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MARVEL SUPER HEROES™

Official Advanced Game Accessory

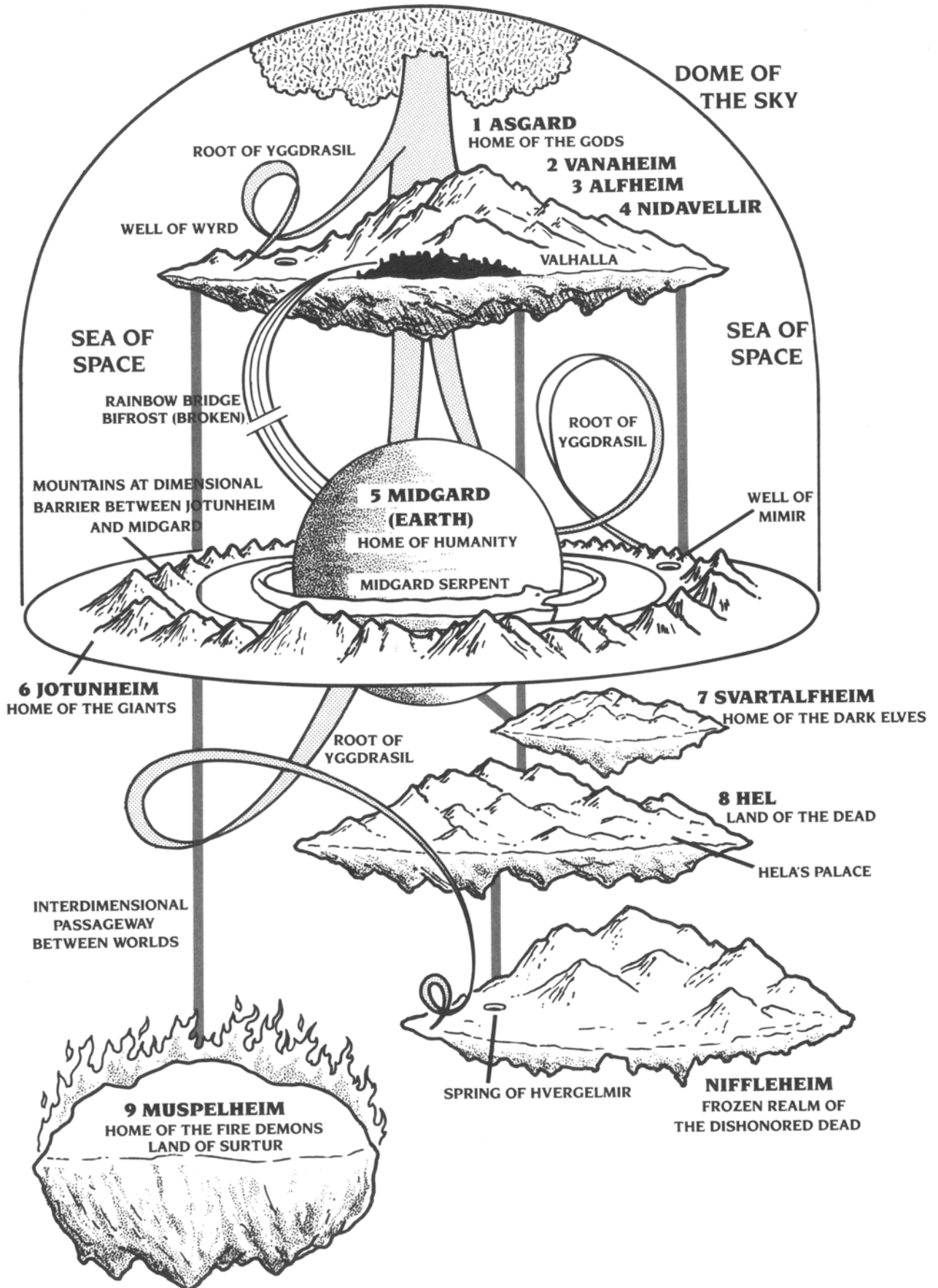
RAGNAROK and ROLL

By Troy Denning



MACHLAN/BUTLER

ASGARD: THE NINE WORLDS



MARVEL SUPER HEROES™

Official Game Adventure

Ragnarok and Roll

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Adventure Book

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INTRODUCTION

There is more to heaven and earth than our skeptical race knows. We launch spacecraft to other worlds; yet we do not understand the aerodynamics of bumblebee flight. We build indoor stadiums that house 100,000 people; yet a 4,000 year-old circle of rough-hewn rocks remains a mystery to us. We split atoms to heat our cities; yet the theory of a unifying force escapes our minds. The universe does not yield her secrets to cynics.

If we could set aside our wariness, we could look beyond the dark shroud that keeps us from seeing reality as it is. Instead of the vast emptiness science leads us to imagine, we would find a universe populated with splendorous, extra-dimensional civilizations like Olympia and Asgard. We would meet virtuous and heroic spirits like Thor and Hercules, and fear beings of incomprehensible power like Grandmaster and Galactus. Despite what our scientists imagine, the universe is vibrant with magic and enchantment.

But this reality may perish. Even as you read this, the universal balance tips further into decay's favor. One of the beings preserving the cosmic order has come unhinged. Unless his sanity returns, the universe may grind to a halt.

Ragnarok and Roll is the story of this being's lost identity, and how his confused destiny may destroy first an ancient civilization, then the entire cosmos. Our heroes, your players, are all that stand between him and Armageddon.

Ragnarok and Roll is a role-playing adventure for the MARVEL SUPER HEROES™ Game—the story of your players' continuing struggle to save the universe. It is the second adventure in the three-part ME series, following *ME 1: Cosmos Cubed* and preceding *ME 3: Left Hand of Eternity*. We suggest playing *ME 1: Cosmos Cubed* before playing *ME 2: Ragnarok and Roll*. However, each adventure stands alone and may be played separately.

Ragnarok and Roll contains: —one 16-page Resource Book, describing the adventure's non-player characters;

—one 32-page Adventure Book (this one), describing player characters, and encounters for the adventure; —one 21 1/2" × 33" map, illustrating the continent of Asgard and the city of Olympus; —a diagram of the relationship between Asgard and the rest of the Nine Worlds (inside front cover); —a summary of the pregenerated heroes' Abilities and Powers, for reference during play (inside back cover).

As judge, review these components carefully. Running a cosmic-level adventure requires a thorough familiarity with the characters, the story plot, and the adventure setting. After reading the Resource Book, keep it handy during play. Refer to it for the statistics of the non-player characters. The four-color mapsheet has maps of both Asgard and Olympus; show the players the appropriate maps when their characters visit those places. The pregenerated hero summary inside the back cover is provided as a ready reference for consultation during play. If your players do not use pregenerated characters, we suggest creating a similar reference sheet for their characters.

Judge's Plot Summary

Review this summary of the plot before beginning the adventure. This is not a substitute for reading the Adventure Book before play.

Background. In *ME 1*, Uatu the Watcher summoned the heroes to recover an immature Cosmic Cube which the Kree had created. Unfortunately for the heroes (and the rest of creation), the Elders of the Universe had also learned of the Cube. After a long sequence of events, they eventually gained control of the Cube for a brief time.

Empowering the Cube with their Power Primordial, they used it to summon Galactus. When he arrived, they attempted to destroy him with its reality-altering properties. Being immature, however, the Cube lacked the ability to destroy Galactus. Instead, it transferred him to the godly dimensions.

The Current Story. As Galactus entered the godly dimensions, his personality shattered into three separate pieces (a result of the Cube's directive to destroy him). Galactus' memories went to Muspelheim, his intellect went to Olympus, and his desires went to Hel.

In Olympus, Ac challenged and defeated Zeus in personal combat. After banishing the former ruler of Olympus to Hades, Ac took time to reflect on his situation. Lacking both memory and desire, he rationally deduced that his purpose in life must be to conquer the godly dimensions. Therefore, he immediately set about doing so, conquering Heliopolis first.

In Hel, Tus met and courted Hela, queen of Hel and Niffleheim. Hela enjoyed Tus' attentions and took him as a lover. It was not long, however, before Tus began to sense the need to feed, and left Hel to find a suitable food supply.

In Muspelheim, Gal was tormented by the memories of all the destruction and suffering Galactus had caused. Unfortunately for him, he did not have the intelligence to understand the cosmic necessity of Galactus' destructive feeding. He attempted to retreat into a catatonic shell, but the fire demons soon found him. They made the mistake of taunting him, which completely unbalanced Gal. He rose and conquered the entire dimension in short order.

This is the situation when Uatu the Watcher summons the heroes. The heroes must discover what has happened to Galactus, and at the same time prevent Ac from sacking Asgard. The task will not be an easy one.

Running a Cosmic Adventure

Like any other role-playing adventure, a cosmic level adventure requires creativity and energy to run. But because of its scope, the ramifications of its resolution, and the power of the characters involved, a cosmic adventure requires even more effort. You will increase your enjoyment of *Ragnarok and Roll* by investing a little time in the adven-

ture before inviting the players over. In other words: anything can happen, so be prepared.

—Read the material before beginning. It isn't necessary to memorize everything, but be familiar enough with the Adventure and Resource Books to find a particular piece of information quickly.

—Know the motivations of the non-player characters. If the heroes do something unexpected, knowing what the villains want helps determine how they will react.

—Be familiar with the powers of all the characters. How a character reacts depends upon what he's capable of. When the characters are capable of almost anything, it helps to know their limitations.

—Let the heroes have fun using their powers. Half the fun of being a super hero is doing the impossible. If their actions cause you a problem, remember the villains. They are just as powerful, and there is almost always a reason for them to counter the heroes' actions.

In *Ragnarok and Roll*, the heroes face several monsters and many non-player characters who are much more powerful than they. Heroes attempting to stomp every enemy into oblivion may soon find themselves dead (in *Ragnarok and Roll*, this is not so terrible; see "Consequences of Dying," below).

In order to succeed, the heroes must find ways to outwit their opponents. Sometimes, they may be able to convince or trick an opponent into doing what they want. Such instances are usually noted in the appropriate encounters.

Otherwise, they must find some other way to accomplish their goal. There are three basic methods for accomplishing this: 1. Moving more quickly than the opponent; 2. Diverting the opponent's attention, or otherwise keeping him occupied; and 3. Slamming or stunning the opponent long enough to accomplish the goal.

Moving Fast. Heroes attempting to escape or slip past an opponent

must make an Agility FEAT roll. This FEAT roll must be of an Intensity equal to the opponent's Agility, but may be modified:

Opponent between hero and goal: +2 CS
Hero fleeing opponent: -1 CS/area
Opponent in combat: -1 CS/enemy

Diversions. Heroes may attempt to divert an opponent's attention or keep him occupied in combat so that someone else can accomplish the party's goal. Such heroes must make a Reason FEAT roll of an Intensity equal to the opponent's Reason. The FEAT may be modified as listed below:

Opponent in combat: -1 CS/enemy he faces
Opponent not enthused about task: -1 CS
Hero has tried to trick or divert opponent before: +1 CS/each previous failure

Stuns and Slams. Even the mightiest characters suffer slams and stuns. A slam or a stun may take an opponent out of action long enough for the heroes to accomplish their goal. If more than one hero slams and/or stuns an opponent in the same turn, the opponent receives a -1 CS (per slam or stun) to his Endurance FEAT. If the heroes slam or stun an opponent, they must accomplish their goal before the effects of the stun or slam wear off. It is your responsibility to make a reasonable estimate of the number of turns required to accomplish the goal.

IMPORTANT: Normally, stuns and slams do not affect victims unless they actually receive damage. In *Ragnarok and Roll*, many characters are almost totally impervious to harm, and would therefore rarely suffer a slam or stun result. This does not accurately reflect the tremendous amounts of force being wielded at these levels. Therefore, any character with a resistance to damage (such as Body Armor) of

Unearthly or higher must check for stun and slam results (when called for on the FEAT table), even if the hit does him no damage.

Consequences of Dying

With the powerful forces involved in *Ragnarok and Roll*, some characters may fall to 0 Health and Shift 0 Endurance. Such characters are dead. Fortunately for them, they may recover.

In Chapters 1-8, the spirits of dead heroes go to Hades in Olympus. In Chapters 9-20, the spirits of dead heroes go to Hel in Asgard. A dead hero's physical Abilities (FASE) fall to Shift 0, as do any physically based powers. The hero exists as a disembodied spirit in the appropriate realm. He retains his normal mental Abilities (Reason, Intuition, and Psyche) and mentally-based powers.

In Chapters 8 and 10, heroes can rescue their friends. Heroes entering Hades or Hel alive do not suffer the consequences described above. (If a hero's friends do not rescue him, allow him a chance to escape on his own.)

When a dead hero's spirit returns to the world, it mystically summons his body. The hero returns to life. His Endurance returns to normal, and he recovers his Health points.

Unfortunately, being dead is not easy on a hero. His highest Ability is reduced by two ranks, and his highest Power is reduced by one rank. He also loses half his Karma. Be sure to adjust the hero's Health (and Karma, if necessary) to reflect the character's new Ability ranks.

Karma Points

At the end of each chapter, a list of suggested Karma Point bonuses (or losses) appears. These points are to be split evenly among the heroes participating in the events of the chapter, though you have the option of giving more of the points to heroes who do the lion's share of the work. If the characters elect to form a Karma Pool for the adventure, all Karma Point awards go directly to the pool.

BETA RAY BILL

(English translation of name)

F	100	Un	Health: 330
A	30	Rm	
S	100	Un	Karma: 100
E	100	Un	
R	30	Rm	Resources: Gd(10)
I	20	Ex	
P	50	Am	Popularity: 30

KNOWN POWERS:

Body Armor: Excellent. Bill's bio-engineered body provides him with Excellent body armor.

Invulnerability: Class 1000. Bill is immune to all diseases.

Resistance: Shift X. Bill is resistant to all conventional forms of injury (such as wounds resulting from fire, cold, bashing, cutting, electricity, and radiation).

Storm Breaker: Class 3000 material. Bill's hammer, crafted by Odin and the dwarves of Nidavellir, is made of Uru metal. It is similar to Thor's hammer in many other ways:

- **Returning:** The hammer always returns to the thrower's hand and is caught in the same round thrown. Bill can throw the hammer up to ten areas.
- **Weather Control:** Unearthly. Using Storm Breaker, Bill can call or dispel storms. He can also call lightning bolts for Monstrous damage. He may issue these lightning bolts directly from the hammer.
- **Dimension Travel:** Unearthly. By spinning the hammer in a certain way, Bill can travel to other dimensions such as Asgard, Olympus, Limbo, etc. Bill can also use his hammer to span great distances of space.
- **Flight:** Amazing. Bill may throw Storm Breaker, grab its thong, and be pulled into the air. Bill can mentally control his flight path. The only limit to how much weight the hammer can lift is Bill's strength.
- **Shield:** Special. By spinning his hammer swiftly, Bill can deflect missiles and energy beams of Remarkable strength or less.
- **Alter Ego:** Bill's inhuman visage is the result of biogenetic changes.

Odin has enchanted Bill's hammer with the ability to change Bill back to his original humanoid form upon Bill's wish. In this orange, noseless form, Bill has the following abilities:

F	A	S	E	R	I	P
Ex	Ex	Ex	Ex	Rm	Ex	Am
Health: 80			Karma: 100			

Skuttlebutt: Class 1000 speed. Skuttlebutt is Bill's sentient starship and long-time companion. It may move at Class 1000 speed through space. It is armed with blasters (Unearthly rank). Skuttlebutt has Incredible reason and armor. It is self-repairing.

Sensor Implant: Class 1000. The scientists which created Bill also grafted a sensor into his body. Using this sensor, Bill can locate his space fleet's precise location across interstellar distances.

BACKGROUND: The demon Surtur destroyed Beta Ray Bill's home galaxy, now known as the "Burning Galaxy," to generate the tremendous energies he needed to reforge his "Sword of Doom." The survivors of this galactic cataclysm decided to flee aboard a fleet of 10,000 starships. Due to the size of the exodus and the length of its duration, they determined it would be necessary to place themselves in a state of suspended animation.

The race's leaders decided to choose a guardian for the sleeping fleet and grant him great powers. After a series of trials which left all but a handful of candidates dead or insane, the scientists of the race transferred the life force and consciousness of each into a bioengineered cyborg body. Beta Ray Bill alone survived this painful process.

The scientists gave Beta Ray Bill the sentient starship named Skuttlebutt, then placed the race in hibernation and left the Burning Galaxy. Bill's first challenge quickly followed. A horde of demons pursued from the galaxy core; Beta Ray Bill and his ship fought the demons to a standstill in order to allow the fleet to escape to safe distance.

At last, the fleet reached the great

void between galaxies and Bill entered suspended animation for the crossing. When Beta Ray Bill's ship entered the Milky Way Galaxy, a S.H.I.E.L.D. hyperspatial probe detected it. Director Nicholas Fury asked Thor to investigate the mysterious craft. Thor intercepted Skuttlebutt and breached its hull.

Skuttlebutt's computers awakened Beta Ray Bill and he attacked the intruding Thor. During the battle, Thor lost contact with his hammer, Mjolnir, and the starship entered Earth's solar system. Sixty seconds later, Thor reverted to the mortal form of Dr. Donald Blake and the hammer turned into a wooden cane.

Beta Ray Bill seized the cane and struck it against the wall. To his surprise, he found himself in possession of Thor's powers, holding Mjolnir, and garbed in a variation of Thor's costume.

Beta Ray Bill's ship landed on Earth while he still possessed Mjolnir, whereupon Odin cast a spell summoning Thor to Asgard. The spell took Beta Ray Bill instead. After summoning Dr. Donald Blake and restoring Thor's form to him, Odin convinced Beta Ray Bill that they intended his people no harm. Nevertheless, Beta Ray Bill insisted upon keeping Mjolnir, as he had won it fairly in combat and desperately needed it to defend his people.

Odin decreed that the matter would be settled by a combat to the death between Thor and Beta Ray Bill. Neither would be allowed to use the hammer, but the winner would be allowed to keep it for all time. Beta Ray Bill proved the victor, but he refused to kill such a noble opponent as Thor. Odin then commissioned a new uru hammer from Eitri, the dwarf that had created Mjolnir.

Accompanied by the goddess Sif, Thor and Beta Ray Bill defeated the horde of demons still pursuing Beta Ray Bill's people, then sealed the portal from which they had emerged. Beta Ray Bill later helped the Asgardians defeat Surtur's demons by assuming command of the Asgardian host defending Earth.

FIRELORD

Pyreus Kril

F	75	Mn	Health: 325
A	100	Un	
S	50	Am	Karma: 110
E	100	Un	
R	30	Rm	Resources: Pr(4)
I	50	Am	
P	30	Rm	Popularity: 0

KNOWN POWERS:

Stellar Flame: Class 1000. Firelord uses his Power Cosmic for Flame Generation and Fire Control, placed together here under the general heading "Stellar Flame." His Class 1000 ranking for this power reflects the intensity of the flames he generates—about the same as that of a small star. In most solar systems, and especially inside atmospheres, Firelord restricts his use of Stellar Flame to Unearthly levels to avoid unnecessary destruction. Firelord's flame suffers no adverse effects from water.

Body Armor: Amazing vs. physical attacks. In addition, Firelord may superheat his body so that normal weapons or materials vaporize on contact, doing him no damage.

Invulnerabilities: Class 1000. Firelord's body is also immune to disease, aging, starvation, vacuum, and heat. Kill results do not affect Firelord, but Slams and Stuns do. He cannot be slain except by a massive scattering of his molecules.

Flight: Class 1000. Firelord may also enter hyperspace at will. Inside planetary atmospheres, Firelord flies only at Unearthly speeds.

Staff: Class 1000 materials. Most often, Firelord chooses to wield his Stellar Flame through his staff, though he is not limited to doing so. Using the staff, he can project fire (or other star-like radiation, such as heat, light, radio waves, or even gravity) up to line-of-sight range at the Unearthly level. He may also use the staff to inflict up to Monstrous damage on a target. Of course, the staff is immune to his Stellar Flame.

TALENTS:

Astrogation: As Galactus' former herald, Firelord can travel through the universe as if it is his hometown.

BACKGROUND: Originally the first officer aboard the Xandarian explorer ship Way-Opener, Pyreus Kril assumed command of the ship when a mysterious, huge ship used a teleportation beam to abduct his commander and friend, Gabriel Lan. Kril pursued the mysterious ship across the universe in an attempt to rescue his friend.

Unknown to Kril, the ship belonged to Galactus, who had chosen Gabriel Lan to become his new herald, Air Walker. Air Walker died in battle defending Galactus against a powerful race called the Ovoids. Galactus created a replica Air Walker from Gabriel Lan's lifeforce, but was dissatisfied with it. He returned to Earth in order to summon the Silver Surfer back to active duty. But, after disabling the Air Walker replica, the Silver Surfer refused to aid Galactus.

Kril caught up to Galactus shortly after the planet-devourer left Earth. He boldly teleported aboard Galactus' ship and demanded the release of his former commander. Galactus, impressed by Kril's determination, offered to inform him of Gabriel Lan's fate if Kril would become his new herald. Kril agreed and Galactus transformed him into Firelord.

Galactus sent Firelord on a mission to Earth, where he met Thor. Thor intervened with Galactus on Firelord's behalf by offering to exchange the Asgardian construct Destroyer for Firelord's freedom. Galactus agreed.

Firelord remained on Earth long enough to take custody of the Air Walker automaton, then buried the remains on an asteroid in Gabriel Lan's home star system. Firelord returned to his native Xandar, only to find that the space pirate Nebula had destroyed it. He joined forces with Nebula's great uncle, Starfox, to bring the pirate to justice. Since then, he has returned to Earth several times and considers many of its citizens his close friends.



GLADIATOR

Shi'ar

F	75	Mn	Health: 725
A	50	Am	
S	100	Un	Karma: 675
E	500	Sh Z	
R	100	Un	Resources: Mn(175)
I	75	Mn	
P	500	Sh Z	Popularity: 15 (100 in the Empire)

KNOWN POWERS:

Invulnerabilities: Unearthly vs. physical and energy attacks, Shift Z vs. heat, cold, gas, disease, and most radiation. Gladiator's body armor protects him against most attacks, while his constitution prevents him from suffering damage due to hostile environments. He is, however, vulnerable to certain unspecified types of radiation.

Life Support: Shift Z. Gladiator's constitution also enables him to withstand the rigors of deep space.

Flight: Class 5000 in space, Shift Z in an atmosphere, Incredible in combat or at low altitudes. Gladiator can fly in space or in a planet's atmosphere. He slows down inside an atmosphere to avoid shockwaves which would damage a planet's surface.

Psychic Reflection: Special. Any character attempting a psionic attack against Gladiator must make a yellow Psyche FEAT roll. Success indicates the attacker realized the ramifications of the attack at the last second and stopped. Failure indicates the attack is reflected back at the attacker at -1 CS intensity.

Heat Beams: Monstrous. Gladiator can project heat beams from his eyes to a range of ten areas.

Heightened Vision: Amazing. Gladiator's vision is far more acute than that of a normal person. Use his power rank when determining whether or not he can see a distant object.

ITEMS: Gladiator carries an inflatable incarceration bubble that can hold up to six human-sized characters. He uses this portable jail cell to carry criminals, subversives, etc.

through space with him. The Material Strength of the bubble is Monstrous.

CONTACTS: Within the Shi'ar Empire, Gladiator has an untold number of friends in places ranging from the highest government offices to lowest mercantile shop.

BACKGROUND: Gladiator is the Praetor of the Shi'ar Royal Elite Imperial Guard. He has sworn to protect the Shi'ar Empire and obey the personal directives of the empire's majestor or majestrix, no matter who that person may be. On several occasions, such as when the mad Emperor D'ken ordered the Guard to battle the X-men, Gladiator's duty has proven distasteful or morally ambiguous. Some Earth people consider him a tragic figure doomed to follow a destiny he despises.

Reed Richards of the Fantastic Four has theorized that Gladiator's powers are in part psionic. Although the exact nature of his powers remains a mystery, it is more likely that Gladiator uses Shi'ar technology to amplify his natural powers.

No matter which theory is correct, many opponents have observed that Gladiator's powers diminish when he loses confidence in himself. This loss may be due to a lessening of psychic energies, or it may be due to a loss of control over temperamental technology. In either case, it results in a -2 CS to power ranks and a -3 CS to abilities until he regains his confidence.

