging.

Running Fenris:

The Fenris Wolf possesses human intelligence but none of the sly wiles of its father. The wolf was never very civil, but its disposition has worsened since its imprisonment. Its goals, were it to be freed, would be to kill as many Asgardians as possible, immediately. It might bear special antipathy for Tyr, and for Loki.

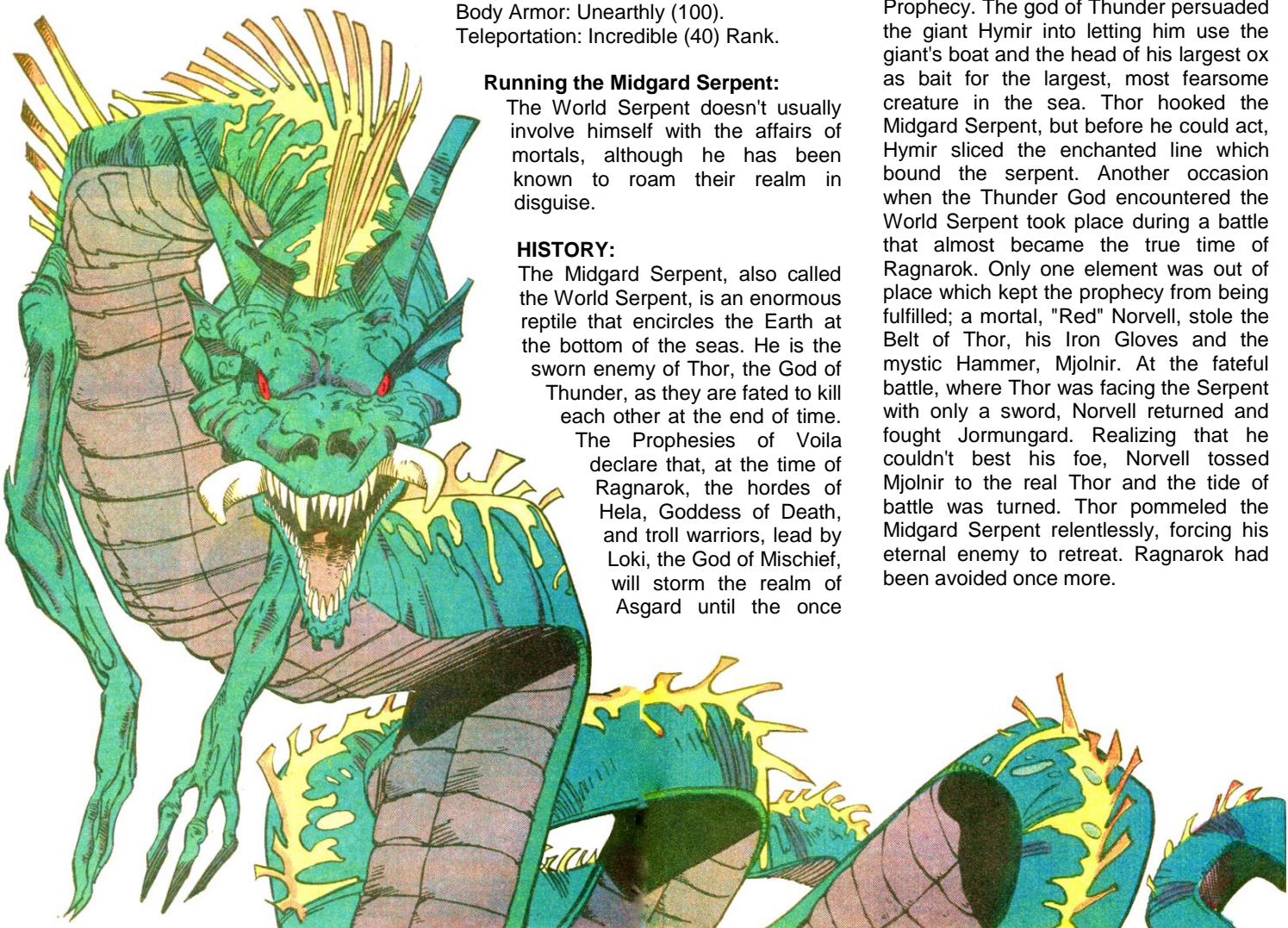
HISTORY:

The Fenris Wolf is a creature of the Asgardian dimension who is said to be an offspring of Loki and the giant Angerboda. It is a huge wolf (usual height 15 feet tall) with human-like intelligence, vast strength and the capacity to change its shape to that of a god or to change its size to that of a real wolf. Before it reached maturity, Fenris threatened Iduna, keeper of the gods' Golden Apples of Immortality, and was banished to Varinheim by Haakun the Hunter. Just as Fenris reached maturity, the Asgardian gods decided it would be unsafe to allow Fenris to roam the land unfettered. They took to playing a game with the wolf to see how easily it could snap the bonds they put on it. Each time they forged a thicker and stronger chain of iron, but Fenris broke them all. Finally Odin commanded one of the Dwarves to forge an enchanted fetter. The dwarf did so, creating a thin, silk-like substance of phenomenal durability called Gleipnir. When the gods entreated Fenris to try to break this binding, the wolf-god sensed that the fragile-looking substance was a trick.

Fenris agreed to let him put the bonds around it only if there was a god willing to put his hand in the wolf's mouth as a gesture of trust. If the bonds did prove to be unbreakable, Fenris would bite. Among the gods assembled for this task, only Tyr, the courageous god of war, was willing to make such a sacrifice. He placed his right hand between the wolf's huge fangs as the bonds were put in place, and when Fenris learned that the more he struggled, the tighter the bonds were drawn, it bit off Tyr's hand. The gods then bound Fenris to a rock where it has been kept to this day. It is prophesied that when Ragnarok, the twilight of the



Asgardian gods, occurs, Fenris will devour Odin. Fenris was killed in the final Ragnarök, although what death means to the Asgardians has yet to be seen. As with many of the Asgardians since Thor undid the endless cycle of Ragnarok, Fenris too was reborn into the new Asgard universe back on Midgard. Details of its fate however are incredibly blurred as to what its activities on Earth have been as of late.



Midgard Serpent Jormungard

F	Un	(100)	Health: 1400
A	Un	(100)	
S	Sh-Y	(200)	Karma: 150
E	Cl1000		
R	Gd	(10)	Resources: N/A
I	In	(40)	
P	Un	(100)	Popularity: -25

KNOWN POWERS:

Illusion: The Serpent can cast an illusion on its body at Cl5000 rank.

Heat Emission: Uearthly (100) rays from its eyes.

Body Armor: Uearthly (100).

Teleportation: Incredible (40) Rank.

Running the Midgard Serpent:

The World Serpent doesn't usually involve himself with the affairs of mortals, although he has been known to roam their realm in disguise.

HISTORY:

The Midgard Serpent, also called the World Serpent, is an enormous reptile that encircles the Earth at the bottom of the seas. He is the sworn enemy of Thor, the God of Thunder, as they are fated to kill each other at the end of time.

The Prophesies of Voila declare that, at the time of Ragnarok, the hordes of Hela, Goddess of Death, and troll warriors, lead by Loki, the God of Mischief, will storm the realm of Asgard until the once

halcyon realm becomes a sea of flame. At that time, the Midgard Serpent will rear its head and do battle with Thor, son of Odin, God of Thunder. It is prophesized that Thor will ultimately triumph, kill the serpent, take 9 steps back and die from his wounds. The Midgard serpent, in its death throes, will destroy Asgard and Midgard with the thrashing of its enormous body. Ragnarok has yet to occur. In the past, however, Thor and Jormungard have periodically clashed, usually to a standstill.

In his youth, Thor thought to battle the Serpent prematurely and break the Prophecy. The god of Thunder persuaded the giant Hymir into letting him use the giant's boat and the head of his largest ox as bait for the largest, most fearsome creature in the sea. Thor hooked the Midgard Serpent, but before he could act, Hymir sliced the enchanted line which bound the serpent. Another occasion when the Thunder God encountered the World Serpent took place during a battle that almost became the true time of Ragnarok. Only one element was out of place which kept the prophecy from being fulfilled; a mortal, "Red" Norvell, stole the Belt of Thor, his Iron Gloves and the mystic Hammer, Mjolnir. At the fateful battle, where Thor was facing the Serpent with only a sword, Norvell returned and fought Jormungard. Realizing that he couldn't best his foe, Norvell tossed Mjolnir to the real Thor and the tide of battle was turned. Thor pommelled the Midgard Serpent relentlessly, forcing his eternal enemy to retreat. Ragnarok had been avoided once more.



Recently, the serpent was informed of Thor's weakened state (caused by a curse cast upon him by Hela, the Norse Goddess of Death) by the leader of the frost giants, Grundroth. Jormungard, thinking this the time to rid himself of Thor once and for all, sought out the Thunder God while in the guise of the dragon Fin Fang Foom. He found a hero with a red cape that looked somewhat like his sworn

enemy, Thor, but the blonde bearded man with the body armor didn't look like the god that he fought in the past. The World Serpent revealed his true identity to the unknown hero, intending to destroy him immediately, but the mortal was actually the Thunderer. Thor supposedly killed the serpent during the ensuing battle, but the prophecy states that the Midgard Serpent and Thor will engage in

battle on the day of Ragnarok. Whether the great serpent has been irrevocably killed or not has yet to be seen.

Ratatoskr: Stats for Ratatoskr can be found in the Squirrel Girl sourcebook, located centrally at a download link near you!

YGGDRASILL AND THE 10 REALMS

The Ten Worlds of Asgardian cosmology are the separate worlds of that dimension supported by Yggdrasill, the World Tree. Although the realms are commonly divided into nine, further subdivisions can be made. Additionally, a tenth realm called Heven was previously cut-off from the rest of Yggdrasill until the death of the Watcher revealed its existence. Thanks to the Allspeak, all Asgardians and related races can communicate in all of the languages of the Nine Realms, Earth's dialects, and various alien languages.

Travel between realms is done via various portals and dimensional rifts. The Asgardians travel via the Bifrost the rainbow bridge that is guarded by Heimdall.



ASGARD

Home of the Aesir, later forming the Asgardians with the Vanir.

Valhalla: Realm of the honored dead which is distinct from but closely connected to Asgard.

Nornheim: Home to the Norns.

Realm Below: Home of the insanely-savage Rock Trolls, located beneath

Asgard.

Drawn directly from Norse mythology, Asgard is the home of a powerful pantheon of gods, including Thor. It is a small, otherdimensional planetoid (its surface area being about the same as the continental United States), whose nature and physics are different from those of planetary bodies in the Earthly dimension. Asgard is a part of the so called Nine

Worlds. Asgard is not a sphere like the Earth, but a relatively flat landmass suspended in space. Asgard does not rotate about its axis, nor does it revolve around a sun. Asgard does have intervals of night and day, so some object or force functions as a sun. There is no evidence of changing seasons, however portions of Asgard are in perpetual winter while others are in perpetual summer. Asgard's gravity apparently radiates from

