

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

THUNDER OVER JOTUNHEIM

Bruce Nesmith



**Loki™ and the giants threaten all Asgard with destruction!
Can the mighty Thor™ stop them?**

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THOR™

God of Thunder

Fighting: UNEARTHLY (100)
Agility: EXCELLENT (20)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: AMAZING (50)

Health: 320
Karma: 76
Resources: EXCELLENT
Popularity: 100

Powers:

DENSE FLESH. Asgardians have tougher skin than mortals. The typical Asgardian has Good body armor. Thor is even tougher, having Excellent body armor.

MJOLNIR. Thor's hammer is a Unique Weapon made of magical uru metal, a Class 1000 material. When using the hammer, Thor's Fighting ability becomes Shift X, and a blow from the hammer causes Shift X slugfest damage. Odin's enchantments have given the hammer these additional powers:

1. **Worthiness.** This enchantment prevents the hammer from being used by evil beings. Only those noble in heart and spirit can wield the hammer. Except for Thor, a being must have at least Remarkable Strength and must spend 1000 Karma earned in doing noble deeds to wield the hammer. Non-living beings (such as robots) with Remarkable Strength can wield the hammer.

2. **Weather Control.** By tapping the hammer on the ground, Thor can summon and control weather at an Unearthly level. He can create thunderstorms causing Monstrous damage. Thor can also fire lightning bolts of Monstrous rank directly from Mjolnir.

3. **Returning.** When thrown, Mjolnir will automatically return to Thor's hand in the same round that he throws it. Thor can throw the hammer a maximum of 10 areas.

4. **Flight.** Thor flies by throwing the hammer and grasping the thong, allowing the hammer to pull him along. Thor flies at Amazing speed and can carry as much weight in flight as he could normally lift.

5. **Dimensional Travel.** By whirling his hammer in a predetermined way, Thor can break through the barriers between dimensions and enter them, including Midgard (Earth) and his native Asgard.

6. **Shield.** By spinning Mjolnir swiftly, Thor can deflect missile and energy attacks (including magical energy) of Remarkable rank or less. The shield also protects anyone standing behind him.

Talents. Thor is a skilled swordsman and his Fighting ability is shifted one column to the right when he uses a sword.

Thor's Story. Thor is the son of Odin, lord of the dimension of Asgard, and Jord, one of the guises of the earth goddess Gaea. As a union of Asgard and Earth, Thor is far more powerful than most Asgardians.

Thor has had a long association with Midgard (Earth). In the ninth century AD, he was worshipped by the Vikings, but forsook worship when he learned of atrocities the Vikings committed in his name. In the Middle Ages, Odin sent Thor to Earth in mortal form, where his deeds were the basis for the legends of Siegmund and Siegfried. In the twentieth century, Odin sent Thor to Earth in mortal form to teach him humility. Stripped of his memory and

powers, he became the lame doctor Donald Blake. After several years, Odin "inspired" Blake to travel to Norway. In a cave Blake found Mjolnir disguised as a cane. Striking the stick upon the ground, Blake became Thor. Thor has recently given up his mortal form, and now uses the identity of Sigurd Jarlson, construction worker. He retains his godly might and power in this new identity.

Thor is a founding member of the Avengers™, and has been a powerful opponent of evil on both Midgard and Asgard.

In a recent battle, Odin fell into the depths of Muspelheim along with his foe, the fire-demon Surtur (THOR #353). As Odin's heir, Thor has authority in Asgard during the All-Father's absence.





LOKI™ God of Mischief

Fighting:	REMARKABLE
Agility:	EXCELLENT
Strength:	AMAZING
Endurance:	AMAZING
Reason:	EXCELLENT
Intuition:	EXCELLENT
Psyche:	MONSTROUS

Health:	150
Karma:	115
Resources:	EXCELLENT
Popularity:	25

Powers:
DENSE FLESH. Loki is the son of Asgardian giants; this heritage and his sorcerous abilities give him Excellent body armor.

MAGIC. Loki is a sorcerer of Monstrous ability. His spells last as long as he concentrates on them, although he can create talismans to hold magic of a permanent nature. Loki uses personal and universal energies to work magic; he rarely calls upon powers or beings from other dimensions.

When Loki attacks, use the Magical Combat section of the Combat Sequence Chart to find what form his attack will take.

Loki's Story. Loki's father was the king of the giants of Jotunheim, who was killed in battle against the forces of Odin. Odin adopted the god-sized infant giant and raised him in Asgard. As Loki matured, his talent for practical jokes earned him the title "God of Mischief". During childhood, Loki became jealous of Thor, Odin's true son, because Thor was dearer to the All-Father's heart. Thor was often the target of Loki's mischief, which hardened into true evil as Loki reached adulthood.

Loki has plotted to destroy Thor and even Asgard itself many times, through a variety of means. He has been directly or indirectly responsible for the creation of other super-villains, including the Absorbing Man. Loki's schemes have always met with defeat, and Odin has subjected him to a variety of elaborate punishments, including turning Loki into a tree, banishing him from Asgard, stripping away his power, and chaining him beneath an acid-dripping serpent. Despite this, Loki continues to plot Thor's destruction and the usurpation of Asgard's throne.

GEIRRODUR™ King of the Rock Trolls

Fighting:	REMARKABLE
Agility:	TYPICAL
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	TYPICAL

Health:	106
Karma:	26
Resources:	AMAZING
Popularity:	5

Powers:

BODY ARMOR. Geirrodur has the same tough hide that other rock trolls have, providing him with Good body armor.

INFRAVISION. See Ulik.

TORDENSTOK. Geirrodur forged this uru spear as a symbol of his power. It is an unbreakable Class 1000 weapon. It possesses some enchantments, but none except Geirrodur know its powers.

LEADERSHIP. Unlike his subjects, the king of the trolls is not cowardly. However, he is cunning. He only attacks an enemy if he thinks he can win. As King of the Rock

* Trolls, Geirrodur rules his subjects with tyrannical authority.

Geirrodur's Story. Geirrodur has ruled the rock trolls for thousands of years. He was originally the master weaponsmith of the trolls, but Loki helped him usurp the throne of the troll-kingdom in return for a favor. Geirrodur is a genius by troll standards, and is one of the few craftsmen who can forge indestructible uru metal. He was once briefly deposed by Ulik, but managed to recover the throne.



ROCK TROLL

Fighting:	REMARKABLE
Agility:	POOR
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	FEEBLE
Intuition:	POOR
Psyche:	POOR

Health:	104
Karma:	10
Resources:	FEEBLE
Popularity:	0

Powers:

BODY ARMOR. See Geirrodur.

INFRAVISION. See Ulik.

CLUBS. The rock trolls occasionally carry granite clubs. The trolls cause 50 points of slugfest damage per hit with these clubs.

COWARDICE. Trolls will not attack unless they outnumber an opponent or can take him by surprise. Their favorite tactic is to set an ambush for unwary victims or travelers. They are more courageous when given firm leadership; Geirrodur is the lord of all trolls in the troll-realm except for Ulik's band of outcasts.

ULIK™

Leader of the Lost Trolls

Fighting:	MONSTROUS
Agility:	GOOD
Strength:	UNEARTHLY
Endurance:	UNEARTHLY
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	EXCELLENT

Health:	285
Karma:	50
Resources:	INCREDIBLE
Popularity:	20



Powers:

DENSE FLESH. Ulik's orange hide is even tougher than a normal troll's, and provides him with Monstrous body armor.

INFRAVISION. Ulik can see in the dark, and can see the heat patterns of creatures or objects.

POUNDERS. These unique weapons are made of Unearthly metal, and are used like brass knuckles. They do not raise Ulik's fighting ability, but he can cause 150 points of slugfest damage when he hits. By smashing the pounders together, Ulik can create an earthquake that causes Monstrous damage to everything within three areas of him, and Remarkable damage to everything four or five areas away.

MINIONS. Ulik commands a band of trolls who are outcasts from the Kingdom of Trolls. Ulik's subjects have the statistics of normal rock trolls.

Ulik's Story. Ulik is the largest and strongest of the Asgardian rock trolls. Nothing is known of his life before he became an enemy of the mighty Thor. Ulik has fought Thor many times, both in Asgard and Midgard, but Ulik has always been defeated. Because of his lust for power,

Ulik was exiled from the troll-realm by King Geirrodur. Ulik has formed his own tribe from trolls who are outcasts like himself.

STORM GIANT

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	AMAZING
Endurance:	AMAZING
Reason:	TYPICAL
Intuition:	POOR
Psyche:	POOR

Health:	140
Karma:	14
Resources:	POOR
Popularity:	2

Powers:

DENSE FLESH. These huge creature have tough hides, equivalent to Excellent body armor.

WEAPON. Most storm giants carry huge clubs or blunt stone axes. A giant armed with one of these weapons causes Monstrous slugfest damage per hit.

EXECUTIONER™

Skurge, Warlord

Fighting:	MONSTROUS
Agility:	EXCELLENT
Strength:	AMAZING
Endurance:	UNEARTHLY
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	EXCELLENT

Health:	245
Karma:	36
Resources:	EXCELLENT
Popularity:	5

Powers:

BODY ARMOR. The Executioner's dense flesh provides him with Remarkable body armor.

KEEN EYESIGHT. His vision is as sharp as a falcon's, giving him Incredible eyesight.

RESISTANCES. The Executioner has Incredible resistance to fire and Excellent resistance to cold.

MAGICAL AXE. Skurge wields an enormous double-bladed axe that has been enchanted by Amora the Enchantress. The axe is a hack-and-slash weapon,

made of Unearthly metal. Any hit he scores with it causes Unearthly damage. It can magically cut a rift into other dimensions. With the axe the Executioner can transport himself or another person to any dimension. Cutting a rift into other dimensions allows the energies of those dimensions to come through. For example the Executioner could open a rift into the heart of a star to let through Unearthly heat or into outer space to let through Unearthly cold. The Executioner can choose the dimension his axe opens.

Executioner's Story. Skurge is the son of a storm giant and an Asgardian goddess. In the past he has fought against both Asgard and Jotunheim, earning the name "Executioner" due to the great number of giants he slew. The Executioner has been a frequent partner in the schemes of both the Enchantress (whom he loves) and Loki.



COMBAT SEQUENCE

1. Find out how far apart Thor and his opponents are at the beginning of the battle. This is usually given in the encounter description. When it is not, assume that Thor and his opponents start in the same area if the battle is indoors or if Thor was not expecting an attack. If Thor is some distance away from his opponents when the battle begins, roll one die and divide the number rolled in half, rounding fractions up. That number is the distance in areas between Thor and his enemies when the battle begins.
2. Decide how Thor attacks. Thor can do any one of the following each round: Strike with his fists or with Mjolnir; Throw Mjolnir; Summon a thunderstorm (Monstrous lightning); Fire a Monstrous lightning bolt directly from Mjolnir; Grapple; Charge.
3. Decide whether or not you will use Karma this round to modify dice rolls. Remember that when you spend Karma, you must spend a minimum of 10 points. The villains never use Karma except to reduce the effects of a killing blow.
4. If Thor is fighting Loki or some other sorcerer, use the MAGICAL COMBAT section for the sorcerer's attack. If Thor's opponent is not a sorcerer, roll a die and consult the PHYSICAL COMBAT TABLE to determine what the opponent is going to do. Roll separately for each opponent. For each opponent, use the column that corresponds to the opponent's highest physical ability.
5. Roll a die for initiative. Any number from 1-5 means that the opponents have initiative and act first. Any number from 6-0 means that Thor has initiative and acts first.
6. Roll the combat using the standard rules of the MARVEL SUPER-HEROES™ Game.