Gladiator's first contact with Earth people came when his Guard attacked the X-Men on the order of the mad majestor D'ken. He again fought the X-men when the majestrix Lilandra wished to end a potential menace she believed the X-Man Phoenix posed to the universe. Gladiator has also battled the Fantastic Four under the mistaken belief that they were Skrull agents using their shape-shifting powers to alter their appearance.



MANTIS (Update)

Real Name Unrevealed

F	40	In	Health: 116
A	40	In	
S	6	Ty	Karma: 76
E	30	Rm	
R	6	Ty	Resources: Fe(2)
I	20	Ex	
P	50	Am	Popularity: 20

KNOWN POWERS:

Empathy: Amazing. The Priests of Pama trained her to feel the emotions of any living creature. She can now use her empathic abilities to communicate with plant life anywhere in the universe.

Healing: Unearthly. Since becoming Celestial Madonna, Mantis has learned to instill her life essence into medicinal herbs and poultices to help others heal.

Life Support: Shift Z. Because her body is now composed of mental energy, Mantis can withstand hostile environments for indefinite periods of time.

Plant Control: Unearthly. As Celestial Madonna, Mantis carries the spark of plant life within her body. She may call upon plants anywhere to do her bidding.

Recovery: Amazing. Mantis has complete control of her body. She can use her control to heal herself.

Resistances: Incredible vs. toxins and diseases which affect animal life. She has no special resistance against poisons or diseases which affect plant life.

Teleportation: Incredible. As Celestial Madonna, Mantis may transfer her life essence into any plant. Mantis may travel across space by transferring her life essence into a plant on another planet. Although the range of this transfer power is unlimited, she needs several minutes to create a new body—thus the relatively low power ranking of Incredible.

TALENTS: Mantis has Martial Arts A, B, D, and E. As part of her rigorous regimen under the care of the Priests of Pama, Mantis studied many forms of Martial Arts.

Mantis can also Resist Domination. Her studies prepared her to resist mental as well as physical attacks.

CONTACTS: Mantis is currently a close friend of the Silver Surfer. She also has strong ties to the Avengers. As Celestial Madonna, Mantis bore the son of the Eldest Cotati on Earth, so she has close ties with the tree-like Cotati race. In desperate circumstances, Mantis can probably also call on Shalla Bal, Empress of Zenn La. Shalla Bal is the Silver Surfer's former love, and the empress of his homeworld. Although jealous of Mantis, Shalla Bal would probably aid her if possible.

BACKGROUND: Mantis is the daughter of Gustav Brandt, a German mercenary who fought in Indochina, and Lua, the sister of a local gangster named Monsieur Khrull. Khrull, who hates Europeans, did not approve of his sister's marriage and swore he would kill both Brandt and Lua. The couple fled from one village to another until they had Mantis.

Khrull tracked them down and killed Lua, but Brandt, though badly burned and blinded, escaped with his infant daughter. He eventually found refuge with the Priest of Pama, a pacifistic Kree sect that had established a temple on Earth to escape religious persecution. The Priests of Pama raised Mantis and taught her many of the skills she knows today. They also gave her the name she still goes by. The Priests taught Brandt to see despite his blindness. Brandt, however, could not understand their pacifistic ways and left—to become the criminal known as Libra.

When Mantis turned 18, the Priests sent her to Ho Chi Minh City to learn what it was to be human. They replaced her memories of their temple with those of an orphan. Within hours, Mantis found employment with her uncle, Monsieur Khrull. Although neither Mantis nor Khrull realized they were related, Khrull forced Mantis to work in one of his bars.

There, she met the Swordsman, at this point an alcoholic stooge also

employed by Khrull. Sensing his buried nobility, Mantis slowly convinced the Swordsman to rehabilitate himself and lead a productive life.

The Swordsman took Mantis to America and rejoined the Avengers. Although not an official member of the Avengers at this time, Mantis proved a valuable ally on many missions. On one of these adventures, the Avengers defeated the Zodiac criminal organization. Shortly after the confrontation, Mantis learned that Libra was her father and that the Priests of Pama had raised her.

The Swordsman died when Kang the Conqueror attacked the Avengers. Kang, a powerful villain from the future, was determined to father the child of the Celestial Madonna, thereby gaining control of an entire alternate reality through his son. Kang determined that Mantis would become the Celestial Madonna.

Finally realizing the true scope of the love she had denied the Swordsman in life, Mantis returned to the temple of the Priests of Pama and buried him in a garden. (At this point, the temple was deserted; her uncle, Monsieur Khrull, had slaughtered the Priests sometime earlier.)

Mantis returned to the garden much later to encounter Libra. She and her Avenger comrades also found the glowing, reanimated body of the Swordsman. The Swordsman's body explained that in actuality it was the eldest Cotati on Earth. It further explained that it was to become Mantis' husband and the father of her child. It had reanimated the Swordsman's body with part of its life force so it could mate with Mantis. Their child would become the Celestial Messiah.

Following a brief wedding ceremony, Mantis and the eldest Cotati turned themselves into pure energy and departed Earth. After conceiving the child, Mantis absorbed the spirit of the Cotati and returned to Earth to raise the child in as peaceful an environment as she could provide.

Mantis always refers to herself in the third person.

CHAPTER 1: THE SUMMONS

SUMMARY: As the heroes pursue their normal cosmic business, Uatu the Watcher summons them. He appears first as a vision speaking individually to each hero. By the time he finishes his plea, the heroes find themselves assembled inside his home on Earth's moon.

STARTING: If you and your group played *ME 1: Cosmos Cubed*, read Text One aloud. If you and your group did not play *Cosmos Cubed*, read Text Two aloud.

TEXT ONE: A familiar bald head materializes. It is broad-faced and more or less square in shape. A heavy brow hangs over white, pupilless eyes. It is Uatu, the Watcher.

"Pardon my interruption," Uatu says, "but the business we began 60 Earth-days ago is not concluded. Galactus has disappeared. I do not need to remind you that the very existence of the universe depends upon his continued well-being.

"Coincidentally, the Asgardians face Ragnarok, the final cataclysmic battle which ends their world. This is most strange, for they have defeated the opponents which prophecies predict will devour them." Uatu's thin body materializes beneath the head.

"I fear the two events are related, for I sense a change in the nature of the universe. My memories of my race have grown faint, and I find my awareness of the universe dimming. I am sure that the bonds of reality itself are weakening. You, too, will soon feel disconnected from All-That-Is. If our universe is to survive, you must prevent Ragnarok and return Galactus to our dimension."

TEXT TWO: A huge, bald head materializes. It is broad-faced and more or less square in shape. A heavy brow hangs over white, pupilless eyes. A relatively small, flat mouth runs from between the eyes to the top of a grim, fine-

featured mouth. The undersized ears are pressed close to the head.

"There is a threat," it says. "Galactus is missing. Without him, the universe itself will perish. Sixty days ago, the Elders of the Universe again assaulted him. This time, they stole an immature Cosmic Cube from the Kree and empowered it with the Power Primordial. When they attempted to use the Cube to destroy him, he simply disappeared. We all believed he had escaped, but he has not touched a single world since then."

A body materializes beneath the head. It seems too small and fine-featured to support the head's weight, yet it has a certain grace which belies great hidden strength. The figure wears a simple linen toga.

"Coincidentally, even as we speak, Ragnarok, the cataclysmic final battle of Norse legend, threatens Asgard. I fear Ragnarok and the disappearance of Galactus may be related, for I sense a change in the nature of the universe. My memories of my race have faded, and my awareness of the universe grows dim. The bonds of reality itself are weakening. You, too, will soon feel disconnected from reality. If the universe is to survive, you must prevent Ragnarok and return Galactus to our dimension."

ENCOUNTER: The heroes now stand assembled in Uatu's house in the Blue Area of the Moon. He teleported them here from their various corners of the universe. If necessary, explain Uatu's nature to players whose characters would know Uatu, but who do not recognize him themselves. To heroes ignorant of his identity, Uatu describes himself as an observer, neither a force for neither good nor evil.

Going to Asgard. Uatu recommends proceeding directly to Asgard. Most parties can use some

sort of Dimensional Travel to do so, (but they may be in for a surprise; see Chapter Two). For heroes without Dimension Traveling abilities, Uatu provides a craft resembling a birch bark canoe. The craft's statistics are:

Body:	20	Ex
Control:	20	Ex
Speed:	100	Un
Protection:	20	Ex
Shields:	0	Shift 0

KNOWN POWERS:

Dimension Travel: Unearthly. The canoe can travel to any of the godly dimensions, or any of the dimensions associated with the godly dimensions. The user simply tells the canoe where he wants to go; it handles the navigation.

Flight: Monstrous. The canoe can fly through space or air.

Life Support: Shift Z. The canoe provides all required sustenance for passengers.

He tells the heroes they can use the canoe to enter Asgard via Bifrost, the Rainbow Bridge, which runs between Midgard (Earth) and Asgard (the canoe can sail over the broken section); or by sailing the Sea of Space to the edge of the continent.

Uatu's Response to Questions.

Uatu provides no further comment. When the player characters press him for more details, he simply replies, "I have done too much. Go see for yourselves."

Reality Checks. As a result of Galactus' prolonged absence and the events in Asgard, the fabric of Reality is coming undone. The heroes must periodically make "Reality Checks." Where such checks are required, they are explained in the "Starting" section of each chapter.

AFTERMATH: The heroes should now journey to Asgard.

KARMA:

Attacking Uatu:	-60
Agreeing to save universe:	+10

CHAPTER 2: ATTACK FROM THE ZOO

SUMMARY: The heroes meet Cerberus and/or the Chimaera as they try to enter Asgard.

STARTING: The heroes must enter Asgard via linear travel over an established route (such as on Bifrost the Rainbow Bridge, over the Sea of Space, or through a dimensional "tunnel" from another godly dimension). Any attempt to enter Asgard via non-linear travel (see below) fails. The heroes find themselves standing on Bifrost, directly outside the City of Asgard.

"Non-linear travel" includes such transportation modes as Astral Body, Dimensional Travel, Gateway, Teleport, Time Travel, and any movement that does not involve physically traveling from point A to point B. Note that traveling via Thor or Beta Ray Bill's hammer is non-linear travel.

(Ac has invented a Class 1000 force field generator that prevents non-linear travel in the Nine Worlds. This generator, disguised as a viking longboat, is hidden outside Hela's Palace in Hel.)

IMPORTANT: Galactus' generator prevents non-linear travel into, within, and out of any of the Nine Worlds. Therefore, all movement within and between Asgard and its associated dimensions must be linear travel.

Reality Check. At the beginning of this encounter, each hero must make a Monstrous Intensity Psyche FEAT. Failure indicates the hero suddenly realizes he cannot remember anything about his ancestors.

Attacked. If the players originally use a linear travel mode (Flying, Skywalk, Energy Path, Carrier Wave, Uatu's canoe, walking, running, etc.) to enter Asgard via some route other than the Rainbow Bridge, go directly to "Linear Travelers" in the "Encounter" section.

Otherwise, read the text below to the players:

A great continent of rock hangs suspended in the Sea of Space like an iceberg in an ocean. A rainbow path leads through a



short expanse of void to a gate.

The gate guards the only entrance to the walled city perched at the edge of the continent. Behind the city walls rise towers and palaces of fierce beauty, more splendorous than the host of sapphire-like stars dotting the Dome of the Sky.

The city is Asgard, home of the ferocious gods of Norse legend. Although one cannot escape the foreboding nature of Asgard's architecture, the city shows no sign of Ragnarok. All is peaceful and quiet inside; no columns of black smoke billow from the streets, no buildings lie crumbled into ruins, and no breaches mar the security of the walls. If Ragnarok has come, it has snuck into the city like a murderer in the night.

ENCOUNTER: Heroes who attempted to enter Asgard via non-linear travel modes may be surprised to find themselves standing outside Asgard City. To the players of such

heroes, simply confirm that they are, indeed, where they should be.

Players using energy detection powers discover a strange force field surrounding the entire continent of Asgard. The exact nature of the field remains unclear, but it apparently repels the unusual energies associated with teleporting. There seems to be no defense against traveling to the continent via normal means.

Cerberus. As the heroes approach Asgard, a monstrous three-headed dog leaps onto the bridge. Cerberus attacks the character in the lead, attempting to savage him with all three heads. (See Cerberus' statistics in the Resource Book.) When the lead hero's friends try to aid him, Cerberus continues to savage his victim with one head. He uses his other two heads to attack those aiding the unfortunate object of his attentions.

Should the heroes kill Cerberus, they suffer no Karma penalty. The three-headed dog falls into the category of "monster" rather than "character."

Chimaera. Just as the heroes defeat or work their way past Cerberus, the Chimaera appears. A lion-headed, goat-bodied, serpent-tailed monster the size of a buffalo lands on the bridge at the party's rear. The Chimaera attacks the closest character. (See the Chimaera's statistics in the Resource Book.) Once attacked in return, the Chimaera switches its attention to the target doing the most damage to it.

The Chimaera does not attack if Cerberus savaged the party too much. It is a proud animal, and refuses to eat the leftovers of a three-headed dog. (Whether the Chimaera attacks is left to your discretion; if the party is too torn up to defend itself, it does not attack.)

If the heroes kill the Chimaera, they suffer no Karma penalties. Like Cerberus, the Chimaera is more a monster than a character.

Teleporting and Fighting. Since the heroes have not yet entered the Nine Worlds, they can use Teleporting powers to defend themselves from Cerberus and the Chimaera. Characters using Teleport to attack from a monster's rear receive a +1 CS.

Linear Travelers. Heroes foresighted enough to use linear travel to sneak into Asgard via some route other than the Rainbow Bridge alert only one of the monsters to their presence. Heroes entering Asgard via a hidden passageway, such as the Well of Wyrd or the nexus portal from Olympia, meet only Cerberus. Heroes entering Asgard from the Sea of Space meet only the Chimaera. Both creatures attack as outlined in their descriptions in the Resource Book.

Dead Heroes. The spirits of heroes dying in battle with the Chimaera or Cerberus go to Hades. Their friends may rescue them in Chapter Ten. If the party has the hero's body with them in Chapters Four or Five, Isis or Gaea can resurrect him.

Balder. After the heroes defeat Cerberus, the Chimaera, or both, an Asgardian warrior hails them. "Ho! If my eyes failed me this moment, I would count myself lucky that they

lasted long enough to witness your battle. Balder will welcome you into the legions of Asgard, for Ragnarok is upon us—what a glorious battle it shall be!"

The speaker is Gustave Iver, a typical Asgardian warrior. He carries both a sword and a spear. Gustave suggests going to Valhalla, where Balder is preparing the legions of the Fallen Heroes. As he leads them to Balder, Gustave makes small talk with heroes. He complains about the strange customs of his adolescent daughter, Fritzie, and tells the heroes that he once spent time in the warm land of California.

(If it looks like the entire party will fall to Cerberus and/or the Chimaera, Gustave leads a contingent of warriors forth to save them.)

The heroes find Balder inspecting a company of warriors in an immense hall. The warriors carry weapons from many different eras of Norse history. They stand perfectly still and stare blankly ahead. When Gustave informs him of the party's presence, Balder quickly turns his attention to the heroes. If the group includes Thor and/or Beta Ray Bill, Balder welcomes them by name.

Assuming the heroes ask about events in Asgard, Balder tells them:

- Thirty days ago, a small force of Olympians attempted to sack Asgard City.
- They were easily beaten back, but Zeus placed the entire continent of Asgard under siege. (He is mistaken about who placed the continent under siege.)
- Some sort of spell now prevents travel to and from Asgard by extraordinary means. Three Olympian beasts savage anyone attempting to enter or exit via normal passageways.
- Ares recently delivered a message demanding Asgard's surrender.
- Attempts to contact Zeus have been met with total silence.

Balder assumes the heroes have come to aid Asgard in its hour of need. Although he makes his plans

and issues his orders with total confidence, Balder believes Ragnarok has come and Asgard will perish. While he intends to make a grand fight of it, Balder is convinced the Olympians are too strong to be defeated. This attitude is due more to ancient prophecies foretelling the end of the world than to fact. In truth, Balder looks forward to the battle with a certain sense of destiny.

Balder can provide a nurse with Unearthly Rank Healing if needed.

AFTERMATH: The heroes must journey to Olympus to investigate the reason behind the Olympian attack. If they don't come to this conclusion on their own, Balder suggests it. If the heroes don't know how to get to Olympus, Balder has some suggestions; turn to Chapter Three. The heroes can also use their Dimensional Travel powers by leaving the Nine Worlds. After battling or avoiding one of the Olympian monsters sieging Asgard, they arrive in the Olympian forest. Turn to Chapter Five.

The heroes may wish to investigate the Nine Worlds before leaving. Here is what they find in particular locations:

- Loki's castle. Loki is working fervently on potions. He claims he will employ them in defense of Asgard when the time comes. (He is lying; he intends to ally with Olympus when they attack.)
- The Realms of the Trolls. Geirrodur has mobilized his armies. (He'll choose sides when he decides who is likely to win.)
- Hel. See Chapter Ten.
- Musspelheim. The demons are engaged in a power struggle.
- Jotunheim. The giants are preparing for war. They gladly say they intend to attack Asgard.

The heroes learn nothing of value anywhere else.

KARMA:

Defeating Cerberus:	+50
Defeating Chimaera:	+60
Being Defeated:	-40

CHAPTER 3: OLYMPUS BOUND

SUMMARY: The heroes fight their way out of Asgard and go to Olympus. In Olympus, they meet two Titans who mistake them for slaves from Heliopolis.

STARTING: Use this encounter when the heroes decide to go to Olympus.

Reality Check. Each hero must make an Unearthly Intensity Psyche FEAT. Failure indicates that the hero no longer remembers where he was born.

To Olympus. Although there is a nexus portal leading directly to Olympus from Asgard, Balder recommends against using it. He (correctly) fears the Olympians have placed it under heavy guard. (If the heroes use this nexus portal, go directly to "Olympus Nexus" in "Encounter" below.)

Balder suggests leaving Asgard via the Sea of Space. If the heroes agree, read the text below to the players:

Balder and the goddess Sif lead an escort to the edge of Asgard. "Farewell, brave friends. May your journey prove safe and fruitful. Remember—sail toward the Star of Skrymir until you reach the Dome of the Sky. Then follow the Dome of the Sky to its junction with Jotunheim. There, you will find a passage to Olympus which needs no guard.

"May the eye of Odin the Allfather watch over you."

ENCOUNTER: Balder cannot elaborate further on the way to Olympus, for he has never taken the route himself. Heimdall, the guardian of the gates to Asgard, told him about the secret passage.

The Star of Skrymir which Balder directed them to follow is a yellow disc the size of a man's thumbnail. After the heroes have followed it for two hours, it fades until it is barely visible. Allow the heroes to worry about this for a while, then tell them it is growing brighter again. Repeat this once or

twice more, always keeping the interval at two hours. (If anybody has the means of discovering it, the Star of Skrymir is a binary star with an extremely short period; it dims when the darker star passes in front of the other and obscures the light.)

The Hydra. After the heroes have been out to sea for awhile, the Star of Skrymir fails to brighten when it should. Instead, a 40-foot serpent with nine heads appears out of the light. It flies straight at the heroes. (Important—this is not a dragon; it is a flying snake with nine heads.)

Using its Stealth power, the Hydra followed the heroes from Asgard. It held its attack until they seemed inattentive. It closes to melee as quickly as possible and attacks with its nine heads. (See the statistics for the Hydra in the Resource Book.)

The Hydra flees at the end of any turn in which it has only three heads left. If the heroes have not countered its Regeneration power by burning the stump of each severed head, the Hydra returns two rounds later.

The Hydra does not attack unconscious characters. If, at the end of any turn, all the heroes are unconscious and/or dead, the Hydra flies away. The heroes awaken in prison on Olympus (see Chapter 4). Their dead companions are in Hades. (After the Hydra's victory, Ac had the heroes brought to Olympus.)

At the Edge of the Sky. Assuming the heroes defeat the Hydra and follow Balder's directions, they eventually reach a tremendous volcano in Jotunheim. From the mouth of the volcano, a ring of flame spouts 200 meters high. This is the passage to Olympus; the flame does not harm anyone jumping directly into it. The character instead emerges in Olympus.

Olympus Nexus. If the heroes decide to risk the hazards of the Olympus Nexus, they meet the Hydra, the Chimaera, and Cerberus at its entrance. (The Chimaera and Cerberus are present only if the heroes did not kill them in Chapter 2.) See the Resource Book for their statistics.

The defenders of the nexus attack as soon as the heroes attempt to use it. At first, Balder, Sif, and the Asgardians do not interfere in the battle. Should three or more heroes fall (as is likely if they face all three monsters), the Asgardians come to the heroes' aid. Balder and Sif do not place their own lives in jeopardy, except to save Thor or Beta Ray Bill.

The monsters do not yield until killed or unconscious. Any hero attempting to Teleport past them finds himself face-to-face with one of the awful creatures. (Ac's force field guards all the nexus portals as well as the obvious entrances to Asgard.)

If all the heroes fall unconscious, they wake up back in Balder's palace, attended by a nurse with Unearthly Healing powers. After they feel well enough to leave, Balder suggests trying to reach Olympus via a more subtle route—return to "Starting" and read the italicized text aloud. (The Hydra does not attack if it was destroyed above.)

Of course, the heroes just might make it past the monsters. In this case, they follow a winding path through an extra-dimensional wilderness. The path eventually emerges in Olympus; go to "Aftermath."

AFTERMATH: The heroes have fought their way into an avenue leading to Olympus. The passage opens up in the Spring of Artemis, from which the heroes emerge sopping wet. As soon as they do, the two Titans, Crius and Coeus, accost them:

"Hey! What are youse guys doing here? Get back to the Arena of Ares, or you're in for it!"

If the heroes comply, turn to Chapter 4. If not, turn to Chapter 5.

Dead Heroes. The spirits of heroes dying in this encounter go to Hades.

KARMA:

Fighting their way to the passage:	+ 60
Being defeated by the Hydra:	- 20
Being defeated at the Olympus Nexus	- 40

CHAPTER 4: PRISONERS IN OLYMPUS

SUMMARY: The heroes have been captured and are now prisoners in the Arena of Ares. Here, they learn that the Olympians attacked Heliopolis with no provocation.

STARTING: The heroes may arrive here from several chapters. They may have been defeated by or surrendered to the Titans as they entered Olympus. They may have been defeated by the Hydra. Or, they might have been captured by the Olympians while exploring or fleeing Olympus.

Adjust the beginning of the encounter to the particular circumstances of the heroes' capture and tell the players how their heroes arrive here. Then read the following text aloud:

Twenty beings wearing the dress of Egyptian nobles sit in the middle of the dusty bowl known as the Arena of Ares. The stands are empty, save for the two Titan guards calling themselves Coeus and Crius. A wall of force surrounds the Arena, preventing—or at least hampering—escape.

Two Egyptian figures, a male and a female, approach. They study the group with suspicion. Without comment, the male turns and addresses a Titan. "Crius, these are not Heliopolitans. Why do you put them with us?"

"They aren't?" The Titan seems surprised. "Well, just you never mind, Osiris. We're the guards and you're the prisoners, so don't go trying to confuse us with questions."

Osiris sighs and shrugs, then turns his attention to his fellow prisoners.

ENCOUNTER: Osiris and Isis introduce themselves to the heroes. Osiris is the Heliopolitan god of the dead, and Isis is the goddess of fertility and domestication. Before they proceed any further with the discussion, they demand to know who the heroes are and why they have been imprisoned.

After hearing the heroes' story,

Osiris relates their own: "Know that we gods of Heliopolis love peace like all good folk, yet we are as fierce and determined as Asgardians when comes the time to defend our home. The strength of my sword arm is legend throughout the universe, and the fame of my son Horus outshines even that of the mighty Thor.

"Yet, there are defeats which a thousand sharp swords and two thousand strong arms cannot prevent—especially when aided by treachery within and without. We now know slavery in the bonds of those gods we would call friends—the Olympians of Olympus. My own dark brother, Set, is the one who delivered us to them.

"Not two fortnights past, a great host of Olympian warriors stood assembled before the gates of Heliopolis. We armed our legions and prepared the siege defenses, though we understood not the reason for battle. It was then that Set, purporting to understand the Olympian grievance, arranged a truce. I went forth to meet with Zeus, but the foul gods Pluto and Ares seized me and stole my Crook of Authority.