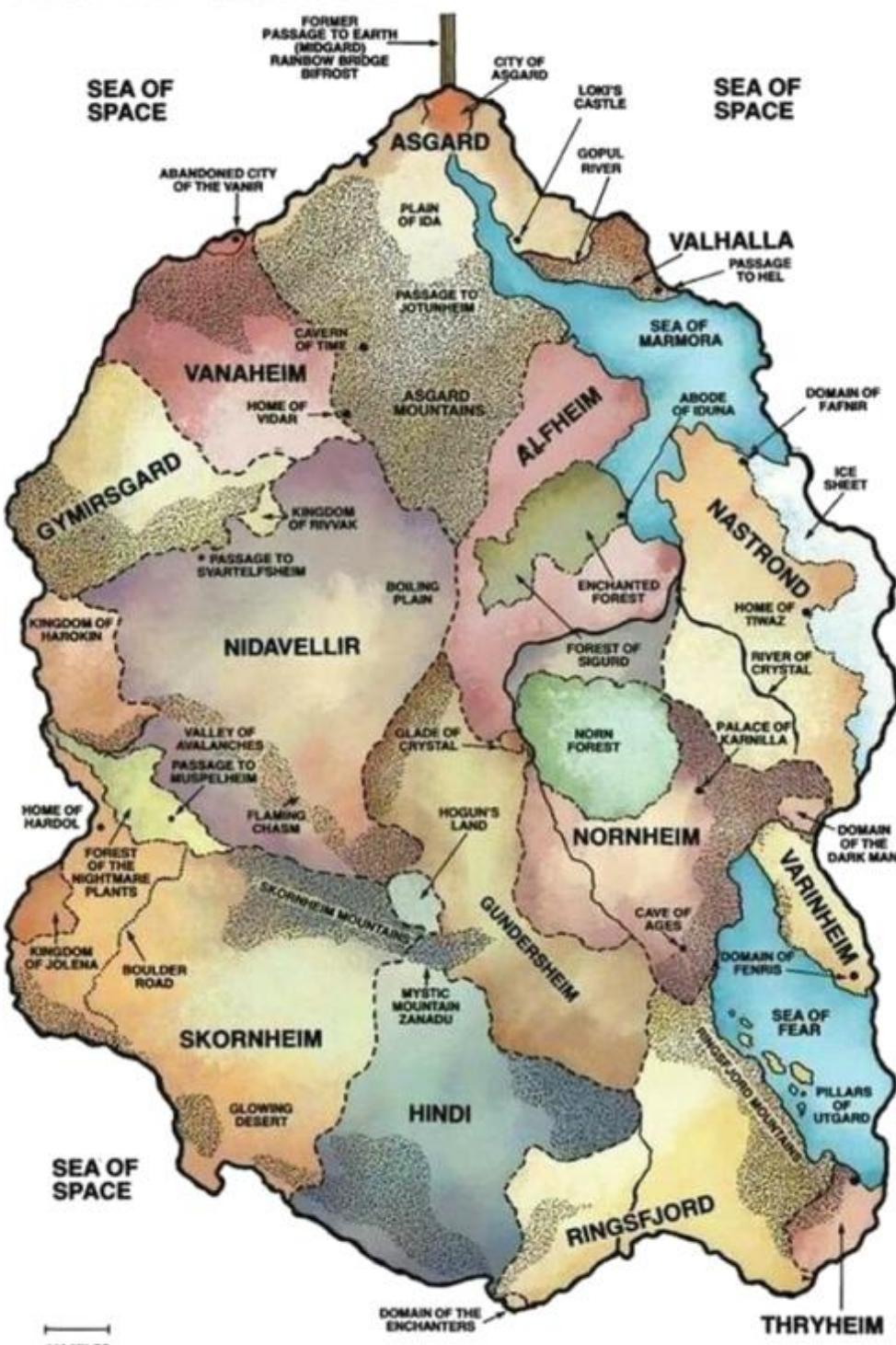




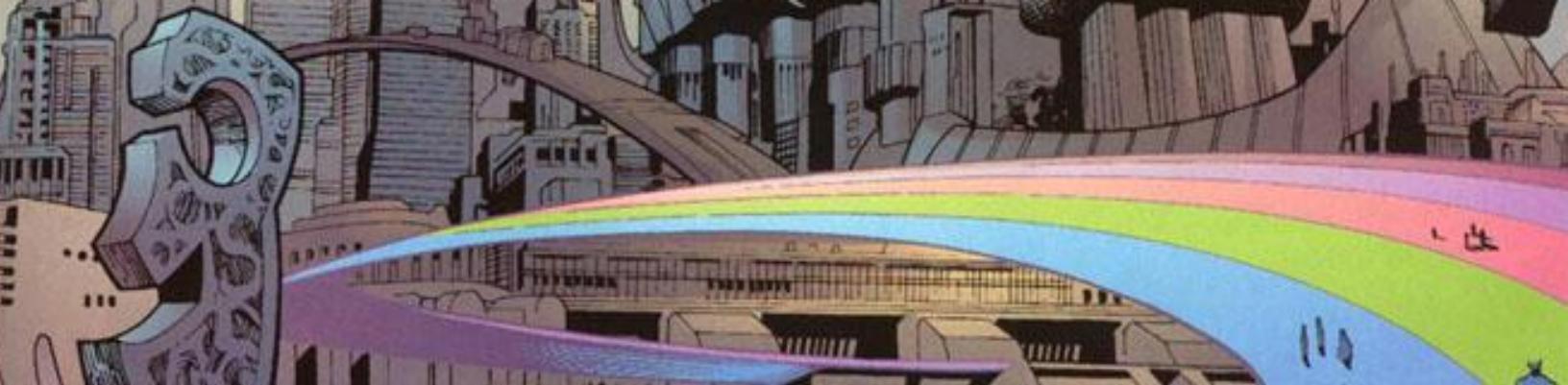
somewhere below it: there is a "top" and a "bottom" to Asgard. At the edges of Asgard's landmass, a being or object can fall into a void, but some unknown force apparently keeps the edges themselves from eroding. The same force also prevents the bodies of water along Asgard's boundaries from pouring into the void and prevents Asgard's atmosphere from escaping. Asgard has been described as floating on a "Sea of Space." This sea apparently has a surface, one that is navigable by Asgardian ships, which resemble Viking longboats. The exact nature of space within the Asgardian dimension is unknown.

While Asgard's gravity is roughly analogous to Earth's, common matter is considerably denser on average. For instance, a chair made of Asgardian wood is heavier and stronger than a chair made of Earthly wood. Rock, water, flesh, bone, and steel: all matter is denser and thus more durable. The Asgardian dimension includes other areas. The inhabitants refer to the totality as the Nine Worlds. Four of them are located on the main landmass: Asgard, home of the Aesir; Vanaheim, home of their sister race, the Vanir; Nidavellir, home of the Dwarves; and Alfheim, home of the Light Elves. The others are in nearby easily accessible dimensions. For the sake of creating a comprehensible diagram, the Nine Worlds of Asgard are placed in a multi-leveled configuration. These levels do not represent any real physical distances or relationships. Instead, they represent the interdimensional relationships between the realms. Jotunheim, the home of the Giants, is a flat ring-shaped realm with high mountains along its inner edge. Svartalfheim, home of the Dark Elves, is another planetoid, smaller than Asgard. There are several dimensional portals between the mountains of Jotunheim and Svartalfheim and the mountains of Asgard, permitting easy passage by denizens of each realm. These portals make Jotunheim and Svartalfheim seem like "underworlds" of the Asgardian continent itself.

ASGARD: THE CONTINENT



100 MILES



In Asgardian cosmology, Muspelheim and Nifflheim existed first, separated from one another by Ginnungagap, the Yawning Void. Another of the Nine Worlds is Hel, realm of the dead, and its sister realm, Nifflheim. In the Asgardian afterlife, heroes and the honored dead go to Valhalla, a special region of Asgard; the common dead go to Hel; and the dishonored dead (murderers and other evildoers) go to Nifflheim.

Asgard is honeycombed with portals to the other parts of the Nine Worlds, making the worlds sometimes seem like they are on a contiguous plain; indeed, early cartographers of Asgard mapped it this way. The only permanent portal to Earth, Bifrost, the Rainbow Bridge, has recently been shattered, severing Asgard's connection with Earth and making passage between realms difficult. There is a special passageway from Asgard to the extradimensional realm of Olympus, home of the Greek gods. Since Olympus is not a part of the Asgardian cosmology, this portal is believed to be an artificial rather than natural phenomenon. Another unique feature of Asgard is the Cave of Time, an apparently natural phenomenon through which passage to other times is possible. Midgard, Earth, does not appear to be physically affected by the motions of any of the other physical bodies in the Asgardian cosmology, although Earth's axis is in alignment with one of the roots of Yggdrasil, the cosmic ash tree that stands in Asgard.

Somewhere in Asgard's outlying Sea of Space there may be floating portals to Earth's space, because Earth beings have been able to travel from Earthly to Asgardian space. There may also be an edge to Asgard's Sea of Space, perhaps at the perimeter of the "Dome of the Sky" extending from the outer edge of ringed Jotunheim. At the edge of the Sea there would exist "Dimensional borderlands" which serve as transitional areas between discrete dimensions.

Asgard and its sister realms are populated by six distinct humanoid races,

described under Asgardians. Besides these, there are several singular creatures that exist in the Nine Worlds. The first is the Jormungand the Midgard Serpent, an immense snake or dragon whose body encircles the inner edge of the mountains of Jotunheim closest to Midgard. The Midgard Serpent lies at the very edge of the dimensional boundary between Jotunheim and Midgard and prevents easy passage between dimensions. The second is the winged dragon Nidhogg, who lives in Nifflheim and gnaws at one of the roots of Yggdrasil. The third is the giant wolf-god Fenris, who was responsible for the war-god Tyr losing a hand. Fenris is imprisoned in the distant land of Varinheim. The fourth creature is the primordial ice giant Ymir.

Asgardians (Typical Stats)

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity:

KNOWN POWERS:

Body Armor: Good (10).
Resist Disease: Unearthly (100)
Retarded Aging: Ages 1 year for every 100. They may still be killed normally.
Allspeak: Asgardians, through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

POINTS OF INTEREST:

City of Asgard - the capital.

Throne Room.

Bifrost - the rainbow bridge.

Halls of Fear - the chamber where the Unknown can be summoned

NORNHEIM

Nornheim, the Asgardian province is where dwell the Three Norns, the Goddesses of Destiny, and Karnilla who has become one of the most accomplished practitioners of the arts of sorcery in the Asgardian dimension. Although Nornheim lies on the Asgardian land mass within Asgard's own dimension, and although Karnilla is apparently of the Asgardian race, she does not consider herself to be subject to Asgardian rule. Rather, Nornheim is an independent country, of which Karnilla is absolute monarch. Karnilla lives opulently in the ancient fastness of Nornkeep, attended by her servant, the aged minor sorceress Haag, and troops of guardian demons. Although there are many demons among her subjects, Karnilla's realm is also populated by humanoid immortals, just as is Asgard proper. Karnilla's relationship to the goddesses of destiny is unknown, although they are clearly beyond her jurisdiction.

POINTS OF INTEREST:

Nornkeep:

The Nornkeep was the palace of Karnilla and the Norns in Nornheim deep within the root of the world tree. In addition to being the home of the Norns, it also housed the Well of Wyrd.

It was destroyed by Malekith the Accursed's Dark Council to prevent the Norns from controlling his destinies.

Norn Forest:

It was in this place that the three Norns (Old Norse: "Nornir") live at the well Urd in Asgard (home of the Gods and Goddesses). Their names are Urd "What Once Was" (Old Norse "Urðr"), Verdandi "What Is Coming into Being" (Old Norse "Verðandi") and Skuld "What Shall Be" (Old Norse "Skuld"), the three Norns are the Goddesses of fate in Norse mythology.

They spend most of their time spinning the threads of life, to decide the fate of all living beings. The three Norns do this by sitting at the root of Yggdrasil and weave



the faith of every living being into a web or thread. The three Norns starts every morning by placing a rooster at the top of Yggdrasil. The sound of the rooster is a wake-up call for all the Gods and Goddesses in Asgard. Every morning the Norns also carry water from Urd's well and pour it over Yggdrasil which is the tree of life. The water from this well is very important to keep Yggdrasil green and healthy.

The Norns were very respected in Viking age, and it was quite common to serve a woman who just had given birth to a child some porridge, they called this porridge for "Norn porridge". The Vikings believed the Norns were always nearby whenever a child was born. The porridge was considered an offering to the Norns, They

hoped the porridge would please the Norns and secure good health for the mother and the child.

Cave of Ages:

Several millenia ago, Mangog, or "The Mangog" as it originally referred to itself, is the physical manifestation and sum total of the hatred of a billion beings from a race that was slaughtered by the ruler of Asgard and the Norse Gods, Odin. Due to the fact this entire species was wiped out, it isn't exactly know what Odin did to incur his wrath, they might have ruthlessly invaded Asgard, or one of them might as well have simply said the wrong word while in the All-Father's presence.

Imprisoned deep beneath Asgard, Mangog was accidentally freed by the

Rock Troll Ulik, and went on to wage war against Odin and the other Norse Gods on several occasions. Mangog proved to be physically unstoppable, and is usually only defeated when his dependence on psychic energies (such as hatred, fear, or feelings of devotion) felt by other sentient beings to sustain itself is exploited. Without such a source, Mangog shrinks to near nothingness. When he discovered that the creature was too dangerous, Odin imprisoned it in the Cave of Ages, intending that it would stay locked up forever.

Notable Residents:

Karnilla, The Norns, Skuld, Verdandi, Urd, Haag, Amora (formerly)





REALM BELOW

The mysterious Realm Below is a subterranean cavern complex beneath Asgard that contains the Domain of the Trolls, the home of the insanely-savage Rock Trolls that is connected to the surface by a crater hole. As it was requested by Mimir, Thor ventured in the Realm Below to bring back the ruby eye of the dragon that was guarding the realm's gleaming gates. Before he could attack it, Ulik arrived and fought Thor for the eye. They battled across a rock bridge surrounded by a sea of flames, until Ulik managed to knock Thor off. Believing Thor dead, Ulik managed to snatch the eye from the dragon for himself. He needed the ruby to permanently seal the portal where he used to live the bestial Trogg, whom was accidentally released by the Trolls' excavations and had since many trolls. Thor then agreed to help Ulik defeat Trogg if he could keep the ruby. Trogg though, was too strong, and Thor was eventually forced to use the ruby anyway. Having lost it, Thor was mocked by the trolls for sacrificing the ruby for them.

POINTS OF INTEREST:

Domain of the Trolls: Perhaps the most consistently deadly threat to the realm of Asgard, the Troll Kingdom lies mainly beneath Jotunheim, and Gundershilm, but the tunnels of the Rock Trolls extend for great depths and distances, even under Asgard itself.

Residents:

Rock Trolls, Geirrodur, Ulik, Trogg.



Rock Trolls (Typical stats)

F	Rm	(30)	Health: 114
A	Pr	(4)	
S	In	(40)	Karma: 12
E	In	(40)	
R	Pr	(4)	Resources: Varies
I	Pr	(4)	
P	Pr	(4)	Popularity: -10

KNOWN POWERS:

Resist Diseases: Unearthly (100)

Body Armor: Good (10).

Infravision: Remarkable (30)

Retarded aging: Trolls age 1 year for every 100. They can be killed by normal means.

EQUIPMENT:

Club; +1CS to Strength for damage purposes.

Limitation:

Cowardice: Trolls will not attack unless they outnumber an opponent or can take them by surprise. They are more courageous when given firm leadership.





VALHALLA

In the Asgardian afterlife, heroes and the honored dead go to Valhalla, also known as Odin's Hall. Valhalla which translates as "hall of the slain" is a majestic, enormous hall located in Asgard, ruled over by Odin. Chosen by Odin, those warriors that fall in battle travel to Valhalla upon death, led by Valkyries. Valhalla is home to various legendary heroes and kings, as they prepare to aid Odin during the events of Ragnarök. Before the hall stands the golden tree Glasir, and the hall's ceiling is thatched with golden shields. Various creatures live around the lands of Valhalla, such as the stag and the goat. This is the greatest reward bestowed on a warrior in Norse mythology.

Other places of interest and regions of Asgard:

Sea of Mist - the water way connecting Asgard and the Isle of Silence

Tower of Solitude - Where the Grand Vizier was confined by Odin

Plains of Ida - The center of Asgard.