Slugfest. The villain tries to hit you with his fists or a weapon. If the weapon is sharp, use the Hack and Slash column of the Universal Table.

Throw. The villain throws or shoots something at you. If this is not possible, roll the die until you get a different attack result.

Grapple. Your opponent tries to grapple you. If he is too far away he charges instead.

Charge. The villain tries to charge you. If he is too close, he tries slugfest instead.

MAGICAL COMBAT

Because this is a solo adventure, magic is handled somewhat differently from the system used in the Campaign Book. Anyone with magical abilities uses this section to determine his combat actions. The PHYSICAL COMBAT TABLE is used only if this section determines that the sorcerer resorts to physical combat.

The magical effects used in this module are listed below, along with a percentage range listed in parenthesis. When one of Thor's opponents makes a magical attack, roll the dice and use the magical effect that matches the dice roll.

Unless the effect description says otherwise, all effects last one round for each rank of the sorcerer's Psyche above Typical. (For example, Loki, whose Psyche is Monstrous, can create effects lasting six rounds.)

Loki is a special case. When he appears randomly in the adventure there is a chance that he may teleport himself out of combat if he is hit. Each time he is hit, roll a Reason FEAT roll. If it is yellow or red, Loki's next action is to teleport away.

Magical Effects

(01-10) **Body Armor.** The sorcerer gains body armor equal to his Psyche rank.

(11-12) **Duplicate Image.** The sorcerer creates an image of himself. Thor must make a successful Psyche FEAT to recognize that the image is false. If the FEAT roll fails, conduct combat normally. If Thor is defeated, he is knocked unconscious. When he revives, he has the same Health he had before the fight.

(13-22) **Shapeshift.** The sorcerer becomes a storm giant with full Health and abilities.

(23-25) **Ensnaring Web.** Thor is trapped in a web whose material rank is equal to the sorcerer's Psyche rank. It can be shredded by a Strength FEAT, as with other materials.

(26-28) **Thor's Abilities Decrease.** Roll a die to determine which ability is decreased one rank: 1-3 = Fighting, 4-6 = Strength, 7-9 = Endurance, 0 = Agility. Recalculate Thor's Health. If the decrease reduces Thor's Health to zero, he is unconscious.

(29-43) **Mystic Blast.** This round, the sorcerer fires a bolt of magical energy that causes damage equal to his Psyche rank. Use the Shooting and Throwing section of the Universal Table to resolve the attack.

(44-48) **Extra Attack.** The sorcerer can attack twice this round. The second attack comes after Thor's attack, even if the sorcerer won initiative. Roll separately on this table for each attack. If this result is rolled more than once per round, roll until you get a different result.

(49-51) **Mystic Shield.** The sorcerer is surrounded by a force field equal to his Psyche rank.

(52-56) **Growth.** Use the table on page 41 of the Campaign Book to see how tall the sorcerer becomes. Use his Psyche rank as his power rank.

(57-61) **Ability Increase.** One of the sorcerer's abilities becomes equal to his Psyche rank. Roll a die: 1-2 = Fighting, 3-4 = Agility, 5-7 = Strength, 8-0 = Endurance. Health increases accordingly.

(62-63) **Animate Troll.** The sorcerer magically transforms a rock into a rock troll, with full Health and normal abilities. The troll will defend the sorcerer to the death.

(64-66) **Becomes Invisible.** All attacks against the sorcerer are shifted four columns to the left on the Universal Table.

(67-70) **Levitation.** In a single round, the sorcerer can rise three areas into the air (or descend at the same rate). He can stop in mid-air and use magical or missile attacks.

(71-74) **Hypnosis.** This round, make a Psyche FEAT roll for Thor. If it fails, Thor is paralyzed and cannot move or attack this round (next round if he has already done so this round).

(75-78) **Phasing.** The sorcerer's body becomes insolid; all attacks this round pass through him without harming him (next round if Thor has already attacked this round).

(79-88) **Physical Combat.** The sorcerer makes a normal attack. Use the PHYSICAL COMBAT TABLE to find how he attacks.

(89-98) **Healing.** This round, the sorcerer recovers Health equal to his Psyche rank number.

(99-00) **Telekinetic Attack.** This round, the sorcerer uses telekinesis to hurl a rock at Thor. Roll the attack normally, using the sorcerer's Psyche rank as if it were Strength.

PHYSICAL COMBAT TABLE
Highest Ability

Die Roll	Fighting	Agility	Strength	Endurance
1-2	Slugfest	Slugfest	Slugfest	Slugfest
3-4	Throw	Throw	Throw	Throw
5-6	Throw	Throw	Grapple	Grapple
7-8	Grapple	Grapple	Grapple	Charge
9-10	Charge	Charge	Charge	Charge

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THUNDER OVER JOTUNHEIM

Bruce Nesmith



The Mighty Thor™ has earned a reputation as one of Earth's greatest heroes, both on his own and as a founding member of the mighty Avengers™. But Thor is also part of another world, a world that few mortals have ever seen, a world of unparalleled glory and unimaginable peril—the world of eternal Asgard.

The might of his mystical uru mallet Mjolnir, and the matchless strength that is his birthright make the God of Thunder Asgard's greatest protector against the many forces that constantly menace the golden realm. When Loki, the god of evil, joins forces with Asgard's greatest foe, the Storm Giants of Jotunheim, only the mighty Thor can meet the challenge.

Credits:

Designed overlong by Boisterous Bruce Nesmith
 Edited overtime by Exhausted Ed Sollers
 Graphic design overnight by Dazed Dennis Kauth
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Thunder Over Jotunheim is a MAGIC VIEWER™ adventure for the MARVEL SUPER HEROES™ Game. Since this is a solo adventure, combat and magic are handled somewhat differently from the rules in the MARVEL SUPER HEROES Game. The inside cover tells you how to run combat and magic. Unlike most adventures for the MARVEL SUPER HEROES Game, *Thunder Over Jotunheim* is not organized into chapters. Action can occur at any location on the map, and you have free choice of trails to follow.

The map shows part of the dimension of Asgard. Each red hammer is an encounter location; the locations are connected by trails. To find the numbered encounter that matches each location, place the MAGIC VIEWER screen over the hammer. The encounter number is underneath.

Unless an encounter says otherwise, you can always retrace your steps to a location you have already visited. Since you will have already been there, ignore everything but the physical description and your choices of where to go next. This option is not written into every encounter, it is assumed that you can do it.

The encounters list Karma awards and penalties for some of Thor's actions. In addition, when he defeats an opponent, Thor gains a number of Karma points equal to the rank number of the opponent's highest ability score.

Keep track of Thor's Health and Karma points, which will change as you play. Each time you move the marker from one hammer to another, enough game time passes for Thor to recover lost Health equal to his Endurance rank number (usually 100).

Each time you are ready to move the marker from one hammer to another, roll a die before moving the marker. If the result is 1, Loki appears and attacks immediately. The instructions on the inside cover govern his attacks. Loki is always at full Health and Karma points when he appears.

During the adventure you will acquire magical items, including one of the ones shown on the map in the chart, KARNILLA'S GIFTS. The magical items, and how to use them, are described at the back of the booklet. Read the description when you want to use the item. In addition to its use in combat, each of Karnilla's gifts establishes a different plot for the adventure. The adventure can be played up to six times, once for each of the gifts. When an encounter tells you to look at the chart, use the line of the chart that matches the gift you have.

To start the adventure, read Frey's Tale. Then get a couple of items to mark your location on the map. Place one of the

markers on the map, at hammer number 1. To travel on the map you must follow the trails. When you reach a hammer, read the encounter whose number matches that under the hammer. After you read a location encounter, you may have to turn to other encounters in the booklet, depending on the actions of Thor's opponents or the choices you make for Thor. Leave the marker on the hammer until all action at that location is over, so you will not lose your place in the adventure.

Frey's Tale

Frey, the god of the harvest, has requested to meet with you in Odin's hall. You march with princely step to the palace. The common folk of Asgard, many of them gods in their own right, whisper "Thor! He's here at last." as you pass by.

As you enter the hall, your thoughts turn to Asgard's current crisis. Odin is gone, fallen into a fiery abyss, along with his foe Surtur the fire-demon.* The All-father's fate is still a mystery, and of all the gods in Asgard,** your heart is the heaviest at this loss.

Frey, the god of the harvest, stands solemnly at the foot of Odin's throne. "Thor, my liege, ill times befall Asgard once again." he says. "Your half-brother Loki is in far-off Jotunheim plotting to seize Asgard's throne. You are needed to stop him."

You begin to speak, wanting to say that you shall leave this moment for Jotunheim, land of the storm giants. You stop in mid-thought, realizing that you have a duty to Asgard.

Frey begins his tale, "You may remember the mighty sword I once owned. It could fly into battle and fight on its own, cutting a swath of carnage at my command. With it, I could vanquish armies, yet I turned this fearsome weapon into an instrument of peace. I was able to harvest an entire field in the blink of an eye, using my sword.

"An eon ago whilst Odin was gone on Midgard, I sat in Hlidskjalf, Odin's high-seat. From there, I could see throughout all the Nine Worlds at my whim. Upon gazing into Jotunheim I beheld Gerda, the most beautiful of all women. I was instantly struck mad with love. For days I would neither eat nor sleep.

"At last Skirnir, my loyal messenger, drew from me the secret of my heart. Skirnir promised to convince Gerda of my love and bring her to Asgard to be my wife. In return, he asked for my sword as a reward. Inflamed with passion, I agreed without a moment's hesitation. When Skirnir brought beautiful Gerda into Asgard, I gladly rewarded my faithful servant with the wondrous sword, which he wore proudly in my service.

"Recently, Skirnir vanished from the halls of Asgard and not even all-seeing Heimdall could find him. Yesterday, Skirnir returned to the city, wounded and perilously close to death. He told a tale of losing his sword to Loki the trickster. Rather than admit his foolishness to all the gods of Asgard, Skirnir undertook to retrieve the sword himself. He met only with failure and pain.

"Brave Skirnir discovered that Loki intends to raise all of Jotunheim against Asgard to gain the throne. To ensure his success, he stole my sword."

You cry out, "But only thee, Frey, can use the sword's magic!"

Frey nods, "True, but with Odin gone and our ranks reduced by the war with Surtur, we may need the sword if we are to save the golden realm from the fury of the storm giants.

"So confident have the giants become that they boast openly of Skirnir's defeat and Loki's cunning. All of Asgard's enemies exult over our coming doom.