"They threatened to destroy me unless my subjects opened wide the gates to the city. Despite my pleas, the people did as the Olympians asked. The enemy phalanxes entered the city and within the hour Ares proclaimed the betrayer Set ruler of Heliopolis.

"My people and my family are hostages to each other. If we resist, they will destroy my people. If my people resist, they will destroy us."

Resurrection. Isis volunteers to resurrect any dead hero. She can do this only if the body is brought to the Arena of Ares. She warns the heroes that she can perform the ceremony only once, although she can resurrect any number of dead heroes using it. After Isis performs her ceremony the first time, she flatly refuses to attempt it again.

Isis also tells the heroes that they can retrieve dead companions by going to Hades and rescuing their spirits. Once the spirit is free of Plu-

to's realm, the spirit will mystically summon the body.

The penalties for dying are described in "Consequences of Dying" in the Introduction. Be sure to apply these penalties to any hero Isis resurrects.

Escape. Assuming the heroes explain they have come to Olympus to discover the reason for the Olympian attack on Asgard, Osiris volunteers to help them escape. The heroes must come up with a plan, but it cannot involve the Heliopolitans directly. Osiris is unwilling to risk the destruction of Heliopolis. In order to help them make a plan, he explains the natures of his powers and his wife Isis' powers, but refuses to involve any other Heliopolitans. He also tells the heroes that the Titans have acquired a few new powers: both can Teleport. Coeus can control a subject's thoughts, and Crius can blast a victim's mind.

Like the force field around Asgard, the force field surrounding the Arena of Ares is a Class 1000 field preventing characters from entering or exiting it via non-linear travel modes (such as teleportation, dimensional travel, and so forth). This one also prevents normal travel (walking, running, flight, and so on). In fact, the only way to enter or leave the Arena is in the company of the Titans.

A good plan for escape involves tricking the Titans into taking the heroes out of the Arena, or tricking them into turning off the force field. The Titans are not very bright, but they aren't idiots either. When the heroes come up with a good plan, allow one of the Titans to attempt a Yellow Reason FEAT. Success indicates he saw through the heroes' trick; he gets a +2 CS on further attempts to trick him. Failure indicates the trick works.

AFTERMATH: When the heroes escape, turn to Chapter 5.

KARMA:

Escaping the Titans:	+20
Failing to escape:	-40
Killing a Titan:	-All

CHAPTER 5: LADY IN DISTRESS



SUMMARY: The players chance across Tus attempting to abduct Gaea.

STARTING: Use this encounter when: 1. the heroes escape the Titans in Chapters 3 or 4, or 2. the heroes arrive in Olympus via any nexus not coming directly from the Nine Worlds.

Reality Check. Each hero must make an Unearthly Intensity Psyche FEAT. Failure indicates the hero must subtract one rank from one power controlled by his mental facilities (his choice). Use your judgment to determine what powers qualify. Heroes lacking a proper power must subtract one rank from Reason, Intuition, or Psyche.

To the Rescue. Yell, "Help!", then read the following text to the players:

A twisted, shriveled being with shifty eyes and pinched features is attempting to drag a beautiful dark-haired woman into the forest. He wears the rich fur garb of an Asgardian shaman. "Tus want

woman," the being says.

A shimmering field appears around the woman. The wretched assailant loses his grip. The woman regains her composure and faces the twisted being. "You cannot have me," she says. "Begone."

Tus extends an arm. He says, "My woman!" The shimmering field dissolves and drains into the man's hand.

ENCOUNTER: The woman is Gaea. Unless the heroes help her, Tus drags her screaming and kicking into the Forest of the Huntress. (See his description in the Resource Book.)

If the heroes successfully defend Gaea, she reveals her identity to them. She has come to Olympus to learn why her grandson, Zeus, is attacking the other godly dimensions. She suggests taking Tus to stand judgment before Zeus, as it might prove a favorable introduction.

Should Tus prevail, the heroes awaken a short time later. Although there are signs of a struggle, the

heroes find no trace of the woman. The heroes can track Tus to the Hall of Zeus.

Injured and Dead Heroes. As long as the heroes attempted to aid her, Gaea restores any wounded character to full Health and Endurance (even if they failed to save her). If they rescue her, she can also use her power to resurrect any dead hero with an Endurance of Monstrous or less, provided the party has his body. Be sure to see "Consequences of Dying" in the Introduction. Gaea can also tell the heroes that they can recover dead friends by freeing the dead person's spirit from Hades.

AFTERMATH: Turn to Chapter 6 when the heroes go to the Hall of Zeus. If they go to Hades, turn to Chapter 8.

KARMA:

Stopping Tus:	+30
Defeating Tus:	+40
Being Defeated:	-40
Not trying to stop Tus:	-50

CHAPTER 6: THE HALL OF ZEUS

SUMMARY: The heroes go to the Hall of Zeus, where they learn that Olympus has a new ruler.

STARTING: It is most likely that the heroes are approaching the Hall of Zeus in the company of Gaea, having saved her from Tus. They probably also have Tus with them, and intend to bring him before Zeus for judgment. Gaea leads them straight to the Hall with no fear of interference. She is well-known on Olympus, and only the most fool-hardy god would interfere with her.

If the heroes do not have Tus or failed to save Gaea, it may be necessary to adjust the encounter to the specifics of the situation. For instance, if the heroes failed to save Gaea, she is not with them at the start of the Encounter section. The heroes may have to wander around Olympus for a short time, avoiding Olympian citizens and sentries, before noticing the knot of activity in the Hall of Zeus.

Reality Check. Each hero must make a Shift X Intensity Intuition FEAT. Failure indicates the hero cannot remember the name of anybody he cannot see. Penalize the hero five Karma points each time he uses the name of a person he cannot see.

The Hall. Read the following text aloud as the heroes enter the Hall of Zeus:

The Hall of Zeus sits in the middle of High Olympus. Corinthian columns of the purest black marble rise a hundred feet into the sky, holding a frieze-decorated roof high above the heads of the gods gathered inside. Aphrodite, Dionysus, Apollo, Athena, and all the other Olympian gods stand inside. Their attention is turned toward the great throne dominating the end of the chamber.

Next to the great throne stand Pluto, Ares, and the mighty Hercules. On the throne sits a handsome man with a heavy brow. His expression betrays deep contem-

plation and careful introspection, but it also betrays ruthlessness and cunning. The figure is not Zeus!

"Mighty Hercules, your words have not fallen on marble ears," says the figure. "Of all the gods here assembled, it was from you that I expected the least objection. For this reason, I heed your words carefully."

"Perhaps the mighty Hercules fears battle with those who might equal his strength," Ares suggests.

Hercules turns on the god of war with fire in eyes. "In all the godly dimensions, there are none that can equal the strength of Hercules!" he says. "And none whom he fears in honest battle, as I will gladly demonstrate, Ares. Let us step outside where I may bestow my gift upon you!"

Ares' eyes flash anger and his hand drops to his sword hilt. Before he responds, the figure on the throne interrupts, "Enough! No one doubts the courage of Hercules, Ares. But perhaps the wisdom of my decision is not so apparent to those poorly versed in the art of war."

Both the gods relax and turn their attention back to the throne. The figure continues, "Mighty Hercules, I now possess the Crook of Osiris," he lifts an ebony staff with a curled end, "and the Throne of Zeus. When I take Odin's Drinking Horn from Valhalla, I will possess the power to unite all the godly realms under my rule."

"Power does not always serve the Good," interrupts Athena, goddess of wisdom. "To what purpose do you seek this unification?"

"The noblest purpose of all," the figure responds. "Conquest! With the godly realms united under my command, I can conquer Eternity himself! This is my destiny; you must trust that it is for the Good."

"We have no choice but to trust you, Lord Ac," says Pluto. "You have won the right to command us through personal combat. Now, how are we to penetrate Asgard's defenses?"

ENCOUNTER: Ac outlines his plan of attack. The following points should prove the most interesting to the heroes:

- The Olympians' fleet will sail the Sea of Space and land on the Plain of Ida, near Asgard City.
- Ares has made an alliance with Ymir. The Frost Giants will attack across the Rainbow Bridge.
- Pluto has convinced Hela to raise her hosts of Dead for the attack.
- Dionysus is trying to convince the king of the Rock Trolls, Geirrodur, to side with the Olympians, but this issue remains in doubt.

After Ac finishes outlining his plans, Gaea steps into the middle of the hall. Without exception, the Olympians gasp and incline their heads in respect. She demands to know who the stranger is, and what has happened to Zeus.

Ac responds by telling her that he is the new ruler of the godly dimensions. He has banished Zeus to Hades, where he will stay until Ac consolidates his rule.

The Heroes. Ac then turns his attention to the heroes, ignoring Gaea as if she is not even in the room. He asks them to introduce themselves and explain their presence. Assuming the heroes do not respond belligerently, Ac is happy to answer any questions they may have. He can tell them the following:

- He appeared in Olympus 60 days ago.
- He instinctively knows he is a mighty conqueror, so he challenged Zeus to combat for the right to rule Olympus.
- After defeating Zeus, he sent the Olympians to conquer Heliopolis.

- He needs no justification to conquer the godly dimensions. (Ac has translated Galactus' need to feed into his own need to conquer. The heroes must draw this conclusion for themselves, however.)
- After conquering the godly dimensions, he intends to turn his attention to all the other dimensions in the universe.
- Ac has no memory of anything previous to appearing on Olympus.
- Once Ac possesses the three items he mentioned earlier (Osiris' Crook, Zeus' Throne, and Odin's Drinking Horn), he will become the focus for all of the energies flooding the godly realms. Individually, each of these items is unimportant. But when united, they allow the possessor to wield unimaginable energies.

After answering the heroes' questions, Ac asks the heroes to join him. He expects the heroes to accept his invitation, for he truly believes his actions need no justification. They may accept or decline (it makes no difference which they choose, save that it is probably more honest to decline).

Telling Ac who he is. Clever heroes may realize Ac is a manifestation of Galactus. Ac listens intently to anyone trying to explain his identity to him. A successful explanation discusses the following points:

- Who Galactus was, and what his relationship to the universe is. His proper relationship can be described as that of a destroyer, operating for neither the good nor the bad.
- How he came to Olympus. A thorough explanation includes a brief description of the Elders of the Universe and their rivalry with him, how they attempted to use the Kree Cosmic Cube to destroy him, and how it malfunctioned, sending him to Olympus.
- Why he can't remember anything. He accepts only one explanation: his personality or mind was split into two or more pieces. His memory is elsewhere.

- Why Ac so firmly believes his destiny is to conquer the godly dimensions, then the universe itself. A good answer to this question includes reference to Galactus' need to feed on the life-forces of whole worlds.

Ac may ask probing questions if the heroes leave an obvious gap in their logic. If they cover all four points listed above, and seem sure of their facts, Ac says he will consider their suggestion before proceeding with the attack on Asgard. However, he quickly arrives at the conclusion that his only hope of consolidating his personality lies in conquering the universe.

If the heroes do not cover all the points listed above, Ac points out the weakness in their theory. He concludes they must be mistaken, and proclaims he will continue his attack on Asgard.

Challenge to Rule. Some heroes might try to challenge Ac to individual combat for the right to rule Olympus. Ac agrees with the following stipulations:

- he will fight only one of the heroes;
- the hero will receive no support from his friends;
- the combat will take place in one hour.

The contest does not occur until after Ac joins with Tus (see below), at which point the hero's defeat is nearly certain. If, by some miracle, the hero wins, Actus promises not to attack Asgard, then immediately launches the attack as soon as the hero's back is turned. (In this case, Hercules will refuse to participate, so adjust future chapters accordingly.)

Tus. While all of the events discussed above are occurring, Tus is either in the heroes' custody or lurking outside the Hall. If he is outside, he rushes into the room and seizes Gaea as the heroes and Ac finish their discussion. In either case, Gaea once again intrudes on Ac's attention. She points to Tus and says that if Ac has taken Zeus' place, he must

judge the creature that attacked the mother of the gods. She then recounts the story of Tus' assault, and demands that Ac render justice.

To everyone's surprise, Ac does not even address Gaea's charge. Instead, he stares blankly at Tus for several moments. Tus stares back, uncomfortably twitching and holding onto Gaea. Finally, Ac lifts his hand and commands Tus to walk forward. Tus obeys, and when they touch the two figures merge into one.

Actus. The new being, Actus, combines the thoughtful aspects of Ac with the unrestrained selfishness of Tus. His visage is that of an extremely intelligent, thoroughly evil being.

Actus' personality, too, takes a turn for the worse. He is now paranoid and defensive. Actus immediately orders Ares and Pluto to administer a new allegiance pledge to all Olympians. He also approaches Gaea, saying, "I shall present the pantheons of the gods to you as a wedding gift." When Gaea objects, Actus accuses her of betraying him.

Finally, Actus turns his attention to the heroes. He does not trust them, especially if they tried to convince Ac he was really Galactus. Calling them spies and traitors, Actus orders the Olympian gods to capture the heroes. (If a hero challenged him to combat, he defeats that hero first and banishes him to Hades, and then orders the capture of the other heroes.)

AFTERMATH: Ares and Pluto lead the attack on the heroes. Gaea telepathically urges the heroes to flee. She intends to stay to do what she can from this end. Turn to Chapter 7.

Encounter Goals. This encounter is important to the heroes' understanding of the relationship between Galactus and Ragnarok. No matter what happens during it, they must: 1. learn Ac intends to conquer the godly realms and eventually the universe; 2. learn Ac needs the Drinking Horn of Odin to consolidate his power; 3. witness Ac and Tus joining.

KARMA:

Convincing Ac he is Galactus: +10
Telling Ac they will help him: -20

CHAPTER 7: RUN FOR IT!

SUMMARY: The Olympians chase the heroes from Olympus.

STARTING: Use this encounter when Actus orders the Olympians to capture the heroes in Chapter 6, or under any other circumstance where the heroes must flee Olympus. If the heroes are not fleeing from the Hall of Zeus, it may be necessary to adjust the opening of the encounter to the particular circumstances of your adventure. Read the following to the heroes:

Ares draws his sword and leaps into flight. "To battle, Olympians!" he screams.

Pluto raises his arm and a spear of shimmering blue flame appears in his hand. "Seize the intruders!" he screams.

Hercules slowly moves to obey, but the other Olympians merely watch in stunned silence.

ENCOUNTER: The heroes are outclassed. If they know what's good for them, they'll run for their lives. If the heroes are stupid enough to stay, don't be afraid to let one or two, or even the entire party, die in this encounter.

Pluto's spear is made of his Unearthly Mystical Flame. He throws it at the nearest opponent; allow the victim to attempt an Unearthly Intensity Agility FEAT. Success indicates he dodges the spear; failure indicates it hits him. Victims suffering hits must make an Unearthly Intensity Psyche FEAT or suffer paralysis for 1-10 turns.

After throwing his spear, Pluto fashions another weapon from his mystical flame and attempts to capture more prisoners. (The nature of the weapon depends upon the type of battle he is facing. If the heroes are fleeing, it is a missile weapon such as a spear or sling; if they are fighting or staying to help a fallen comrade, the weapon is a sword.) Pluto's statistics are listed in the Resource Book.

Ares is not nearly as effective as Pluto. He simply attacks with his

mighty sword, trying to hack any hero he can reach. Remember, Ares receives a +1 CS when fighting with the sword. His statistics are in the Resource Book.

Hercules does not engage the heroes immediately. Though he likes a fight as much as any god, he does not completely trust Ac (or, especially, Actus). In fact, he only joins the fight if the heroes stay to fight or to help a fallen comrade. If he must fight, Hercules attempts to grapple his opponent. As he wrestles with his victim, he urges the hero not to resist, for he has no desire to injure his opponent.

Actus does not participate in the battle, unless it appears the Olympians are losing. If either Pluto or Ares falls unconscious, Actus attacks with Psionic- and/or Bio-Vampirism. He reluctantly spends the Health and Karma points necessary to use the attacks at Class 1000 if the heroes appear relatively unaffected by the Olympians. To get Actus' statistics, add Ac and Tus' abilities together (the results are listed below):

F	A	S	E	R	I	P
50	50	500	2000	750	750	750
Am	Am	Z	Cl	Z	Z	Z
			1000			

Health: 2600

Karma: 2250

Actus has all the powers of Ac and Tus, at the levels described in their entries in the Resource Book. However, Actus is not vulnerable to traps as listed under "Weakness" in Tus' description.

Gaea's Help. Any character coming within touching range of Gaea during the battle mysteriously finds himself restored to full Health and Endurance ranks. Unconscious or dead heroes do not receive this help, as she does not want to anger Actus by openly aiding his enemies.

Fleeing Heroes. Ares and Pluto pursue the heroes at the head of 100 Olympians. As long as the heroes remain together, the Olympians continue to attack as outlined above.

Should the party split, for each

fleeing hero, Actus bestows Unearthly Tracking, Shift X Flight, and Shift Y Energy Generation on two standard Olympians. These Olympians follow the heroes to the edge of Olympus.

Nobody follows the heroes beyond the boundaries of Olympus, or into Hades.

Captured Heroes. Captured heroes are taken to Hades (but are not considered dead). Allow any heroes remaining free the chance to rescue their friends. (Any Olympian, given sufficient motivation, can tell the heroes where their friends were taken.)

If the heroes have not yet been imprisoned in the Arena of Ares (described in Chapter 4), the Olympians hold prisoners there for two hours, until a suitable escort can be arranged. Adjust Chapter 4 to reflect the fact that the heroes have been taken there after visiting the Hall of Olympus. The heroes are not allowed to take the bodies of their dead companions to the Arena of Ares.

Dead Heroes. The spirits of dead heroes travel to Hades. Their bodies are taken to the edge of Olympus and cast away. If the heroes are unaware that they can rescue dead friends, Gaea or a common Olympian alerts them to this possibility.

AFTERMATH: If the heroes don't escape from Olympus, if some of them are taken to Hades, or if some of them are killed, turn to Chapter 8. After allowing free heroes the chance to rescue their dead or imprisoned comrades, run the group in Hades before running the other party.

Heroes remaining free and not rescuing friends in Hades will presumably return to Asgard. Gaea telepathically suggests this course of action if the heroes don't think of it themselves. Turn to Chapter 9.

KARMA:

Being captured and/or killed:	-50
Abandoning captured or dead friends:	-75
Escaping (entire party):	+75

CHAPTER 8: HADES

SUMMARY: The heroes escape from Hades.

STARTING: The heroes may arrive at this encounter in one of three ways: having been captured by the Olympians (in Chapter 7), having been killed (at any point in the adventure up until now), or by entering Hades voluntarily to rescue captured or killed friends.

Killed heroes are shades, a shadow of the same size and shape as the hero, but totally black. These shades can move and talk (and their voices can be recognized), but are otherwise physically insubstantial. Their physical abilities (Fighting, Agility, Strength, and Endurance) are all reduced to Shift 0, as are all powers based on physical abilities. The only good news is that shades retain the Reason, Intuition, Psyche (and all powers based on those three abilities) of the hero when he was alive.

Unconscious (but alive) heroes awaken in chains (see "Zeus" in the "Encounter" section). Conscious, captured heroes are escorted into the depths by Pluto and 100 guardian shades. These heroes will be chained just like their unconscious comrades (if any).

Heroes entering Hades of their own free will meet no opposition. Read the following description to the first conscious group of heroes entering the Passage to Hades.

Two marble columns support a roof descending to the ground. Beneath the roof, an ebony set of stairs descends into darkness.

ENCOUNTER: The heroes may descend into Hades. The nexus opens in the plain of Erebus (see the map of Hades on this page). From here, the heroes must find their friends. They may do this in one of several ways:

1. Question a wandering shade. The shade suggests one of the courses below.

2. Go to the Palace of Pluto. The servants are all shades. If questioned by the heroes, they simply call the mistress of the household, Persephone. She gladly directs the heroes to look for their friends in Tartarus, where Zeus is currently confined.

3. Go to the River Styx and ask Charon, the skeletal ferryman of the dead, to take them to their friends. He delivers them to the shore of Tartarus and points in the direction of their friends.

Travel in Hades. Travel in Hades is limited to walking, running, or swimming. Only Pluto can Fly, Teleport, or Dimensional Travel inside Hades.

Tartarus. Once the heroes reach Tartarus, they hear a mighty wail. The wail is that of Zeus, whom Pluto has chained beneath a bed of downturned spikes. Two mighty Titans, whom he long ago imprisoned here, take turns jumping on the back side of the spikes. The heroes' friends are a short distance away.

Unconscious and Captured Characters. Heroes who arrived in

Hades unconscious (or were captured and sent to Hades) awaken to the sound of Zeus' tortured wails. Pluto stands nearby, laughing and directing the torture of Zeus.

A moment later, he notices that the heroes are awake. He turns to them and comments, "Do not bother with your pitiful powers. In Hades, my will is supreme." Heroes attempting to use their powers discover Pluto tells the truth: their powers have been stripped. They still retain their previous Ability ranks, however.

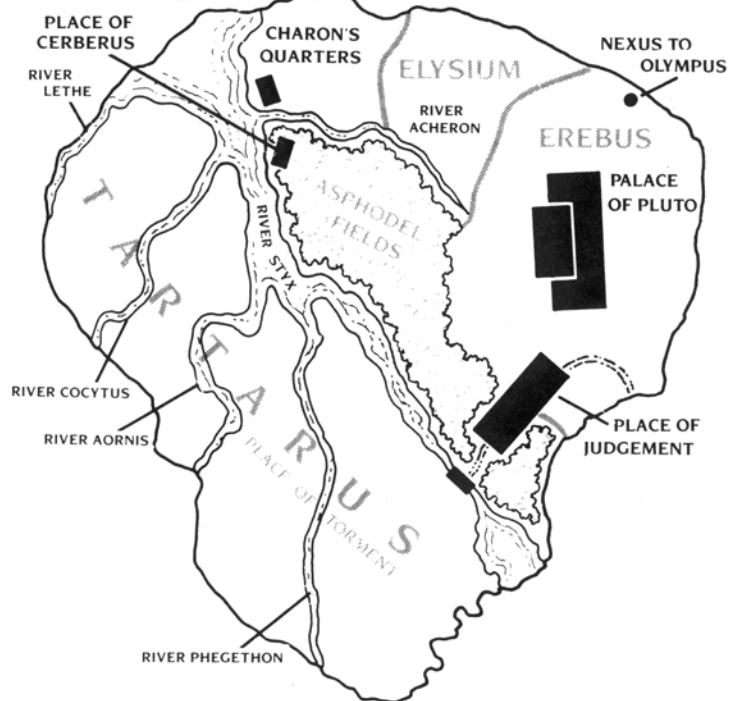
Zeus ignores his torment long enough to growl, "Gloat while you can, foul lord. The Asgardians are more powerful than you know, and they will not fall."

Pluto chuckles. "They will, and before many more days pass. Actus has made an alliance with Death."

Zeus lets out such a yell that even the Titans cringe. Pluto laughs, then turns and leaves.

Escape. After Pluto leaves, the heroes may attempt to escape with a reasonable chance of success. Remember the limitations on travel

HADES





in Hades (see above). Zeus urges the heroes to flee and warn the Asgardians of Death's alliance with the Olympians. The heroes can bring the shades of dead comrades along with them; once they leave Hades, their bodies will reform and they can rejoin the adventure (as detailed under "Consequences of Dying" in the Introduction). The heroes might be tempted to rescue other shades from Hades while they're at it—discourage this in the strongest possible terms. Have Zeus counsel against "overly upsetting the cosmic balance."

Should the heroes wish to free Zeus, they must fight the two Titans currently tormenting him. Their statistics are listed below:

F	A	S	E	R	I	P
100	50	100	100	20	10	30
Un	Am	Un	Un	Ex	Gd	Rm

Health: 350
Karma: 60

KNOWN POWERS:

Body Armor: Remarkable.
Immortality: Class 1000.
Regeneration: Good.

Zeus' Powers. If the heroes free Zeus, it is all he can do to keep up with them. He has none of his powers while in Hades, and his statistics are:

F	A	S	E	R	I	P
30	6	75	40	30	20	6
Rm	Ty	Mn	In	Rm	Ex	Ty

Health: 151
Karma: 56

His powers and abilities return at the rate of three ranks every chapter. As GM, you distribute these ranks as you see fit, until he reaches his previous levels of power as described in the Resource Book. Should a player wish to run Zeus, he distributes the three power ranks as he wishes.