Vingolf

Gladsheim

Hlidskjalf

Gundersheim:

This area is a region adjacent to Asgard and occupied primarily by Rock Trolls, Ogres, Shadow Nixes

Points of Interest:

Glade of Crystals

Varinheim:

Varinheim is an area of Asgard, and is the home of the Fenris Wolf.

Residents:

Fenris Wolf.

Ringsfjord:

This is an area adjacent to Asgard, and is the home of the Enchanters.

Points of Interest:

Ringsfjord Mountains.

Residents:

The Enchanters: Forsung, Magnir and Brona;Thryheim.

**Hindi:**

Hindi is an area adjacent to Hogun's land.

Points of Interest:

Mystic Mountain

Residents:

Wazir the Prophet and his one-eyed guardian Ogor

Skornheim:

Skornheim is an area adjacent to Asgard

Points of Interest:

Glowing Desert, Skornheim Mountains, Boulder Road and the Forest of Nightmare Plants.

Gymirsgard:

The kingdom which is mostly composed of swamps and to the east and mountains to the west is the realm of the dragons.

Nastrond:

Nastrond is an extradimensional region of Niffleheim in the Realm of Asgard and located on the far shores of the river Gjoll in Hel. Fafnir was once the King of Nastrond, though he and his people were believed thoroughly evil, and thus the ruler of Asgard. All-Father Odin, destroyed the kingdom and all of Fafnir's subjects. Fafnir himself was left to die in the ruined wasteland that was his former kingdom; however, he found a pool with magical properties, and although drinking from the pool sustained Fafnir, it also transformed him into a massive dragon.

Points of Interest:

Cave of the Ancients.

Harokin:

Harokin the region is named for the leader of the legions of Valhalla, the Einherjar. During a period where Hela controlled Valhalla and its troops, Harokin served under her. He was, however, critical of his superior. He fought for Hela in a war against her rival Ollerus the Unmerciful. Harokin welcomed Valkyrie to Valhalla and acted friendly towards her. He was shocked when he learned that the Norns predicted that Hela would cast Val to Niffleheim. He questioned Hela about her supposed unfair decision. Val was appointed commander of the Valkyrior and led Hela's forces on campaign, alongside Harokin. The two armies met in battle at the Pass of Peril. Harokin was a deceased Asgardian who was once a foe of Thor. He was used by Hela, the Asgardian goddess of death, in an attempt to seduce Thor into entering Valhalla, the home of the honored Asgardian dead.

Jolena:

As with Harokin, the kingdom of Jolena is named for Queen Jolena of Skarnheim, who once filled Odin's heart with love.



One of the Nine Worlds and exists on the highest level of the World Tree along with Asgard and Alfheim. Its inhabitants are the Vanir, who are the sister race to the Aesir of Asgard; sired long ago by Njord, who had taken a group of Asgardians to settle Vanaheim. The Vanir were masters of sorcery and magic. They are also widely recognized for their talent to predict the future.

Geography:

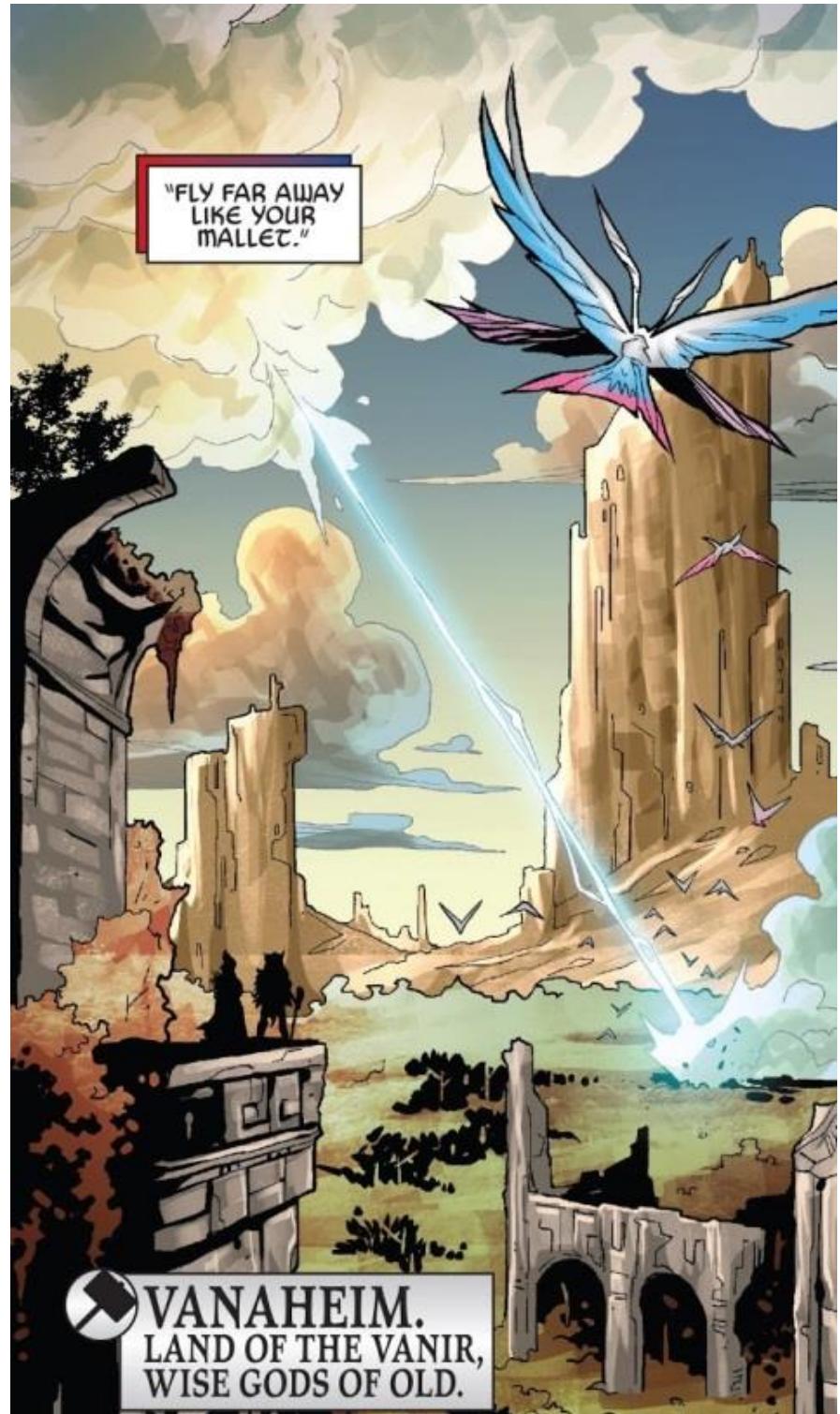
The realm is filled with vast forests, fields and planes. It has become home to various other races such as Rock Trolls and Ogres. Malekith the Accursed described the realm as "filled with dusty old gods and enough trees to build a bonfire the size of the sun". The realm is also filled with the ruins of gigantic castles mountain-sized and citadels, known as the "ruins of Vanaheim" or as the "abandoned city of the Vanir".

Politics and Leadership:

Vanaheim is represented in the Congress of Worlds by two Vanir senators. Freyja represented her homeworld on the council for a while.

HISTORY:

The First God, Buri, bore three sons called Bor, Mimir, and Njord. Bor and his sons Odin, Ve and Vili founded the race known as the Aesir, while Njord left, sired the Vanir and founded Vanaheim. On the Plains of Vanaheim, the Asgardians battled the Frost Giants for nine months. But when the Frost Giants finally retreat, when "Thor" appeared and in front of Balder the Brave, began killing Asgardians before leaving. In their early history, the Vanir built gigantic castles mountain-sized and citadels that could be seen from worlds away. They later grew weary of the warfare required to defend them, and decided to return into the forest, leaving their towers to fall apart, known as the "ruins of Vanaheim". A few stories happened in Vanaheim, including the encounter of Old Loki and young Odin with Hriedmar and his sons Otr the changer of shapes, Fafnir the greedy and Regin the vengeful, leading to the creation of the sword Gram and the later





death of Regin and Fafnir at Sigurd's hand.

The young king Odin of the Aesir tried to force the union of the two tribes, and went to war with Freyr and the people of Vanaheim. Seemingly over a matter of pride, Freyr refused to bend. He received support from Surtur of Muspelheim. The war ultimately ended with a peace treaty and marriage between the two royal families, as Odin was betrothed to Freyr's daughter Freyja. Their union marked the union of the two people.

During Ragnarök, Thor gathered the citizens of Asgard and headed to Vanaheim, where to either rebuild the city or make a final stand. They eventually reached Vanaheim, under attack by Fenris and Durok. Beta Ray Bill returned, and was left him to protect the realm while he continued his mission.

While investigating Heimdall's Observatory Thor, Steve Rogers and Iron Man were sucked into the portal, each waking up on different areas of the Nine Realms. Thor awoke in a deserted Vanaheim, affected by Hela's machinations, and was soon attacked by the Enchantress, who accused him of being the cause of the Realms imbalance (having brought Asgard on Midgard). He was then attacked by Hela, who attempted to use the imbalance to unite the Realms under her rule. Thor, Amora and Hela all ended up knocked out in the fight, with the two witches transported elsewhere with Mjolnir, while Thor was retrieved in Vanaheim by Rogers and Stark. The War of Burning started across the Nine Realms, but truly erupted when Leah went to Vanaheim and proposed Surtur's technology to Vanaheim steward Gullveig, who then burned down the Temple of Union. The Asgardians (Aesir and loyal Vanir alike) attacked Vanaheim while the rebel Vanir invaded all of the realms. A group of Dark Elves refugees went to Vanaheim to hide in the ruins, but were slaughtered by Malekith. They were soon found back Thor who traveled to Vanaheim with the League of Realms.

Vanir (Typical stats)

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity:

KNOWN POWERS:

Body Armor: Good (10).
Resist Disease: Unearthly (100)
Retarded Aging: Ages 1 year for every 100. They may still be killed normally.
Allspeak: Asgardians, through an enchantment from Odin, may communicate fluently in any language of the 9 realms.

Points of Interest:

Abandoned city of the Vanir
Temple of Union

Residents:

Vanir Representatives include: Njord, Freyr, Idunn, Freyja, Gullveig, Heimdall, Sif.

The modern race known as the Asgardians is actually a blend of the Aesir and the Vanir.

The Vanir, often known as the "Wise Gods of Old" were a proud people.

Origin

The First God, Buri, bore three sons called Bor, Mimir, and Njord. Bor and his sons Odin, Ve and Vili founded the race known as the Aesir, while Njord left, sired the Vanir and founded Vanaheim. In their early history, the Vanir built gigantic castles and mountain-sized citadels that could be seen from worlds away. They later grew weary of the warfare required to defend them, and decided to return into the forest, leaving their towers to fall apart, known as the "ruins of Vanaheim". Freyr later became the leader of the Vanir.

In his youth, Odin and the time-travelling Old Loki met with an human-sized otter whom Loki killed and crafted two fur coats

from. Arriving to the inn of Hriedmar of the Vanir, they soon learned that the otter was Hriedmar's son Otr the changer of shapes. As Loki settled the debt with gold, stolen from Andvari, who had cursed it, and left with Odin, Hriedmar's son Fafnir's greed was revealed by the curse: he killed Hriedmar, left his brother Regin for dead, and departed with the gold. Regin's violence was revealed by the curse as well, and he swore vengeance upon his brother and upon all Asgardians. While the curse changed Fafnir into a dragon, Regin crafted the sword Gram, Fafnir's Death and Asgard's bane. After having Sigurd to kill Fafnir, Regin tried to murder the Asgardian, only to be slain in return.

The two tribes of Gods eventually became rivals. A generation ago as Gods perceive time, the young king Odin of the Aesir tried to force the union of the two tribes, and went to war with Freyr and the people of Vanaheim. Seemingly over a matter of pride, Freyr refused to bend. He received support from Surtur of Muspelheim. The war ultimately ended with a peace treaty and marriage between the two royal families, as Odin was betrothed to Freyr's daughter Freyja. Their union marked the union of the two people. No matter the peace, and despite the fact that the records of the war were destroyed, a certain grudge existed among the Vanir towards the Aesir and Asgard remained, even beared by Njord, who despised Odin's race. Although, Vanir and Aesir mixed, and couples were wed at the Temple of Union.

After Jotunheim paid the Angels of Heven for devising strategy, they suggested an alliance of all of the Asgardians' enemies, who consequently prepared war against Asgard, including Vanaheim. War eventually broke, with all against all and all against Asgard, with constant alliances and treasons, but with no one befriending Asgard, in fear of the Angels' wrath. The Vanir seemingly suffered from the Angels. The heir due for the peace to be sealed between Aesir and Vanir was eventually birthed in the form of Aldrif Odinsdottir, but stolen by the Angels during the Final



Battle of the War of Angels. Freyja was left devastated, unwitting to sire another heir. The Vanir and Aesir continued to coexist as Asgardians, some of them without distinction between the two former tribes, like Heimdall and Sif, but a rift remained.

In modern days, after an army of Trolls, Ulik, Hym the Giant, commanding the boat Naglfar, itself filled with an army of the dead, led by Loki came to Asgard and killed Balder, Ragnarök was initiated, and Thor Odinson rallied the Valyries, Aesir, Vanir all together to fight for Asgard and the honor of a warrior's death. Led by Thor, the citizens of Asgard then departed on an exodus to Vanaheim. By the time they arrived, Vanaheim was under attack from Fenris' army. When Beta Ray Bill arrived and killed Fenris, his army fled away in fear. The Aesir and Vanir waited in the city of Vanaheim for the final battle, while Thor led Surtur and his army to them, as part of his plan to free the Asgardians from the Ragnarök cycle and the influence of Those Who Sit Above in Shadow.