"I long to avenge Skirnir myself, but Loki's foul scheme threatens all the gods. I cannot ask you to slay him, for he is Odin's son, but I beg you to stop him. Do not bring him back to Asgard, for no god here will call him friend. Bring back the sword or discredit Loki. The giants will not follow him if he is beaten."

Gripping Mjolnir tightly you say "I shall do thy bidding, Frey. Many are the times in my youth that thou lent me thy aid and counsel."

*A heroic sacrifice made in THOR 353—Ed.

**This adventure takes place after the Asgardians return from their stay on Midgard—Ed.



THE SEARCH FOR FREY'S SWORD

A Gift in the Night

The day is coming to an end. Swift as a eagle you flew across the realm of the storm giants as mighty Mjolnir carried you ever onward. You set down to rest for the night. As you fall asleep you begin to dream. From the night mist, a dark-robed woman steps silently forth...

"Sleep, Thor," whispers the mysterious visitor. "Thine eyes remain heavy and shut, but thy mind is ever sharp and watchful.

"I am Karnilla, Queen of the Norns." The name makes you wary and uneasy—Karnilla has done both good and evil in the past.

Karnilla whispers, "I can aid thy quest, prince, and be revenged on Loki for past wrongs he has done me." She gestures, and suddenly six objects appear in mid-air. "Before you are six items of magical power: the ring of fire, the boots of velvet moss, a belt of maiden's hair, a locket of my own hair, a candle of darkness, and a vial of babe's breath. Choose one as a gift from the Norn Queen. Choose...and farewell."

When you awaken, the dream of Karnilla is still vivid in your mind. Examining the campsite, there is no trace of her to be found. Only the magical gift you chose proves that she was ever there.

On the map there is a chart with pictures of Karnilla's gifts along one side. Place a marker on the item you choose. When you want to use the item, read the description of the item in the back of the booklet.

Certain encounters tell you to look at the chart. Across the top of the chart are the letters A through L. Find the spot where the row of your item intersects the column that matches the letter in the encounter description. Use the MAGIC VIEWER screen to find your next encounter.

Encounters

1. A giant wolf springs out of the woods and goes for your throat. Go to the combat tables. If you win, continue your journey. If you lose, go to encounter 140.

Giant Wolf

F	A	S	E	R	I	P
Ex	Gd	Ex	Rm	Fb	Fb	Fb
Health: 80			Bite: Remarkable damage			

2. Loki bellows out, "To arms, fellow giants!", while floating up to the ceiling. The doors behind you burst open and four armed storm giants enter. Loki's laugh fades as he disappears through the ceiling. He is gone. The giants rush to attack

you. Turn to the combat tables. If you win, continue your journey. If you lose, go to encounter 52.

3. Loki has been defeated. The sword of Frey drops to the ground; the god of mischief's magic can no longer hold it. Triumphantly, you seize the mystical blade. As you leave for Asgard, you think of the harsh fate Loki's allies will have in store for him. He will not soon threaten Asgard again.

4. The huge diamond in the center of the room begins to melt, reshaping itself into a crystal lion. Go to the combat tables. If you win, go to encounter 139. If you lose, go to encounter 50.

Crystal Lion

F	A	S	E	R	I	P
In	Ex	In	Rm	Fb	Fb	Fb
Health: 130			Body armor: Am			
Body armor does not protect against the attacks of the lion's magical claws. It gets two attacks per round.						

5. As you approach, you notice that it is a huge sunflower. It appears to be a gentle creature, unlike the fanged flesh eaters of the rest of the forest. As you approach, it begins to glow as bright as the sun itself! Suddenly, the flower emits a blazing beam of light that barely misses you! Go to the attack tables. If you win, go to encounter 105. If you lose, go to encounter 140.

Sunflower

F	A	S	E	R	I	P
Gd	Mn	Rm	Ult	Fb	Fb	Fb
Health: 215			Body Armor: Mn			
The sunflower's light beam causes Amazing damage if it hits. It can fire one beam per round.						

6. This is encounter H. Use the KARNILLA'S GIFT chart to find your next encounter.

7. The old woman says, "Do not say what it is you seek. Others may hear. You want me to tell you where it is. It is..." A thunder clap resounds in the hut. When the smoke clears, the old woman lies dying on the floor. As you bend over you hear her say, "...not in Jotunheim..." Her breath fails. She is dead.

8. Geirrodur brandishes his mystical spear Tordenstok through the air, forming a spell. A shimmering image takes shape before your eyes. You see a sword with flames licking all around it. The troll-king says "Tordenstok has shown thy heart's desire. Make of it what you will. Now you must leave my kingdom." Continue your journey.

9. This is a three-way intersection of tunnels. To one side is a level tunnel (go to 82). Another tunnel leads down at a slight slant (go to 55). The last tunnel leads down at a steep slant (go to 134).

10. A mystic wind rises; Loki drifts away like a wisp of smoke. He calls out, "A present for you, brother..." A giant spider now crouches where he stood. Go to the combat tables. If you win, continue your search; if you lose, go to 52.

Giant Spider

F	A	S	E	R	I	P
Ex	In	Rm	Ex	Fb	Fb	Fb
Health: 110			Special Attack			
The spider can spin a web strand that has a range of 2 areas. The web strand is a Monstrous adhesive.						

11. Gisla the witch lies defeated in her hut. As you stare at her, she ages before your very eyes until she is a harmless wrinkled old hag. Her amulet becomes dust.

12. Plants with spike-like thorns ring entrance. This cannot hinder the god of thunder! You hurl Mjolnir at the spiky barrier. By Hermod's feet! The hartimer returns to your hand, leaving the plants unscathed. You can continue your journey or try to enter the cave; if you try to enter, go to encounter 65.

13. The heat blisters your flesh; every breath brings searing pain. Despite this, you press on. Upon reaching the bottom you find a river of molten rock. There is a narrow shore of safe ground beside the river. Smoke totally obscures the far side. You hear a noise behind you. Turning...By Sif's ebon tresses! Three creatures of molten rock have just climbed out of the river. Do you attack or do you try to talk to them?

Attack

Go to the combat tables. If you lose, go to encounter 140. If you win, go to encounter 137.

Moltens

F	A	S	E	R	I	P
Ex	Rm	Ex	Rm	Pr	Pr	Gd
Health: 100			Special attack			

A molten can throw globs of lava from the river. A glob of lava causes Remarkable damage to whatever it hits.

Talk

The creatures do not answer. Instead, each reaches into the river and scoops up some of the molten rock. In unison they each throw it at you. Go to the attack section above. Each molten gets a free attack (throwing lava) before you can attack.

14. The mouth slams shut behind you. Ahead is a dim red glow. You march onward fearlessly, as befits the son of Odin. The tunnel widens to reveal a huge cavern, filled with hundreds of laboring rock trolls. Geirrodur, their king, sits on a crude throne in their midst, the mystical spear Tordenstok in his hand. If you attack, go to encounter 20. If you talk with the trolls, go to 23.

15. "You are kind, to save me, god of thunder." Gisla says. She offers you some food and drink, which you accept. As you tell your tale of the sword of Frey, you find yourself getting drowsy. Gisla says nastily, "You'll never find the sword, Thor. It is hidden in the forest. Thanks to that enchanted mead you shall be my thrall forever!"

Make a Psyche FEAT roll. If it is successful, go to encounter 102. If not, go to encounter 51.

16. The walls and gate are formidable, and guarded by watchful giants. If you want to enter, you can fly into the city or try the front gate.

Fly into the city

The air is chill around you as Mjolnir carries you over the city. Overhead, a storm is brewing. None of the guards see you. After all, who is expecting Thor, the god of thunder, here? You land on the roof of the central palace amid crude gargoyle statues. They seem to leer at you from the shadows. One of them suddenly stirs, its eyes glowing red in the dark. Go to the combat tables. If you win, go to encounter 37. If you lose, go to encounter 52.

Stone Gargoyle

F	A	S	E	R	I	P
In	Gd	In	Un	Fb	Fb	Fb
Health: 190		Body Armor: In				

Try the front gate

The two giants guarding the gate stare at you in shock as you stride imperiously to the gate. Finally, one growls to the other, "Gillim! That's Thor, one of the puny Asgardian gods!" The two rush you. Go to the combat tables. If you win, go to encounter 38. If you lose, go to encounter 52.

17. The flame wings lie defeated all around you. You see others cowering in the huts, staring at you. A deep sense of shame fills your heart for attacking creatures much weaker than yourself. Return to encounter 129.

18. Leaping across the moat, you shatter the chains that confine the woman. She collapses into your arms, sobbing gratefully. She finally manages to say, "Loki set me here as bait for you, mighty thunder god. You must flee. I do not know his plan, but it is surely evil."

Before you can answer her there is a rumbling. The statue of Loki is shaking. The stone crumbles and there stands a storm giant. It rumbles, "Finally I can repay the god of lies for my freedom by destroying his arch enemy Thor!"

Go to the combat tables. If you win, go to 99. If you lose go to 140.

19. The Swamps of Endless Flame are evil and treacherous. Every living thing, plant or animal, seems to burn endlessly. The hot, putrid waters randomly spout geysers of fire. In the distance you see a house made entirely of flame. It glows with an evil radiance that is more than flames. You can continue your journey or approach the house.

Approach the house

As you step up to the open door you see a sword suspended in mid-air inside the building. Eagerly, you press forward. The house lashes out at you with a tongue of flame, missing you but igniting a nearby patch of mud. By Volstagg's immeasurable gift! It's alive! Go to the combat tables. If you win, go to encounter 75. If you lose, go to encounter 140.

Burning House

F	A	S	E	R	I	P
Ex	Ex	Mn	Mn	Fb	Fb	Pr
Health: 150		Special defense				

The house cannot be harmed by non-magical weapons and it has Monstrous body armor against blows from enchanted weapons.

20. Wave after wave of trolls swarm over you. Heroically, you fell scores of them. Your immortal battle cry "For Asgard!" rings out in the cavern, freezing the blood of most trolls. It is not enough. Despite your deeds, you are battered senseless. Go to encounter 93.

21. The troll hag cries out "Spare me, god of thunder! I only sought to save my lands and sons from your hands."

Do you spare her or do you attack her?

Spare the hag

She weeps with gratitude and gives you a small silver harp saying, "Play this when you are in peni. It may save you." The harp is a magical item like Karnilla's gift. To use the harp in combat read the description of it in the back of the booklet. You gain 25 Karma points.

Attack the hag

Her Health is 28. If your blow causes more damage, she falls, dying. Reduce your Karma to zero. As her life ebbs, she says, "A curse upon you, cruel godling. Your arms shall grow weak in combat. A fitting fate for one who raises his arm against the weak."

For the remainder of this adventure, your strength is reduced by one rank. When you return to Asgard, your might will be magically restored.

22. As the mystical creature falls, you wrench Frey's sword from its back. You spread the tale of your victory far and wide, causing confusion and panic amid Asgard's foes. You may hunt down and punish Loki if the evil god is still free.

23. Your voice breaks the shocked silence of the Rock Trolls, "My mission is peaceful, King Geirrodur. Thou needst not send thy subjects to their deaths this day."