When the heroes attempt to cross the River Styx (with or without Zeus), they must somehow sneak past or defeat the ferryman Charon. His statistics are:

F	A	S	E	R	I	P
100	20	100	50	40	50	50
Un	Ex	Un	Am	In	Am	Am

Health: 270
Karma: 140

KNOWN POWERS:

Water Control: Amazing.
Darkforce Generation: Unearthly.
Telekinesis: Amazing.

Heroes may sneak past him by making an Incredible Intensity Agility FEAT, as long as they find some cover to hide behind. (For example, climbing along the underside of the bridge leading to the Place of Judgment, or swimming the River Styx.) Swimming the River Styx requires twelve turns; reduce this number one turn for each rank of Strength or Swimming a character possesses. Heroes in the river must attempt a Unearthly Intensity Endurance FEAT each turn. Failure indicates the hero permanently loses one Strength rank.

If All The Heroes Are Dead. If all the characters have managed to get themselves killed, then they are all together in Hades—and they're all shades. Again, this doesn't have to be the end of the adventure, mainly because Cerberus isn't around. If the heroes can somehow trick Charon into letting them back across the river Styx (or arranging a diversion while they steal his boat, or something equally sneaky), then they can escape Hades together and resume the adventure.

AFTERMATH: Fortunately for the heroes, the main guardian of Hades, Cerberus, is busy near Asgard. After passing Charon the heroes may leave Hades via the nexus to Olympus, or by following the River Styx to its mouth. From there, they can use Dimensional Travel powers to journey to Earth. If the heroes rescued Zeus, he accompanies them.

KARMA:

Rescuing Zeus:	+60
Abandoning Zeus:	-20
Defeating Charon:	+20
Sneaking past Charon:	+30
Defeating the Titans:	+20

CHAPTER 9: RETURN TO ASGARD

SUMMARY: The heroes encounter a party of Frost Giants as they return to Asgard.

STARTING: Use this encounter when the heroes return to Asgard.

Reality Check. Each hero must make an Unearthly Intensity Reason FEAT. Failure indicates the hero suffers a loss of spiritual fortitude. He must reduce his Intuition or Psyche by two ranks or sacrifice 100 Karma points.

Back to Asgard. The heroes may not wish to return to Asgard immediately. Zeus, if the heroes have rescued him and if he is an NPC, insists upon going to Asgard.

If Thor and/or Beta Ray Bill are with the heroes, inform them they will suffer a major Karma loss if Ragnarok occurs and they are elsewhere. Otherwise, remind the players that if Asgard falls, Actus will get the Drinking Horn of Odin and consolidate his power. He will then be unstoppable.

If the heroes still don't return to Asgard, improvise the appropriate encounters. During these encounters, be sure to mention the Olympian invasion preparations often.

When the heroes return to Asgard, they find Ac's force field still in effect. Once again, they must approach the continent via a linear route. Heroes attempting to enter Asgard via non-linear means find themselves standing on the Rainbow Bridge in front of the city's gates. Read the following text to the players as their heroes approach the continent.

Apparently, the Olympians have not yet attacked. Asgard appears tranquil.

ENCOUNTER: Unless the heroes have permanently removed all three Olympian monsters (Cerberus, the Chimaera, and the Hydra) from play, one of the creatures attacks as the heroes approach Asgard. Cerberus attacks if the heroes are entering Asgard via a subterranean portal (such as the nexus from Olympus or

any other interdimensional passageway). The Chimaera attacks if they approach over the Rainbow Bridge, and the Hydra attacks if they approach on the Sea of Space. (If the appropriate creature is unable to attack, substitute one of the surviving monsters.)

The Giants. A party of six Frost Giants is scouting the Rainbow Bridge. As soon as the battle with the Olympian monster ends, they attempt to capture the heroes. The Resource Book contains statistics for typical giants.

In the unlikely event that the giants prevail, they take the heroes back to Jotunheim. There, Ymir interrogates them to learn what he can about Asgard's defenses (the heroes know little of value to him). Once he is convinced the heroes can be of no further assistance, Ymir arranges to have them transported to Hel (see Chapter 10).

Assuming the heroes prevail, they may interrogate the Frost Giants. The Giants reveal the following:

- Their ancestral progenitor, the great ice giant Ymir, has come to Jotunheim from the cold wastes of Nifleheim.
- Ymir has made an alliance with the Olympians to invade Asgard.
- At this very minute, a host of ten thousand Frost Giants prepares to attack.
- The Frost Giant host includes over a thousand sorcerers and sorceresses.
- Ymir is conjuring a spell to mend the Rainbow Bridge. The Giants will march on Asgard over the repaired bridge.
- The attack is scheduled for twenty hours from now.
- Ymir recently received Hela, goddess of Hel and Nifleheim. It seems likely that she will participate in the destruction of Asgard.
- Shortly after Hela visited Ymir, Ymir sent scouting parties far and wide to look for a twisted humanoid called Tus.
- Any of the heroes' companions who fell in battle against the Olympian

monsters or the giants has probably gone to Hel. Unless rescued, they will fight with the hosts of the dead during Ragnarok

AFTERMATH: After defeating the Olympian monsters and/or Giants, the heroes may proceed to Asgard. Balder receives them immediately. Turn to Chapter 11.

Alternately, the heroes may elect to investigate Hel, either to save a friend or to learn more about Hela's relationship with Tus. (If a hero died against one of the Olympian monsters and the heroes did not meet the giants, Gaea telepathically informs them that Pluto has made an alliance with Hela. The terms of the alliance specify that the spirit of anyone falling in battle from now on goes to Hel.) Since Hel is protected by Ac's force field, the heroes may not Teleport or Dimensional Travel into it. The safest path is descending through Gnipa Cavern. The heroes may stop to report to Balder before going; he listens with interest to their report, then sends an escort to show them the way to Gnipa Cavern. Turn to Chapter 10.

Actus. By now, the heroes should realize that Galactus split into three parts when the Kree Cosmic Cube transported him to the godly dimensions. It should also be obvious that he suffers from a memory loss. Clever players will probably have guessed that the key to concluding this adventure successfully lies in reuniting Gal with Actus.

For now, their best course of action is to defend Asgard while keeping an eye peeled for clues as to Gal's location. If the players have not yet realized the nature of their challenge, Gaea telepathically enlightens them.

KARMA:

Defeating Olympian monster:	+40
Defeating Giants:	+10
Being Defeated, by monster or giants	-20
Gaea has to explain about Gal and Actus to heroes:	-40

CHAPTER 10: HOTEL HEL

SUMMARY: The heroes journey to Hel and meet Hela, goddess of Death.

STARTING: Use this encounter when the Heroes enter Hel. They may be coming to rescue a friend, to investigate the report that Hela is preparing to invade Asgard, to learn the nature of the relationship between Hela and Tus, or to attempt to convince Hela not to attack.

The most common way to enter Hel is through the cavern Gnipa in Valhalla region (not to be confused with the Hall of Valhalla). Read the following text at the heroes enter Gnipa Cavern:

A rarely used path runs through a virgin forest of evergreens. The trees rise so high that one cannot see their tops. It would take five men to encircle one of the tree trunks by joining hands.

The path stops at a cave hidden beneath a granite ledge. The mouth is perhaps 50 yards wide, and black as a moonless night. A thousand bones lie piled atop the forest floor outside the cave. A rotten stench drifts from within. It easily overpowers the pine scent prevailing elsewhere in the forest.

ENCOUNTER: The heroes are at the entrance to Gnipa Cavern. The helhound Garm rests within; he is the source of the stench. The bones littering the entrance to the cavern are from beings trying to sneak out of Hel.

NPCs escorting the heroes (including Zeus) part company at this point. If he is being run by a player, Zeus may accompany the heroes into Hel; otherwise, he leaves to help Balder formulate defense plans.

Garm. As the heroes enter the cavern, they hear chains rattling. Illumination reveals an immense white hound with ice-blue eyes. His breath forms snow as it leaves his nostrils. This is Garm, guardian of Gnipa Cavern.

The mighty helhound is chained to

the ceiling of the cavern; he has enough slack to attack anything sneaking along the walls, but cannot range more than a few inches outside the entrance.

If spoken to, Garm responds in the character's own language. He tells the heroes they have nothing to fear from him; they are free to enter the cavern if they wish. He freely divulges that the cavern leads to Hel. Garm makes no mention of his duties, which are to prevent anyone from leaving the cavern without Hela's permission.

The Helway. A short distance past Garm, a road paved with skeletal fingers descends into darkness. Although the party's light source does not die entirely, it dims noticeably. They cannot restore it to full intensity.

The road continues deeper into the ground, winding and twisting over such a serpentine course that not even the best tracker can tell which direction the party travels. Thirty miles later, the cavern abruptly ends at the edge of a black abyss. The road continues on through the void, twisting and winding as though perched on a mountain ledge.

The only way to cross the abyss is by walking the road. All other attempts fail; the first time, the failure merely results in the hero finding himself back where he started. The second time, the hero is momentarily lost in blackness, then returns to where he started. Any hero foolish enough to attempt crossing off the road three times disappears into nothingness—permanently and irretrievably. The hero's player can run Zeus when they return to the surface. (Some things are worse than death.)

Aside from the eerie sounds, nothing terrible happens to heroes walking (or running) across the road. A hundred miles later, they reach a bridge.

The Bridge Gjallerbru. The bridge spans the river Gjoll. Gjoll is a body of thick, coppery-smelling red liquid which separates a barren wasteland from the void. A viking long-boat with a sail made of human skin sits upon

the river. (The longboat is actually the generator Ac uses to prevent non-linear travel in the Nine Worlds. Heroes using energy-detection powers find a bizarre energy radiating from it.)

At the head of the bridge stands a female goddess. (This is the goddess Modgud, guardian of the bridge.) Half her face is that of a beautiful maiden, and half is completely featureless.

"Hela will receive you in the palace Eljudnir." The goddess points to a majestic hall.

Eljudnir. A masked woman of statuesque proportions stands atop a tower, watching a vast host of zombies. A shrunken skull hangs from a golden chain around her neck. She is clothed in a cape of shadows.

The woman is Hela, goddess of death. As the heroes approach the host, she looks at them and calls, "Up here, my guests!" A banquet table filled with food and drink sits atop the tower. Hela expects the heroes to eat and drink their fill, and will be insulted if they do not. It is traditional for Hela to greet each new citizen of Hel in accordance with his station. There is nothing wrong with the food.

If any heroes were killed in Chapter 9 or earlier in this chapter, their spirits are here in Hel. In fact, they are at the same banquet table Hela has just invited the rest of the party to sit at.

Hela has no reason to keep any secrets from the heroes. She is confident they cannot leave Hel without her permission. During the course of a conversation with Hela, she mentions the following facts (assuming the heroes strike on a related topic):

- She is preparing the host of the dead for Ragnarok. She has approximately 100,000 troops.
- The time for Ragnarok is very soon. She points to a giant tree root descending into her realm. A giant serpent has almost gnawed through the root. "See? Yggdrasil falls soon," she says, as if confirming that Ragnarok is coming.



- She has made an alliance with the Olympian god of death, Pluto, to divide the souls that fall during Ragnarok.
- Hela has no idea where the third part of Galactus' personality might be.

No matter how the conversation goes, Hela asks the heroes if they have seen a being named Tus. If the heroes tell Hela about witnessing Tus' attack on Gaea, Hela grows furious with jealousy. The whole realm of Hel shakes with her anger.

She angrily explains that Tus is her lover. She demands to know what happened to him. The heroes' answer is crucial. If they tell her he joined with Ac to create a new being, and that the new being has promised to wed Gaea, Hela does not help the Olympians invade Asgard. She also will give her permission for the heroes to leave her realm, and will restore any dead heroes to life as well (though they will suffer the penalties listed in "Consequences of Dying" in the Introduction). If asked

to actively oppose the Olympians, Hela says she does not dare—Death has chosen their side.

If the heroes fail to tell Hela about Tus' fate, she speculates that the Asgardians must have captured him. She finishes the meal in icy silence. The heroes must escape on their own.

Escape. The heroes must escape from Hel only if they fail to tell Hela about Tus merging with Ac. Otherwise, she releases them. The largest obstacle facing heroes who must escape is Hela herself. If she learns of the escape attempt, she uses Age Control on one hero as a warning. She uses Death-Touch on second offenders; if the heroes still try to escape (and get caught) she uses Mind Control on them—and that's that!

After the meal, Hela will go off to make battle preparations. Once she leaves, the heroes can attempt their escape. To accomplish this, the heroes must sneak past or overpower Modgud (who guards the bridge Gjallerbru). Her statistics:

F	A	S	E	R	I	P
50	30	75	50	50	50	75
Am	Rm	Mn	Am	Am	Am	Mn
Health: 205						
Karma: 175						

KNOWN POWERS:

Telepathy (to Hela): Monstrous.

Darkforce Generation: Monstrous.

Once past Modgud, their next obstacle is Garm. His statistics are listed in the Resource Book.

Heroes who can transmit their bodies through a medium may travel through the root of Yggdrasil without risk of detection. They arrive back in Asgard.

AFTERMATH: Once the heroes return to Asgard, Balder summons them to make final preparations for Ragnarok. Turn to Chapter 11.

KARMA:

Returning from Hel:
Not returning from Hel:

+40
-All

CHAPTER 11: BATTLE PLAN

SUMMARY: After the heroes return to Asgard, Balder gives them their assignments for Ragnarok.

STARTING: Use this encounter when the heroes are ready to face Ragnarok.

Reality Check. Each hero must make an Unearthly Intensity Intuition FEAT. Failure indicates the hero believes he was born in Asgard.

Preparations. Let them make any preparations they wish, but Balder hesitates to allow them to leave Asgard. He does not doubt they will return, but the enemy hosts are gathering at all entrances. Entering and leaving Asgard has become an extremely hazardous undertaking.

Balder asks the heroes to gather in the great hall Valhalla. Read the following text to them when they comply:

Valhalla is a narrow hall rising ten levels into the sky. Steep balcony roofs shield the windows on each level, and the high gable is adorned with spiral towers. The battle flags of Asgard wave from the top of each tower.

Inside, the hall is crowded with warriors, gods, and fallen heroes. Each wears his armor, carries his sword in his scabbard, and rests his helmet beneath his arm. The air sizzles with excitement and anticipation. The warriors nervously boast and joke with one another, and not a one shows a sign of fear or hesitancy.

Balder forces his way to a raised dais at the front of the room. The spirited chatter dies to a quiet buzz, and Balder studies the room with his steady gaze. "Ragnarok is upon us!"

A mighty cheer rises from the crowd. It is more a proclamation of bravery and determination than a welcoming applause.

"We have long known the world cannot endure forever. We have had to stand guard day and night against the forces of chaos.

And we have done well!"

Another cheer echoes from the rafters. Balder continues, "But twilight has come to us. We now face the final battle." He pauses, his face red with determination. Finally, he shouts, "The legends have prophesied our doom, but while we live, let us fight, and with victory breathe new life into our world!" The warriors cheer once again.

ENCOUNTER: After his rousing speech, Balder summons the heroes to a conference.

Hela. If the heroes have not yet visited Hel, Balder urgently requests that they do so. He suspects Hela's alliance with the invaders is not strong. With a little effort, the heroes might convince her to ally with the Asgardians. (NOTE: he does not ask this if they have already been to Hel.) If the heroes go to Hel, turn to Chapter 10, then return to this point in this encounter.

Battle Plan. Balder lays a map of Asgard on a table and motions the heroes to gather around to discuss the situation. (The heroes may have provided him with much of the information he recapitulates here. If so, he is careful to thank them for each of their contributions.)

Balder expects:

- Ymir and the giants to attack across the Rainbow Bridge, which Ymir will repair for the occasion.
- The Olympians to sail the Sea of Space, probably attempting to land just outside the city of Asgard, on the Plain of Ida.
- Hela and her host of dead to attack through Gnipa Cave. (The heroes may have convinced her not to aid the Olympians. If so, this is welcome news to Balder and his lieutenants.)
- The demons of Muspelheim to remain neutral, for without Surtur to guide them, they lack the organization to field a host, even in the face of such opportunity.
- The Dark Elves to swarm from Svartalfheim when the battle begins.

- Loki to do the unpredictable. He will either aid or hinder the Asgardian hosts, depending upon where he believes his self-interest is best served.

Balder asks for comments. He has overlooked one crucial factor: Geirro-dur and his Trolls. Unless the heroes remind him of the Trolls, he has no plan for dealing with them.

Balder then outlines his basic plan, which is: 1. to assemble the Asgardian host on the Plain of Ida; 2. send the heroes to meet the advance of the Frost Giants; he expects the heroes to deal with the Giants quickly enough to return to the main battle in the Plain of Ida; 3. his mistress, Karnilla, will meet the Dark Elves, and 4. a small force of Asgardians will keep Hela bottled up in Gnipa Cavern (if necessary). Balder agrees to modifications of his plan in accordance with a few guidelines:

- He is adamant that Karnilla meet the Dark Elves. He also refuses to meet Hela's host in force until after defeating the Olympians.
- He desperately wants the heroes to confront Ymir and the Frost Giants on the Rainbow Bridge. This is the perfect situation for them. A few powerful individuals can easily halt the entire advance and still return to the main battle in time to make a difference.
- If the heroes insist upon meeting the Olympian host before the Frost Giants, Balder demands they do so well out into the Sea of Space. This will allow the Asgardian hosts time to defeat the Frost Giants, then return to the Plain of Ida to meet the Olympians.

AFTERMATH: Turn to Chapter 12 if the heroes meet Ymir and the Giants. Turn to Chapter 16 if the heroes meet the Olympian fleet.

KARMA:

Hela is not going to attack:	+ 40
Heroes hesitate to defend Asgard:	- 40

CHAPTER 12: ATTACK ACROSS BIFROST.

SUMMARY: The heroes meet the Giant attack at Bifrost, the Rainbow Bridge.

STARTING: Use this encounter if the heroes elect to meet the Giants. If Zeus is free and an NPC, he goes with the Asgardian legions to meet the Olympians.

Read the following text to the players:

Dark, snow-laden clouds appear over Bifrost. They drift toward Asgard with astonishing speed. Within moments, a fierce blizzard rages, blasting the city walls with pellets of ice and snow. The screaming wind drowns the cries of Asgardian citizens gathered to defend their city from the Frost Giants.

A mountain of ice appears in the middle of the storm. It moves toward Asgard's gates with a slow, steady stride. Bifrost trembles with the impact of each step.

ENCOUNTER: The mountain of ice is, of course, the great Ice Giant Ymir. He is using his Cold Generation to create the storm assaulting Asgard. He stands directly above the break in Bifrost, which he has just repaired by creating a overpass of ice.

Every turn, one Frost Giant crosses the repair and continues the march toward Asgard. The Giants do not attack until a thousand of their number have crossed Ymir's repair.

By the time the heroes can meet the attack, two Frost Giants have crossed the repair. If the heroes hesitate to leave the city, give them a turn-by-turn account of the number of Frost Giants that have crossed the repair.

Fortunately for the heroes, Ymir has protected his magic-wielders by placing them in the back of his columns. Unless the heroes stay inside the city walls for a very long time, the Giant sorcerers and sorceresses remain out of the fight.

The Frost Giants who have



crossed the repair attempt to prevent the heroes from reaching Ymir. The statistics for typical Frost Giants are listed in the Resource Book.

Ymir. The heroes' wisest course of action is to attack Ymir and destroy his repair. Of course, Ymir does everything possible to defend his bridgehead. As soon as the heroes fight their way past his forward troops, Ymir focuses his Cold Generation power at the heroes. They must fight their way through a bitter-cold storm in order to reach him.

If the heroes start to prove effective with ranged attacks, Ymir uses his Freezing Touch to freeze the air between himself and his attackers. He then marshals a small force of Frost Giants (one for each hero). When the heroes break through the wall of ice, they find themselves face-to-face with the Frost Giants.

In melee, Ymir uses his Fighting Ability and Freezing touch to attack. He does not retreat from the repair, for he knows the battle is lost if he does not secure the bridge. Ymir's

statistics are listed in the Resource Book.

AFTERMATH: If the heroes lose the battle, they find themselves prisoners in Ymir's camp. They awake just as the Frost Giants breach the Asgardian walls and rush into the city.

In the more likely event that the heroes win the battle, the Giants glumly retreat back down the Rainbow Bridge toward Jotunheim. The heroes are free to return to Asgard. Several nurses with Unearthly Healing abilities will tend their wounds.

A messenger informs the heroes that the Olympians are preparing to land at the north end of the Plain of Ida. Balder would appreciate their presence on the battlefield as soon as possible. Turn to Chapter 13 when the heroes move to help Balder.

KARMA:

Defeating Ymir:	+ 75
Being Defeated:	- 40

CHAPTER 13: ROCK TROLLS

SUMMARY: As the heroes move toward the Plains of Ida, they encounter Geirrodur's Rock Trolls. The Trolls are looting Asgard city.

STARTING: Use this encounter when the heroes start toward the Plains of Ida. Read the following text aloud as the heroes approach the center of Asgard City:

A bloodcurdling scream echoes up the street. A young Asgardian woman flees a building. Four hulking, ape-like shadows follow.

ENCOUNTER: The hulking, ape-like shadows are Rock Trolls. They carry clubs and swords which inflict Incredible damage. If they catch the teenage woman, they kill her to keep her from reporting what just occurred in her home.

Assuming the heroes go to the woman's aid, they should have no trouble defeating the Rock Trolls. At first, three Rock Trolls turn to meet the heroes and one continues to pursue the teenager. As soon as one of their number falls, the remaining Rock Trolls abandon the woman and flee (if they can).

Fritzie. The girl is Fritzie, adolescent daughter of the Asgardian warrior Gustave Iver and an Earth woman. Until recently, she lived with her mother in southern California. When she stopped aging at 16 years, her parents decided she should move to Asgard. At first, all she says is, "Gag me, okay?"

If putting a Valley Girl in the middle of a titanic struggle for the fate of the universe offends your sensibilities, remember that "comic relief" (pardon the pun) is very common in these sorts of adventures in the comic books. If you're uncomfortable with it anyway, go ahead and change Fritzie to a stock "damsel in distress" character, and get on with the action.

After a few minutes of comforting, Fritzie says, "Like, I was just doing my nails, you know, waiting for Pop to finish this Ragnarok and Roll

thing. I wasn't doing nothing wrong, I swear. Like, I haven't seen Griswold for a month, okay? I mean I was really bored, but everybody seems so worried about this Rag-thing that I was staying cool, okay?"

After being urged to continue, Fritzie says, "Anyway, this awesome hole—I mean really awesome, okay—it opens up right in the middle of the Great Hall. Then these gross hairy guys—you know, I gagged when I saw them—they jump out and trash the place. Like wow, dad's going to be pissed!" Her face contorts into an expression of terror. "He'll never believe my friends didn't do it!"

The Trolls. If the heroes capture and interrogate Fritzie's assailants, the Trolls can reveal the following:

- Geirrodur has made an alliance with the Olympians, giving him possession of certain regions of the continent in return for his aid in the war.
- Accordingly, the Trolls undermined Asgard City with a system of subterranean passages.
- Under pressure, they also reveal that Geirrodur has undermined the Plain of Ida with a similar system. Once the Asgardian and Olympian legions are engaged, Geirrodur intends to spring a surprise attack on the Asgardian rear with his Troll hosts.

The Heroes' Response. Geirrodur has detailed two hundred Trolls to harass and loot Asgard City. In Chapter Eleven, the heroes had the opportunity to remind Balder of the threat from the Rock Trolls. If they did so, a small contingent of Asgardian warriors arrives to deal with the Rock Trolls.

Otherwise, two hundred Rock Trolls begin looting Asgard City. If the heroes stop to deal with the Trolls, keep track of the number of turns they spend doing so. (The total number of turns they are delayed in reaching the battle on the Plains of Ida is important in Chapter 15.) They defeat the looting force when they

have captured or knocked unconscious 200 Trolls.

Probably the wisest course of action is to enter the subterranean tunnel system and follow it to the Plain of Ida. Any captured Troll can reluctantly lead them to Geirrodur's command center. Along the way, they encounter three groups of four Rock Trolls. These groups always suffer one round of surprise.