After the Second War of the Serpent and Odin's departure from Asgard, the All-Mother replaced himself and instated Asgardia, wishing to rule by consensus among the realms, and assembled the Congress of Worlds, with Freyja as the representative of the "Fallen Vanir". Later, Surtur had Gullveig to rebel against Asgard, offering them the same gifts as to Freyr, along with his and the Manchester Gods' technologies. The rebel Vanir and the Engels destroyed the Temple of Union and war broke between them and all on the Nine Realms, including the Asgardian Vanir. After the War, and as Odin had been brought back from his exile, Freyja decided to carry a new heir from Odin, blood of Vanir and Aesir. Nine months later was born Laussa Odinsdottir. The fate and whereabouts of the Vanir followers of Gullveig is unknown.

The Vanir were seemingly later granted a seat as Vanaheim in the Congress of Worlds, being represented by unidentified

senators. When Odin dreamed of Those Who Sit Above in Shadow warning him of the incoming Ragnarök related to the Final Incursion, he tried to seal an alliance between the Realms represented in the Congress of World to destroy Midgard and save the other Realms, but none would follow him. Meanwhile, as the Final Incursion began, the Vanir were talking of revolt against the Asgardians, with old grievances gaining new airings. Freyja assured Odin that in any case, the Vanir would join forces with Asgard. As Odin blew Gjallerhorn, the heroes and allies of Asgard assembled, among them the Vanir led by Idunn, and fought Hela and King Loki's armies and allies. Like much of the representatives among the Congress of Worlds, the Vanir weren't determined to act after Jane Foster's report of Light Elves murdered and projected upon Midgard, doubting of a testimony "acquired" from Thor (Jane Foster herself).

ALFHEIM

Alfheim (also known as Ljosalfheim) is one of the Ten Realms and exists on the highest level of the World Tree along with Asgard and Vanaheim. Its inhabitants are the Light Elves.

Geography

Alfheim is as a kingdom of enchanted forests, candy vegetation, rivers and springs of wine, and beautiful gardens. The capital city of the realm is the castle stronghold of Ljosalfgard. Several tribes of Light Elves, Faeries, Pixies, and Mermaids inhabit various regions and climates of Alfheim along with magical fauna such as Unicorns and winged cat steeds.

Politics and Leadership

Alfheim is a monarchy ruled by Queen Aelsa Featherwine of the Fay. The realm was formerly ruled by Lord Frey and his lady wife, Gerd. Alfheim is represented in the Congress of Worlds by two Light Elf senators one being Milkmane. Ayelah represented her world on the council for a time.

HISTORY:

A young Loki traveled to Alfheim during his mystical training. Thor was also sent there during his training.

More recently, Lady Sif confronted Red Norvell in Alfheim when he gained the

power of Thor. He used his powers to attack the peaceful Light Elves. Loki tricked Northstar of Alpha Flight into believing he had a Light Elf mother. This prompted him to journey to Alfheim to learn the truth. However the truth was revealed and he return home to rejoin his team. Hrinmeir the Flame was half-Light Elf and half-Asgardian Fire Demon. Despising the Light Elves, he attacked the realm. During Ragnarok, Thor found a thinner Volstagg in Alfheim after the hordes of Loki attacked there, killing Fandral and Hogun. At least one Ice Elf city in Alfheim was destroyed and its inhabitants killed by the Ano-Athox's rampage over the Nine Realms. The Light Elves battle the Fire Demon hordes of Surtur who wished to destroy their realm. They were able to protect their world. The League of Realms tracked Malekith the Accursed and his Dark Elves to Alfheim, and managed to stop them, but once again Malekith slipped away. Thor worried about his League falling apart in front of him, but figured out a way for them to bond together, even if for just a little while. They head to the nearest tavern, where Thor and Ogg engage in a drinking contest, while the others wager on the winner. Later, outside, Thor has other plans for winning Waziria's trust, and kisses her passionately. The Dark Council first act of war was the massacre of the Light Elves. They sent their bodies hurtling through space towards Midgard with a few crashing into a Roxxon weather satellite.

Places of Interest

- Ljosalfgard, the capital of Alfheim
- Chardonnay River
- Enchanted Forest
- Gardens of the Fay
- The Queen's Road
- Honeywine Falls
- Mermaid Pond
- Valley of the Moon Elves
- Hills of Vin
- Gingerbread Tavern
- Sugar Woods
- Hummingbird Bay
- Dolmens
- Sea of Marmora





Residents of Note:

- Queen Aelsa Featherwine of the Fay
- Milkmane
- Ayelah
- Sir Ivory Honeyshot
- Aeltri
- Hrinmeer

Light Elves (Typical Stats)

Light Elves are a race of beings native to Alfheim one of the Nine Worlds and exists on the highest level of the World Tree along with Asgard and Vanaheim. The capital city of the realm is known as Ljosalfgard. The Light Elves have shown them to be peaceful, friendly, beings with few if any weapons. Physically their shape ranges from physically looking like humans with pointed ears to slightly more alien shapes.



F	Ex	(20)	Health: 100
A	In	(40)	
S	Ex	(20)	Karma: 30
E	Ex	(20)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Gd	(10)	Popularity:

KNOWN POWERS:

Resistance to Disease: Amazing (50)
 Infravision: Excellent (20)
 Retarded aging: 1 year for every 100.
 They can be killed by normal means.
 Water Breathing (Sea Elves only)
 Resistance to Cold (Ice Elves only):
 Excellent (20).
 Light Generation (Moon Elves only):
 Feeble (2) bioluminescence

LIMITATIONS:

The Fae and Elven folk of Asgardian are known for their weakness to wrought Iron metal. Damage taken from such weapons is +1 C/S when used against them and if they are bound in Iron chains, they can't break free as strength is reduced by -2 C/S.

Suggested Talents:

Bows, Sharp Weapons. The History, Lore and Trivia of Alfheim, Occult Lore, Cat Riding (Cat Elves only), Piloting (Air Elves only), Animal Handling (Elves of the Vale)

Weapons:

Bows w/ arrows: Amazing (50) material, Remarkable (30) damage, Range: 7 areas, ROF: 3/1

Swords: Amazing (50) material, Excellent (20) damage.

Spears: Incredible (40) material, Remarkable (30) damage, Range: 5 areas.

Elvish Tribes

The Elves are divided up into the following tribes or clans:

- The Spice Elves:
- The Air Elves: Create and pilot wondrous flying machines.
- The Sea Elves: Live in coral castles.
- The Pleasure Elves:
- The Elves of the Vale: Known for herding wild Unicorns.
- The Moon Elves: Give off a glow due to Firefly Wine. They are located southeast of Ljosalfgard.
- The Cat Elves: Known for using Riding Cats. They live near Nornheim.
- The Ice Elves: These Elves live in the polar region of Alfheim.

Other Races or Creatures

- Frey: the God of Harvest lives amongst the Elves of Alfheim
- Dark Elves refugees

Fairies and Pixies:



The faerie are closely related to the Dark Elves of Svartalfheim, one of the Nine Worlds of Asgardian Cosmology, and are even stated to be the one and same group. It is also considered that both Dark and Light Elves are included among the Faerie of Celtic myth, while another account described only the Dark Elves as being of the same race as those Faerie (leaving no relation between Faerie and Light Elves).



Riding Cats:

These giant, house cat looking, riding cats are winged and can be domesticated and ridden by the Elves.



F	Ex	(20)	Health: 60
A	Gd	(10)	
S	Gd	(10)	Karma: 14
E	Ex	(20)	
R	Fb	(2)	Resources: n/a
I	Gd	(10)	
P	Fb	(2)	Popularity: varies

KNOWN POWERS:

Resistance to Disease: Amazing (50)
 Infravision: Good (10), up to 5 areas.
 Retarded aging: they have a 150 year life span. They can be killed normally.
 Winged Flight: Good (10) air speed.
 Claw/bite: Edged Strength rank damage.
 Tail: While not prehensile, these cats are capable of swatting targets with a tail slap inflicting Strength damage.

Mermaids:

These peaceful and friendly mermaids are the neighbors to the Sea Elves.



F	Gd	(10)	Health: 50
A	Gd	(10)	
S	Gd	(10)	Karma: 30
E	Ex	(20)	
R	Gd	(10)	Resources: varies
I	Gd	(10)	
P	Gd	(10)	Popularity: varies

KNOWN POWERS:

Water Breathing
 Water Freedom
 Swimming: Good (10) speed.

Talents: Underwater Combat, Singing, Underwater Navigation.

Unicorns:

These shy, but intelligent steeds are raised in the wild by the Elves of the valley.



F	Gd	(10)	Health: 80
A	Gd	(10)	
S	Rm	(30)	Karma: 24
E	Rm	(30)	
R	Pr	(4)	Resources: varies
I	Gd	(10)	
P	Gd	(10)	Popularity: varies

KNOWN POWERS:

Land Speed: Excellent (20).
 Kick/Bite: Strength rank damage.
 Horn: Remarkable (30) Edged damage.
 The Horn also grants:

- * Cure Disease: Amazing (50). This functions once per victim, per day.
- * Healing: Amazing (50), this functions once per victim, per day.
- * Teleport: The Unicorn can, 1/day, teleport up to Feeble (2) range (2 miles) with Remarkable (30) accuracy within the confines of the Vale.

Talents:

None.



Nidavellir ("The Dark Fields) is one of the Nine Worlds, located in the middle region of the World Tree on the same level as Midgard. Its inhabitants are the Dwarves.

Dwarf (Typical Stats)



F	Rm	(30)	Health: 80
A	Gd	(10)	
S	Rm	(30)	Karma: 24
E	Rm	(30)	
R	Gd	(10)	Resources: varies
I	Ty	(6)	
P	Gd	(10)	Popularity: varies

KNOWN POWERS:

Body Armor: Typical (6).
 Resistance to Disease: Unearthly
 Retarded aging: 1 year for every 100.
 They can be killed by normal means.

Geography:

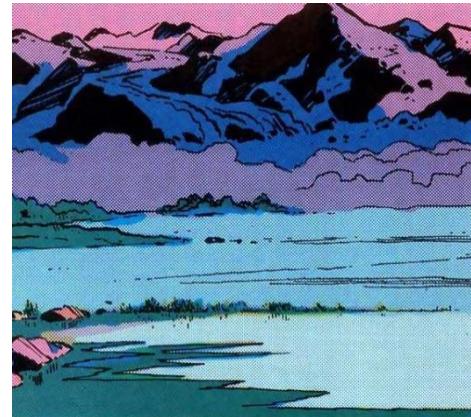
The Dwarves live underground working in the caverns of the Nidavellir. They have large forgers utilizing the flames and heat from beneath the surface to create weapons used by the Dwarves and their allies. Dwarves are the race that have crafted the most powerful weapons in the Nine Realms including: Mjolnir, Gungnir, and Stormbreaker. The nomadic Rock Trolls also inhabit some areas of this land. The realm was once described as; "In Nidavellir you'll find every precious gemstone you have ever heard of and many you haven't. All guarded by dull little Dwarves inside dull little mountains."

Politics and Leadership:

Nidavellir is represented in the Congress of Worlds by two dwarf senators. Hreidmar the scholar represented his world on the council for a while.

Events:

After the All-Father Odin of Asgard thwarted a Rock Troll invasion attempt led by Ulik, his realm and Nidavellir forged an alliance. As a gift and as a symbol of the bond between these two realms, the Dwarf King Eitri gifted Odin a nugget of raw Uru. This nugget of Uru was later given back to the Dwarves by Odin when he had used it to trap a sentient storm known as the God Tempest, so they could forge it into a weapon, the magical mallet known as Mjolnir. Thor traveled to Nidavellir during his training. On Nidavellir; Thor went to the workshop of King Sindri, where he is given the ship "Skidbladnir", which he used to cross the Dark Sea and reach the lands of King Mirmir. The boat is small enough to fit in a pocket, but grows to full size and flies if needed. On Nidavellir seeking cover from a raging storm, Thor asks King Sindri of the Dwarfs to provide him shelter. The Dwarfs requiring to provide another slave to the Trolls, as payment to avoid their kingdom being attacked, drop Thor down into the pit of the Trolls. There he is made their prisoner and is shackled to a wall. However, Thor frees himself with the aid of his hammer and sets the slaves free and single handedly defeats all the Trolls. Freeing everyone, Thor leads them to the surface and uses his hammer to seal the



entrance to the Trolls caverns. Odin traveled via the pass of Ullthang, to get to Nidavellir. He met with their king Eitri and master builder to construct a weapon for Asgard's new champion Beta Ray Bill. He agreed on one condition he sends his greatest female warriors to defeat their champion Throgg. He sent Lady Sif but was shocked to learn the Dwarves was larger than she was. However she defeated their champion. Eitri was pleased as Throgg was using his size to bully the other Dwarves. Eitri and his team of blacksmith created a weapon to rival Mjolnir. Odin powers the weapon in the furnace and Bill reached in to claim his weapon the Stormbreaker.

The New Mutants were scattered by Loki around the Nine Reams. Cannonball found himself in Nidavellir. He was met by Eitri and his soldiers who were under siege by the Rock Trolls. He managed to fight off the invaders, but was stabbed in





the back by one of them while rescuing Eitri's wife and collapsed right after the battle was won. For his deed, Sam was welcomed as a true friend by Eitri and his daughter, who has taken a fancy on Sam. They were then attacked by a group of Dark Elves from Svartalfheim who had brainwashed Magma. During the insuring battle, the Fairies are fought back and Magma was taken prisoner. They are able to return her to normal, but were interrupted by Loki who ordered the Dwarves to construct him a weapon as powerful as that of his brother Thor. When he spots Cannonball among the Dwarves, Eitri covered by telling Loki that he was an "idiot nephew". Loki was satisfied with this and teleported away, telling Eitri that he expects the hammer soon.