The troll-king listens in grim silence. When you finish, he laughs harshly. "I, Geirrodur, care not for Asgard, nor do I care much for Loki's feeble plot. By trollish law you must defeat our champion combat. Only then will we grant you a boon. If you are defeated, you remain our prisoner. Now turn and face your challenger."

From the shadows lumbers Ulik, most powerful of all trolls! A worthy opponent indeed. Go to the combat tables. If you win go to encounter 121. If you lose, go to encounter 20.

24. This trickery leaves you in a dark fury. Grimly, you continue on.

25. There is a large cave entrance here. You can enter the cave or go on your way.





I, GEIRRODUR, CARE NOT FOR ASGARD, NOR DO I CARE MUCH FOR LOKI'S FEEBLE PLOT!



BY TROLLISH LAW YOU MUST DEFEAT OUR CHAMPION IN COMBAT! ONLY THEN WILL WE GRANT YOU A BOON!



IF YOU ARE DEFEATED YOU REMAIN OUR PRISONER! NOW TURN AND FACE YOUR CHALLENGER!



SO, WE MEET YET AGAIN THUNDER GOD... BUT TODAY'S BATTLE SHALL HAVE A DIFFERENT OUTCOME...



... AND **LOK** SHALL REIGN TRIUMPHANT!

Enter the cave

The tunnel is wide and the ceiling high. After a short while you come upon crude carvings in the rock. An occasional small tunnel branches off from the main corridor. Eyes seem to peer out at you from every corner. Now a sculpted dragon's head with mouth gaping looms before you. The tunnel disappears into its mouth. If you enter the dragon's mouth, go to encounter 14.

26. The giant cavern troll whispers, "Loki promised me power if I could destroy you, foul Asgardian! Now he sits in Jotunheim laughing at me!"

27. The wise woman says, "You seek a magic of great power. I knoweth not where it is; a thunder cloud hides it. I can tell thee that the cloud does not lie over mountains or forest. Seek not the magic in those places."

The old woman slumps forward on the table. She is unconscious and can not be roused.

28. A bizarre scene lies before you. On top of a large flat rock, four storm giants are preparing to slay a woman bound to a stake. Do you attack or do nothing?

Attack

The storm giants turn away from the woman and grab large clubs. Go to the combat tables. If you defeat them go to encounter 30. If you lose go to encounter 52.

Do Nothing

As the woman dies you feel a slow chill seep into your bones. Reduce your Karma to zero. As you stand frozen with grief, the storm giants disappear into the woods.

29. Life fades from Maurglon's eyes. Yet his jaw moves and a voice that was never his speaks. "Through the dead I can speak to you. Nameless I am, yet I know what thou seekest. Search the fires of Asgard for the sword."

30. You free the woman, who falls at your feet, sobbing, thanking you for saving her.

"I am Theyra, apprentice to the wise woman of my village. I know you to be the god of thunder. Know that though I am a giant, I oppose Loki. His war against Asgard will mean death for my people. Come with me to my village. The wise woman may be able to aid your quest.

If you travel with her, head east along the line to encounter 98. When you get there skip immediately to the "Enter the Hut" section.

31. You come to a wide, shallow chasm spanned by a wooden bridge. A weeping giantess is chained to the railing, near the middle of the bridge. Her sobs become more piteous as you approach. Do you free her or go away?

Free the Giantess

You earn 15 Karma points. As you reach the bridge, six rock trolls swarm over its sides. One of them cries, "Our ruse worked! By chaining that foolish giantess to the bridge, we can eat her rescuer!"

Go to the combat tables. If you lose go to encounter 101. If you win, go to encounter 135.

32. Skrog invites you to journey across the chasm with him. You step into the granite boat and he poles out into the lava. When smoke from the river hides both shores, Skrog turns and hits you with the pole! Make an Agility FEAT roll; if you fail you fall into the lava river. If you fall, go to encounter 140.

Keep your feet

Skrog yells, "What a fool you are, puny godling! My trap has worked. Now you shall die!"

Skrog is a storm giant cursed to sail this river. He has the normal storm giant abilities. Go to the combat tables. If you win, go to 74. If you lose, go to 140.

33. The building erupts in flames! As you look around for a way to escape, you glance upward and see the sword of Frey! You leap for it, but your hand merely passes through. It is an illusion! You whirl Mjolnir to cause a wind to put out the flames. It doesn't work. Taking a gulp of air you crash through the burning walls. Turning to watch the building, you see that it is whole and unburnt. The fire was an illusion.

34. This is a three way intersection of tunnels. To one side is a level tunnel (go to 82). Another tunnel leads down at a slight slant (go to 55). The last tunnel also leads down at a steep slant (go to 68).

35. Before you lies a walled city. The shadows are gathering as night falls. You can see small lights on the walls. If you wish to enter, go to encounter 16. If not, continue your journey.

36. The old woman says "I know what it is thine eyes search for. Your half-brother has hidden it where none but you may retrieve it. Look for it under the earth. I know no more."

The old woman becomes a wraith of smoke and drifts away on the wind.

37. A small tower is near at hand. Using Mjolnir, you enter cautiously through an upper-story window, landing on a balcony. With your uru hammer at the ready you listen to the sounds of revelry below. Peering over the balcony, you see a table at which seven giants are seated. Each is wearing a different helmet. Six of the giants are unarmed, but the one at the head of the table carries a golden mace. Behind him, slouched on a crude throne sits Loki, brooding. You can attack now or wait.

Attack

Go to the combat tables. The giant leader's mace is made of Monstrous metal. Loki stays out of the fight. If you win, go to encounter 115. If you lose, go to encounter 52.

Wait

You earn 10 Karma points. For several minutes you watch the crude and foolish revelers. Then the storm giant at the head of the table stands and dismisses the others. They salute him, calling him general Bitzak. The other giants leave. As Bitzak turns to speak with Loki, you decide to strike. Go to the combat tables. Bitzak is just like any other storm giant except that he is armed with a mace made of Monstrous metal. Loki remains out of the battle, watching to see if Bitzak can defeat you. If you win, go to encounter 119. If you lose, go to encounter 52.

38. You wrap yourself in one of the guard's cloaks. You loathe having to do such things. Imagine Thor, son of Odin, skulking about in the city of the storm giants! It must be tolerated.

Wandering the streets, you are ignored by the city's huge inhabitants. They think you are a child. Making your way to the palace, you duck into an alley and throw off the cloak. With a mighty oath you set Mjolnir whirling. It catapults you up onto the roof. Go to encounter 37.

39. The lizard is defeated. You free the child. In moments, its innocent appearance fades, as the child becomes a misshapen monster with leathery skin, long claws, and burning eyes. It charges you, screaming "Let me repay your kindness, fool—with death!"

Go to the combat tables. If you win, go to encounter 92. If you lose, go to encounter 107.

Monster of the Sphere

F	A	S	E	R	I	P
Gd	In	In	Mn	Ex	Ex	In
Health: 165	Body Armor: Mn					

40. This is encounter I. Use the KARNILLA'S GIFTS chart to find your next encounter.

41. The cavern is barren. At one time there may have been a small village here.

42. You stand upon the brink of the flaming chasm. It is a mile-wide crack in the earth, filled with mystical flames. As you stand on the edge, you know that to fly across it here is death. In Asgard, such raging flames can kill even the god of thunder! However, there does seem to be a path down the canyon wall. You can turn back or take the canyon path. If you take the path into the flaming chasm, go to encounter 13.

43. A transparent silver sphere with an old woman in it floats over the center of the bridge. She whispers "Fire forged the sword of Frey, and fire guards it. I can say no more."

44. A night-black raven lands on your shoulder. It's Muninn, who once served as Odin's messenger. Muninn whispers that you are searching on the wrong side of the flaming chasm. The raven then flies away toward Asgard.

45. The flame wing says, "What you seek is on the east side of this chasm."

If you use the boat to cross the river, go to encounter 74. If you climb the canyon walls and stay on this side, go to encounter 42.

46. A transparent silver sphere with a old woman in it floats over the center of the bridge. She cackles "Journey north, young Thor. There you shall find your heart's desire."

47. On the sloping hillside are five Rock Trolls. Floating above them is an old troll hag. Her shrill voice cries, "An Asgardian! Death to the godling!" The five Rock Trolls race to attack you. Go to the combat tables. If you win, go to encounter 21. If you lose, go to encounter 93.

48. Geirrodur signals for a young troll to approach him. Catching the cub about the neck, the king holds the squirming body high above his floor. Geirrodur waves his mystical spear Tordenstok over the young troll's head. The small troll ceases to struggle and Geirrodur sets him down. In a small piping voice, the troll intones, "What you seek lies in the land of storm giants." On the last syllable the young troll crumples to the ground, unconscious.

The king of trolls says, "I have given you a prophecy. Now leave our domain."

49. The large brass doors open reluctantly. A tunnel leads down into the bowels of the earth. It is obviously of trollish make. If you go down the tunnel, go to encounter 82. If not, return to 58.

50. As you lose consciousness, you hear Loki laughing. Weeks later, Fandral, Hogun, and Volstaag find you wounded and take you back to Asgard to heal. On the way, you must endure Volstaag's endless boasting, which is less painful than knowing that you have failed.

51. Gista exclaims, "He's mine! Thor the mighty god of thunder, is mine!"

She sets you to cleaning the hut and other menial chores. In a month, Fandral, Hogun, and Volstaag find you and set you free. During your captivity Loki has continued with his plans and you have failed this adventure.

52. You awaken bound with thick ropes. Rough hands haul you to your feet. Your eyes focus on a most foul sight. Your half-brother Loki and a crowd of storm giants are leering down at you.

"So the Mighty Thor has been felled by the power of Jotunheim," he gloats. "Soon all Asgard shall know that feeling!" Loki begins to weave a spell. As he completes it, you find yourself calm. Your free will is gone. Obediently, you march down into the dungeon of the fortress of Jotungard. This adventure is over.

53. You climb toward one of the two high peaks of this mountain range. On reaching the top, you see that the summit of the mountain has been leveled. In the center of the flat peak is a ragged hole in the ground. If you enter the hole, go to encounter 125. If not, climb down and continue your journey.



54. Geirrodur turns and marches out of the chamber in a rage. His guards trot to keep up with him. As soon as they are out of sight, Ulik attacks, calling four rock trolls to help him. He growls "Loki will greatly reward me for your head." Go to the combat tables. The other trolls will reach you on the second round of combat. If you win, return to encounter 58. If you lose, go to encounter 93.

55. This is a five-way intersection of tunnels. One leads sharply up (go to 82), two go slightly up (go to 34 or 9). Another is level (go to 68) while the last leads down (go to 134).

56. You break through the tangled wilds of the nightmare forest to find a garden of unsurpassed beauty and calm. It is a tempting relief from the constantly warring plants that have tried to consume your godly flesh. You can enter the garden or continue your journey.

Enter the garden

The plants here are docile, almost like those of Midgard. In the middle of the garden you find a wall of thorns that is twice your height. There is a door in the wall through which you can enter. If you do, use the KARNILLA'S GIFTS chart to find your next encounter. This is encounter K.