Geirrodur. Geirrodur awaits battle in his command center, a small room located approximately a hundred yards behind the Asgardian lines. If the heroes allowed any Troll they encountered along the way to escape, a hundred Troll warriors protect Geirrodur. Otherwise, he and six officers stand at a table studying reports of the Asgardian deployment.

Geirrodur and his companions fight until Geirrodur falls unconscious. After Geirrodur falls, the Rock Trolls flee the tunnel system. Should the Rock Trolls prevail, they hold the heroes prisoner until Asgard falls, then turn them over to Loki. (See Chapter 18.)

The statistics for Geirrodur and typical Rock Trolls are listed in the Resource Book.

AFTERMATH: The heroes can handle this encounter in one of several manners. They can ignore the girl's plight, or save her quickly, then continue to the Plain of Ida without investigating the source of the trouble. In this case, turn to Chapter 14.

Heroes stopping to fight all 200 Trolls are falling prey to Geirrodur's plan to stall help from the city by diverting the inhabitants' attention. Such heroes also continue the adventure with Chapter 14.

Finally, the Heroes can investigate the source of the trouble, then eliminate Geirrodur entirely. Turn to Chapter 15.

KARMA:

Saving Fritzie:	+30
Defeat Geirrodur:	+40
Kill a troll:	-All
Allow the trolls to kill Fritzie:	-All
Defeated by Trolls:	-20

CHAPTER 14: CRY WOLF

SUMMARY: The heroes encounter the Fenris wolf as he accosts some children.

STARTING: At the end of Chapter 13, the heroes may proceed to the Plain of Ida via Geirrodur's subterranean tunnel system. If they do, skip this encounter and proceed directly to Chapter 15. Otherwise, read the following text aloud as the heroes reach the edge of Asgard:

A group of children stand clustered just outside the city wall. Whimpers, sobs, and frightened yells of defiance drift from their tiny throats.

Twenty yards away, a wolf paces back and forth. He stands nearly five feet tall at the shoulders and must weigh as much as a small horse. The wolf slavers foamy black saliva from his dark jaws.

The children bravely point an assortment of meat cleavers, knives, carpentry hammers, and clubs at the giant beast. A small stone arcs from within the crowd and strikes the brutish canine on the nose. The wolf snarls, then turns to attack.

ENCOUNTER: The wolf is, of course, the Fenris Wolf. Geirrodur released him in order to raise havoc during Ragnarok. The statistics of the Fenris Wolf are listed in the Resource Book.

The children are true Asgardians. When they learned what Ragnarok meant, they decided to join their parents on the battlefield. After organizing into a company, they armed themselves with the most dangerous weapons they could find.

Unfortunately, they met the Fenris Wolf. Though the wolf might not be as tough as an Olympian, it is much more intimidating to a child.

Sif. As the heroes move to help the children, a black-haired woman leaps from the wall. She lands between the children and their tormentor, then raises a gleaming sword to menace the wolf.



The woman is the goddess Sif, whom Balder assigned to roam the streets of Asgard in search of such trouble. Without explaining herself, Sif tells the heroes to be gone.

The Fenris Wolf hesitates long enough for the heroes and the woman to have a debate. From now until the encounter ends, keep track of how many turns pass.

Sif explains she is a warrior of Asgard and is perfectly capable of dispatching a solitary wolf. The heroes, however, are urgently needed upon the Plain of Ida and should waste no more time here. If the heroes take Sif's suggestion and leave, she quickly dispatches the wolf. In this case, the encounter ends. (See Aftermath.)

Should the heroes hesitate to leave, the Fenris Wolf leaps at Sif. A moment later, two black-haired women wrestle on the ground. The Fenris Wolf has used its shape change powers to assume Sif's form. It requires a Monstrous Intensity Intuition or Reason FEAT (player's choice) to determine which is Sif and

which is the wolf.

If the heroes do not interfere, Sif eventually bests the Fenris Wolf. The wolf retains her form, even if dead or unconscious. Unless they can tell Sif from the wolf, the heroes should hesitate to leave. Both Thor and Beta Ray Bill know Sif well enough to establish her true identity by questioning her. Lacking this method, or sufficient Intuition or Reason to make the FEAT roll, heroes can apply common-sense logic; for instance, it seems unlikely a wolf can handle a sword as well as Sif.

AFTERMATH: This encounter is another way to waste the heroes' time before they reach the Plain of Ida. Of course, they can eliminate the problem by blasting the Wolf before Sif engages it. Although this insults the goddess, it is the easiest way to guarantee the children's safety. Proceed to Chapter 15.

KARMA:

Ignoring the children's plight: -40
Letting Sif defend the children: +10

CHAPTER 15: THE PLAINS OF IDA

SUMMARY: The heroes determine the outcome of Ragnarok.

STARTING: Use this encounter only if the heroes first went to Bifrost to meet Ymir and the Frost Giants.

Reality Check. Each hero must make a Monstrous Intensity Intuition FEAT. Failure indicates the hero loses one rank of Endurance.

On Time? In Chapters 13 and 14, you were asked in both to keep track of the number of turns the heroes spent being side-tracked. If this number is 16 or more (not including the time between encounters), read Text Two to the players. If the heroes were sidetracked 15 turns or less, read Text One to the players. (Estimate the number of turns the heroes were side-tracked if you were unable to keep count.)

Also read Text One if, in Chapter 13, the heroes discovered and emptied Geirrodur's cave network.

Text One: The Asgardian legions stand deployed near the foothills of the Asgard Mountains. The scouts have pinpointed this location as the target of the Olympian fleet. The army faces the long fjord that stretches toward Asgard City from the Sea of Marmora. Across the narrow strait, the towers of Loki's dark castle rise like barren trees over a snowy field. The god of mischief's curled, antenna-like helmet horns are barely visible in the highest tower.

When the Olympians leap from their ships, more than 70,000 Asgardian warriors will face them. Asgard's single company of archers has taken position atop a hill overlooking the sea. As the ships approach, the archers will rain fire-arrows down upon them. The fierce Asgardian Cavalry, led by Balder himself, hides in the foothills, ready to charge forth and ride down any mass of enemy soldiers breaking the infantry ranks.

Each Asgardian's face is heavy

with anticipation and fear, for every warrior knows the enemy brings many mighty forces. The terrain advantage the Olympians have yielded in choosing their landing site does little to reassure the defenders. Instead, it raises the specter of unanticipated treachery. Only the most inexperienced warrior would attempt to force a landing here.

Text Two: The Asgardian army appears overly relaxed. To a man, they lie asleep upon the Plain of Ida. A half-mile away, on the long fjord stretching toward Asgard City from the Sea of Marmora, the Olympian fleet approaches unmolested.

Across the fjord, the towers of Loki's castle rise like barren trees over a snowy field. In the top of the highest tower, the curled, antenna-like horns of the god of mischief's helmet are just barely visible.

ENCOUNTER: In Text One, Loki is preparing to dispense a sleep potion over the battlefield. In Text Two, he has already done so.

Any hero using Heightened Vision or another appropriate power to spy on Loki sees the bags of powder Loki will sprinkle into the wind. (If the heroes were too late, he sees the empty bags.) Should the heroes reach the battlefield before the Asgardians fall asleep, and still fail to suspect Loki of treachery, you may elect to allow one hero an Amazing Intensity Reason FEAT. Success indicates he notices a dark cloud drifting toward the Asgardian legions.

Stopping Loki. If the heroes prevent Loki from dispensing his potion, the Asgardians have a chance of halting the Olympian landing. For the Asgardians to prevail, the heroes must keep Actus, Pluto, Ares, and Hercules occupied for ten turns (this doesn't mean they have to defeat them in combat).

Geirrodur's Trolls. If the heroes uncovered and disrupted Geirrodur's plan to attack the Asgardians from beneath the battlefield, the Rock Trolls do not participate in this battle. (See Chapter 13.) Otherwise, the Trolls attack just when it appears the Asgardians will prevail. In this case, the heroes must keep Actus, Pluto, Ares, and Hercules occupied for 14 turns instead of just ten.

Zeus. If Zeus is free, he may try to order the Olympians not to attack. (If he is a player character, the player must think of this. Otherwise, he does so automatically.) His order results in two things: Hercules abandons the battle, and the Olympian hosts are disheartened. Reduce by half the number of turns the heroes must keep Actus and company occupied.

Death. Death's bargain with the Olympians does not include wholesale slaughter. (Although powerful enough to wipe any army from the field, Death is subject to certain cosmic restrictions beyond man's comprehension.) Death's participation is limited to negating the effects of any magic used on behalf of the Asgardians. (So Dr. Strange is powerless.) Should the heroes fail to keep Actus and company occupied long enough for the Asgardians to prevail, Death brings the conflict to a quick end by revealing her true visage to the Asgardians. The Asgardians flee in terror.

Failing to Stop Loki. The Asgardians sleep through Ragnarok if the heroes do not prevent Loki from dispensing his sleep potion. (Should the heroes think of a way to awaken the entire army, simply run the encounter as if they had stopped Loki.) Actus, Pluto, Ares, and Hercules attack the heroes while the Olympian fleet lands. (Zeus may convince Hercules not to participate in the battle; see "Zeus" above.)

AFTERMATH: If the Asgardians prevail, turn to Chapter 17. If the Olympians prevail, turn to Chapter 18.

KARMA:

Olympians prevail:	– 100
Asgardians prevail:	+ 100

CHAPTER 16: BATTLE AT SEA



SUMMARY: The heroes battle the Olympian forces on the Sea of Space.

STARTING: Use this encounter if the heroes meet the Olympian invasion. Remember, Balder has insisted the heroes meet the fleet well out to sea.

Reality Check. Each hero must make a Monstrous Intensity Intuition FEAT. Failure indicates the hero loses one rank of Endurance.

The Fleet. Read the following text aloud when the heroes see the enemy fleet:

Ten-thousand gossamer sails billow with starlight, like so many silk webs catching an unfelt wind. They propel a fleet of galleons across the vast emptiness of the Sea of Space. The tyrant Actus stands in the leading bow of that fleet, flanked by Ares, Hercules, Pluto, and even Death herself.

ENCOUNTER: The heroes must stop the Olympians from reaching Asgard. If they fail, Asgard falls.

Actus has laid his plans well: Although the Asgardians will defeat Ymir's Giants, two surprises await them upon the Plain of Ida. First, the Rock Trolls have undermined the entire Asgardian position on the battlefield. They will attack when the Olympian fleet assaults. Second, Loki has made an agreement with Actus. He will spread a sleeping powder over the Asgardian host just before the battle begins.

Success. To succeed, the heroes must destroy four-thousand Olympian ships. The ships are relatively fragile:

Body:	20	Ex
Control:	20	Ex
Speed:	75	Mn

But Actus, Pluto, Ares, and Hercules defend the ships. The wisest plan is for a few heroes to occupy Actus and company while the rest of the party destroys the helpless ships. Fortunately, Olympians are immortal, so leaving them adrift in the Sea of Space does not prove fatal.

Zeus. If Zeus is free, he is with the heroes, either as an NPC or a PC. If an NPC, he orders the Olympians to turn about (if a PC, the player must think of this himself.) This has two positive results: Hercules abandons Actus, and the heroes must only destroy one thousand ships to dishearten the Olympians.

Death. Fortunately for the heroes, Death's participation is limited. She does no more than counter any magic the heroes use.

AFTERMATH: If the heroes destroy the required galleons before being disabled, the Olympians turn back. Turn to Chapter 17. Otherwise, Asgard falls. Turn to Chapter 18.

KARMA:

Turning the fleet back:	+ 150
Failing to turn the fleet back:	- 75
Killing an Olympian:	- All

CHAPTER 17: VICTORY CELEBRATION

SUMMARY: The heroes have defeated the Olympian fleet. During the victory celebration, a new and more menacing problem surfaces.

STARTING: Use this encounter after the heroes send the Olympians packing, either in Chapter 15 or Chapter 16.

Reality Check. Each hero must make a Monstrous Intensity Intuition FEAT. Failure indicates the hero loses one rank from Reason, Intuition, and Psyche.

Celebration. Read the following text to the player characters:

The Olympian fleet turns about and sails away. Before anyone can raise a cheer, a thunderous voice echoes inside each head: "Pitiful Asgardians, believe you have prevailed if you wish—but know this: as long as Asgard stands, the mighty Actus sieges it. After my wedding, I shall return.

"With every passing moment, your isolation saps your strength and the willpower of your champions. With every passing moment, I grow stronger and more determined to conquer your realm. With every passing moment, Asgard's fall becomes more certain—and my predisposition more merciless."

Despite Actus' parting words, the robust Asgardians waste no time organizing a victory celebration. Within an hour of the enemy's departure, mead and ale runneth over in every cup in every hall in Asgard. The celebration in Valhalla is especially gay, and it seems even the dour spirits of the Fallen Heroes burn brightly with warm victory.

Of all the warriors in the land, only Balder is unhappy. Although he sees that no guest's glass goes empty, his laughter is hollow and his smile timid.

At last, the goddess Sif notes his glumness and asks him to explain. In a low voice, so as not to disturb the celebration, he says, "We have rea-

son enough to rejoice—for now. But against one who can marshal the aid of Death herself, we are never truly safe. We must find a way to disarm this horror from beyond." He pauses, then continues. "This Actus is incomplete, he seeks something that make him even more powerful. Whatever he wants, it is more than the Drinking Horn of Odin. I have thought long and hard on the Drinking Horn's value, and it does not justify his determination to take Asgard."

ENCOUNTER: Balder's deduction is correct, though he does not realize how closely he has hit upon the truth. Actus is driven to invade Asgard because he instinctively senses that the missing part of his personality lies in the Nine Worlds. However, he does not realize this himself. If asked, he would simply state that the subjugation of Asgard is the next logical step in his plan to unite the godly realms.

Balder is mistaken about the danger Actus poses if he finds what he seeks. As a natural force, Galactus is keenly aware of his place in the universal order. But without his memory to focus his energies along the proper channel, Actus has become something of an interdimensional tornado, wreaking destruction and havoc with no apparent purpose.

Unfortunately for the Asgardians, the piece that Galactus requires to unite his shattered personality lies in a sub-dimension of their land, Muspelheim. Because of this, Actus is drawn to Asgard like a storm to a low pressure center. And like a storm, he is a natural force which cannot be fought—only dealt with and accepted. It is in his assertion that Actus must be destroyed that Balder is mistaken, for destroying Galactus—even just two thirds of him—is like trying to destroy gravity. It can't be done, and even if it could, the results would be disastrous.

By now, the heroes should realize that Galactus separated into three parts when he entered the godly dimensions. Most players will have

leaped to the assumption that they must find Galactus' memory and restore it to him in order to return things to normal. In the event that your players have not done so, Balder makes this connection for them.

Healing. While the heroes quaff mead and gorge themselves on roast pig, the Asgardian healers run from injured warrior to injured warrior. The heroes, as honored guests of Balder, receive priority attention from nurses with Unearthly Healing powers.

Demons from Muspelheim. Just when the heroes start feeling good again, a few friends from Muspelheim join the party. Three fiery streaks charge into the Great Hall, shooting streams of fire at the guests and creating a general nuisance of themselves. The statistics for demons from Muspelheim are listed in the Resource Book.

As the heroes are the best equipped to deal with these types of creatures, the Asgardians (who are a bit unsteady on their legs), gladly allow them to handle the party crashers.

After the heroes save Valhalla, Balder dispatches messengers to sound an alert. They quickly return, informing him that all quarters of the city suffered simultaneous attacks. Balder surmises the attack was coordinated. And that should not be, since the ruler of Muspelheim, Surtur, is missing. Could there be a new ruler in Muspelheim?

Should the heroes not realize that there is a good possibility that this new ruler is the missing part of Actus' personality, the goddess Sif rather smugly suggests it.

AFTERMATH: If the heroes suffered much damage from the demons, Balder arranges to have them healed again before they journey to Muspelheim. Turn to Chapter 19.

KARMA:

Heroes tell Balder about Galactus:	+5
Balder tells Heroes about Galactus:	-20
Heroes defeat demons:	+20

CHAPTER 18: DEFEAT.

SUMMARY: The heroes fail to save Asgard.

STARTING: Use this encounter when the Olympians defeat the heroes and capture Asgard (in Chapter 15 or 16).

Reality Check. Each hero must make a Monstrous Intensity Intuition check. Failure indicates the hero loses one rank from each Ability (Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche) or a total of ten ranks from his powers (player's choice).

Adjustments. You may need to adjust the text below to reflect exactly how Asgard fell in your adventure. For example, if the heroes stopped Loki from spreading his sleep powder, but failed to prevent Geirrodur from attacking, mention the effect the Rock Trolls had on the battle. Read the text below to the players:

The Olympian fleet lands and Actus' soldiers overwhelm the Asgardians. Several hours later, Actus addresses his prisoners. "Asgard is now a subject state of the Olympian Affiliation. If we accomplish a peaceful transition of power, all Asgardian subjects will become Olympian citizens—"

"Asgard will not suffer the petty whims of a tyrant!" yells Gustave Iver. He turns to his fellow prisoners. "Our lungs yet draw breath, so let us fight!" The other prisoners yell their agreement.

"Hold!" commands a telepathic voice. As one, the Asgardians freeze. "Balder, the goddess Sif, Heimdall, Tyr, and more of your royalty are my guests in Olympus. Their continued well-being depends upon your cooperation."

The Asgardians do not move, except to drop their jaws in astonished defeat. "Now that we understand each other, you may return to your homes," Actus says, "provided you swear an oath of allegiance to your new regent."

Loki appears beside Actus. Actus continues, "In all matters

regarding Asgard, Loki's will shall be as my own. Who will swear allegiance to Loki and reclaim his freedom?" Not a single Asgardian steps forward.

Actus' face grows stormy. "You mock my generosity?" he booms.

Loki addresses Actus. "Great One, we Asgardians are not prone to hasty decisions. I beg you to tolerate the traditional caution of my subjects."

Actus' face softens. "If you wish, Loki. But I hold you as accountable as Balder for their good behavior."

Followed by Pluto, Ares, and the rest of his personal company, Actus boards his ship. As the gossamer sails turn away, Actus telepathically issues a last warning, "I well know the Asgardian thirst for combat. Do not indulge this thirst, or you will spill Balder's blood upon Asgard's soil."

ENCOUNTER: Although the Olympian victory did not bring the cataclysm usually associated with Ragnarok, Asgard will perish just as surely if Actus rules long. The heroes must neutralize Actus if they are to save Asgard and the universe.

Actus leaves a garrison of two-thousand Olympians behind to aid Loki. The conversation between the two was an act designed to win a small measure of respect for Loki. Although the Asgardians can easily overthrow Loki and the Olympian garrison, Galactus believes the small force can hold out until he responds to a call for help.

The Heroes. The heroes were probably knocked unconscious and captured during the battle. In this case, they hear Galactus' speech from near the podium. A silver manacle binds each hero's wrists and ankles together. These manacles have a material strength of Shift X, and magically suppress the wearers' powers with Shift Z Intensity. Loki has convinced Actus to leave the prisoners with him. He intends to torture them in his spare time.

Otherwise, the heroes hear the

speech from a hidden listening post.

Hela. In Chapter 10, the heroes had an opportunity to convince Hela to abandon the Olympians. If they did not do this, she stands next to Loki and supports him throughout the rest of this encounter.

Demons From Muspelheim. A few hours after Actus leaves, a large demon force stages a coordinated attack on Asgard City. If the heroes were captured, this occurs two hours after Loki takes them to his dungeon. Otherwise, it occurs as they formulate a plan for dealing with Loki and Actus.

Loki respectfully summons them to the Great Hall of Valhalla. (He does this through a messenger if they are not in his dungeon. In order to allay their suspicions, he even agrees to meet at a place of their choosing.) Loki informs the heroes that the demons' attack was more than a spontaneous uprising. He believes a powerful new being must have united Muspelheim.

Loki wants the heroes to overthrow this ruler within two days. He shows the heroes an invitation engraved in gold and explains that Actus is wedding Gaea in two days. If the demons are still a problem, he will have to ask Actus to help him. He fears that the request would make him look incapable of ruling Asgard. He will promise the heroes anything they ask in return for destroying the demons. (He can always renege later.)

If it doesn't occur to the heroes immediately, a companion suggests the ruler of Muspelheim might be connected to Actus.

AFTERMATH: Assuming the heroes accept Loki's challenge, he has a group of nurses with Unearthly Healing powers attend to their wounds. He will not remove their manacles (if they wear any) until they leave for Muspelheim. Turn to Chapter 19.

KARMA:

Realizing the ruler of Muspelheim might be connected to Actus: +10
Not realizing the Muspelheim ruler might be connected to Actus: -10

CHAPTER 19: LAND OF FIRE



SUMMARY: The heroes travel to Muspelheim, where they find Galactus' memory.

STARTING: The heroes may enter Muspelheim via the Passage to Muspelheim (located in the Forest of Nightmare Plants), or by using a Dimensional Travel power. (Actus has deactivated his machine.) Read the following text to the heroes when they reach Muspelheim:

Great tongues of flame rise from a plain of liquid fire. The blazing roar of indiscriminate incineration echoes from the red-hot ceiling. The air itself is superheated; each breath scorches the nose, throat, and lungs.

In the middle of the fire plain, a great palace of glowing stone rises. A thousand beings of pure fire stand in front of it.

ENCOUNTER: The new ruler of Muspelheim, Gal, has summoned the captains of his host. Disappointed with the results of the demons' first assault on Asgard City, he is about to

launch a larger attack. This time, he wants the demons to destroy the entire city.

Surviving in Muspelheim. Muspelheim is a dimension of fire. Simply existing in it is dangerous to those without resistance to fire. The heroes suffer an Incredible Intensity Heat attack each turn they are in the dimension, providing they do not touch the Plain of Fire. If they walk upon the Plain of Fire, they suffer a Monstrous Intensity Fire attack.

Gal's Orders. As the heroes approach the palace, they notice that Gal stands upon the highest rampart. He is speaking to the demons in their own language. The heroes easily recognize Gal as a tormented version of Galactus.

At first, the demons attempt to prevent the heroes from approaching the palace. After the heroes demonstrate their ability to deal with the fire creatures, the demons step aside. They serve Gal out of fear, and are certainly not loyal enough to risk life and limb to protect him.

When the heroes reach Gal, he addresses them by name and asks

what they want. The moment they mention Galactus, or attempt to persuade Gal to leave Muspelheim, he panics. He calls them Angels of Judgment. He plainly fears they have come to take him to justice for his crimes. He is quite insane. As he attacks, he babbles about destiny and retribution.

The heroes' best tactic is to reason with him. Treat their suggestions as attacks (as outlined in his description in the Resource Book).

AFTERMATH: When the heroes overcome Gal either physically or mentally, turn to Chapter 20. If Gal overcomes the heroes, he keeps them in Muspelheim and tortures them for infinity. This ends the adventure, but if it's any comfort, infinity doesn't last too long; with Galactus still incomplete, it isn't long until the very fabric of reality unweaves and existence as we know it ceases to exist.

KARMA:

Overcoming Gal:	+ 40
Not overcoming Gal	- 20

CHAPTER 20: WEDDING BELLS OF DOOM

SUMMARY: The heroes must bring together the shattered personality of Galactus before Actus weds Gaea.

STARTING: Use this encounter when the heroes go to Olympus with Gal.

Reality Check. Each hero must make an Unearthly Intensity Intuition FEAT. Failure Indicates the hero forgets his own name and assumes an Asgardian name. Here are a few suggestions (the first eight are male; the second eight are female): Borg, Canute, Dag, Einar, Hakon, Ingemar, Kell, Leif; Aselma, Disa, Eir, Haldana, Iduna, Kelda, Norna, Sigrid. Penalize any character using an old name (his, or somebody else's) ten Karma points.

Mistaken Identities. As soon as Gal learns that Actus is about to wed Gaea, he begins laughing and sobbing at the same time. He tells the heroes that if Galactus weds Gaea, she will take Gal's place. The universe will then have a world-devouring guardian mistress named Gaeactus. Gal volunteers no more information.

It should be clear that such a being would suffer a cataclysmic internal personality conflict. Actus is motivated primarily by destructive urges, and Gaea is motivated primarily by protective urges.

Read the following text to the heroes when they reach the site of the wedding, Pantheon Hall in Olympus.

Pluto and Ares stand at the top of the Stair of Judgment. They look extremely uncomfortable in their gray tuxedos. Each holds a stack of programs in his mighty hand.