Glimda was an Asgardian who was praised for her beautiful long hair. Jealous of the attention she received Loki managed to sneak up one night and cut her off her hair. Feeling sorry about her Thor managed to replace her hair with pure gold, being helped by the Dwarves of Nidavellir. Odin had the Dwarves to create a new weapon the Thunderstrike mace. Nidavellir was one of the worlds invaded by Hrinmeer the Flame and his Fire Demon army. Loki went to Nidavellir to find the forge that created Mjolnir. He took it and Surtur creates multiple hammers like Mjolnir. During Ragnarok; Amora, the Enchantress traveled to Nidavellir to request the help of the Dwarves; Grerr, Alfrigg and Dvalin. The dwarves annoyed with Asgard's lack of leadership create "Thor" a dwarf raised to resemble Thor. He, however, was no match for the Thunder God and was easily slain. The Dwarves forged Frogjolnir a miniature version of Mjolnir for Throg. Nidavellir was frozen for a time by Hela including the fire pits had been turned to ice. But all was later returned to normal thanks to Thor. During the War of the Serpent, Odin Borson let Stark have access to the forges of Nidavellir, and created an arsenal of Uru weapons to combat the enemy forces razing the Earth. In order to acquire his own enhancements, Tony merged the systems

of the Bleeding Edge Armor with Uru, turning it into the "Iron Destroyer" until the battle ended. When Odin left to Asgard, the enhancements of the Uru weapons and the Iron Destroyer were gone, so Tony vented the Uru from the suit's structure and gave it back to the forges along with the rest of the weapons to be melted.

Hreidmar brought Thor to Nidavellir. He showed Thor a sealed door that beared an inscription stating that the door stay sealed for all time by the order of Odin. To continue construction in the repairs of Nidavellir, Hreidmar asked that Thor smash open the door, to which Thor agreed. This however released the Mares. The League of Realms traveled to Nidavellir guided by Screwbeard on a mission to defeat Malekith the Accursed. Thor's prosthetic left arm was created in the forges of Nidavellir using "Black Uru". Screwbeard took transported their latest creation to Asgard to present to the Asgardians.

Points of Interest:

Furnaces of Nidavellir, Boiling Plain, Valley of Avalanche, Flaming Chasm, Marelock, Ymir-Krul, Skornheim, Glowing Desert, Skornheim Mountains, Skornheim Stronghold, Boulder Road, Forest of Nightmare Plants

Residents:

Dwarves, Eitri, Splitlip, Screwbeard, Brokk, Sindri, Alfrigg, Brokk, Dvalin, Grerr, Mares





Midgard or Earth is a rocky planet orbiting the Sun, and the third planet in order from the star it orbits. Midgard as it known to the Asgardians is one of the Nine Worlds and exists on the middle level of the World Tree along with Jotunheim. Midgard is represented in the Congress of Worlds by a single human senator. Bill Cobb and Jane Foster have both represented their home world on the council.



Humans (Typical Stats)

F	Pr	(4)	Health: 20
A	Ty	(6)	
S	Pr	(4)	Karma: 18
E	Ty	(6)	
R	Ty	(6)	Resources: varies
I	Ty	(6)	
P	Ty	(6)	Popularity: varies

KNOWN POWERS:

Humans can have a variety of powers ranging from being altered by chemicals, radiation or other outside sources. It could be anything from latent mutants powers to the mutant 'X' gene or even magic, possibly even some sort of technology suit or equipment.

Formation:

Earth is the third planet of the Sol system. It has one moon. It is sometimes referred to as the world or Midgard. Sometimes, it is called by its Latin name, Terra or Tellus. The Hydrogen gases of the Big Bang formed galaxies, then suns, then planets, among them Earth. It seems that

the Sun, Earth and the Moon were all originated from the fragments of Gigantus. Just after its creation, the Ethereal Energy of Life spawned Demiurge, who seeded the planet with its energies, creating the Elder Gods. Many continents eventually formed, including Gondwanaland and Laurasia.

Life:

After half a billion years, 4 billion years ago, the formation of "building block of life" from waters stirred by volcanic heat and lightning's pulse led to the primordial cell, who divided in two cells, one of them modifying his genetic pattern and both reassembling, before splintering again and spreading that change into all descendant of that first organism, manifesting its intellect in random creatures every 100,000 years, transferring itself from species to species in order to remain in the fittest host-species. Millions of years later (500 million years ago), diversity of life began to manifest itself, with fish. Those new forms of organic life were watched over by Gaea who became life's protector. Life spread, with the plants who first invaded Earth, then the great forests, fish crawled Earth as the first amphibious life, the Lizards and Dinosaurs eventually appeared, and lived developed within 100 to 200 million years, the Age of Set. The first mammals rose as well. Eventually, Gaea and Which That Endures decided to let the Dinosaurs fade in profit for those mammals. Set refused that, and sent his Dinosaurs to try to eradicate the mammals, but was countered by Atum.

Points of Interest:

Continents:

Africa, Antarctica, Asia, Atlantis (submerged), Australia, Europe, Lemuria (submerged), North America, South America

Residents:

Super humans, Super Heroes and Villains. The tradition of using costumed secret identities to fight evil had long existed in this world but it came into prominence during the days of the



American 'Wild West' with heroes such as the Phantom Rider. During the 20th Century, the tradition was reinvigorated, first by Captain America in the 40's and then by Spider-Man in modern times. Earth's major heroes are the Amazing Spider-Man, the Invincible Iron Man, Doctor Strange, Sorcerer Supreme, Daredevil, Black Panther, the Mighty Thor, the Incredible Hulk, the Fantastic Four, S.H.I.E.L.D.'s director Nick Fury, and Captain America. The Avengers and the X-Men are also major players, although the memberships of both groups have often changed. The Avengers have included most of Earth's major heroes as members at one time or another. The X-Men consists of various mutants, such as Wolverine, brought together by Professor X. Dr. Strange has often formed an ad-hoc team of heroes called The Defenders to help him deal with major menaces to the world, often including the Hulk, the Sub-Mariner, the Silver Surfer, and various other heroes.

Of course, as one would expect in a universe with superheroes, there would inevitably have to be crime and evil, and this universe is by far no exception. Arguably the most dastardly and dreaded villain on Earth by far would have to be Victor Von Doom, the dreaded Doctor Doom, archenemy of the Fantastic Four. He has the record of most heroes fought, having fought nearly every hero on Earth. Other major villains include Magnus, the mutant master of magnetism known as Magneto and the mutant overlord



Apocalypse, archenemies of the X-Men, corrupt businessman Norman Osborn, the megalomaniacal Green Goblin, Doctor Otto Octavius, a.k.a Doctor Octopus, and Eddie Brock, once the venomous Venom, all of whom are the top archenemies of Spider-Man, Victor Creed, Sabretooth, archenemy of Wolverine, Wilson Fisk, the Kingpin of Crime, archenemy of Daredevil, Samuel Sterns, the Leader, and Emil Blonsky, the gamma-irradiated monster the Abomination, archenemies of the incredible Hulk, the Dreaded Dormammu and Baron Mordo, archenemies of Doctor Strange, the Nazi Fascist Red Skull, archenemy of Captain America, the trickster god Loki, archenemy of Thor, the Mandarin, archenemy of Iron Man, Kang the Conqueror and Ultron, archenemies of the Avengers, and Mephisto, archenemy of Ghost Rider and the Silver Surfer.

A degree of paranoid fear against mutants exists due to stories of mutants being a race or even a species that is evolving and is meant to replace normal humans. This has caused organizations to form to deal with the problem, who can

be divided into three camps: those who seek peaceful coexistence between mutants and normal humans (the X-Men and their affiliated groups), those who seek to control or eliminate humans to give mutants safety or dominance (Magneto and his followers, as well as other mutants such as Apocalypse), and those who seek to regulate or eliminate mutants in favor of humans. The latter often use the robots known as Sentinels as weapons.

Origin of superhuman powers

Most of the super humans owe their powers to the Celestials, cosmic entities who visited Earth one million years ago and experimented on our prehistoric ancestors (a process they also carried out on several other planets). This resulted in the creation of two hidden races, the godlike Eternals and the genetically unstable Deviants, in addition to giving some humans an "x-factor" in their genes, which sometimes activates naturally, resulting in sometimes super powered, sometimes disfigured individuals called mutants. Others require other factors (such as radiation) for their powers to

come forth. With the exception of psionic abilities, these powers are usually random; rarely do two people have the exact same set of powers. It is not clear why the Celestials did this, although it is known that they continue to observe humanity's evolution. The majority of the public is unaware of what may cause superhuman powers.

Other possible origins for superhuman powers include: magic, genetic manipulation or bionic implants. Some heroes and villains have no powers at all but depend instead on hand-to-hand combat training or advanced technological equipment. Technology is slightly more advanced than in our world; this is due to unique individuals of genius intelligence, such as Reed Richards, (Mister Fantastic) of the Fantastic Four, Tony Stark, the Invincible Iron Man, Bruce Banner, the Incredible Hulk, and Doctor Doom. However, most of the really advanced devices (such as powered armor and death rays) are too expensive for the common citizen, and are usually in the hands of government organizations like S.H.I.E.L.D., or powerful criminal



organizations like the Maggia, A.I.M., and Hydra. One major company producing these devices is Stark International, owned by Anthony Stark (Iron Man) but there are others. Advanced technology has also been given to humans by hidden races, aliens, or time travelers like Kang the Conqueror, who is known to have influenced the robotics industry in the past.

The battery effect: the cells in the body have the same function as batteries, being charged with energy that comes from an outer source. This is most often seen in gamma exposed individuals as the Hulk, who get their powers from this stored energy. The powers will remain as long as the energy is present, and can even be increased by filling the "batteries" even more. If the energy is emptied, the powers will fade away.

Psionic energy: which is assumed to be an invisible, unknown form of energy generated by all living brains that has the ability to manipulate other forms of matter and energy. Universal psionic field is a force present everywhere in the universe, but only those with abilities to connect to it can make use of its energy. Enigma Force is suspected to be connected to the Microverse, and is also the source to the Uni-Power, which transform an individual into Captain Universe.

Extra-dimensional space: dimensions that can be tapped in order to pull mass from them (to add to objects on Earth) or taken away from those objects and be stored in those "pocket dimensions" to be retrieved later. This is how characters like the Hulk can grow and shrink with no visible absorption of mass. A type of subatomic particles called Pym Particles can be used for these effects. The change in mass can be in the form of a density change instead, allowing a character to become harder or incorporeal. Some characters can seem to "transform" themselves (or others) into nonliving substances, or even pure energy, by storing their bodies in extradimensional space and replacing them with bodies made from matter or

energy from that dimension, while their souls remain on Earth, controlling their new body. Travel into other dimensions can also be used as a way to "teleport" by re-entering the Earth dimension at a different point from the exiting one.

The Darkforce: an unknown, dark substance from another dimension (known simply as the Darkforce Dimension) that can be summoned and manipulated in many ways: to create impenetrable darkness, to solidify it in various forms, and (most notably) to absorb the "life energy" from living beings. The Darkforce can also be used to travel to and from its home dimension, but this is dangerous to all except those with Darkforce powers. Some believe that the Darkforce is sentient and sometimes has an evil influence on those who use it. Various heroes and villains have versions of Darkforce powers, including Darkstar, the first Blackout, the Shroud, Cloak and Quagmire. Cloak seems to be the prime 'portal' to the Darkforce, however.

The Living Light: the opposite of the Darkforce: a form of energy that resembles light and also comes from its own dimension, but has healing effects on living beings (except ones made of darkness or Darkforce.) It is unknown if it might be sentient. Cloak's partner, Dagger seems to be the Living Light's main avatar.

Magic: appears to be like a form of energy, except that it can defy the laws of physics naturally. However, it does have rules of its own to follow, which vary with the method of invocation, usually in the form of spoken spells. It appears to be present in everything, even living beings. All humans in the Marvel Universe have the ability to use magic, but only if properly trained. Most people are unaware that magic actually works. In addition, powerful magical beings from other dimensions have created specific, extremely powerful magical spells that they allow to be used (often indiscriminately) by those sorcerers who invoke their names; one example is the trinity of beings called The Vishanti, who

serve as patrons to heroic sorcerers. At any given time, there is a sorcerer on Earth whose task is to protect the universe against extradimensional mystical invaders; this sorcerer is known as the Sorcerer Supreme, an office formerly held by Doctor Strange, and currently held by Doctor Voodoo.

"Hellfire" is a magical force that resembles fire, but is cold and hurts the soul rather than the physical body; it is used mostly by demonic beings.

Supernatural Beings:

Angels: are celestial beings that live in the extra-dimensional realm of heaven. They were created by God with the sole purpose to serve him. They were charged with protecting mankind from the evils of the universe. However, some of the angels were jealous of the humans and attempted to rebel against their father lead by Lucifer but they were cast out of heaven to the extra-dimensional realm known as Hell. Over time these fallen angels became demons. These two faction have been at war for over one million years.

Demons: evil demonic beings, one of the most notorious being Mephisto. Others include Nightmare, D'Spayre, N'Astirh, Dormammu, and Shuma-Gorath.

- N'Garai - Lived on Earth millions of years ago but left to live in another dimensional plane.
- Undying Ones - Used to live in the Himalayas.
- Elder Gods - Powerful beings with vast cosmic powers, they are survivors of those spawned by the Demiurge soon after its formation, 4 billion years ago.
- Gibborim - a race of three six-fingered giants.

Gods: the gods of most polytheistic pantheons are actually powerful, semi-immortal human-like races from other dimensions who visited Earth in ancient times. Note none of the ones claiming to be figures from Judeo-Christian beliefs



(such as Satan, God, or the Angels) have turned out to be the real article.