57. Gista turns toward you and casts a enchantment to control your mind. Make a Psyche FEAT roll. You may spend Karma if you wish. If the FEAT roll fails, go to encounter 51. If it succeeds, go to encounter 102.

58. After many days of traveling in the mountains of the troll-realm, you find a set of large brass doors in the side of a mountain. If you enter them, go to encounter 49; if not, continue your journey.

59. There is a small village of granite huts here. As you get closer you notice that the inhabitants are living creatures of flame! One approaches you and says, "What is a god of Asgard doing wandering our lands?" Do you attack or talk to him?

Attack

Deduct 20 Karma points for attacking him without cause. Go to the combat tables. You are attacked by five flame wing warriors. If you win, go to encounter 17. If you lose, go to encounter 140.

Flame Wing

F A S E R I P
Ex Am Gd In Rm Ex Am

Health: 120 Flame Breath: In

A flame wing cannot be hurt by physical blows. Its breath attack only affects targets in the same area. A flame wing flies at Typical speed.

Talk

You tell him your tale. He says, "Loki came to us and demanded that we safeguard the sword. When we refused, he swore a mighty oath and said that he would find better guardians in the mountains. Then he left us."

60. The three-foot-long spiked plants resemble swords, hence the name of the valley below. As you climb the mountain, the plants are fewer in number. You reach a cave opening high in the mountain. If you explore the cave, go to encounter 12; otherwise climb down and continue your journey.

61. The Forest of Nightmare Plants is well-named. Every plant here thirsts for blood—your blood. As you make your way through this hideous grove, you use Mjolnir to destroy the most vicious plants. Up ahead you see a young maiden weeping in the middle of a patch of barren earth. You can ignore her or help her.

Help the maiden

The maiden is an illusion, which disappears. Where she stood you now see a bush that lashes at you with thorn-tipped vines! Go to the combat tables. If you win, continue on your journey. If you lose, go to encounter 91.

Whip Vines

F A S E R I P
Am Ex Rm Rm Pr Fb Fb

Health: 130

The thorns are filled with an acidic sap that flows through the vines of this vile plant. Because of the acid, the plant's

attack causes amazing damage, regardless of body armor.

62. As you enter, you realize that some strange sorcery has shaped this cavern. Stalactites hang from the ceiling and even cover the walls themselves. The floor is translucent, like a layer of ice on a lake. A bright white light shines from underneath the crystalline rock. You hear a low rumble, which rises to a roar as the crystal floor shatters! A glowing crystal serpent, its hide covered with cruel spikes, rises from below. Go to the combat tables. If you win, go to encounter 80. If you lose, go to encounter 91.

Crystal serpent

F A S E R I P
Rm Ex Mn Am Fb Fb Rm

Health: 175 Body Armor: In

63. The landscape is harsh and forbidding, covered with plants whose tough, narrow leaves point to the sky like uplifted blades. Truly this is the Valley of the Swords. As you slowly make your way across the valley, a leafless tree lashes out, barely missing you. The branches of the tree are tipped with long, sharp thorns. Go to the combat tables. If you win, go to encounter 131. If you lose, go to encounter 91.

Thorn Giant

F A S E R I P
Ex In Rm Mn Rm Gd Gd

Health: 165 Body armor: Am

The thorn giant can fire two volleys of thorns each round, to a range of two areas. The magic of the thorns is such that body armor does not protect against them. Each volley causes Remarkable damage, and each volley attack must be rolled separately.

64. The thorn-walled structure is empty. As you glance around, vines slither out from the wall, weaving the doorway shut. Other thorny vines begin to lash out at you! Go to the combat tables. If you win, go to encounter 72. If you lose, go to encounter 91.

Thorn Trap

F A S E R I P
Am Gd Rm Un Fb Fb Fb

Health: 100 Body Armor: Am

The thorn trap can attack twice each round with its whip-like vines. If a vine is cut off, a new one grows in one round. The thorns have an acid sap in them which causes Amazing damage with a hit, regardless of the victim's body armor.

65. As you approach the entrance, Mjolnir pulls you back. Obviously, it can not enter the cave. The entrance must be ensorcelled to repel enchanted items or even Mjolnir itself. You can turn away from the cave or leave Mjolnir behind and enter.

Leave Mjolnir and enter the cave

You lay the uru hammer on the ground, confident it will be there when you return. By the will of Odin, no evil being can wield Mjolnir. No challenge inside the cave can overmatch a prince of Asgard! Entering the cave requires an Agility FEAT roll. If it is successful, you have avoided the thorns. If you fail, you are impaired for Remarkable damage. Go to encounter 62.

66. The Forest of Nightmare Plants would be a harrowing experience for a lesser warrior. For you it is only another battlefield. The only difference is that these foes are plants and not creatures. Using your invincible hammer, you smash your way through the lethal forest.

Your path leads you to a blackened patch of ground 100 yards in diameter. There is a large green object in the middle of the patch. You can approach it, or pass by it and continue your journey.

Approach the green object

This is encounter L. Use the KARNIL-LAS GIFTS chart to find your next encounter.

67. You wrest Frey's sword from the grasp of your beaten foe. With this victory, you avert the threat to the golden realm. You may return to Asgard in triumph, or seek out Loki if the traitorous one is still free.

68. This is a threeway intersection of tunnels. To one side is a level tunnel (go to 55). Another tunnel leads down at a slight slant (go to 134). The last tunnel leads up at a steep slant (go to 34).

69. Geirrodur orders his seer to scry the location of the sword. A wizened old troll steps out from behind the throne. Spitting on the ground before you, he says, "Oh vile Asgardian, were it not for my king's command I would sooner run you through. All I can tell you is to seek the sword among others of its kind."

Geirrodur says "Leave our lands now, god of thunder, for we have not what you seek."

70. Geirrodur speaks, "There will come a time of choosing, lord of lightning. I can see this by the belt of maiden's hair that you wear. Choose not that which is fair and pleasant, but rather that which is foul to behold. I can tell you no more because of unbreakable oaths to your half-brother Loki. Go now and find your way in Jotunheim."

71. The mountains are cold and dry. Only your Asgardian durability permits you to survive here. As you travel through a narrow pass, five strange creatures emerge from behind the rock ahead of you. These beings have a vague resemblance to trolls, yet are unlike any trolls you have ever seen. You can attack them or attempt to talk to them.

Attack

These are half-trolls, offspring of trolls and giants, their bodies combining the ugliest features of each race. Go to the combat tables. If you win, continue your journey. If you lose, go to 93.

Half-Trolls

F	A	S	E	R	I	P
Ex	Fb	Am	Rm	Pr	Pr	Fb
Health:	102	Body Armor:	Rm			

Talk

The creatures do not pause to talk. You automatically lose initiative on the first round of combat. Go to the combat tables. If you win, continue your journey. If you lose, go to encounter 93.

72. The thorn trap is defeated. From the center of the deadly plant blooms a small but beautiful flower. The flower transforms into a green-skinned maiden six inches tall. She says, "My curse has been lifted. In return, I shall give you a clue that may lead you to your heart's desire. Journey in the mountains to the south, mighty thunder god."

The maiden transforms into a rose.

73. You are in a large cavern. The drumming of hammers becomes louder as you proceed. You can see troll metalsmiths working in small alcoves in one side of the cavern. Geirrodur, king of the trolls, sits on a throne in the center of the cavern, the magical spear Tordenstok in his hand. The king is arguing with Ulik, leader of the lost trolls. From somewhere a troll screams in terror, "THOR!". All eyes turn to you and silence falls. You can attack the trolls or talk to them.

Attack

Deduct 20 Karma points for attacking without cause. Twenty armed guards surround Geirrodur to protect him. Ulik rushes toward you. Go to the combat tables. If you win, go to 110, if you lose go to 93.

Talk

Award yourself 5 Karma points. You shout, "Hail King Geirrodur! My brother plots evil against fair Asgard, but I have sworn to bring his plan to naught. Art thou with or against my foul half-brother?"

Geirrodur growls, "My people are with him, but I am against him. He means us no good. It is bile in my throat to say such a thing, but I can help you."

Ulik shouts, "The tribe of Ulik and the lost trolls despise Loki the deceiver! Do not listen to this wasted excuse for a troll. Come with me to my tribe and lead us into battle against vile Loki!"

If you accept Geirrodur's offer, go to 110, if you leave with Ulik, go to 54.

74. The boat takes you safely across the molten river. Continue your journey on the other side of the flaming chasm.

75. The sword fades into nothingness as you reach for it. You hear the mad, mocking laughter of Loki all around you. This is encounter G. Use the KARNILLA'S GIFTS chart to find your next encounter.

76. "You will never find the sword!" Loki cries. "I have hidden it far from Jotunheim." He stands ready for battle.

Go to the combat tables. If you win, Loki is humiliated before the giants. At that point you can stop, or continue and try to find the sword of Frey.

77. Within the crystal building is a huge diamond as tall as a man. There is a long crack in one side of the gem. A diamond shard lies near the diamond, on the glass floor. It looks like the shard would fit the crack in the gem. You can fit the shard into the crack or leave the building.

Fit the shard into the crack

Award yourself 15 Karma points. The diamond begins to glow weirdly. By Sil's ebon blessings! A soft voice speaks inside your head, saying, "Many thanks for making me whole, god of thunder. I can see in your mind that you seek a sword. Remember that which I show thee now."

A mystical vision fills the magical diamond. You see the lands of Jotunheim. Dark clouds roll over it. Astride them is... you! Thor, god of thunder, is riding a storm cloud. The Flaming Chasm is near at hand now. Suddenly, the vision fades. The voice returns, saying, "Another power prevents me from seeing exactly where it is, but the sword is somewhere across the Flaming Chasm."

Leave the building

You turn to go and find that the door has vanished! A dark voice speaks in your head, "Insolent godling! You shall die for your act of carelessness." Go to encounter 4.

78. The inside of the building is filled with roses; the fragrance is overpowering. Make a Psyche FEAT roll. If it is yellow or red, go to encounter 151. If it is white or green, go to encounter 124.

79. A transparent golden sphere floats above the peak of this mountain. Inside the sphere is a small child. A huge lizard crouches atop the sphere. The lizard regards you with baleful eyes. Its fangs drip venom as it hisses, "I mean thee no harm, traveler." You can attack the lizard, break the sphere, talk to the lizard, or continue your journey.

Attack the lizard

Go to the combat tables. If you win, go to encounter 39. If you lose, go to encounter 107.

Lizard

F	A	S	E	R	I	P
Gd	Rm	Rm	Rm	Gd	Ex	Rm
Health:	100	Body armor:	Incr			

The lizard can spit venom, and does so whenever it can. If it gets a "Bull's Eye" combat result, the venom enters your eyes, blinding you for 1d10 rounds, your Fighting and Agility are shifted four columns to the left when you attack. The corrosive venom causes Amazing damage, which your body armor reduces to Remarkable.