ENCOUNTER: Gaea insisted upon a formal wedding, hoping to stall while preparations were made.

She knows what will happen if she weds Actus. Although she knows it will mean becoming part of the monster that is Galactus, she hopes her motherly impulses will temper Actus' monomaniac desire to conquer the universe.

Pluto and Ares. Pluto and Ares are ushers, which causes them considerable embarrassment. As the heroes approach, they barely look up. Pluto asks, "Friends of the Groom or the Bride?"

No matter what the heroes answer, Pluto's next question is, "May I have your invitation, please?" In Chapter 18, Loki shows the heroes a golden invitation to the wedding. In the extremely unlikely event that the heroes requested Loki's invitation as their payment for going to Muspelheim, they may present it to Pluto. He lets them pass without a glance.

If the heroes have no invitation, Pluto and Ares grow more interested in them. Saying, "Actus told us what to do with crashers!", they attempt to imprison the heroes.

If the heroes did not tell Hela about Tus, she is at the wedding. On the second turn of combat, she comes outside to demand silence. She angrily snaps, "Can you great louts show no respect for the bond of matrimony? Be quiet, or I shall silence you myself!"

Ares turns to Pluto and whispers, "By the heavens, she has a sharp tongue."

Pluto responds, "The wedding has saddened our ally, for her own lover abandoned her not long ago."

Hela turns on Pluto with anger, "My temper has nothing to do with that twisted snail Tus! When I find him, he'll wish he had never appeared in Hell!"

If the heroes inform Hela that Tus merged with Ac to create Actus, comprehension suddenly dawns on her. She questions the heroes about this further, preventing Pluto and Ares from attacking. When the heroes finish their explanation, she angrily declares she will not permit the wedding, then turns toward the door. Pluto and Ares rush to stop her, ignoring the heroes.

In the event Hela is not here, the heroes must keep Pluto and Ares occupied while someone slips inside with Gal.

Inside the Wedding Hall. The heroes can enter the Wedding Hall in

one of two ways: teleporting, or sneaking past Pluto and Ares. Inside, the ceremony is underway. Death is administering the wedding vows to Actus and Gaea (despite Gaea's plea, Actus insisted Death was the only being qualified to administer any type of vow to him).

Loki, who stands near the back of the huge hall, notices the heroes immediately. (If he gave his invitation to the heroes, he won't be here.) He rushes to call the ushers. If the heroes teleported into the hall, both Pluto and Ares rush inside to deal with them as outlined above. Otherwise, they are occupied (either by Hela or the other heroes) and do not respond. The two ushers do not respond if the heroes prevent Loki from alerting them.

Zeus. If Zeus is free, he insists upon coming with the heroes. He has no effect upon the proceedings, except to contribute his relatively feeble powers to the aid of the heroes. He can command the Olympian gods in the hall not to interfere in the combat, but they had no intention of doing so anyway.

Hercules. Because of his repeated opposition to Actus' plans, Hercules was not invited to the wedding.

Gaea. Gaea aids the heroes if she can do so without drawing attention to herself.

AFTERMATH: Although the heroes probably cannot defeat Pluto and Ares in combat, they don't need to. All they need to do is get past the two ushers and make sure that Actus and Gal get a good look at each other. When this happens, turn to the Epilogue.

KARMA:

Getting past Pluto and Ares:	+20
Failing to get past Pluto and Ares:	-10

EPILOGUE: LEFT AT THE ALTAR

SUMMARY: The heroes reunite the shattered aspects of Galactus' personality.

STARTING: Use this encounter when the heroes bring Gal face-to-face with Actus. Read the following text to the heroes as they approach Actus (it may prove necessary to modify it if the heroes have already disrupted the ceremony):

Death says, "If anyone here knows a reason these entities should not join together in a state of matrimony, let him speak now or forever hold his peace."

ENCOUNTER: As the heroes push through the crowded hall, astonished gasps and whispers rustle through the crowd. Actus turns to the source of the disturbance. "Who dares interfere with this, the wedding of all weddings?" he demands.

When he sees the heroes, he raises his hand to strike them down. Gaea quickly seizes his wrist and forces it down. "Nay, husband-to-be. I'll not have my wedding day marred by violence."

As soon as Actus sees Gal, his mouth drops open in astonishment. He stands motionless for a full minute, his expression changing from anger to puzzlement to recognition to relief. Gal grasps his escort's arm and cries, "Stop him, I beg you! He's a murderer—do you know how many millions he has killed? Please, don't let me go!"

Despite Gal's pleas, he slowly, relentlessly shuffles toward Actus. He drags his escort along as if unaware they are moving. Finally, Actus reaches out and grasps Gal by the shoulder. "At last, we are complete!"

Gal dissolves before the heroes' eyes, and Actus changes into Galactus.

Galactus. Although Galactus is once again returned to form, he stands barely ten-feet tall. His face is pale and doughy, and he trembles with the effort of standing. This is a

reflection of how long it has been since he last fed.

Despite his hunger, Galactus addresses the heroes. "Once again, the mighty Galactus owes a debt of gratitude to mere mortals," he casts a longing glance at Gaea, "though this time I might have been happier without help.

"If you had not restored my memory, I would have perished in these godly dimensions. Some might consider that no loss, but for good or evil, I am as much a part of the universal balance as Death and Eternity. Without me, the universe would soon fade into nothingness."

He turns to Gaea. "Unfortunately, I cannot wed you as Actus promised. I apologize for your suffering."

Gaea carefully averts her eyes and bites back a smile. "Fear not, mighty Galactus. I will bear the pain well."

Galactus nods, the corners of his mouth turned up in the slightest hint of a grin. "Then I must go, for I grow weaker every hour. It is time to feed!"

Death places a skeletal hand on Galactus' shoulder. "Hold, old friend. Did you not promise to help me defeat my brother Eternity?"

Galactus faces Death, his jaw trembling with anger. "You cannot hold me to the bargain. To aid you would destroy the universal balance!"

"Nevertheless," Death says, "I hold you to your bargain." She raises her hand menacingly. "Or I claim everyone here as compensation!"

Despite his obvious weariness, Galactus steps between Death and her victims. "I cannot allow that."

Negotiators. The heroes must negotiate a settlement between Galactus and Death, or Death takes everybody in the room.

Death's long range goal is to achieve mastery over her brother Eternity. She has developed a simple plan to achieve her goal, and this plan hinges on tipping the universal balance in the favor of decay. Preventing Galactus from returning to the universe accomplishes this, since his digestion of entire worlds is

in fact a procreative act. It prepares other regions of the universe for seeding (by fertilizing them with the energies of life).

Galactus' goal is to feed soon. He has little choice except to accept any bargain Death offers. However, he feels responsible for the imbalance he has created in the godly dimensions. He insists Death restore the dimensions to their natural order before he agrees to anything. (He also feels a keen sense of responsibility to the ultimate balance of the universe, but is willing to accept short range imbalances for the sake of feeding.)

Therefore, the two parties agree to any plan which includes the following points:

- Galactus must accompany Death to her realm. (Death's insistence.)
- Death must feed Galactus regularly, beginning immediately. (Galactus' insistence.)
- Death must restore the godly realms to their previous state. (Galactus' insistence.)
- Galactus is not obligated to return to Death's realm if freed by an outside agent (he telepathically makes it clear that he expects the heroes to be that agent). (Galactus' insistence.)

The heroes may feel uncomfortable with certain aspects of this agreement. However, both Death and Galactus make it clear that they are only negotiators and have no right to make stipulations.

AFTERMATH: At the end of this adventure, Death uses her power to restore the godly dimensions. She also restores the heroes to the condition they were in at the beginning of the adventure. (This includes resurrecting dead heroes.) Heroes are allowed to keep any extra Karma points they earned in the adventure.

The heroes must rescue Galactus in *ME 3: Left Hand of Eternity*.

KARMA:

Reuniting Actus with Gal: +175
Failing to reunite Actus with Gal: -All

MARVEL SUPER HEROES™

Official Game Adventure

Ragnarok and Roll

By Troy Denning

Resource Book

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THE ENTITIES

What is Forever? An appraisal of time that begins with the primal explosion and ends with the collapse of the universe's incomprehensible bulk? Or is it something more—a measurement without limits or true definition, a calculation of the immeasurable span preceding time and continuing long after All-That-Is ceases to be?

Who among us can know? Whatever the true nature of Forever, it is more than a mere mortal—or even, perhaps, a god—dares hope to understand. Compared to Forever, our lives are but a decimal taken to the billionth place.

And yet, there are those that know Forever: beings of unimaginable power and age born with the Universe itself, and sentenced to live until it dies. More powerful than gods, more mysterious than the darkest secret in the blackest heart, these beings know Forever.

We call these beings Entities. By this term, we mean to describe that which is indescribable. Perhaps we can say they are intangible manifestations which embody abstract concepts. But this would not be quite correct, for very often men have seen and been touched by and talked to them. Yet it would be too simple to call them sentient beings, for they are part of the essence of the universe in a way we can never hope to understand. Perhaps it is simply best to describe them as something between the abstract and the tangible: mysterious existences which sprang somehow from the void that was Before, and which will not perish until the universe returns to the lump that will be After.

This section describes the Entities that appear in *Ragnarok and Roll*. While only Death and Galactus sprang directly from the Big Bang which created the universe, the other entities can truly be said to have come from Chaos and exist beyond the realm of any mortal's comprehension. Therefore, we have grouped them all together under the general heading "Entities."

DEATH

F	5000	CI 5000	Health: 20,000
A	5000	CI 5000	
S	5000	CI 5000	Karma: Unlimited
E	5000	CI 5000	
R	5000	CI 5000	Resources: Unlimited
I	5000	CI 5000	
P	5000	CI 5000	Popularity: -1000

KNOWN POWERS:

All known powers: Class 5000. As an entity, Death can use any known power at Class 5000 level. Death rarely uses these powers directly, preferring to operate through other agents, or to wait for its prey to fail and die through some fault of its own. The closer a victim is to Death's power level, the more likely Death is to employ its vast powers in a conflict.

LIMITATIONS: In the center of the universe is a 30-foot hole shaped like a man. This is where Eternity was born. Any being occupying this hole is immune to Death's touch and cannot die.

BACKGROUND: The origin and true nature of Death is unknown, but it is apparently one of the basic forces of the universe, embodying the principle of mortality and decay. Some beings who have studied the nature of the universe believe Death and Eternity are siblings who embody the entire mystical essence of the universe between them.

Although presumably beyond the understanding of mortal beings, Death sometimes appears as a sentient being with understandable motivations. Most often, Death appears in female form, apparently seeking to extend its realm or achieve dominance over its sibling, Eternity. Death once appeared in the guise of a beautiful woman to the Titanian Thanos. Thanos fell so deeply in love with Death that he was willing to destroy the entire universe in order to please her.

Death is extremely jealous of its power and realms. It once attempted to destroy Dracula in order to stop the vampire from robbing it of con-

quests by creating undead beings. On this occasion, Death manifested itself to Dracula as a male rival. This may be an indication that Death adopts the female form in order to seduce pliable males into doing its will. On several occasions, Death has presented itself to living beings as a skeleton wearing a hooded robe.

Death has also manifested itself in order to preside over the death of a long-lived or immortal being, such as an Asgardian or Olympian god. Presumably, Death felt that such a rare addition to its realm required personal attention. In order to win true immortality, the Grandmaster recently tricked Death into barring all Elders of the Universe from its realm. This may prove to be a mistake, for Death is one of the few beings with the power to avenge itself if it realizes it was tricked.

Despite the apparent simplicity of Death's drive for more conquests, any being foolish enough to believe he truly understands the dark entity may soon regret his arrogance. Death moves without discernible pattern or logic, striking whenever and wherever it feels compelled to do so. Because of this capriciousness, virtually all creatures in the universe fear Death. No matter how mighty or powerful they are, they realize they must eventually surrender themselves to its dark realm. The Asgardians and Eternals age, even though they do so at an extremely slow rate. The Olympian gods do not age, but a sufficiently powerful force can kill them. Even Galactus, the only known entity to predate the creation of the universe itself, knows he will someday die and pass into Death's care. Therefore, even such powerful beings as these treat Death with deference and respect.

The relationship between Death and the gods of the dead of the various pantheons (such as Hela and Pluto) remains something of a mystery to most observers, though it seems apparent that such beings draw some of their power from Death.

GAEA

Mother Earth

F	6	Ty	Health: 246
A	40	In	
S	50	Am	Karma: 195
E	150	Shift X	
R	20	Ex	Resources: N.A.
I	75	Mn	
P	100	Un	Popularity: 40

KNOWN POWERS:

Elemental Control: Shift Y. Gaea can control all the natural forces of the Earth, including air, fire, water, earth, weather, volcanoes, tidal waves, etc.

Shape Changing: Unearthly. Gaea can take any female humanoid form she wishes.

Growth: Unearthly. Gaea can increase her size up to 30 feet tall.

Healing: Class 1000. Gaea can restore a subject to full Health and Endurance by touching him. However, she can never restore anyone to more Health points or a higher Endurance rank than he originally had. In addition, she cannot restore anyone to more than 1000 Health points or an Endurance Rank higher than Class 1000. If the subject has not been dead more than 24 hours, she can use this power to resurrect him.

Telekinesis: Amazing. She can telekinetically move objects as if she were carrying them with Amazing strength.

Telepathy: Shift Z. Gaea can communicate across light years and dimensions using her telepathic abilities.

Teleportation: Shift Z. Gaea can teleport across light years and dimensional boundaries.

Spiritual Transfer: Amazing. In time of great need, Gaea can draw upon the spiritual energies of all Earth's living beings, as these beings are part of her own life essence. Using this power, she can restore up to 50 points of Health or Karma to herself every round.

Power Bestowal: Amazing. Gaea can bestow mystical powers of up to Amazing rank on sorcerers calling upon her for assistance. She only does this for those whom she knows

have the best interest of Earth and mankind at heart.

Force Field: Amazing. Gaea can protect herself from any type of harm by creating a mystical field around her body.

Immortality: Class 5000. Gaea is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Because her life essence infuses all living things on Earth, the entire planet would have to be atomized before there was any chance of permanently killing Gaea.

Invulnerabilities: Class 1000. Gaea is immune to Earthly diseases and aging.

TALENTS: Gaea has Medicine, Biology, Chemistry, Geology, Genetics, Physics, and Archaeology talents. Gaea receives a +2 CS when dealing with a problem related to these disciplines.

She also has a mystical background and knows all occult lore relating to any form of magic practiced on Earth. She speaks all Terran languages.

CONTACTS: As the great Earth-mother, Gaea can call upon most non-evil gods of any pantheon for assistance. She has especially close ties to Odin, her son Thor, and her grandson (by a different father) Zeus.

BACKGROUND: Gaea is one of the Elder Gods that materialized on Earth shortly before other life appeared on the planet. Most of the Elder Gods degenerated into parasitic demon-entities preying on the life essences of other beings; Gaea alone escaped the fate of the Elder Gods, and mated with the Demiurge, the sentient life force of Earth's biosphere, to give birth to Atum, the first of the next generation of gods. Atum dedicated himself to the consumption and elimination of the evil which the Elder Gods had wrought on the world.

After Atum cleansed the world of the demons, Gaea was the only Elder God permitted to exist on Earth. She infused her essence into all life and became the patron goddess of all living beings on the planet.



TM



TM

GALACTUS

Galan of Taa

F 75 Mn Health: 4150
 A 75 Mn
 S 1000 CI 1000 Karma: 3000
 E 3000 CI 3000
 R 1000 CI 1000 Resources:
 CI 3000
 I 1000 CI 1000
 P 1000 CI 1000 Popularity: -1000

KNOWN POWERS:

Energy Manipulation: Class 3000. Galactus can manipulate all forms of energy, giving him the powers listed below, each at up to Class 3000 Intensity. Each use of these powers costs Galactus 10 points of Karma, and each use at an intensity above Unearthly also costs him 50 Health points.

Vampirism: Spirit, Bio, Psionic, Energy.

Conversion: Energy, Element, Molecular.

Creation: Elemental, Molecular.

Absorption Power. True Flight: Class 3000. Galactus can travel faster than light.

Resistances: Shift X. Galactus' body armor protects him from physical and energy attacks.

Invulnerabilities: Class 5000. Galactus is immune to the effects of heat, cold, corrosives, toxins, and disease.

Force Field: Shift X. Galactus can surround himself with protective fields.

Life Detection: Class 3000. Galactus can detect the life energies of planets at a maximum range of 50 light years.

Kinetic Bolts: Shift Z. Galactus can fire energy blasts.

Hyper-Invention: Class 1000. Galactus can create any device he wants from any materials at hand.

Disruption: Class 1000. As a side effect of feeding, Galactus can destroy the molecular bonds that hold a world together. Against smaller targets, this power's intensity decreases to Shift X. He can use this power to kill many beings otherwise considered immortal.

Power Creation: Class 1000. Galac-

tus can transform ordinary beings into super beings. The Primary Abilities and powers are initially no higher than Unearthly. He can focus the power either in a tool or in the being itself.

Power Control (Magnification/Reduction/Negation): Special. Galactus has total control over the powers he bestows upon an individual. He can amplify a being's existing powers by 4 CS, even if he was not the source of the power. He can also reduce any subject's powers any amount, clear to Shift 0. Such changes are permanent and only he can reverse them.

Serial Immortality: Special. If Galactus' body is destroyed, his machines draw his life force back together and recreate his body. He must have at least two points of Health remaining for this to work.

Telepathy: Unearthly.

Cosmic Awareness: Class 1000. He can perceive in a limited manner the state of the universe.

WEAKNESS: Galactus must replenish his energy by consuming the life force of entire worlds. He must feed every thirty Terran days or lose ability ranks. At the end of the first 30 day period, his Class 5000 abilities drop to Class 3000. Thirty days later, all his abilities drop to Class 1000, and so forth until he revitalizes himself by feeding.

CONTACTS: Galactus has one Herald. He is a sibling to Death and Eternity.

BACKGROUND: Galactus is the only known being predating the birth of the universe. Originally Galan of Taa, he became Galactus after he survived a journey into the Cosmic Egg. When the Cosmic Egg exploded, Galactus, Death, and Eternity emerged into the new universe.

Galactus believes himself above morality, considering himself a force of the universe. Although he does not comprehend his destiny, he believes it justifies the immense destruction he wreaks. Despite his amorality, Galactus will not break a promise—unless he must do so in order to feed.

GAL

F 25 Ex Health: 1550
 A 25 Ex
 S 500 Shift Z Karma: 1000
 E 1000 CI 1000
 R 250 Shift Y Resources:
 CI 1000
 I 250 Shift Y
 P 500 Shift Z Popularity: -333

KNOWN POWERS:

Energy Manipulation: Class 1000. Gal can manipulate energy of several kinds, giving him the powers listed below at up to Class 1000 Intensity. However, he must spend ten Karma points each time he uses one of these powers, and 50 Health points if he uses it at Shift X Intensity or above.

Spirit Vampirism, Elemental Conversion, Molecular Creation. Resistances: Shift X. Gal's armor protects him against physical and energy attacks.

Force Field: Shift X.

Kinetic Bolts: Shift Z.

Cosmic Awareness: Class 1000.

WEAKNESS: Treat attempts to reason with Gal as an attack on his Reason. Subtract result points from his Reason as if it were his Health. When his Reason falls to 0, Gal will do as the attacker asks—but until then, he resists with every means possible.

CONTACTS: Gal is now the ruler of Muspelheim.

BACKGROUND: When the Kree Cosmic Cube (see *ME 1: Cosmos Cubed*) transported Galactus to the godly dimensions, it split his personality into several pieces. Gal embodies Galactus' memories, but does not have the desire to fulfill his destiny nor the intellect to rationalize the destruction his existence requires. Therefore, he is indecisive, paranoid, and tormented by guilt. When he awoke in Muspelheim, he used his abilities to enslave the demons residing there.

AC

F 25 Ex Health: 1300
 A 25 Ex
 S 250 Shift Y Karma: 1000
 E 1000 CI 1000
 R 500 Shift Z Resources: CI 1000
 I 250 Shift Y
 P 250 Shift Y Popularity: -334

KNOWN POWERS:

Energy Manipulation: Class 1000. Ac can manipulate energy of several kinds, giving him the powers below at up to Class 1000 Intensity. However, he must spend ten Karma points each time he uses one of these powers, and 50 Health points if he uses it at Shift X Intensity or above.

Psionic Vampirism, Energy Vampirism, Molecular Conversion, Elemental Creation.

Hyper-Invention: Class 1000. Ac can create any device he wants from the materials at hand.

Power Creation: Class 1000. Ac has the ability to transform ordinary beings into superbeings. The Primary Abilities and powers of such beings are initially no higher than Unearthly rank. Galactus can invest the power in either the person chosen or a specially designed tool.

Power Control (Magnification/Reduction/Negation): Special. Ac has total control over the powers he bestows. He can also amplify someone's existing powers by 4 CS, or reduce a victim's powers all the way to Shift 0. Such changes are permanent and can only be reversed by Ac or Galactus.

Telepathy: Unearthly. Ac has the ability to communicate telepathically.

CONTACTS: Ac is now the ruler of Heliopolis and Olympia.

BACKGROUND: Ac embodies Galactus' reason. Ac has no sense of destiny or history, but has logically deduced that he is a conqueror by nature. He mistakenly believes that his destiny is to be the ultimate ruler of the universe.

TUS

F 25 Ex Health: 1300
 A 25 Ex
 S 250 Shift Y Karma: 1000
 E 1000 CI 1000
 R 250 Shift Y Resources: CI 1000
 I 500 Shift Z
 P 250 Shift Y Popularity: -333

KNOWN POWERS:

Energy Manipulation: Class 1000. Tus can manipulate energy of several kinds, giving him the powers below at up to Class 1000 Intensity. However, he must spend ten Karma points each time he uses one of these powers, and 50 Health points if he uses it at Shift X Intensity or above.

Bio-Vampirism, Absorption Power, Energy Conversion.

True Flight: Class 3000. Tus can travel faster than light.

Invulnerability: Class 5000. Tus is immune to heat, cold, corrosives, toxins, and disease.

Life Detection: Class 3000. Tus can detect occupied worlds at a range of 50 light years or less.

Disruption: Class 1000. Tus can destroy the molecular bonds holding planets together. He can use this power against individuals at Shift X Intensity.

WEAKNESS: Tus has no memory and lacks the wit to think of clever solutions to problems. Heroes trying to battle Tus with clever traps receive an automatic +1 CS to their attempts.

CONTACTS: Tus is the lover of Hela, Asgardian goddess of the dead.

BACKGROUND: Tus embodies Galactus' desires. He has no memory and lacks any sort of conscience. When Tus sees something he wants, he attempts to get it in the most direct fashion possible. Tus senses he must feed on the life energies of a mass of beings, and is aimlessly wandering the godly dimensions in search of a suitable target.



THE OLYMPIANS

Where does one who cannot die find purpose in life?

Fame. At least, that is where the Olympian gods have found their purpose. Relieved of the burdens of mortality and the drudgery that accompanies the struggle to survive, the Olympian gods have turned their attention to the only thing worthy of an immortal's energies: the performing of magnificent deeds which spread their reputations across the universe. To them, the measure of a god's worth is the magnificence of the legends about his exploits.

It is no surprise, then, that the Olympian gods are a tough, restless, ambitious, hard-living, imaginative race. But their lust for fame has also made them touchy about their honor, as well as feisty and vengeful. The legends they labor so carefully to create abound with stories of petty intrigues and infighting. Given their arrogant pride, rashness, and stubbornness, one might be tempted to conclude that they are closer to humanity than they realize; but, if he knows what's good for him, he will not do so aloud.

Aside from their thirst for fame, the Olympian gods also share other attributes with each other. They are all true immortals. They cease to age upon achieving adulthood, can lift at least 30 tons, are immune to terrestrial disease, and have dense bodies which are resistant to conventional harm. Only an injury of such magnitude that it disperses a major portion of an Olympian's body molecules could possibly kill one of the gods. Even then, a god of greater power, or several gods acting together, might resurrect the deceased Olympian before his life essence dispersed completely. If wounded, an Olympian's godly life force and metabolism enables him to recover at a superhuman rate.

Although once worshipped by the ancient Greeks and Romans, the Olympians dwell in Olympus, a pocket dimension adjacent to Earth (see mapsheet). A nexus from this dimension opens somewhere on Mount Olympus in Greece.