- Aboriginal Gods - Gods of Australian Aboriginal peoples.
- Ahau - Mayan Gods
- Akua - Polynesian Gods
- Amatsu-Kami - Japanese Gods
- Annunaki - Mesopotamian Gods
- Apu - Incan Gods
- Asgardians - pre-Christian Norse Gods
- Daevas - Hindu Gods
- Dievas - pre-Christian Slavic Gods
- Diwatas - Philippine Gods
- Ennead - Ancient Egyptian Gods
- Jumala - Finnish Gods
- Manidoog - Gods of North America
- Olympians - Ancient Greek Gods
- Titans - overthrown by their descendants, the Olympian Gods.
- Tenger - Turkic and Mongolian Gods
- Téteoh - Aztec Gods
- Tuatha de Danaans - pre-Christian Celtic Gods
- Vodu - West African Gods
- Xian - Chinese Gods
- Yazatas - Persian Gods

The lords of the various pantheons sometimes gather in groups known as the Council of Godheads and Council of Skyfathers.

Vampires: are a form of mystically-resurrected humans, therefore their general appearance is as varied as the human race.

Aqueos - Vampiric Atlanteans first created by an ancient spell.

Tryks - do not feed on humans but prefer to attack and feed on Vampires.

Zombies - Typically reanimated corpses through means of magic, scientific, or biological infection.

Other Races

Ethereals: a tribe of advanced humanoids genetically engineered thousands of years ago by the Nuwali.

Saurians: The radiation from a nuclear bomb test interacted with the local lizard species and created advanced reptilian beings.

Notable Personalities

- Graydon Creed: founder of Friends of Humanity, a group opposed to mutant civil rights.
- Victor von Doom - Monarch of Latveria.
- Senator Robert Kelly - anti-mutant activist and prominent United States Senator who rose to power on an anti-mutant platform.
- Magneto - former ruler of Genosha, international Mutant rights activist.
- Namor - King of Atlantis.
- Sue Storm-Richards - Regent of the Uhari throne at The Peak.
- Scott Summers - Former leader of mutant race on Utopia. Former leader of the Mutant Revolution. Killed by the Terrigenesis Mist on Muir Island.
- T'Challa - King of Wakanda, but no longer ruler of it.



One of the Nine Worlds and it exists on the middle of the World Tree along with Midgard. It is home to the Giants of Jotunheim, among them Frost Giants, Storm Giants, Mountain Giants and Brine Giants.

The Giants

The second race of Asgard is the Giants also known as the Etins or Jötnar (singular Jötunn), who's dwelling place is Jotunheim. The Giants are basically humanoid in appearance and color, although they tend toward the neanderthalic in body and bone structure. Their most distinguishing feature is their height. The average Giant is twenty feet tall, although some reach up to thirty feet. All Giants known to reside in Asgard have the following abilities:

Typical Asgardian Giant

F	In	(40)	Health: 146
A	Ty	(6)	
S	Am	(50)	Karma: 14
E	Am	(50)	
R	Pr	(4)	Resources: varies
I	Pr	(4)	
P	Ty	(6)	Popularity: varies

KNOWN POWERS:

Body Armor: Good (10).
Retarded aging: 1 year for every 100.
They can be killed by normal means.
Additional Powers Based on Type:

Ice Giants



F	In	(40)	Health: 246
A	Ty	(6)	
S	Un	(100)	Karma: 14
E	Un	(100)	
R	Pr	(4)	Resources: varies
I	Pr	(4)	
P	Ty	(6)	Popularity: varies





KNOWN POWERS:

Invulnerability to Cold: CI1000

Invulnerability to Diseases: CI1000

Cold Generation: Amazing (50); Ice Giants generate intense cold from their body which is made of ice.

Body Armor: Amazing (50).

Growth: Unearthly (100)

Retarded aging: 1 year for every 100. They can be killed by normal means.

The first of the giants was the Ice Giant Ymir, who existed before any of the Asgardians. The Ice Giants are the oldest living beings in the Nine Realms and are the ancestors of the Frost Giants. Ice Giants inhabit the vast northern frozen regions of Niffelheim, in fact their health depends on it.

Weakness:

Heat based attacks receive a +1CS. Ice Giants are made of ice and will melt down if trapped in a warm environment, but once they return to the frigid cold of Niffelheim they will regenerate.

Frost Giants



F In (40) Health: 196

A Ty (6)

S Mn (75) Karma: 14

E Mn (75)

R Pr (4) Resources: varies

I Pr (4)

P Ty (6) Popularity: varies

KNOWN POWERS:

Invulnerability to Cold: CI1000

Invulnerability to Diseases: CI1000

Body Armor: Remarkable (30)

Growth: Amazing (50).

Retarded aging: 1 year for every 100.

They can be killed by normal means.

The Frost Giants are the descendants of Ymir and their monarch is Utgard-Loki.

Weakness:

Heat based attacks receive a +1CS. When exposed to intense heat Frost Giants will start to shrink in size, but if they return to the cold climate of Jotunheim they will eventually grow back to their normal size.

Rime Giants



F In (40) Health: 196

A Ty (6)

S Mn (75) Karma: 14

E Mn (75)

R Pr (4) Resources: varies

I Pr (4)

P Ty (6) Popularity: varies

KNOWN POWERS:

Body Armor: Remarkable (30)

Growth: Incredibly (40).

Retarded aging: 1 year for every 100.

They can be killed by normal means.

Storm Giants



F In (40) Health: 196

A Ty (6)

S Mn (75) Karma: 14

E Mn (75)

R Pr (4) Resources: varies

I Pr (4)

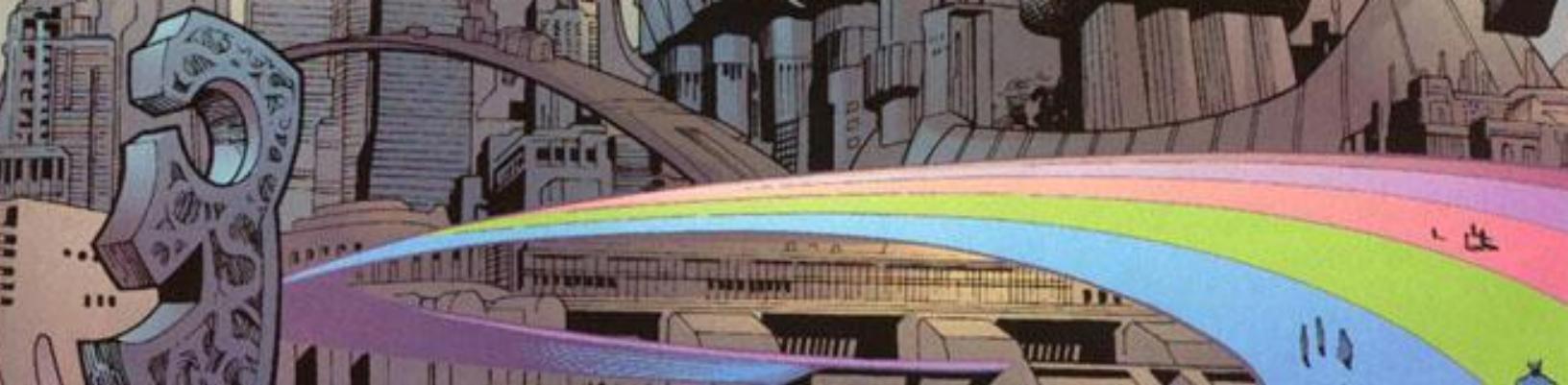
P Ty (6) Popularity: varies

KNOWN POWERS:

Weather Control: Remarkable (30)

Body Armor: Remarkable (30).

Growth: Monstrous (75)



Mountain Giants



F	In	(40)	Health: 146
A	Ty	(6)	
S	Am	(50)	Karma: 14
E	Am	(50)	
R	Pr	(4)	Resources: varies
I	Pr	(4)	
P	Ty	(6)	Popularity: varies

KNOWN POWERS:

Body Armor: Good (10)
Retarded aging: 1 year for every 100.
They can be killed by normal means.
Growth: Incredible (40)

Geography:

It is a cold and barren world with very little sun light and almost perpetual winter.

Politics and Leadership:

The stronghold of Utgardhall, in Utgard, the chief city of Jotunheim and the abode of the giants, was ruled by the giant Utgard-Loki. Jotunheim was represented in the Congress of Worlds by Jotun senators.

HISTORY:

The Jotuns are the children of the Ice Giant Ymir of Nifflheim. After their creation and the war with the sons of Bor Odín, Vili and Ve, the surviving Bergelmir and his wife escaped and settled on Jotunheim. In the following years, Bor and Odín would often fight against the Jotuns. As boys, Thor and Loki traveled to Jotunheim chasing after some Storm Giants that stole the Golden Apples of Idunn. They demanded them back but the Giants refused and attacked. They retrieved the apples and escaped on the back of the King of the Eagles. Utgard-Loki, disguised as Skrymir, led Thor and Loki into his castle Utgardhall. There, he challenged the gods to a series of contests. Loki fought against Logi in an eating contest, and lost after Logi consumed not only the food but the plates, and table as well. Loki then is challenged to a footrace by Hugi, but loses before he even starts. Thor then accepts the challenge of emptying a drinking horn, but fails there, as the horn is just as full as when he started. Utgard then challenges Thor to lift a cat off the floor, but he is only able to barely get one paw up. The final challenge is for Thor to best an old woman, Elli, in a wrestling contest, but he completely fails at that as well. After they have been completely bested, Utgard reveals that they have been tricked, as Logi is really fire, Hugi is really thought, Elli is really the personification of old age, and the cat was in reality Jormungand, the Midgard Serpent. When Thor became the champion of Asgard he would regularly fight the Jotuns to stop them from invading other realms.

While traveling out to Jotunheim, Thor and Loki were searching for a path leading to the land of Olympus, home of the Olympian Gods when they happen upon some Storm Giants, which Thor easily defeated. However, the battle caused the ground to rupture and Thor fell into the chasm, finding himself in a tunnel. Following it to its end, he found himself on Olympus. After fighting the Olympian Gods, Thor was returned to Jotunheim. The cavern then collapsed

and the portal to Olympus was sealed. Loki took Red Norvell to Jotunheim to show his might against the Frost Giants, but Thor followed them. Loki bested Thor by casting a weakening spell upon Thor, dividing his strength by half while in Jotunheim. Thor called forth his Belt of Strength and, augmented by the belt, defeated Loki and a group of Rock Trolls. While battling some Storm Giants in Jotunheim, Thor and Loki discovered the crack in the ground that once led to Olympus. This time, strange mists robed Thor of his memory as he and Loki were separated in the cavern. Vidar asked Thor for his help to avenge the murder of his wife by Storm Giants. They traveled to Jotunheim and battled Horvald, Grof and Aslak seeking justice.

The Frost Giants attacked Nornheim and kidnapped Queen Karnilla. Balder and Aagnar went to rescue her. Balder snuck his way into the castle of Utgard-Loki, but was caught and forced to fight Hagen, who was armed with the Sword of Frey. In Jotunheim, Loki paid a visit to the shrunken Frost Giants of Utgard-Loki. He told them his plan to render Thor helpless. Loki created a potion in Jotunheim before returning to Asgard to unleash it. Odín summoned Thor to fight an invasion of Frost Giants but Thor ignored this to help Midgard. The Thermal Man from Midgard was sent to fight the Frost Giants and send them back to Jotunheim. As the Frost Giant Thrymr had stolen Mjolnir and demanded the hand of Freya or even of his Thor's mother Freyja, Thor traveled to Jotunheim, disguised as the bride, and attended the ceremony. He ended up slaughtering everyone in the Hall of Thrymr in revenge.

The Hulk and the Pantheon travelled to Jotunheim and battled the Frost Giants Siingard and Tuurgid the Unbeatable. The warriors of Jotunheim joined Kurse and his invasion of Midgard. When Malekith ascended on Asgard's throne while the Aesir were on Earth as the Lost Gods unaware of their identities, he was opposed on Jotunheim by Skadi who led the Frost Giants, who had allied with the Dwarves. Skadi greeted welcome to X-



Force, who was fleeing from Malekith, and gave them Aragorn whom she had cared for after Malekith's minions had wounded it. The Well of Crimson Waters, located in Jotunheim, was said to be made up of the blood of all Asgardians that had ever died in Jotunheim. Balder had to dive to the bottom of the Well in order to retrieve the Chest of Strength for Thor. After Balder's death and Odin's self-exile, Thor and an army of Asgardians invade Jotunheim to crush a Frost Giant rebellion. Thor went to the Three Norns and destroyed the Loom of the Fates, thus cutting off Those Who Sit Above in Shadow, seemingly destroying them. This also destroyed Yggdrasil and ended all lives who dwelled in the Nine Worlds, except Midgard. In time the realm was restored, as were all the Nine Realms.

While investigating Heimdall's Observatory, Iron Man was transported to Jotunheim, with malfunctioning armor and was taken prisoner by a group of Rock Trolls. He was taken to Fafnir and interrogated, but was interrupted by a lighting storm which frightened the Trolls believing it to be Thor. Tony escaped while Fafnir incinerated the Trolls for their failure. Chasing Tony who was on horse back, but he was rescued by Captain America and the two traveled to Vanaheim to find Thor. The Giants battled the rebel Vanir and the Engels hordes of Surtur who wished to destroy all of the realms. The Jotuns eventually "succumbed to the fire", by being incorporated into Surtur's forces. Dr. Bruce Banner, working for S.H.I.E.L.D., built a portal to Jotunheim in search of Asgardian metal Uru. Due to the unstable nature of the portal, they ended up in the past. They were greeted by a past version of Thor who helped them as they were attacked by Frost Giants. When the team tried to escape back to Earth through the portal, they were once again attacked by the Giants who tried to squeeze through the portal to Earth, forcing them to close it and trapping the team on Jotunheim. As the portal opened again, the Giants returned as well. S.H.I.E.L.D. fought back the invading forces and, with the help of Thor, they were returned home.