Break the sphere

You hurl the mighty uru mallet, which shatters the sphere at a single blow. The lizard and the child fall to the ground, but the lizard strikes swiftly, swallowing the child in a single gulp! You can either talk to the lizard or attack it. Read the appropriate paragraph.



Talk to the lizard

Award yourself 15 Karma points. "Ho, lizard! Why do you keep yonder child captive?" you spout angrily.

It replies, "Tis I who am captive, prince of Asgard. The creature within is a foul monster held fast by this sphere of my conjuring. If the monster were free, it would ravage this land. Be not fooled by its trickery."

You may still attack the lizard or break the sphere. If you do neither go to encounter 130.

80. You can return to encounter 60. However, you must make a successful Agility FEAT roll to pass safely through the spikes. See encounter 65 for details.

81. A mirror as tall as yourself stands in the middle of the bridge, spanning it from side to side. This is a magical glass, for it shows not a reflection of yourself, but rather a view of the land of storm giants. As you step up to the mirror, it intones, "To each I show his destination. Let me be thy gateway hence."

If you step into the mirror, go to encounter 146. If not, leave the cavern and continue your journey.

82. This is a four-way intersection of tunnels. To either side are level tunnels (go to 9 or 34). There is one leading down (go to 55) and one leading up (go to 49).

83. Gisla says, "You must be quick, Thor. I can not hold off my curse much longer. I know of the sword you seek. It is in lands on the other side of the flaming chasm. Go! Now! Before it is too late!" She falls to the floor and writhes in agony. You can stay to help her, or leave.

Stay to help Gisla

As you watch, the beautiful woman is transformed into a huge, ugly, misshapen boar. The creature stares hatefully at you with bloodshot eyes. Go to the combat tables. If you win, go to encounter 11. If you lose, go to encounter 140.

Wereboar

F A S E R I P
Ex Ex In In Fb Pr Rm

Health: 120 Special defense

A wereboar cannot be hurt by normal weapons. Against silver or enchanted items, it has Amazing body armor.

84. "The taste of defeat is bitter in your mouth. A cloaked figure steps from the fumes and mists. It is Volva, the death prophesess! She intones, "Seek for what Frey lost in the peaks, warrior of Asgard."

Without another word she turns and is lost once again in the foul air in the Swamps of Endless Flame.

85. This is the Vale of Avalanches, where the slightest sound may bring disaster. You are silent as a ghost as you walk the valley. The air above you begins to shimmer. Your evil half-brother Loki appears, sitting crosslegged in the air. He whispers, "And now, hated brother, something to keep you busy." With a great shout he starts an avalanche. Go to the combat tables. Five huge boulders come rumbling down the slope at you. They are upon you before you can use Mjolnir to fly away. You have one chance to hit each rock with your hammer before it strikes you. If you succeed, the rock is pulverized. If you fail, the rock hits you, causing Amazing slugfest damage.

86. Inside the structure you find a murdered hermit sprawled across a crystal table, a dagger still in his back. The sight of this cowardly crime makes your blood boil. The hermit's dead hand lies upon a map of Jotunheim, the index finger pointing to the mountains south of the Forest of Nightmare Plants.

87. While crossing a high pass between two mountains, you see a flash of light on one of the peaks. Do you climb the mountain? If not, continue your journey.

Climb the mountain

The climb is difficult. Whenever an obstacle totally blocks your path, you smash your way through with your mighty uru mallet. Finally, you reach the top. Go to encounter 128.

88. The flame wings says, "What you seek is not in the lands of flame. Search beyond them."

If you use the boat to cross the river, go to encounter 74. If you climb the canyon walls and stay on this side, go to encounter 42.

89. A woman of unsurpassed beauty is bound and dangling from a flaming tree. Her tears hiss as they hit the scorched ground. She is silent because a leather thong gags her mouth. On the ground is a stone with these words inscribed, "Gisla the witch. Let this be a warning to all who would cast evil enchantments." You can free her or ignore her and continue on your journey.

Free the woman

Award yourself 25 Karma points. "What wrong could a woman do that would incur such punishment?" you cry.

Striding forward, you shatter the limb from which she hangs. She promises you a reward for saving her and leads you to her dwelling - a hut in the swamp. Go to encounter 6.

90. The creature of flame says, "You need not venture east of this perilous chasm of flame, Mighty Thor. What you seek lies west of here."

If you use the boat, go to encounter 74. Otherwise, return to encounter 42.

91. The battle leaves you lacerated and bleeding. As you lose consciousness you hear the voice of Hermud, swiftest of gods, calling to you. He takes you to Asgard to heal. This adventure is over.

92. You find a partially hidden cave entrance nearby that you had not noticed before. To enter the cave, go to encounter 123.

93. With savage glee, your foes beat you senseless. When you revive, you do not know how much time passed. Your arms are bound and Mjornir is not in sight. "By Volstaag's mighty grith! I'll not be bound like some common farm animal," you think angrily.

Ulik and Geirrodur, leaders of the rock trolls, stand above you. Geirrodur's guards are nearby, watching both you and Ulik. Geirrodur holds the point of his uru spear to your throat and says, "Yield or die, prince of Asgard."

Ulik cries, "Kill him now!" Geirrodur says, "No, foul one! I shall ransom him to Asgard." This adventure is over.

94. The flaming chasm lies before you. Its fires and fumes rise too high for you to fly over them and escape their effects. Yet you must either brave the flames or remain on this side.

Fly over

You wrap your cape over your mouth and nose to avoid breathing some of the poisonous fumes. Mjornir carries you in flight over the chasm. The heat and fumes are horrible. Make an Endurance FEAT roll to see if you suffered damage. A red result is no damage, a yellow is 25 points, a green is 50 points and a white is 100 points of damage.

95. As you round a bend in the trail, you hear the challenge of a powerful warrior who stands in your way. His helmet hides his face. The warrior hefts an axe and snarls, "Any who travel this path must defeat me first!"

You can fight him or try to talk to him.

Attack the warrior

"None may hinder a son of Odin or stay his purpose!" you cry. You hurl mighty Mjornir at the warrior, who ducks. However, his helmet falls off, revealing the ugly face of the Executioner, a grim and powerful foe. He growls, "I told Loki that this ruse would not work. Have at you, Thor!"

Go to the combat tables. If you win, go to encounter 108. If you lose, go to encounter 140.

Talk to the warrior

This is Skurge the Executioner, an old enemy. He gets one free attack as you attempt to parley with him. Go to the attack section above.

96. You are near the edge of the flaming chasm. A thick fog covers the land. Flying is too dangerous, so you walk. Four shapes loom out of the fog—four storm giants! Two of them see you and rush in to fight. You can attack or summon a storm to clear away the fog.

Attack

You face two storm giants. Go to the combat tables. If you lose, go to encounter 52.

Summon a storm

With a cry to the heavens you strike the ground with Mjornir's handle. Thunder rolls, the air thickens. At your command a gale whips up and dissipates the fog. You realize with dismay that the other two giants were searching vainly for you in the fog and can see you perfectly now. Go to the combat tables. You face two storm giants in the first two rounds of combat. After that, the other two join the fray. If you lose, go to encounter 52.



97. The defeated green fire burns low. You tap the handle of your uru mallet on the ground, calling a storm to douse its evil forever. The flame hisses, "Not rain! I will do anything you ask so long as you do not call the rain! I am a seer! I can see events happening anywhere in Asgard! Let me live!"

Do you summon the rain or listen to the flame?

Summon the rain

The water hisses as it strikes the flame. The green fire grows smaller with each drop until it is no more.

Listen to the flame

You banish the rain clouds. The flame groans, "I can speak to you but once. Ask your question carefully."

You immediately ask for the whereabouts of the sword of Frey. The flame flickers wildly while muttering to itself. Finally it says, "Search in the lands where those like me exist."

You leave the flame's future to the fates.

98. A small village of storm giants lies before you. The crude stone houses are in bad repair. Every now and then you hear the bellow of an angry giant, followed by the crash of breaking furniture.

A well-kept hut stands a short distance away from the village, smoke curling from its chimney. Do you want to enter the hut or go down into the village?

Enter the hut

The interior is clean and tidy. The fire throws shadows everywhere. Seated at a table is an old woman, her face obscured by the shadows.

She drones, "I am the wise woman. You seek answers. I can pierce the storm clouds of the future."

Thunder rolls ominously in the distance. This is encounter B. Use the KARNILLA'S GIFTS chart to find the next encounter.

Enter the village

The streets are empty. You hear noises behind a few of the doors. As you turn a corner, a chained wolf sees you and growls menacingly. Doors on all sides fly open to reveal storm giants. Go to the combat tables. You face several unarmed storm giants. If you win, either enter the hut or leave the village. If you lose, go to encounter 52.

99. The woman escaped while you were battling the storm giant. She is nowhere to be found. Return to the encounter 143 map position.

100. You say to the flame wing, "My quest is of great import. I seek the sword of Frey. Can you aid me?"

The flame wing responds, "Loki forced us to hide the sword for him. It lies in a cave of the chasm many miles north of here. You must return to upper grounds and travel along the chasm until you come to the grand stair. Descend there and you will find the sword.

If you climb back up to the lands of Asgard, go to encounter 42. If you use the boat, go to encounter 74.

101. You are swept under by the rock trolls. You give an last war cry before you lose consciousness. "For Odin and Asgard!"

This adventure is over, you have been eaten by rock trolls.

102. Cursing, she snatches a strange object from her mantle. This is her magical amulet. Go to the combat tables, including the magical combat section. If you win, go to encounter 11. If you lose, go to encounter 51.

Gisla

F A S E R I P
Pr Ty Pr Ty Gd Ex Rm

Health: 20 Magician

Gisla's amulet gives her extra psychic energy for spells. When using it she has a Amazing Psyche.

103. The Rock Troll cowers in fear. You extend your hospitality as a prince of Asgard, even though this is a lowly troll. The troll is relieved. He darts toward the trees. Just before he makes it there he turns and says, "Trust Geirrodur, but not Ulik, in the Domain of Trolls."

104. The mountains of the troll-realm loom over you, but you are undaunted. You are the Mighty Thor, son of Odin, prince of Asgard! As you round the cliffside you stop short and stare at a crude 50-foot tall statue of a Rock Troll. To enter or leave the valley, you must pass between its parted feet.

105. The flower has been uprooted. It rapidly wilts before your very eyes.

106. The sword of Frey floats above the bridge. You reach out and grasp the hilt. You can return to a hero's welcome in Asgard, or continue the pursuit of Loki, if the evil one is still free.

107. You fall to the ground, defeated and unconscious. This adventure is over.

108. You question the Executioner when he regains consciousness. Unfortunately, he does not tell you anything new. You leave him where he lies and continue your journey.

109. The old woman says "You seek that which was stolen. Great magic is protecting it. I can only see that it is not where fire lies."

You question her more, but she can tell you nothing else. Weary and wiser, you leave the hut.

110. Ulik looks as if he wants to argue, but Geirrodur's guard is too menacing. The troll-king leads you through a side tunnel. After spending several days underground you arrive at a troll city. On the map you are now four encounter areas south of where you were (the new site is marked with a single star). Turn to encounter 121. On the trip, Geirrodur tells you that Ulik is Loki's lackey.