ARES

(Also known as Mars)

F	100	Un	Health: 320
A	20	Ex	
S	100	Un	Karma: 56
E	100	Un	
R	6	Ty	Resources: CI 1000
I	20	Ex	
P	30	Rm	Popularity: 10 (50 with soldiers)

KNOWN POWERS:

Dimensional Travel: Unearthly. Ares can teleport himself and anyone touching him to other dimensions.

Regeneration: Class 1000. Ares heals a thousand times faster than a normal being, and can even regrow severed limbs by making a Red FEAT roll.

Self-Sustenance: Unearthly. Ares can survive indefinitely without consuming air, water, or food.

True Flight: Unearthly. Ares can fly through air and space at Unearthly speed, without any apparent means of propulsion.

True Invulnerability: Amazing. Ares is immune to harm from fire, heat, cold, electricity, radiation, corrosives, disease, poison, brute force, sonics, and kinetic bolts of up to Amazing Intensity. If attacked by one of these forces at greater than Amazing Intensity, subtract his power ranking from his damage.

Immortality: Class 1000. Ares does not die if reduced to 0 Health and/or Shift 0 Endurance.

TALENTS: Ares' reason is Monstrous when dealing with politics or military strategy and tactics. He also receives a +1 CS when fighting with any weapon used by the ancient Greeks.

CONTACTS: Ares is one of the gods of Olympus, and is particularly close to his uncle Pluto.

BACKGROUND: Ares is the son of Zeus and Hera. The ancient Greeks and Romans worshipped him as the god of war. Since Zeus allowed human worship of the Olympian gods to die, Ares has grown increasingly disenchanted with his father's rule.

CERBERUS

F	250	Shift Y	Health: 850
A	250	Shift Y	
S	100	Un	Karma: 80
E	250	Shift Y	
R	20	Ex	Resources: N.A.
I	50	Am	
P	10	Gd	Popularity: -100

KNOWN POWERS:

Body Armor: Unearthly. Cerberus' thick hide protects him from penetration and cutting wounds (i.e. Edged Attacks, Shooting, and Throwing Edged attacks).

Hypersensitive Hearing and Olfactory: Shift Z. Cerberus can hear and smell objects up to 50 miles distant.

Tracking Ability: Class 1000. Cerberus can track any being across any medium, even deep space.

Invulnerability: Shift Z. Cerberus is invulnerable to heat, energy, and force attacks.

Extra Attacks: Special. In melee combat, each of Cerberus' three heads may make an attack. These attacks may be directed at the same target, or at other targets attempting to melee him.

True Flight: Unearthly. Cerberus can fly through air or space without apparent means of propulsion. (Temporarily bestowed upon him by Ac.)

WEAKNESS: Because of his extremely sensitive hearing, Cerberus is vulnerable to ultrasonic attacks. Increase the effectiveness of such attacks by +1 CS.

BACKGROUND: Cerberus is the three-headed dog of Greek legend. He normally guards the entrance to Hades. Ac has set Cerberus, along with the Hydra and Chimaera, to guard the gates to Asgard.

Cerberus always tries to close to melee in combat, lacking any effective means of ranged attack. He always attacks the character in the lead, attempting to bite that character with all three of his heads. He continues to savage his victim until knocked unconscious, or until the victim dies. Cerberus uses two of his heads to keep other characters from aiding his victim.

CHIMAERA

F 500 Shift Z Health: 950
 A 100 Shift X
 S 250 Shift Y Karma: 175
 E 100 Shift X
 R 50 Am Resources:
 Am(50)
 I 75 Mn
 P 50 Am Popularity: -100

KNOWN POWERS:

Body Armor: Shift X. The Chimaera's hard skin protects it from all forms of physical attacks, including: Blunt, Edged, Shooting, Throwing Edged, Throwing Blunt, Energy, and Force.

Force Field vs. Magic: Shift Y. Being something of a magical creature itself, the Chimaera is well-defended against all types of magic.

Fire Generation: Shift Y. The Chimaera can breath fire up to a range of 10 areas.

Poison: Unearthly. The Chimaera's bite is poisonous. The victim must make an Unearthly Intensity Endurance FEAT or begin losing Endurance ranks at the rate of one per round.

Stealth: Unearthly. As long as it is not directly observed, the Chimaera can move without being detected.

True Flight: Unearthly. The Chimaera can fly through air or space at Unearthly speed.

WEAKNESS: In battle, the Chimaera fights like the savage beast it is. It must make a Yellow Reason FEAT to avoid cleverly laid traps to defeat it. (The Greek hero Bellerophon once defeated it by sticking a lead-tipped spear in its mouth. When the Chimaera breathed fire, the lead melted and ran into its belly.)

BACKGROUND: The Chimaera is the lion headed, goat-bodied, serpent-tailed monster of Greek legend. Ac has sent the Chimaera, along with Cerberus and the Hydra, to guard the entrances to Asgard.

The Chimaera prefers to attack with its flame as it closes to melee range. It attacks the closest hero first. When attacked in return, it switches its attention to the target that did the most damage to it.

HERCULES

Heracles of Olympus

F 100 Un Health: 320
 A 20 Ex
 S 100 Un Karma: 50
 E 100 Un
 R 10 Gd Resources: Ty(6)
 I 10 Gd
 P 30 Rm Popularity: 70

KNOWN POWERS:

Body Armor: Excellent. Like all inhabitants of Olympus, Hercules' body is denser and more tough than that of a normal man.

Resistance to Fire: Excellent. Hercules' skin can also withstand fire.

Invulnerability: Class 1000. Hercules is immune to disease and aging.

Immortality: Class 1000. Hercules is immortal. He does not die if reduced to 0 Health and/or Shift 0 Endurance.

Regeneration: Good. Hercules heals ten times faster than a human.

Leaping: Good. Hercules can leap up to 4 areas. He usually prefers to walk or run.

Special Weapon: Shift X. Hercules carries an enchanted golden mace which inflicts Shift X damage when he wields it. Galactus has also bestowed the mace with the powers of True Flight, Self-sustenance, and Kinetic Bolt, all at Unearthly Intensity.

TALENTS: Hercules is the champion wrestler of Olympus. He receives a +1 CS when using this attack form.

CONTACTS: Hercules is an Olympian god, a former member of the defunct Champions of Los Angeles, and a member of the Avengers.

BACKGROUND: Hercules is the son of Zeus and Alcmena, a mortal woman who lived about 3,000 years ago. He is best known for his celebrated Twelve Labors, which he performed in part to prove his worthiness for immortality to Zeus.

Today, Hercules satisfies his thirst for adventure by being a member of the Avengers. He delights in bestowing his "gift," a mighty punch, on his opponents.



HYDRA

F 100 Un Health: 900
 A 50 Am
 S 250 Shift Y Karma: 225
 E 500 Shift Z
 R 75 Mn Resources: N.A.
 I 50 Am
 P 100 Un Popularity: -100

KNOWN POWERS:

Regeneration: Unearthly. The Hydra heals a hundred times faster than normal beings. It can regrow a severed head in one round; regrowing a head restores 100 points to its Health. (But it never has more than 900 points of Health.)

True Flight: Unearthly. The Hydra can fly through air or space with no apparent means of propulsion. (Bestowed by Ac.)

Self-sustenance: Unearthly. The Hydra can survive for extended times without food, drink, or air. (Bestowed by Ac.)

Skin Armor: Monstrous. The Hydra's thick hide protects it from all types of physical damage (including blunt, edged, energy, and force attacks).

Stealth: Shift Z. The Hydra can move without being detected.

Nine Heads: Shift X. Each of the Hydra's nine heads may bite once per turn, but no hero suffers more than one bite per turn. Each head inflicts a different type of damage at Shift X intensity:

1: Rotting Touch; 2: Paralyzing Touch; 3: Health Drain Touch; 4: Corrosive Touch; 5: Blinding Touch; 6: Energy Touch; 7: Poison Touch; 8: Karma Drain Touch (as Health Drain, except results apply to victim's Karma); 9: Psyche Drain Touch (as Health Drain, except results apply to victim's Psyche Ability).

WEAKNESS: For every 100 points of damage the Hydra suffers, it loses a head. If fire is applied to the stump of a head in the same round it is severed, it does not grow back.

BACKGROUND: The Hydra is the nine-headed serpent of Greek legend. Ac sent the Hydra to guard the approaches to Asgard with Cerberus and the Chimaera.

PLUTO

Hades (Pluto is his Roman name)

F 100 Un Health: 550
 A 100 Un
 S 100 Un Karma: 275
 E 250 Shift Y
 R 75 Mn Resources:
 Un(100)
 I 100 Un
 P 100 Un Popularity: -500

KNOWN POWERS:

Immortality: Class 1000. As an Olympian god, Pluto does not die if his Health falls to 0 and his Endurance falls to Shift 0. He is also immune to disease, aging, and toxins.

Regeneration: Unearthly. Pluto heals at a hundred times the normal human rate.

Energy Mastery: Shift X. Pluto has complete mastery over energy, giving him these powers at Shift X rank:

Fire Control

Manipulation: Darkforce, Electrical, Gravity, and Light.

Generation: Darkforce, Fire, Energy.

Force Field: against energy, force, magic, and all physical attacks.

Dimension Travel: Unearthly. Pluto can teleport from one dimension to another.

Strength Drain: Amazing. Pluto can touch a victim and drain 50 points of Strength. When the victim falls to 0 Strength, he falls unconscious.

Mystical Flame: Unearthly. Pluto can sheath himself in mystical flame, preventing anyone from touching him without suffering a Unearthly magical flame attack (this negates defenses against conventional flame). He can also fashion weapons out of this mystical flame. Such weapons paralyze an opponent unless he makes an Unearthly Intensity FEAT against his Psyche.

Invisibility: Unearthly. Pluto had a helmet made for him by the Cyclopes which renders him invisible, even to other Olympians.

BACKGROUND: Pluto is the ruler of Hades, the Olympian home for the dead.

TITANS

Coeus and Crius

F 150 Shift X Health: 600
 A 50 Am
 S 150 Shift X Karma: 60
 E 250 Shift Y
 R 20 Ex Resources: Ty(6)
 I 10 Gd
 P 30 Rm Popularity: 0

KNOWN POWERS:

Body Armor: Remarkable. The two Titans Coeus and Crius have dense flesh which protects them from blunt, edged, force, and energy attacks.

Invulnerabilities: Class 1000. Both are immune to disease, toxins, and aging.

Immortality: Class 1000. Both Titans are immortal and do not die if reduced to 0 Health and Shift 0 endurance.

Regeneration: Good. They heal at ten times the rate of a human.

Teleportation: Unearthly. Both the Titans can Teleport to any spot on Olympus. (Ac bestowed this power upon them.)

Element Control: Shift X. Coeus can control Air and Crius can control Earth.

Mind Control: Unearthly. Ac bestowed the ability to control minds upon Coeus.

Psionic Attack: Unearthly. Ac bestowed the use of psionic blasts upon Crius.

BACKGROUND: The Olympian gods were not the first beings in their pantheon. From Gaea (the earth) and Ouranus (the heavens) sprang a race called the Titans. The rulers of this race, Cronus and Rhea, were the parents of Zeus and many other Olympian gods. Cronus, fearing his children would overthrow him as he overthrew his father, confined his children to the darkest regions of Hades. Eventually, Zeus and his siblings overthrew the power-hungry Cronus and ended the Titan reign.

Coeus and Crius now serve Ac as they served Zeus—which is to say with little enthusiasm or loyalty.

ZEUS

F 250 Shift Y Health: 1100
 A 250 Shift Y
 S 100 Un Karma: 250
 E 500 Shift Z
 R 75 Mn Resources:
 Un(100)
 I 75 Mn
 P 100 Un Popularity: 100

KNOWN POWERS:

Body Armor: Amazing. Zeus' dense flesh protects him from all forms of physical injury, including blunt, edged, energy, and force attacks.

Invulnerabilities: Class 1000. Zeus is immune to toxins, disease, and aging.

Immortality: Class 3000. Zeus is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Only an injury which disperses a majority of his body molecules can cause him physical death. Even then, another god of equal stature or several Olympian gods working together might revive him.

Regeneration: Good. Zeus heals at ten times the rate of a human.

Energy Mastery: Shift Z. Zeus has complete mastery over energy, giving him these powers at Shift Z rank:

Fire Control

Manipulation: Darkforce, Electrical, Gravity, Light, Magic, Radiation.

Generation: Darkforce, Electrical, Energy, Fire, Magic, Radiation.

Force Fields: Energy, Magic, Mental, Physical, Power Manipulation.

Raise Ability: Shift Z. Zeus can temporarily raise the Strength or Endurance Ability to Shift Z. He can do this for himself or another being. Roll a FEAT; white indicates failure; a green result indicates the increase lasts one turn; yellow indicates it lasts ten turns; red indicates it lasts 100 turns.

Enchantment: Unearthly. Zeus can magically increase the effectiveness of any item to Unearthly Intensity.

Dimensional Travel: Class 1000. Zeus can transport himself or others across space or into any dimension. In the past, he has transported the entire Olympian army.

Projection: Unearthly. Zeus can pro-

ject his voice, image, and his electrical bolts into Earth's dimension.

Precognition: Shift Z. Zeus sometimes "remembers" the future. He has little control over these memories and in general finds them a hindrance.

WEAKNESS: Zeus sometimes lets lust overcome his judgment.

CONTACTS: Zeus is the ruler of Olympus.

BACKGROUND: Zeus is the youngest son of the Titan ruler Cronus and the Titaness Rhea. Fearing that one of his children would usurp his throne, Cronus sent each of his newborn children to the darkest region of Hades. Eventually, Rhea rebelled at this mistreatment of their children; she secretly gave birth to Zeus and sent him to grow up with Gaea. Zeus returned as an adult and led his siblings in a revolt against Cronus.

Zeus is married to the goddess Hera, who is a jealous and possessive wife. The conflict between Hera's jealousy and Zeus' wandering affections has been the source of many storms in Olympus.

In *Ragnarok and Roll*, Ac has temporarily stripped Zeus of his powers and confined him to Tartarus in Hades.

OLYMPIAN, Typical

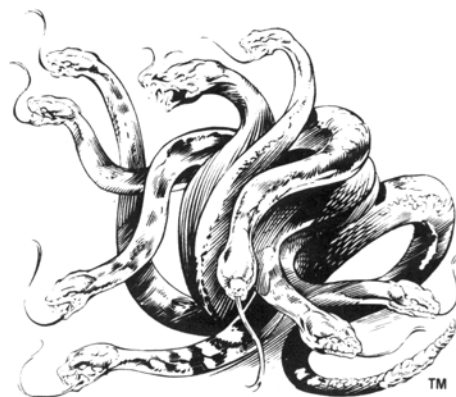
F 10 Gd Health: 120
 A 20 Ex
 S 40 In Karma: 42
 E 50 Am
 R 6 Ty Resources:
 Gd(10)
 I 6 Ty
 P 30 Rm Popularity: 5

KNOWN POWERS:

Body Armor: Good. The Olympian's dense flesh provides protection from all physical attacks, including blunt, edged, force, and energy.

Immortality: Shift X. Olympians are immortal and do not die if reduced to 0 Health and Shift 0 Endurance.

Regeneration: Poor. Olympians heal four times as fast as humans.



THE ASGARDIANS

Is it more tolerable to face an eternity of struggle, with no prospect of rest, or to live with the knowledge that death will come in a few short years?

Whichever one likes, it is certainly preferable to the certain doom awaiting Asgardian gods. They have lived for millennia in expectation of Ragnarok, the last cataclysmic battle which will destroy their world. Their world is a cold, bitter, hard place, and one which will ultimately end in despair and defeat.

The Asgardian gods choose to meet this gloomy fate with courage and zeal. Even in the face of certain defeat, they consider battle the one noble pursuit. They have made their society one of warriors. They derive their greatest pleasures from drinking and eating, friendship, avenging wrongs, fighting bravely for no other purpose, and outwitting strangers.

Along with five other races, the Asgardians inhabit a dimension system consisting of the Nine Worlds (see the illustration inside the front cover). The Asgardian gods inhabit the region known as Asgard. There are two races of gods, the Aesir and the Vanir, but we make no distinction between the two here.

The second race is the Giants, who dwell in Jotunheim. The third race is the Dwarves, inhabiting Nidavellir. The fourth race is the Elves, which come in dark and light subraces. The Dark Elves dwell in Svartalfheim; the Light Elves dwell in Alfheim.

The fifth race is the Trolls, who live in scattered subterranean settlements throughout Asgard, Vanaheim, Jotunheim, and Svartalfheim. Finally, the sixth Asgardian race is the Demons, who dwell in the fiery land, Muspelheim.

Only the gods are properly called Asgardians. But we have grouped all members of the races mentioned above into the Asgardian section, for they all dwell in the Asgardian dimensional system.

BALDER

F 40	In	Health: 140
A 20	Ex	
S 50	Am	Karma: 80
E 30	Rm	
R 10	Gd	Resources: Ex(20)
I 20	Ex	
P 50	Am	Popularity: 80

KNOWN POWERS:

Body Armor: Excellent. Asgardian flesh is so dense that it protects Asgardians from all physical attacks (edged, blunt, shooting, force, or energy).

True Invulnerability: Class 1000. Balder is immune to injury from any living or non-living thing while in the Asgardian dimension. He cannot be harmed by blunt, edged, shooting, force, energy, or psionic attacks. He is also immune to aging, disease, and toxins.

WEAKNESSES: Balder loses his immunity to injury while away from the Asgardian dimension. In addition, any weapon made of mistletoe negates his True Invulnerability, even while in Asgard.

TALENTS: Balder is an expert swordsman, horseman, military tactician, hand-to-hand fighter, and Asgardian scholar. He receives a +1 CS when engaging in any of these activities.

CONTACTS: Balder is the current regent of Asgard, pending Odin's possible return. He can also call on Beta Ray Bill for assistance and/or companionship.

BACKGROUND: The gods of Asgard have long regarded Balder as, next to Thor, their noblest member and greatest warrior. He has earned this reputation over the ages through his many compassionate deeds and courageous undertakings. Fortunately, there is no jealousy between Asgard's greatest warriors, for Thor and Balder are great friends.

Early in Balder's life, Odin commanded his wife Frigga to make Balder invulnerable to harm, for it had been prophesied that Balder's death would help trigger Ragnarok. Frigga accordingly cast spells pro-

tecting Balder from harm by any animate or inanimate thing. The sole exception was mistletoe, the omission of which seems to be a necessary side effect to the spell.

Loki, the god of mischief, learned of this weakness and, seeking to bring about Ragnarok, tricked the blind god Hoder into shooting Balder with a mistletoe-tipped arrow.

Although the arrow fatally wounded Balder, Odin prevented his death by placing him in suspended animation. While in this state, Balder's spirit journeyed to Hel, one of the Asgardian realms of the dead. There, Balder witnessed the horrors endured by the spirits of many he had slain in battle.

After Odin finally restored Balder fully and recalled the young god's soul from Hel, Balder's hair turned white as a result of what he had witnessed. A short while later, the Nornheim Queen and sorceress Karnilla, who had long been in love with Balder, trapped him into a vow of marriage. In order to save Balder from this undesired marriage, his beloved Nanna sacrificed her life.

Having endured the trials of Hel himself, Nanna's death was too much for Balder to endure. He forswore the life of a warrior and began eating in order to forget his misery. When he grew too fat to exercise, he finally rode out into the desert to die. Instead, Balder met the Norns, the three goddesses who oversee the workings of destiny. They gave him a vision which restored his faith in the value of life.

Balder returned to Asgard just as Surtur marshalled the demons of Muspelheim for battle. Odin then commanded Balder to go to the sorceress Karnilla and seek her aid in the battle against Muspelheim's legions. Because of her love for Balder, Karnilla agreed to aid Asgard. With her help, the Asgardians beat back Surtur and his demons. A short time later, Balder finally gave into Karnilla's charms and became her lover.

The FENRIS WOLF

F	50	Am	Health: 280
A	30	Rm	
S	100	Un	Karma: 56
E	100	Un	
R	6	Ty	Resources: N.A.
I	10	Gd	
P	40	In	Popularity: -5

KNOWN POWERS:

Shape Change: Monstrous. The Fenris Wolf can magically alter its shape to that of any creature, even a man or a god.

Shrinking: Poor. The Fenris Wolf is normally Remarkable in size. It can reduce its bulk to that of a normal wolf in order to negate the +3 CS chance to hit it. This reduction does not affect any of its other statistics.

LIMITATION: The Fenris Wolf is normally bound to a rock by Gleipnir, a thin silk-like manacle of Shift Y strength forged by the dwarves. The more the Fenris Wolf struggles, the more the bonds tighten. Gleipnir also responds to the wolf's size and shape changes.

BACKGROUND: Said to be the offspring of Loki and the giant Angrboda, the Fenris Wolf is a huge creature with a murderous disposition and human intelligence. As Fenris grew to maturity, the Asgardian gods decided it would be unwise to allow such a monstrous creature to roam the land unfettered. Therefore, they began forging manacles of ever thicker iron and challenging the powerful wolf to break them. No matter how thick the iron, Fenris broke the chains. Finally, Odin had the dwarves prepare the enchanted manacles Gleipnir. Sensing a trap, however, Fenris would only agree to allow the manacles to be placed on him if a god would place a hand in his mouth as insurance against trickery. Only Tyr, the god of war, was courageous enough to make the sacrifice. When Fenris found he could not break the manacles, he bit off Tyr's hand. The other gods quickly bound the mighty wolf to a rock.

GARM

F	40	In	Health: 290
A	50	Am	
S	100	Un	Karma: 56
E	100	Un	
R	6	Ty	Resources: N.A.
I	20	Ex	
P	30	Rm	Popularity: -5

KNOWN POWERS:

Body Armor: Amazing. Garm's thick hide protects him from physical injury (including blunt, edged, shooting, fire, and force attacks—but not energy attacks).

Resistance to Cold: Shift Z. Garm is accustomed to the cold of Niffleheim.

Enhanced Senses: Unearthly. Using his acute sense of smell or hearing, Garm can pinpoint the exact location of any being within two miles of him.

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

Claws: Shift X. Garm's fangs and claws are sharp enough to rend even the toughest armor.

LIMITATIONS: Garm is chained just inside the entrance to 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.

BACKGROUND: 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.



GEIRRODUR

King of the Trolls

F	30	Rm	Health: 116
A	6	Ty	
S	40	In	Karma: 26
E	40	In	
R	10	Gd	Resources: Am(50)
I	10	Gd	
P	6	Ty	Popularity: 0

KNOWN POWERS:

Body Armor: Good. Like all Rock Trolls, Geirrodur's rough hide provides protection from blunt, edged, shooting, force, and energy attacks.

Infravision: Remarkable. All Rock Trolls can see in the dark.

Invulnerability: Shift Y. Rock Trolls are immune to Earthly diseases, and can function on half the oxygen that a human can.

WEAPON: *Tordenstock*. Geirrodur carries a spear which does Incredible edged damage. *Tordenstock* is made from Class 1000 Uru metal.

TALENTS: Geirrodur is a charismatic (for a Troll) leader, and receives a +1 CS when trying to convince other Trolls to do his bidding. He is also skilled with all sharp weapons, earning a +1 CS when fighting with any edged weapon. Geirrodur is an excellent weapons smith; consider his Reason Amazing for purposes of forging a weapon.

CONTACTS: Geirrodur commands the vast majority of all Trolls.

BACKGROUND: Geirrodur was born to the Rock Trolls inhabiting the subterranean regions beneath Asgard. His father, the master blacksmith and weapons maker of his tribe, taught Geirrodur all the arts of forging weapons. When his father died in a war against the Storm Giants, Geirrodur took his place as the master blacksmith and weapons maker.

This position was not enough for Geirrodur, however, who considered himself worthy of a much higher post (as, indeed, he was—Geirrodur is a genius among Trolls, making him a little smarter than the average human). With the help of Loki, Asgardian god of mischief, Geirrodur over-

threw Veidemar, the King of the Trolls at that time.

Since that day, Geirrodur has ruled the Trolls. As a symbol of his office, he forged a mystic spear out of the supertough Uru metal found only in the realm of the Trolls. One of the finest accomplishments of his reign to date has been the invention of burrowing machines. With the aid of Uru metal bits and scoops, these machines can dig holes into other dimensions. (The Trolls have even dug a hole deep into the Earth's bowels.)