While tracking Malekith, the League of Realms caught up with him in Mountain Giants territory, where Dark Elves refugees were hiding from their former King's rampage. During the battle, Malekith killed League member Oggy (also a Mountain Giant emissary), but retreated in Frost Giant territory, making himself out of reach of the League of Realms despite being only a few feet away. Oggy was buried and the League departed. Roxon, led by Dario Agger, traveled to Jotunheim to retrieve the skull of Laufey. The Thunderbolts were on a mission to kill Doctor Strange, but were transported to Jotunheim where they battled a group of Frost Giants. Malekith the Accursed traveled to Utgardhall to meet with Skrymir the leader of the Frost Giants. The two brokered a deal between their two realms. He informed the Frost Giant about a mortal from Midgard recovering Laufey's skull. He sends a group of Frost Giants to assist Malekith with Laufey's skull recovered they began the magical process to resurrect their king. Fang of the Shi'ar Imperial Guard attacked the Wolverines, defeating them. He took Daken to Jotunheim to face a Frost Giant as a part of a life lesson. Loki traveled through Jotunheim with his newly resurrected father to Bloodcycle Canyon, the two arguing throughout the journey. Laufey challenged his son to travel through the canyon and survive and he would support him joining the Dark Council. Loki completed the challenge using only his words causing the Frost Giants to kill themselves and each other. Loki was consequently accepted into the Dark Council.

SVARTALFHEIM

Known as "The Dark World", Svartalfheim is one of the Nine Worlds, and home of the Dark Elves. This is in the middle region of the nine realms, on the same level as Midgard and Jotunheim.

Geography:

The geography and climate of the realm has been shown to be heavily wooded with Dark Elf towns, villages and castles dotting across the green rolling landscape. They have been shown to live both above ground in castles and underground in large caverns. The Dark Elves have their own portals to access to the other Nine Worlds including Midgard. The Dark Elves, due to their appearance, have often been treated badly by the races of the Nine Realms and are now generally more hostile to outsiders. Various leaders have embarked on schemes of conquest several times.

Demographics:

The Dark Elves divides themselves into tribes and clans. A few of those are known, including the Snake Face tribe, the Hag Wart clan and Malekith's Black Bile Clan. It formerly included the Dove Gut tribe who were all killed by Malekith during the Svartalfheim Massacre.

Politics and Leadership:

Many such as Malekith the Accursed have tried and failed to unite his people and its various warring factions. The current ruler is Queen Alflyse of the Eastern Spires. She too had plans of conquest, but generally cared more for her people than Malekith and tried to avoid the suffering he caused.

HISTORY:

For years Svartalfheim knew nothing but war, mainly with the Trolls. In the nineteenth year of the Forty-Third Troll War, the thirteenth son of a thirteenth son, Malekith of the Black Bile Clan, was sold by his mother to become a corpse burner. He was then captured by Trolls, and escaped along with a wizard who taught him the ways of magic for years. Meanwhile, war against the Trolls gave way to war against the Light Elves, then to border skirmishes against the Dwarves



and terrorism against the Gods. Eventually, Malekith became a talented wizard. When his trainer asked his help to bring peace to Realm, Malekith murdered him (while being marked of a half-black face), returned to his mother, assumed the control of the Wild Hunt and had her killed. At some point, Malekith succeeded to Kraw.

Malekith struck an alliance with Loki on behalf of the Fire Demon Surtur. As Master of the Hounds of the Hunter, Malekith hunted down Roger Willis, Using Lorelei as bait, Malekith forced Thor to battle Algrim the Strong, one of his Dark Elf followers, then attempted to destroy both combatants by plunging them into a pool of magma on Svartalfheim. He then captured the Casket of Ancient Winters from Roger. Malekith was ultimately defeated by Thor, but not before he destroyed the Casket of Ancient Winters, releasing magical frigid force all over the Midgard.

In Svartalfheim, Dark Elves were blown back by a series of explosions. Using the Mirror of Finvarra, they view a figure on Earth forging enchanted steel. Grendell and the Dark Elves traveled to Midgard to stop this before he can finish. The Dark Elves proved too many for the weakened Thor, but before the final blow can be struck, Thor was saved by Loki who wished to destroy his brother in his own time. In Svartalfheim, Balder the Brave

went to find the home of Jagrfelm. In the forest, he was captured by trees apparently came to life. It is then that Jagrfelm revealed himself. Balder Managed to convince Jagrfelm to help him to assist Odin and Asgard. Jagrfelm returned home with his reward in sack. Jagrfelm now wielded the power of the Casket of Ancient Winters. However, a group of Dark Elf warriors attacked him killing him and taking the Casket back to Malekith. Malekith relished having the Cask of Ancient Winters once more within his grasp. Using its power, he called forth Pentigaar, to go to Midgard and kill Thor.

Disguising himself as Balder once again, Malekith enlisted Hercules to attack Alflyse, the Dark Elf Queen of the Eastern Spires. His scheme humorously unraveled, and he is easily defeated by Zeus. Svartalfheim was attacked by Thane and the World Eaters, and defended by Tyr and Balder. When the Congress of Worlds was assembled, Svartalfheim was represented by the Dwarf Slag. Svartalfheim was later one of the battlefields during the War of Burning, with the Dwarves resisting to Surtur's forces. Freed from his imprisonment in Nastrond by Dark Elves loyal to him, Malekith embarked in a hunt upon his own people, wishing to restore their might. Although being opposed by Thor and the League of Realms, he managed to kill Queen Alflyse and ended up being appointed King of Svartalfheim by the



Council of the Unhallowed, the Dark Elf tribal council, the very Dark Elves he attempted to slaughter.

Points of Interest:

Bloodmuck Swamp, Svartalfheim's Eastern Spires

Residents:

Dark Elves, Wild Hunt, Bog Bears, Muck Sharks, Quicksand Squids, Dwarves.



NIFFLEHEIM



HEL

This region of Niffleheim where the dead who are neither honored nor dishonored.

Odin, ruler of the Asgardian gods, decreed that Hela the daughter of Loki would become goddess and ruler of the spirits of the dead on the day of her maturity; however, Odin himself directly ruled the souls of Asgardians and their human worshipers who died in battle as heroes, and had the palace of Valhalla built in a distant section of Asgard to house them.

Hel is not at all a bad place, parts of it, like Elysium, are an afterlife paradise while other parts are seen as dark and gloomy. Hel is not a place of punishment, but simply a resting place for the normal dead people. It may be reached by taking a road known as the Helway, which begins with a cave called Gnipahellir.

Also associated with Hel is Nastrond, on the far shores of Gjoll, which translates as "corpse strand," and is home to various giant serpents.

Points of Interest:

Elysium, Nastrond, Cave of the Ancients, Eljudnir

Residents:

Hela, Draugr, All the deceased residents of the Nine Realms.

Notes:

Unlike the Christian purgatory, it is not an abode of punishment, but simply a resting place for the dead. Hela has no control over Valhalla, the home of fallen heroes.

NIFLHEIM ("Mist-Home")

This is the realm of the dishonored dead, a land of ice, mist, and cold.

Traditionally spelled "Niflheim", is one of the Nine Worlds. It is the far northern region of icy fogs and mists, darkness and cold. It is situated on the lowest level of the universe. The realm of death, Hel is part of this vast, cold region, as is Nastrond, the Shore of Corpses across the Gjoll, where the the serpent Nidhogg eats corpses. Niffleheim lies beneath the third root of Yggdrasil, where the Nidhogg also gnaws on the roots of Yggdrasil close to the spring Hvergelmir.

Geography

Ginnungagap ("yawning abyss") was the vast, primordial void that existed prior to the creation of the manifest universe. In the northern part of Ginnungagap lay the intense cold of Niffleheim, and to the southern part lay the intense heat of Muspelheim. The cosmogonic process began when the effulgence of the two met in the middle of Ginnungagap. This created the Nine Realms.

In Niffleheim there was located the eldest of the three wells, called Hvergelmir, protected by the dragon Nidhogg. Hvergelmir was the origin of all beings and the place where every being will return.

Elivagar where the twelve streams, flowing out the Hvergelmir. The Elivagar filled the emptiness of Ginnungagap and froze in the regions of Niffleheim.

Like the primal cow, Audumla, the giant Ymir was created when the hot fire of Muspelheim sprayed to the Elivagar's glacier. The cow Audumla licked the salty ice-blocks, until Buri came forth from the blocks.





Regions

Hel is located in Niffleheim. The ruler of Hel is Hela, and its guardian is the hound Garm ("Howl"), located in front of Gnipahellir, the entrance to the Helway leading to Gjallerbru across the Gjoll. Nastrond ("Corpse-Strand"), in the land of the dead, is where stands Eljudnir ("Plague"), the hall of Hel.

Politics and Leadership

Hela is supreme ruler of the realm and Niffleheim is represented in the Congress of Worlds by the Ghost Senators.

Points of Interest

Gjoll, Gjallerbru, Gnipahellir, Hel, Elysium, Nastrond, Cave of the Ancients, Eljudnir, Hvergelmir, Midhogg

Residents

Draugr, Frostlings, Garm, Hela and the Ice Giants.

MUSPELHEIM (Muspel)

Home of the Fire Demons, a realm of eternal fire. Muspelheim is one of the Nine Worlds, it's located in the lower region of the World Tree on the same level as Niffleheim and Svartalfheim. It is a realm of eternal fire, and the home of the Fire Demons and their ruler Surtur. The surface is covered in pools of lava and giant flame pits. The Ginnungagap ("yawning abyss") was the vast, primordial void that existed prior to the creation of the manifest universe. In the northern part of Ginnungagap lay the intense cold of Niffleheim, and to the southern part lay the equally intense heat of Muspelheim. The cosmogonic process began when the effulgence of the two met in the middle of Ginnungagap. This created the Nine Realms.

Politics and Leadership:

Muspelheim is represented in the Congress of Worlds by two Fire Demons senators.

Odin learnt that the Rock Trolls have joined the Surtur, Odin faced the Fire Demon himself. But Odin with his power draws meteors down unto Surtur. Realizing he couldn't defeat Odin directly, Surtur attacks the Midgard. Boring deep into the earth, he releases a huge chunk of matter into the sky which becomes Midgard's moon. Using his powers, Odin traps Surtur and his children in Muspelheim unable to travel to another realm. Open to earn freedom, Surtur presents Odin with the gift of a flying horse, in the hope that one day Odin will release him. It was home to the Warlock's Eye, a device of such awesome power that Odin dispatched Thor, Volstagg, Hogun and Fandral to retrieve it





in an attempt to ward off the coming of Ragnarok. Korbin was a planet located in the Burning Galaxy is attacked by a horde of Fire Demons sent to their world by Surtur when Muspelheim starts to bleed into the Universe. The Korbinites used advanced science to turn their champion in to Beta Ray Bill. But Muspelheim overwhelms their world destroying it, but not before the Korbinites escaped on the Skuttlebutt. The Armies of Muspelheim prepared for an invasion of Midgard. When Malekith opened the Casket of Ancient Winters it allowed Surtur and his army to enter the realm of Midgard. With the gate to Muspelheim open Thor battled Surtur across time and space. An attempt to stop a war for control of Infinity Gems sends Doctor Strange and his allies travel throughout the Nine Worlds including Muspelheim to find them. Hrinmeer the Flame lead an army of Fire Demons from Muspelheim to conquer the Nine Worlds. Serpent went to Limbo and made a deal with Surtur, promising to release him in Asgard in exchange for a splinter of his Twilight Sword. Loki used the Shadow to rewrite the Serpent's history, giving him a weakness. He then released Surtur in the Serpent's Dark Asgard, tricking him. After destroying Dark Asgard, Surtur returned home to Muspelheim.

Surtur made a deal with the unwitting Manchester Gods of Otherworld, the Flame Giant provided them with power directly from the fires of Muspelheim in exchange for a portion of their resources. He then sent his Herald (Leah) to the Vanir, convincing the Steward of Vanaheim Freyja's sister Gullveig to lead an uprising against Asgardia. When Surtur joined forces with the enemies of Asgardia and assaulted it and the other Realms, he planned to use the different cities of the Manchester Gods to form a network across all of the Nine Realms, and reverse the process in which the Manchester Gods fed energy to Surtur's original city, releasing all stored energy



back out, burning everything in the Nine Realms. When Loki traveled to Muspelheim to investigate, he was confronted by Surtur's right hand, the vengeful Leah. Loki tricked her and convinced her that he was working against the Nine Realms. Together, they decided to work against Surtur. First, in order to gain the Fire Giant's trust, Loki betrayed Thor and let him plunge in the fires of Muspelheim. Loki then proceeded to steal a portion of the Twilight Sword and travel back in time to fix the events that caused Leah to feel vengeful towards him. Right after Surtur ordered Leah to divert the spell that would bring Loki back to the present and transport him to his feet, the effects of the time-travel made effect, and the now appeased Leah saved the young trickster from Surtur. Thor soon brought the fight to Surtur, using legions of Hel. While this army fought Surtur, Loki traveled to Otherworld and convinced the leader of the Manchester Gods, Master Wilson, to destroy the cities of the Manchester Gods, thwarting Surtur's plan. Using the Twilight Sword taken by Loki and combining it with Mjolnir, Thor was able to slay Surtur. The residual energy from Surtur's body was redirected by Odin into the empty Asgard Space, preventing it to cause any important damage. In Muspelheim, Malekith and a Frost Giant

spoke with the Fire Demons to create their own Dark Council. to oppose the League of Realms Sindr, Queen of Cinders represents the Fire Demons on the Dark Council.

Residents:

Fire Demons and Fire Giants, Surtur, Sindr, Queen of Cinders, Skulveig, Fire-Trolls

Typical Muspelheim Demon

F	Am	(50)	Health: 185
A	Rm	(30)	
S	Mn	(75)	Karma: 22
E	Rm	(30)	
R	Ty	(6)	Resources: Fb-Rm
I	Ty	(6)	
P	Gd	(10)	Popularity: -10

KNOWN POWERS:

Invulnerability: CI1000 to Fire.
Fire Generation: Amazing
Heat Generation: Amazing
Energy Body-Fire: Amazing vs. Physical and Good vs. Energy.
Slow Aging: 1 year for every 100. They can be killed normally.