111. You enter the home of an ancient hermit, who is seated at a table, gazing into a crystal ball. Before you can say anything hewheezes "Seek it...in the land...of fire..."

He falls face first onto the crystal ball, dead. A troll dagger is in his back. Examining him and the crystal ball reveals nothing else.

112. You come upon two storm giants beating a Rock Troll senseless. The troll is crying out for help. You can attack his tormentors or go away.

Attack the giants

Award yourself 10 Karma points and go to the combat tables. The rock troll is no help and will not get involved in the fight. If you win, go to encounter 103. If you lose, go to encounter 52.

113. The outside of the plant wall was all thorns, but the interior is full of roses. An ordinary-looking man sits at a low table here. You state your royal mission. He nods and says, "Thou art known to me, son of Odin, as is thy mission. Thou hast journeyed far, but in vain. Seek thy goal in far-off Jotunheim, not here. I bid you leave, for haste is of the essence."

114. In gratitude for your heroic rescue, Gisla casts a spell over a strange-looking amulet. Rising from her work, she says, "What you seek is south of here, Mighty Thor. Go now before the terrible forces protecting it find you."

115. A small man stumbles out of the woods, screaming, "Beware, man, Groknir the giant shall grind your bones." He waves a small sword in your direction. You can attack or try to talk to him.

Attack

The giant's Health is 32. If your attack caused more damage than that, he falls to the earth dead. If you killed him, deduct 100 Karma points.

Talk

The small giant begins to weep. "Please attack me. I am an outcast from the storm giants. I must kill something larger than myself to be taken back by my kin."

You tell the miniature giant to leave his ungrateful kin behind and seek the dwarves in the Asgard mountains who will accept him as a brother. He blesses you and warns you not to trust Sirog the giant if you ever meet him. Grogkir turns and heads off to the west. Award yourself 10 Karma points.

116. With the sword of Frey in your hands, the threat of the gods is ended. You can return to Asgard in triumph or continue the pursuit of Loki if the miscreant is still free.

117. A green flame burns in the center of the barren circle. As you approach, a tongue of green flame licks out at you, and burns a plant on the edge of the circle. A hissing voice says, "You are bold, man of flesh, to come so close to me. For that I shall give you the choice of a fast or a slow death." Go to the combat tables. If you win, go to encounter 97. If you lose, go to encounter 140.

Living Fire

F A S E R I P
Rm Un Fb Un Ty Ty Gd
Health: 232 Special defense

Physical attacks with normal weapons cannot harm the living fire. However, a mystical weapon like Mjolnir can do damage. Each hit with it causes Amazing damage. The living fire cause Amazing damage each time it hits.

118. The little crystal house has a mammoth interior, as big as Odin's hall in Asgard. A crystal giant armed with Frey's sword stands in the middle of the hall. Go to the combat tables. If you win, go to encounter 116. If you lose, go to encounter 50.

Crystal Giant

F A S E R I P
Am Ex Am Mn Pr Fb Ty
Health: 195 Body armor In

The giant is totally unskilled with the sword, striking with the flat of the blade, as if this mighty sword were a crude club. Treat all damage as slugfest damage. Despite his lack of skill, the giant causes Monstrous damage when he hits with the sword.

119. Only Loki and you remain standing in the room. This is encounter A. Use the KARNILLA'S GIFTS chart to find your next encounter.



120. Geirrodur commands, "Ulik! Reveal the hiding place of the sword of Frey." Ulik snarls and gnashes his teeth but finally relents. He says, "It is in the mountains north of here. It can be found by the gleam of its protector."

The king of trolls says, "Seek the weapon in the north and do not bother my kingdom again."

121. Geirrodur says, "I will grant you a boon, but of my choosing, not yours."

This is encounter D. Use the KARNILLA'S GIFTS chart to find your next encounter.

122. You are in the foothills of the mountains. All of barren Skornheim lies to the south. A shadow falls across your face. Looking up, you see an enormous bird swooping to attack you. Before you can hurl Mjolnir the bird is upon you and attempts to grapple you. Go to the combat tables. If you win, continue your journey. If you lose, go to encounter 107.

Giant Vulture

F A S E R I P
Rm Ex In Rm Fb Fb Fb
Health: 120 Claws

123. The tunnel winds like a serpent's body through the bowels of the mountain. After a long walk down the tunnel, you see light at the end of it. The tunnel opens high on the wall of a huge cavern. The cavern is spanned by a bridge that extends from your tunnel to the other side. This is encounter J. Use the KARNILLA'S GIFTS chart on the map to find your next encounter.

124. Your head swims and you fall asleep, dreaming of a garden filled with beautiful flowers. The peaceful scene is suddenly broken as two tumbling, wrestling rock trolls crash through the flowers. It is Ulik and Geirrodur, fighting for possession of a glowing sword. You awaken to find yourself on the floor of the rose building.

125. Flying down into the hole you find yourself in a large cavern, its floor covered with stalagmites. The hole in the high ceiling is the only source of light. From the shadows, a powerful figure leaps savagely to the attack. He cries, "Last time we met, you bested me! Now Maurglon the cavern troll shall gain revenge at last!"

Go to the combat tables. If you win, go to encounter 40. If you lose, go to encounter 144.

Maurglon the Cavern Troll

F A S E R I P
Mn Rm Mn Mn Pr Pr Pr
Health: 255 Body armor: Mn

126. You find three storm giants camped in a small clearing. They are roasting a wild pig on a spit over a fire and do not notice you. The giants are armed with blunt stone axes. You can attack them or spy on them.

Attack

Go to the combat tables. You automatically gain initiative on the first round of combat. If you defeat them, you may question them. In that case, read the Spy section.

Spy

One of the giants says, "This duty rots like Bntzak's foul breath! If he weren't Loki's appointed general we would be south of here inside the walls of Jotungard." Award yourself 10 Karma points.

127. The old woman says, "Speak not the name of what you seek. I already know of it. I can tell you only this, look not for it in the mountains."

Someone taps you on the shoulder. You whirl to see who it is, but nobody is there. When you look back into the hut the old woman has disappeared.

128. A crystal house sits perched upon the mountain top. Its door stands ajar. Do you enter? If not, go to encounter 87.

Enter the crystal house

This is encounter C. Use the KARNILLA'S GIFTS chart to find your next encounter.

129. The way is easy. Your way is lighted by a glowing river of lava that flows at the bottom of the chasm. The banks of the river are narrow ledges of rock, which connect the stair and the canyon wall. As you round a switchback on the stair, you see a yawning cave in the side of the chasm. You can enter the cave or continue down to the lava river bank?

Enter the cave

The tunnel is not dark because the light of many internal fires dispels the darkness. The tunnel ends in a wide cavern. This is encounter F. Use the KARNILLA'S GIFTS chart to find your next encounter.

Continue down the stair

You reach the narrow river bank and carefully make your way along the lava stream, walking cautiously in the smoke, fumes, and shadows. After a short time you see a large stone bridge that extends out into the fumes and flame of the lava river. You may cross the bridge and continue your adventure on the other side or return to the top of the stair (encounter 143).

130. You decide to trust the lizard's judgment. You ask it for news of the sword of Frey. It says, "Go into the mountains. There thy question may be answered, at least in part."

It shows you a partially hidden cave entrance that you had not seen before. If you enter the cave, go to encounter 123. If not, continue your journey.

131. The thorn giant topples, felled by your godly might. As you stand gazing at your weird foe, a crack appears in its trunk, widening into a large cavity. A confused and terrified dwarf climbs out. He begs and pleads for mercy. Do you attack or give him mercy?

Attack

The dwarf's Health is 36. If your attack causes more damage, you slay the dwarf. If you kill the dwarf, you lose all Karma instantly for murdering him. If the dwarf survives your attack, you realize with shock that you have attacked someone who poses no threat. Deduct 20 Karma points.

Give the dwarf mercy

Award yourself 10 Karma points. The dwarf is so thankful that he grants you a boon. "My lord, thou hast saved me from death. What you desire most shall now be yours." You ask for him to get for you the sword of Frey. His face turns gray and he pleads "Please, oh master, the thief is mightier than I by far. Search thou the peaks of the Vale of Avalanches. There thou will find an answer."

132. Looking down you see a green plant. At first you think nothing of it. Then it occurs to you that nothing green grows in the Swamps of Endless Flame. It is indeed a puzzle. Mayhap it's a clue of some sort?

133. Mauglon lies defeated at your feet. You leave the savage cavern troll and continue your journey.

134. This is a four-way intersection of tunnels. To either side are tunnels slanting up (go to 9 or 68). There is one leading down (go to 73) and one leading sharply up (go to 55).

135. The giantess cries, "Forgive me, prince! They captured me unawares and threatened to eat me unless I acted as bait for unwary travelers such as yourself."

After you free her she hands you an egg and says, "If you burst this eldritch egg on an enemy, he shall be vanquished." She walks off into the trees.

The egg is magical, like Karnilla's gift. When you use the egg in combat, turn to the back of the booklet and read the egg's description to find the results.

136. The outside of the plant wall was all thorns, but the interior is filled with shriveled roses. A green-skinned man sits on a gnarled black tree stump and looks at you cheerfully. In his hand is the sword of Frey! You demand that it be returned to you for Asgard. He laughs and says, "Be it known that of all the gods, only Loki has ever seen fit to recognize my existence. I am his ward against those who would steal the sword." He rises to his feet, ready for battle.

Go to the combat tables. If you win, go to encounter 67. If you lose, go to encounter 107.

The Nightmare Witherer

F A S E R I P
Gd Ex In Un Rm Rm Am
Health: 170 Body armor: Am

The witherer is actually a plant. His right foot is a root that holds him to the spot he is in. However, he can draw the life giving vitality of the earth through his root foot. Each round he recovers 30 points of Health.

137. Your godly might has driven the molten back into the river. Looking around, you see nothing of interest. Deciding quickly, you walk along the bank searching for a way across the chasm. Shortly the fumes part and reveal an astounding sight. An orange-skinned giant with living flame for hair is landing a boat made of solid rock on the beach!

You hail him and he turns and greets you. "I am Skrog, the boatman."

You tell him that you are seeking passage across the chasm. Before he can respond, a creature of living flame flies out of the fumes and screeches, "Base liar! You would throw him into the river at the first chance!"

Skrog replies "It is you, foul flame wing, who would see the noble Asgardian burn!"

You can attack the flame wing or attack Skrog?

Attack Skrog

Skrog is a storm giant cursed to sail the river until he dies. Go to the combat tables. The flame wing is unable to help. Use the storm giant abilities for Skrog. If you win, go to 156. If you lose go to 140.

Attack the flame wing

You let fly your mystic uru mallet at the creature. Your aim is true and the hammer strikes. Seemingly unscathed, the flame wing soars away with a wail. Go to encounter 32.