Only once has another Troll dared oppose Geirrodur. Ulik, a mighty warrior who has fought Thor on several occasions, briefly usurped the throne and attempted an invasion of Earth. After Thor defeated the attempt, Geirrodur reclaimed his throne and consigned Ulik to stoking the subterranean furnaces that heat his kingdom.

Although Geirrodur is in many ways a typical Rock Troll (brutal, savage, and unsubtle), he does have the best interest of his subjects at heart. He lusts for more territory for his people to occupy (he even attempted to conquer Asgard once), but is just smart enough not to expend his subjects uselessly against a more powerful foe.

ROCK TROLL, Typical

F	30	Rm	Health: 104
A	4	Pr	
S	40	In	Karma: 10
E	30	Rm	
R	2	Fb	Resources: Fe(2)
I	4	Pr	
P	4	Pr	Popularity: 0

KNOWN POWERS:

Body Armor: Good. Trolls have rough hides which protect them from physical attacks of any kind.

Infravision: Remarkable. Trolls can see in the dark.

Invulnerability: Shift Y. Trolls are immune to Earthly diseases.

WEAPONS: Most Rock Trolls carry weapons which do Incredible damage.

HELA

Goddess of Death

F	50	Am	Health: 1200
A	50	Am	
S	100	Un	Karma: 170
E	1000	Cl	1000
R	30	Rm	Resources: Mn(75)
I	40	In	
P	100	Un	Popularity: -75

KNOWN POWERS:

Body Armor: Good. Hela's skin protects her from physical (blunt, edged, and shooting) attacks, as well as from energy attacks.

Invulnerability: Shift Z. Within Hel and Niffleheim, Hela is immune to heat, cold, disease, radiation, corrosives, and toxins.

Mind Control: Class 3000. Hela has complete control over the conscious thoughts and actions of the dead.

Illusion-Casting: Class 5000. Hela can create completely realistic holographs. Characters having a reason to disbelieve the illusion may attempt an Intuition FEAT roll; on a red result, they have reason to doubt the true nature of the illusion, but still "feel" it to be real. A character successfully passing a Class 5000 Intensity Intuition FEAT sees through the illusion completely.

Death Touch: Class 1000. Hela can cause any mortal to die simply by touching him. The victim must make a Class 1000 Intensity Endurance FEAT each round or lose one rank of Endurance. (The check is always made using the victim's original Endurance.) When the victim's Endurance reaches Shift 0, he dies and his spirit enters Hel.

Age Control: Unearthly. Hela can cause a victim to age with a single glance. The victim must make an Unearthly Intensity Psyche FEAT roll or age a number of years equal to the difference between Hela's Psyche and his own.

Resurrection: Class 1000. Hela can restore gods to life by using her Resurrection power to make a FEAT roll of an Intensity equal to the god's Endurance.

True Flight: Unearthly. Hela can fly at Unearthly speed through air or space.

Levitation: Unearthly. Hela can levitate herself or others.

Hand of Glory: Unearthly. This is a special assault that acts as an Edged Weapon attack.

WEAKNESS: Hela preserves her life force by means of a cape and head-dress. Without this garment, she has a Strength and Endurance of only Feeble, and cannot use any of her superhuman powers.

TALENTS: Hela has a thorough knowledge of all lore involving the Nine Worlds.

CONTACTS: Hela is the ruler of Hel and Niffleheim. She is also acquainted with the deities of death in other pantheons, and presumably with Death itself.

BACKGROUND: Legend has it that Hela is the daughter of Loki and the sorceress giantess Angrboda. The three goddesses of fate, the Norns, have warned the Asgardians gods that Hela will prove a great danger to them.

Odin himself decreed that, on the day of her maturity, Hela become the goddess and ruler of the spirits of the Asgardian dead. He reserved for himself the right to rule Valhalla, where the spirits of courageous warriors who died in battle reside. Hela was given control of Hel and Niffleheim, both realms of the dead. For ages, Hela has sought to bring more Asgardian souls under her control, and especially longs to possess the souls of Odin and Thor.

In recent years, Odin's attention wandered from Valhalla. Hela tried to annex that realm to her own, hoping to consolidate her power over all the spirits of Asgard's dead. Eventually, Odin noticed Hela's trespass and forced her to withdraw.

Another of Hela's plans involved the construction of a gigantic ship called *Naflgar*. Built from the finger-nails of the dead, this ship was to carry an army of the corpses to invade Asgard and destroy the other gods. Fortunately, *Naflgar* has recently been destroyed.

LOKI

Loki Laufeyson of Asgard

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

KNOWN POWERS:

Body Armor: Excellent. Loki's dense flesh protects him from blunt, edged, shooting, and energy attacks.

Telepathy: Class 1000. Loki can communicate across light years, even into other dimensions, telepathically. He cannot read minds, however.

Extradimensional Detection: Class 1000. Loki can see into other dimensions and distant regions of his own dimension.

Astral Projection: Class 1000. Loki can project an image of himself into distant places or other dimensions.

Shapeshifting: Class 1000. Loki can transform himself into any animal or plant. He acquires the statistics of the object he changes into (but retains his own Health).

Imitation: Unearthly. Loki can impersonate anyone he knows.

Matter Transformation: Unearthly. Loki can alter substances (with a material strength of less than Shift X) on the molecular level.

Animate Objects: Unearthly. Loki can cause inanimate objects to move and attack.

Eldritch Blasts: Monstrous. Loki can fire magical force blasts up to ten areas.

Shield: Monstrous. Loki can protect himself from edged, blunt, mystical, and energy attacks.

Enhancement: Monstrous. Loki can bestow mystic-based powers upon mortals. Make a Psyche FEAT roll for Loki when he uses this power:

- white result: 2 abilities raised +2 CS;
- green result: 3 abilities raised +2 CS plus one random power;
- yellow result: 3 abilities raised +3 CS plus two random powers;



•red result: 4 abilities raised +3 CS plus two random powers.

This enhancement lasts only as long as Loki concentrates upon it, and may be made permanent only through the use of Magical Talismans.

Dimensional Travel: Monstrous. Loki may teleport between dimensions. Given a powerful enough Talisman, he can also cast spells between dimensions.

Life Protection: Shift Z. Loki may be injured or even slain without losing his life force. In effect, this means he may suffer a Kill result and reanimate his body later.

Magic Talismans: Loki's spell abilities last only as long as he concentrates upon them. Therefore, he uses Talismans to effect powerful and long-lasting changes. He invests his magical energies in an object and relies on it to maintain the spell. Such a talisman has a rank equal to the highest ability of its possessor or the highest rank of the item itself.

BACKGROUND: After defeating the Frost Giants in battle, Odin found Loki and, taking pity on the infant, brought him home to serve as a companion to Thor. As the two young gods grew, Loki developed a deep sibling hatred for Thor and has devoted much of his life to trying to destroy his adoptive brother.

MUSPELHEIM DEMON,

F 50	Am	Health: 185
A 30	Rm	
S 75	Mn	Karma: 22
E 30	Rm	
R 6	Ty	Resources: Pr(4)
I 6	Ty	
P 10	Gd	Popularity: -10

KNOWN POWERS: *Resistance to Fire and Heat:* Class 1000. These demons are made of fire.

Body Armor: Amazing. The demons' fiery bodies protect them from blunt, edged, and shooting attacks.

Heat Generation: Amazing. The demons can shoot a stream of fire up to five areas.

SIF

Warrior Goddess of Asgard

F 75	Mn	Health: 245
A 30	Rm	
S 40	In	Karma: 100
E 100	Un	
R 10	Gd	Resources: Gd(10)
I 40	In	
P 50	Am	Popularity: 15

KNOWN POWERS:

Body Armor: Good. Like all Asgardians, Sif's dense flesh protects her from blunt, edged, shooting, and energy attacks.

Invulnerability: Class 1000. Sif is immune to all Earthly diseases. Like all other Asgardians, she ages at an extremely slow rate.

Dimension Travel: Unearthly. Odin has cast a special enchantment on Sif's sword. By spinning the blade in a certain manner, she can teleport between Earth and Asgard. She can also travel to other dimensions with Good ability. If she fails to make the Dimension Travel FEAT roll, she travels to an undesired dimension.

TALENTS: Sif is one of the greatest sword-wielders in Asgard. She receives a +1 CS when wielding any bladed weapon.

CONTACTS: Sif is a goddess of Asgard. She is also a close personal friend of Beta Ray Bill.

BACKGROUND: Sif is a warrior goddess of Asgard and the sister of Heimdall, the guardian of the Rainbow Bridge. She was trained from an early age to be a Shield Maiden, which is why she is one of the most accomplished swordswomen in the realm.

As a child, she was a playmate to both Thor and Loki, though she preferred Thor's company to that of his adoptive half-brother's. Eventually, when they reached adolescence, Thor and Sif fell in love with each other. Determined to ruin his hated brother's happiness, Loki cut off Sif's golden hair while she slept.

Thor immediately realized that Loki must have been responsible and demanded that he restore her

hair. Loki sought out the dwarves Brokk and Eitri and asked them to create new hair for Sif. However, Loki was either unwilling or unable to pay the dwarves for their work, so they made Sif's hair grow back black as night. Thor found her even more beautiful with black hair, so Loki's plan failed.

Thor and Sif were parted for a short time while Sif began her training in earnest, and while Thor went to Earth to learn humility. Eventually, Odin arranged for them to meet again and they became lovers and companions.

Their relationship came to an end after Thor's attachment to Earth came between them. Sif preferred the world of the gods to the world of mortals, and elected to live in Asgard without Thor. Through a complicated series of events, a great wedge was driven between the two when Lorelei enchanted Thor and he struck Sif in anger. She then had an affair with the mortal hero Beta Ray Bill.

Eventually, Thor escaped Lorelei's enchantment and Sif understood that he would not have struck her if not for the enchantment. As a result of her attachment to Beta Ray Bill, Sif finally understood Thor's attraction to mortals and accepted his role as protector of Earth. The two are once again linked by strong bonds of affection, but only time will tell how the relationship between Sif, Thor, and Beta Ray Bill will work itself out.

Typical ASGARDIAN

F 30	Rm	Health: 120
A 10	Gd	
S 40	In	Karma: 40
E 40	In	
R 10	Gd	Resources: Ty(6)
I 10	Gd	
P 20	Ex	Popularity: 0

KNOWN POWERS:

Body Armor: Good. The dense flesh of Asgardians protects them from blunt, edged, shooting, and energy attacks.

BACKGROUND: Asgardians are a grim, determined people.

YMIR

F 200 Shift Y Health: 580
 A 30 Rm
 S 150 Shift X Karma: 46
 E 200 Shift Y
 R 6 Ty Resources: Ty(6)
 I 10 Gd
 P 30 Rm Popularity: 0

KNOWN POWERS: *Body Armor:*

Amazing. Ymir's ice-covered body protects him from blunt, edged, shooting, energy, and force attacks. *Regeneration:* Amazing. Ymir recovers from injury 50 times faster than a normal being. In addition, when Ymir is injured, the wound takes the form of shattered ice chips which he can reassemble.

Resistance to Cold: Class 3000.

There are few things colder than Ymir's ice-covered body.

Cold Generation: Shift X. Ymir can radiate intense cold from his body.

Resistance to Heat: Amazing. Ymir's frigid aura tends to overpower heat attacks directed at him.

Freezing Touch: Shift Z. Ymir can cause anything he touches, even the air, to freeze solid.

Invulnerabilities: Class 1000. Ymir is immune to aging, disease, toxins, and radiation.

Immortality: Class 1000. Ymir is immortal and does not die if reduced to 0 Health and Shift 0 Endurance. Even if his body is destroyed or completely atomized, he can use his life-force to draw it back together again. A spiritual attack of unbelievable intensity might destroy his life essence.

WEAKNESS: If a Heat or Fire attack penetrates Ymir's Resistance to Heat, the remaining damage is tripled.

CONTACTS: Ymir is the ancestor of all Frost Giants.

BACKGROUND: Except for the fire demon Surtur, Ymir is the oldest known being in the Nine Worlds. Asgardians believe 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. The Well of Life transformed these tons of ice into the living, sentient Ice Giant Ymir.

Ymir then populated Niffleheim with the race of Ice Giants. The young god Odin and his brothers Vili and Ve fought a war against the Ice Giants and slew Ymir for the first time. He managed to draw his body back together and resurrect himself. Meanwhile, the surviving Ice Giants scattered and created a race of descendants which eventually became the Frost Giants.

Ymir and the Asgardians have conflicted many times since then. Each time, the Asgardians have apparently defeated the Ice Giant for good—only to have him return to menace them once more. Fortunately for Asgard, Ymir is not particularly cunning and usually attempts to win his battles through brute force.

FROST GIANT, Typical

F 40 In Health: 196
 A 6 Ty
 S 75 Mn Karma: 14
 E 75 Mn
 R 4 Pr Resources: Pr(4)
 I 4 Pr
 P 6 Ty Popularity: 0

KNOWN POWERS:

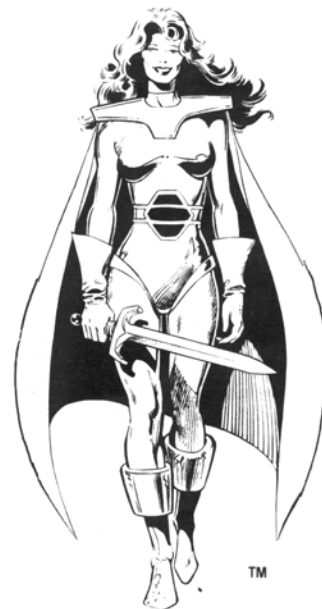
Body Armor: Remarkable. Their thick hide protects Frost Giants from blunt, edged, shooting, and force attacks.

Invulnerability: Class 1000. Frost Giants are immune to Earthly diseases, and age at an extremely slow rate.

Resistance to Cold: Shift Z. Frost Giants typically inhabit cold regions; in fact, their good health depends on being cold.

WEAKNESS: Anyone attacking a Frost Giant with a heat-based attack receives a +1 CS due to their vulnerability to heat. Giants will melt entirely if trapped in a warm environment.

BACKGROUND: Frost Giants are descended from Ice Giants and are the sworn enemies of Asgard.



THE HELIOPOLITANS

Heliopolis is now part of the modern city of Cairo, but in the time of Ancient Egypt it was one of the four centers of worship for Egyptian religion. The gods worshipped at Heliopolis became the most widely known and honored in all of Egypt. After leaving Earth, they founded Celestial Heliopolis.

OSIRIS

God of the Dead

F	75	Mn	Health: 280
A	30	Rm	
S	75	Mn	Karma: 500
E	100	Un	
R	100	Un	Resources: Shift X(150)
I	200	Shift Y	
P	200	Shift Y	Popularity: 75

KNOWN POWERS:

Body Armor: Excellent. Osiris' dense flesh protects him from blunt, edged, shooting, energy, and force attacks.

Energy Generation: Unearthly. Osiris can project elemental energy.

Dimensional Travel: Amazing. Osiris travels between Heliopolis and Earth at will.

Invulnerability: Class 1000. Osiris is immune to Earthly diseases, toxins, and aging. He is not immortal, however.

CONTACTS: Osiris rules Celestial Heliopolis. He also knows Odin and Thor.

BACKGROUND: The gods of Heliopolis came into existence over several generations. Before there were any gods, there was Nun, the essence of chaos and nothingness. Nun sired Atum, the first god of the Heliopolitan pantheon. Atum later took the aspect of Ra and sired the next generation of gods, Shu and Tefnut. Shu and Tefnut begat Geb and Nut, who parented Osiris.

Osiris' siblings included Isis, Seth, and Nephthys. Osiris assumed rule of the pantheon when Geb stepped down. He spread civilization throughout Egypt, and is now the benevolent god of the dead who prepares the afterlife for loyal worshippers.

ISIS

Goddess of Fertility and Domestication

F	40	In	Health: 220
A	50	Am	
S	30	Rm	Karma: 275
E	100	Un	
R	75	Mn	Resources: Un(100)
I	100	Un	
P	100	Un	Popularity: 75

KNOWN POWERS:

Air Control: Unearthly. Isis can control the temperature and movement of air.

Earth Control: Shift Z. Isis can manipulate the earth in many ways, including shaping it, making it more or less fertile, controlling its density, etc.

Fire Control: Amazing. Isis can control flame, especially when such control involves beneficial results regarding crops or fertility.

Water Control: Unearthly. Isis can control vast amounts of water. She often uses this power for irrigation, to prevent damaging floods, etc.

Weather Control: Shift X. Isis can control the weather over vast territories.

Resurrection: Monstrous. Isis can restore life to the dead. To do so, she must make a Power FEAT Roll at an Intensity equal to the subject's Endurance ranking. If the subject's body has been prepared using the funeral rites and mummy wrappings of Anubis, Isis receives a +4 CS.

WEAKNESS: Isis' power is most effective on Earth and Heliopolis. If she tries to use a power in any other dimension, she suffers a -2 CS.

CONTACTS: Isis is the queen of Heliopolis.

BACKGROUND: Isis is Osiris' wife. She is believed to have taught the ancient Egyptians the arts of medicine and domestication. She is also a powerful sorceress. She once resurrected her husband, Osiris, from death after her evil brother, Seth, murdered him to gain the throne of Heliopolis.

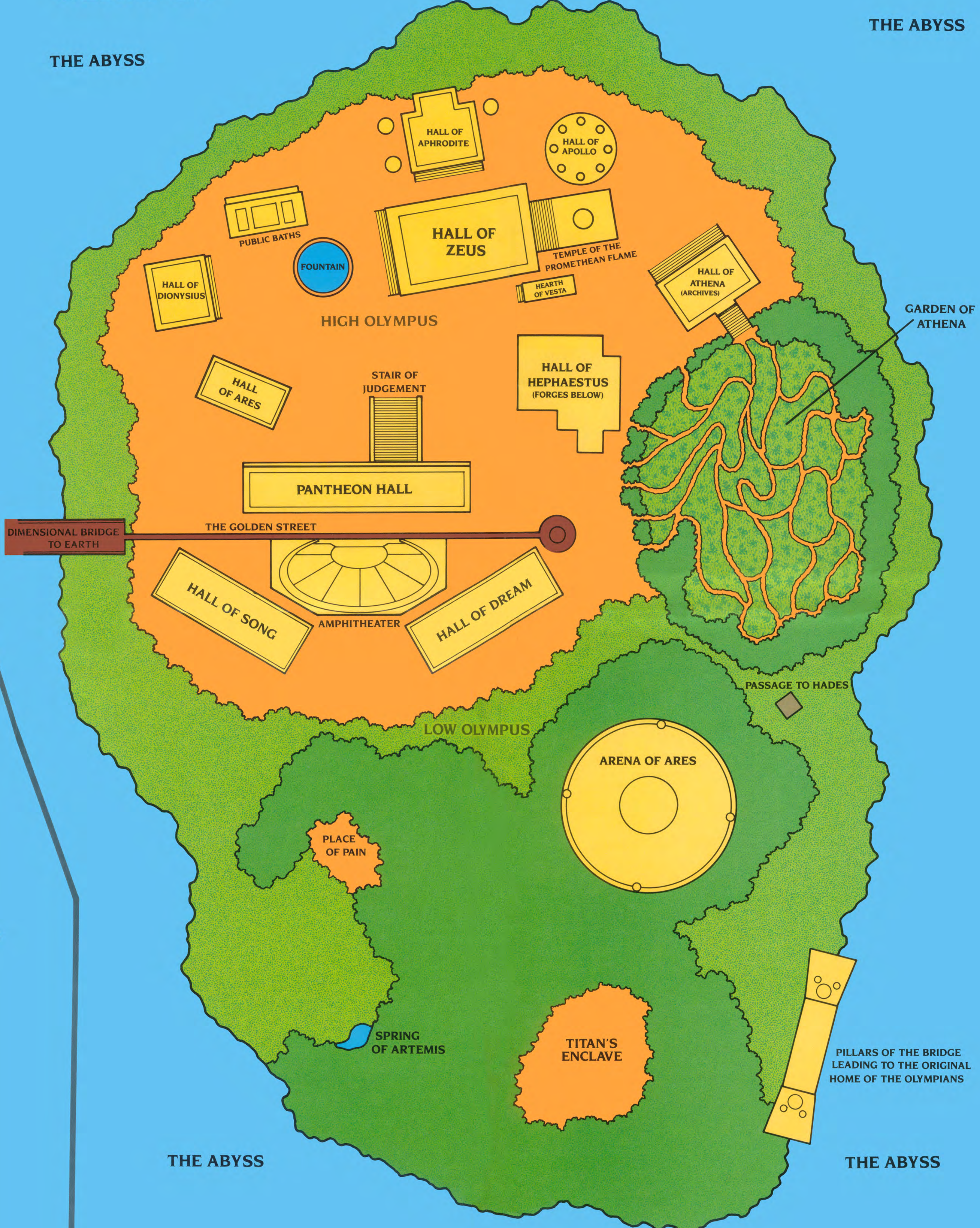


ASGARD: THE CONTINENT

ONE INCH = 100 MILES



OLYMPUS



MANTIS F 40 In A 40 In S 6 Ty E 30 Rm R 6 Ty I 20 Ex P 50 Am Health 116 Karma 76	GLADIATOR F 75 Mn A 50 Am S 100 Un E 500 Shift Z R 100 Un I 75 Mn P 500 Shift Z Health 725 Karma 675	FIRELORD F 75 Mn A 100 Un S 50 Am E 100 Un R 30 Rm I 50 Am P 30 Rm Health 325 Karma 90	BETA RAY BILL F 100 Un A 30 Rm S 100 Un E 100 Un R 30 Rm I 20 Ex P 50 Am Health 330 Karma 100	NOVA F 50 Am A 75 Mn S 100 Un E 100 Un R 20 Ex I 75 Mn P 40 In Health 325 Karma 135	THOR F 100 Un A 20 Ex S 100 Un E 100 Un R 6 Ty I 20 Ex P 50 Am Health 320 Karma 76	SILVER SURFER F 50 Am A 75 Mn S 100 Un E 100 Un R 20 Ex I 75 Mn P 40 In Health 325 Karma 135	DOC STRANGE F 10 Gd A 20 Ex S 6 Ty E 30 Rm R 10 Gd I 75 Mn P 100 Un Health 66 Karma 185
Powers: Empathy—Am Healing—Un Life Support—Shift Z Plant Control—Un Recovery—Am Resistances—Am (toxins & diseases) Teleport—In Talents: Martial Arts A, B, D, & E Resist Domination	Powers: Invulner—Un vs. energy attacks, Shift Z vs. heat, cold, gas, disease, & most radiation Environ. Independ— Shift Z Flight—CI 5000 Psychic Reflect.—Sp Heat Beams—Mn Heightened Vision— Am	Powers: Stellar Flame— CI 1000 Body Armor—Am (Immune to heat) Flight—CI 1000 Staff—Un range Talents: Astrogation	Powers: Body Armor—Ex Invulner—All diseases Resistance—Shift X to physical injury Storm Breaker: Throw—Rm Damage—Un Weather Control—Un Dimension Travel—Un Flight—Am Shield—Rm Skuttlebutt—1000 spd. Blasters—Un Reason—In	Powers: Fire Gener. & Control—Shift Z Body Armor—Un Invulner. to heat, cold, flame, & disease Wrapped in Fire—Am Flight—CI 3000	Powers: Body Armor—Ex Vs. physical, Ty vs. Energy Mjolnir: Hit—Ex Damage—Un Flight—Shift X Shield—Rm Weather Control—Un Dimension Travel—Un Talents: +1 CS Edged +2 CS with Mjolnir	Powers: Power Cosmic: Power Blast—Un Raise one ability to Un for 1-10 rds Healing—Un (no effect on Endur.) Reconstruct Matter— Un Perceive energy source of more than Un level on a planet Flight—CI 5000 Body Armor—Mn Talents: Martial Arts D	Powers: Magic: Any power at Am Alter Appear.—Am Astral Project.—Un Levitation—In Shield—Am Telepathy—Un Conjure—Am Forcebeam—Am Dimension Open—Mn Sleep Gas—Mn Cloak of Lev: Flight—Shift X Eye: Detection—CI 1000 +2 CS Mental Powers Suspend Animation on unc. Target—Mn Dimension Aper.—Un Orb: Magic Detect.—CI 3000 View any place known to user

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By Troy Denning

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