Talents: Demon History, Lore and Trivia.

Contacts: Surtur

HEVEN

Home of the Angels. A paradisal realm, Heven was cut off from the other nine during a brutal war between it and Asgard. Heven was one of the Ten Realms. Its inhabitants, the Angels, waged a war against Asgard. After the Queen of Angels seemingly killed his newborn infant, Aldrif, Odin used his powers to cut off Heven from the other Nine Realms and Yggdrasil. In his hatred, Odin spat a curse upon the Angels, a curse wrought of the Odinforce to bind them from forever returning home, anchoring them deeper in the void. The Odinforce Curse was so powerful that the Angels used it to power their world. The entry to Heven was later reopened by Thor and Loki. With the Odinforce Curse gone, the engine that once powered Heven now threatened to implode. Desperate, the Queen of Angels sought Angela's aid, but she refused to help despite the Queen's offers. Eventually, Angela invaded Heven and purified her sister from Surtur's essence in the city's furnace, paying her debt with Heven by powering the city's engine and ending the threat.

Residents:

Angels, Queen of Angels, Anchorites, Hierophants

Notes:

Angels believed Earth was only a legend, similar to some humans' view of Heaven.



Angels (Typical Stats)

F	Rm	(30)	Health: 120
A	Gd	(10)	
S	In	(40)	Karma: 40
E	In	(40)	
R	Gd	(10)	Resources: Ex
I	Gd	(10)	
P	Ex	(20)	Popularity:

KNOWN POWERS:

Body Armor: Good (10).

Resist Disease: Unearthly (100)

Retarded Aging: Ages 1 year for every 100. They may still be killed normally.

Winged Flight: Excellent speed.

LIMITATIONS:

The Angels are materialist and selfish. No reward which is not material has worth for them. They consider concepts like honor meaningless.

EQUIPMENT:

Angelic Ribbons: psychically connected, they're capable of strangling or cutting. Unearthly (100) material, Incredible (40) grappling or edged damage.

Heven Armor: The standard suit of armor worn by the Angels of Heven is made of Unearthly materials and grants the following:

* Body Armor: Reinforces and increases their natural ability to Remarkable (30)

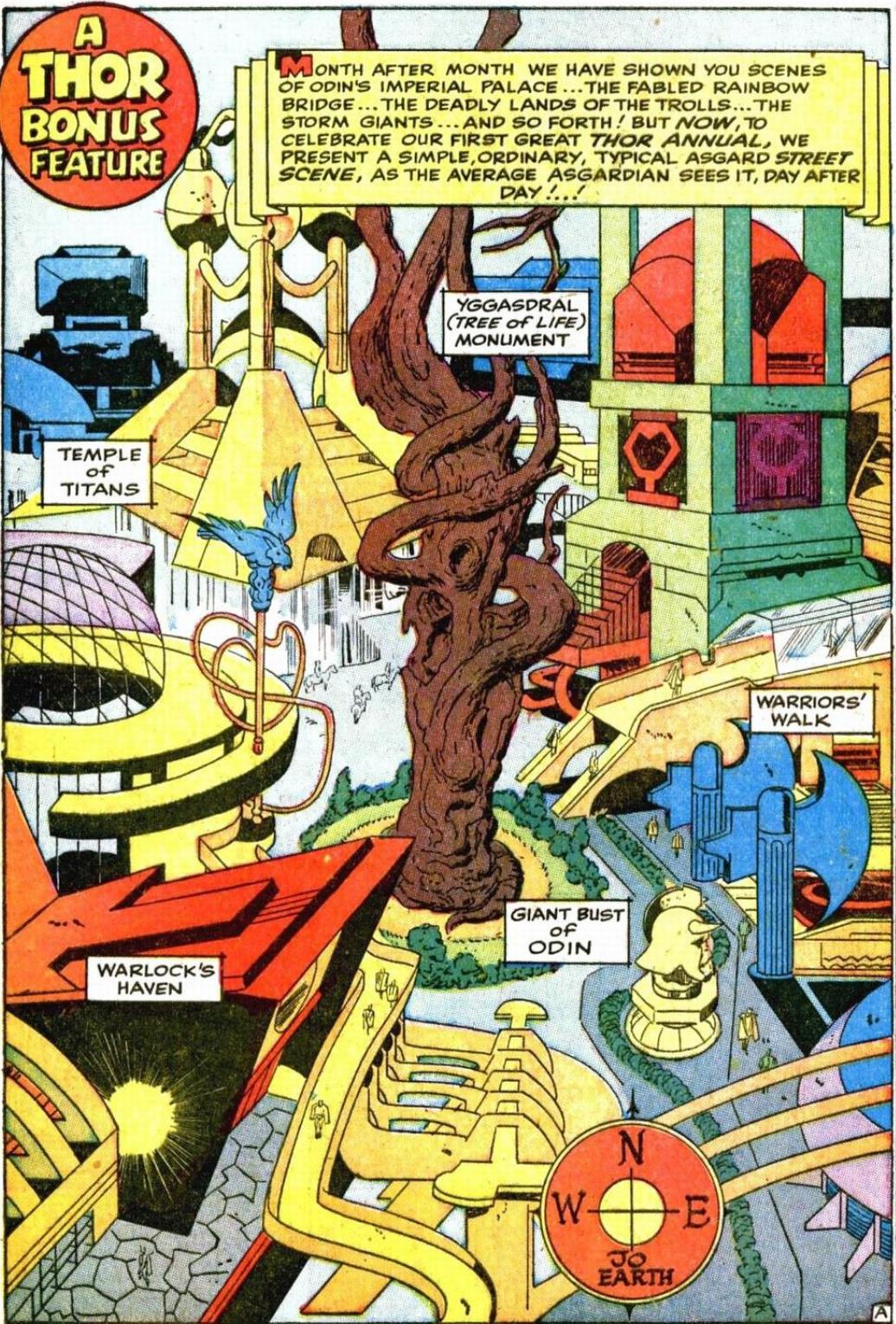
* Self Sustenance: Through an enchantment on the armor from the queen of Heven, Angels can go without food, water, or oxygen with Unearthly (100) ability.

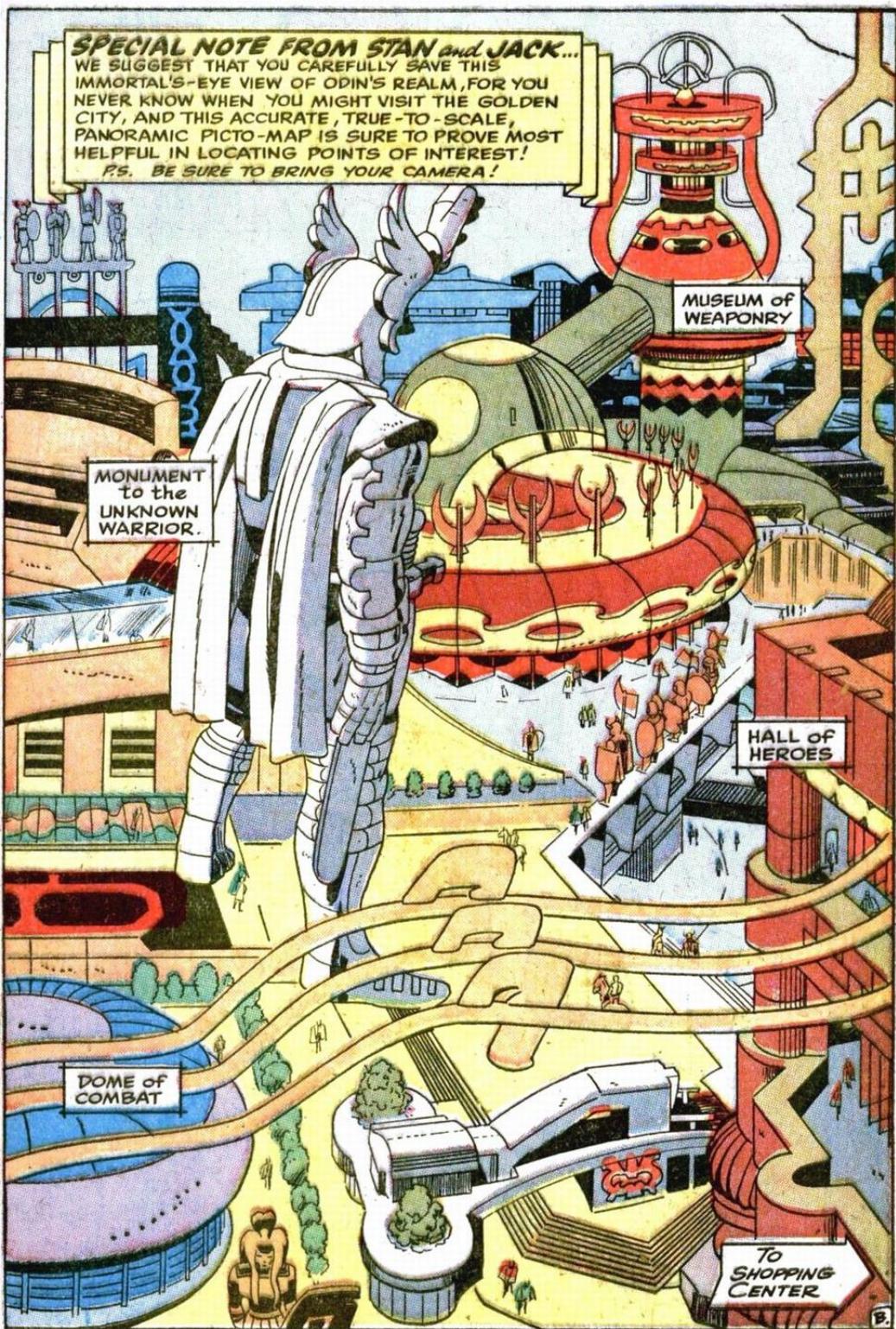




A THOR BONUS FEATURE

MONTH AFTER MONTH WE HAVE SHOWN YOU SCENES OF ODIN'S IMPERIAL PALACE ... THE FABLED RAINBOW BRIDGE ... THE DEADLY LANDS OF THE TROLLS ... THE STORM GIANTS ... AND SO FORTH! BUT NOW, TO CELEBRATE OUR FIRST GREAT THOR ANNUAL, WE PRESENT A SIMPLE, ORDINARY, TYPICAL ASGARD STREET SCENE, AS THE AVERAGE ASGARDIAN SEES IT, DAY AFTER DAY!!!

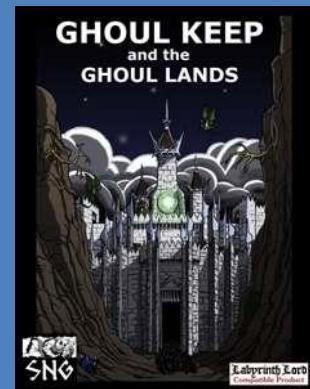
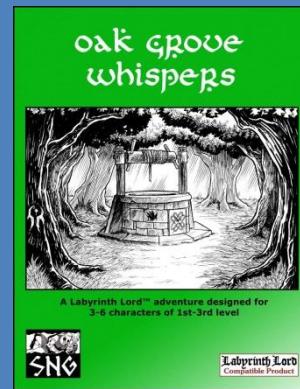
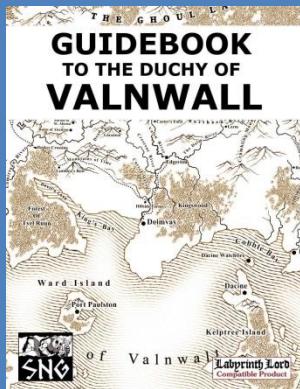
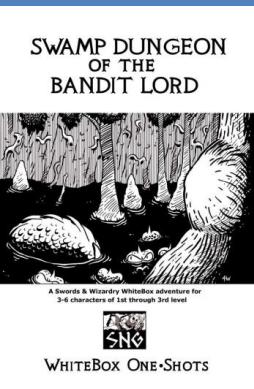
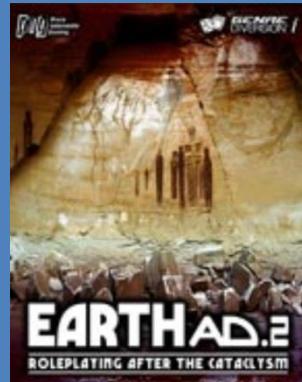
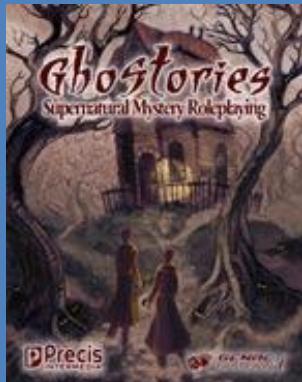
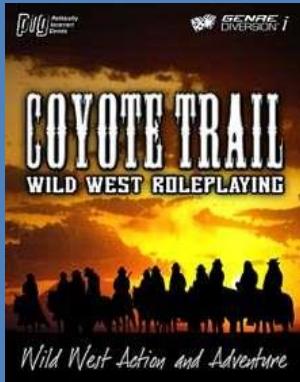






Thank you to **Peter Spahn**! Peter is an author for Small Niche Games (SNG) - a small press publisher dedicated to creating original gaming content as well as adventures and supplements for the Labyrinth Lord™ roleplaying game.

If you enjoyed his short story featured in this book, please go over to either RPGNow.com or DrivethruRPG.com and check out his other works from both SNG as well as other publishers!



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LISTEN TO TALES OF ASGARD...

Greetings from

ASGARD



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