138. A low hedge surrounds a pool of green water. The hedge appears harmless. The pool's surface is smooth. As you look at it, the surface begins to ripple. You see a scene of Ulik and Geirrodur, both trolls, in an underground cavern. Between them is the sword of Frey. The water is now too troubled to read. It begins to boil and the plants to wither. You fall back a few steps and the pool and hedge disappear in a cloud of steam. When the steam clears it is as if the pool and hedge never existed. You are standing in the middle of the charred circle.

139. As your last blow hits the crystal lion, the creature shatters. The sound reverberates through the crystal building, rising to a horrific shriek, finally shattering the crystal walls. You are free to continue your journey.





140. Flame sears and blisters your flesh. Smoke fills your lungs, choking you. You fall, overcome by heat. When you revive, Hermod is beside you. Gratefully, you accept the flagon of water he offers. Behind him you see your foe, defeated by Hermod. The god of speed says, "Heimdall saw thy peril from Asgard and sent me to aid thee, prince. Thank the Norns I arrived in time." He takes you back to Asgard to heal. This adventure is over.

141. Searching the cavern, you find only one thing of interest. A large plant grows in a spot where sunlight can reach it through a cleft in the cavern roof. This plant lashes out frantically, trying futilely to reach you. This loathesome thing could only have come from the Forest of Nightmare Plants.

142. Loki's voice taunts you, "Why don't you light your foolish candle of darkness, brother? You could not do worse if you were blind! Ha! Ha! Ha!..."

You can light the candle or continue your journey. If you have already used the candle, go to encounter 150.

Light the candle

You are instantly shrouded in darkness. Suddenly you see a shining light before you. It is the sword of Frey! Loki the deceiver merely made it invisible to trick you. How ironic that he was defeated by his own arrogant boasting! You can carry the sword in triumph back to Asgard, or pursue you treacherous brother.

143. The flaming chasm smolders before you, its deadly flames and fumes rising high into the air—so high that even mighty Mjolnir can not safely carry you across. Nearby there is a set of crude stairs descending into the flaming chasm. If you descend, go to encounter 129. Otherwise continue your journey on this side of the chasm.

144. Your last sight is of Maugiron savagely beating you. After a time, a Valkyrie comes to take you to Valhalla. As you mount her winged steed, you wonder if your father is waiting to greet you in the hall of fallen heroes. This adventure is over.

145. Inside the crystal building is a large throne carved from a single diamond. Slouched on this magnificent throne is Loki, god of mischief. "Welcome, brother. Welcome to my house of mirrors. I hope you like it here, it may be the last place you ever see. Ha-ha-ha..."

Loki sinks into the ground like a ghost. As you turn to leave, you find the door is not there! All the walls show reflections of yourself. Go to encounter 4.

146. You are transported to encounter 96. It is on the southern portion of the map just west of the flaming chasm, at the hammer marked with two stars.

147. In the center of the cavern is a large rock. The sword of Frey is embedded to its hilt in the stone. A ring of lava surrounds the stone. "An easily surmounted obstacle," you think. You whirl your uru mallet over your head and let it carry you over the lava moat. As you step forward to draw the sword from its graining sheath, the rock moves. It is a living creature! Go to the combat tables. If you win, go to 22. If you lose, go to 140.

Granite Guardian

F A S E R I P
In Gd Am Rm Pr Pr In

Health: 130 BodyArmor: Mn

The eyes of the granite guardian are hypnotic. Each round you must make a Psyche FEAT roll. If the roll fails, you cannot take action that round. If you choose not to look at the creature as you fight it, your Fighting ability is shifted four columns to the left and the guardian's Fighting ability is shifted one column to the right.

148. Loki stands insolently before you. Go to the combat tables. If you lose, go to encounter 52. If you win, Loki will lose the respect of the giants and can no longer lead them. The giants will amply punish Loki for his failure, while you are free to return triumphantly to Asgard or continue the search for the sword.

149. In the center of the charred spot is a garden. Something about it strikes you as unusual. Of course! It is shaped like a sword. The blade of the sword points to the southwest. As you watch, the plants wither and blacken.



150. You pull out the burned stub of a candle. You think, "Why would Loki refer to the candle?" You begin a careful search for anything suspicious. A wisp of foul mist solidifies and Loki is standing there. The sword that faded is back again. Loki says, "Since I was unable to convince you to leave, half-brother, I shall have to force you. As you can see, the sword was here all along, merely invisible."

Go to the combat tables. If you win, go to encounter 3. If you lose, go to encounter 52.

151. You fight off the insidious effects of the fragrance and walk outside to get some fresh air. You may continue your journey or re-enter the thorn building (return to encounter 78).

152. Gisla says, "It is true that I am a witch, though I am not evil as other dwellers of this swamp thought. I shall help you in your quest, son of Odin. The object of your search lies somewhere in the regions of fire. More than that I can not say."

153. A beautiful woman sits in the center of the cavern, chained to a rock carved in the image of evil Loki. A ring of molten rock surrounds her small island. It looks easy enough to cross. As you prepare to leap over it, four creatures of molten rock emerge from the moat. Go to the combat tables. If you win, go to encounter 18. If you lose, go to encounter 140.

Moltens

F A S E R I P
Ex Rm Ex Rm Pr Pr Gd

Health: 100 Special attack

A molten can throw globs of lava from the moat. A glob of lava does Remark-able damage to whatever it hits.

154. Beside the throne is a sword and scabbard hidden from view when you were on the balcony. You immediately recognize it as the sword of Frey. Only Loki stands between it and you. Go to the combat tables. If you win, you have utterly defeated Loki and his twisted plot, thus saving Asgard from peril. If you lose, go to encounter 52.

BY THE GOLDEN SPIRES OF ASGARD!



KARNILLA'S GIFTS

Ring of Fire



You hold up your hand. Suddenly all the fires in the area go out. This includes any fire creatures or magical fires. Afterward the ring crumbles like burnt ash and cannot be used again.

Boots of Velvet Moss



The boots begin to glow a soft green. The plants around you are pacified. You have defeated them. This item only works against hostile plants. After you leave this map location the boots wither and the magic in them is gone.

Belt of Maiden's Hair



The belt shines white. You feel protected by it. For the duration of this combat, you have incredible body armor. Afterward the belt becomes normal maiden's hair and has lost its magic.

Locket of Karnilla's Hair

The locket of black hair absorbs the spell thrown at you, becoming as white as the hair of an old woman. The first spell thrown at you during each battle is absorbed. When you leave this location, the locket becomes black once more. Its magic can be re-used in each battle.

Candle of Darkness



You light the candle. It burns black, like a piece of the night. Your enemies cry out and clutch at their eyes. They are blinded! They must fight with four column shifts against them for any FEAT rolls. The candle is burned down to a useless stub.

Vial of Babe's Breath



Quickly you bring the vial to your lips. It is drained in one gulp. You have been tricked! Nothing is happening. No, wait! You feel healthy and vibrant. You have regained all lost Health. The vial is now empty.

155. A hooded figure in a dark green robe floats in the air above the cavern floor. It speaks with a woman's voice. "You may remember Volla the prophetess, prince Thor. My prophecy is that thy search must be in vast Jotunheim, not in these sorry lands." She turns and walks through the wall.

156. You say, "Thou hast acted nobly, creature of fire."

The flame wing responds, "I have heard of your quest, Mighty Thor. I have been waiting for you."

This is encounter E. Use the KARNILLA'S GIFTS chart to find your next encounter.

Other Magical Items

Egg of the Giantess

The egg bursts open with a cloud of yellow smoke. The smoke quickly forms itself into a large bird. If the egg hits a creature, the bird grabs him in his claws and flies away. Loki can dispell the bird. If the egg did not hit a creature, the bird attacks you.

F A S E R I P
Ex Pr In Ex Fb Fb Fb

Health: 84 Flight: Rm

Silver Harp

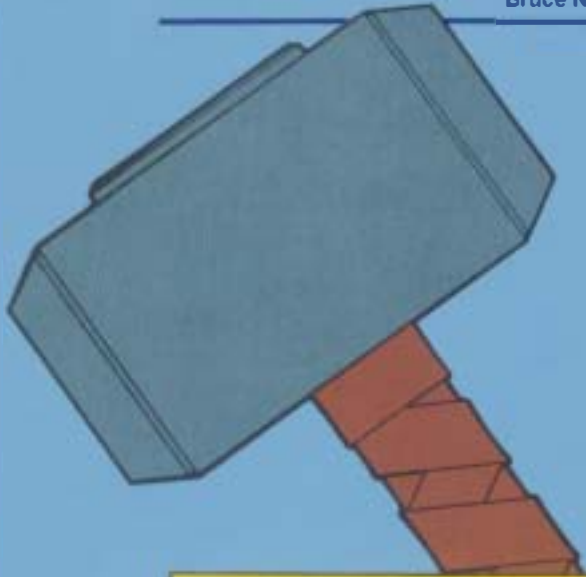
You strum the harp. Its tone seems to hang in the air longer than is natural. It shakes in your grasp and turns into dust. In the meantime, all of your opponents have taken incredible damage from the harp's note.

MARVEL SUPER HEROES™

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ASGARD

karnilla's gifts

	a	b	c	d	e	f	g	h	i	j	k	l
☉	154	27	145	48	90	155	44	57	26	81	113	5
☿	148	7	77	70	88	153	132	15	141	46	136	149
♄	10	109	86	69	88	59	84	114	133	106	64	149
♃	148	36	118	120	90	41	84	83	26	81	78	138
♁	2	127	77	8	45	153	142	182	29	43	33	117
♂	76	36	111	8	100	147	24	83	29	46	33	117



physical combat table

Die Roll	fighting	agility	strength	endurance
1-2	slurfcst	slurfcst	slurfcst	slurfcst
3-4	slurfcst	throw	throw	throw
5-6	throw	throw	grapple	grapple
7-8	grapple	grapple	grapple	change
9-10	change	change	change	change

combat sequence

1. Find out how far apart Thor and his opponents are at the beginning of the battle. This is usually given in the encounter description. When it is not, assume that Thor and his opponent start in the same area if the battle is indoors or if Thor was not expecting an attack. If there is some distance away from his opponents when the battle begins, roll one die and divide the number rolled in half, rounding fractions up. That number is the distance in areas between Thor and his enemies when the battle begins.
2. Decide how Thor attacks. Thor can do any one of the following each round: Stole with his fists or with Mjolnir; Throw Mjolnir; Summon a thunderstorm (Monstrous lightning); Fire a monstrous lightning bolt directly from Mjolnir; Grapple; Charge.
3. Decide whether or not you will use Karma this round to modify dice rolls.
4. If Thor is fighting Loki or some other sorcerer, use the MAGICAL COMBAT section for the sorcerer's attack. If Thor's opponent is not a sorcerer, roll a die and consult the PHYSICAL COMBAT TABLE to determine what the opponent is going to do. Roll separately for each opponent. For each opponent, use the column that corresponds to the opponent's highest physical ability.
5. Roll a die for initiative. Any number from 1-5 means that the opponents have initiative and act first. Any number from 6-10 means that Thor has initiative and acts first.
6. Roll the combat using the standard rules of the MARVEL SUPER-HEROES™ Game.