

**MARVEL**  
**COMICS**



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AUTHORITY

# *THE* **New!** *MARVEL®-PHILE*

## *THIS ISSUE...* **TROLLS!!!**

(AND NO, NOT THE INTERNET KIND...)



STRIKE,  
GODLING! IT  
WILL AVAIL THEE  
NAUGHT!

FOR I BE  
**ULIK,**  
KING OF THE  
**TROLLS!!**

NEVER  
SHALL SUCH  
AS **THEE**  
PREVAIL--  
'GAINST THE  
GOD OF  
THUNDER!!



# THE <sup>New!</sup> MARVEL®-PHILE

The trolls I have put into this phile are obscure, and mostly appear for one story line, or in most cases one issue of a particular comic. I am a fan of these particular enemies of Thor, so I have created their stats as I use them for my personal campaigns. These stats are only my opinion and could be changed to suit any campaign as the GM sees fit.

While all of these Trolls are canon characters, there is very little info on them or background history. I have made my best guesses as to their stats and have added some very brief history of some of the lesser known Trolls.

I have added Ulik because he is without a doubt my favorite Thor enemy, but I think he always gets a raw deal in the comic books, apparently being beaten by everyone from Thor to Lieutenant Marcus Stone (a normal human cop from the 90's). In my campaigns he is a much more powerful villain for Thor, because he has his own enchanted weapon (*not canon*) - the Amáttugr Miðgarði (*Amáttugr* = *Powerful*; *Miðgarði* = *Midgard* or *Earth*). Together they mean in the Viking language *Powerful Earth*). This maul was created by Hela after Ulik swore to keep her kingdom supplied with new souls! If he should happen to slay Thor with it, that would be a cherry on top for Hela who also likes to put a hurting on Thor from time to time. Feel free to use or discard the maul if it does or does not suit you, its just my personal touch for my own use. I felt that Ulik being the most powerful Rock troll should have some earth control powers (let's face it they must call them Rock Trolls for a reason), so the maul adds them much the same way Thor's weather control is focused through his hammer, his stats are otherwise pretty close to canon.

In case you didn't already know, the MSH RPG Unofficial Canon Project is an ongoing effort to keep alive TSR's Marvel Superheroes Roleplaying Game by producing RPG materials that stay current with the comics, at a production level as close as possible to the published products. There's room for talents of every sort, from writing, proofreading, and editing, to graphic design and layout, to simply getting the word out. So if YOU enjoy this series, check out the project's Facebook site at <https://www.facebook.com/groups/MSHUCP/>, and consider joining to creative team to be part of the fun!



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**TRAITS:** Trolls are stocky and massive, have thick body hair (almost fur) and tend toward a ruddy orange in color. Trolls have superhuman strength (lifting from 25-95 tons), endurance (2.5 times an average human's) and durability, resistance to disease, and longevity; however, they are generally slower than humans. Their height varies from 3 to 7 feet, their weight ranges between 100-800 lbs. Trolls require less oxygen than humans and their vision extends into the infra-red spectrum, enabling them to see well in relative darkness and making them well suited for underground living. The Isle of Silence's trolls ("Silent Ones") have orange skin and lanky forearms; their grip is alleged to be unbreakable. The flying trolls of Thryheim have wings and behave with an insectoid hive mentality, serving as drones to their queen. Cavern trolls have green skin, a prehensile tail and no visible body hair. One of the two sub-species called rock trolls are constructed from stone. Some of Nornheim's trolls have wings. The Magzi are a feral tribe of trolls, covered with shaggy fur and possessing sharpened teeth and claws. An unidentified breed of trolls has four arms. Many trolls have a proclivity toward manipulating magic.

Trolls are excellent masons and metalworkers and wield a variety of swords, spears, axes, armors, shields, clubs, war hammers, maces, blowguns, knives and even firearms; some weapons are carved from Uru metal. Trolls have also constructed many elaborate siege weapons such as tank-like vehicles, Dragon Cannon, the Ulti-Force Cannon, and the Bludgeon-Bow. Unusual troll inventions include knock-out gas (Vapors of quietude) and the robot Zotarr.

## TYPICAL ROCK TROLL

<b>F</b>	<b>RM (30)</b>	<b>Health: 114</b>
<b>A</b>	<b>PR (4)</b>	
<b>S</b>	<b>IN (40)</b>	<b>Karma: 12</b>
<b>E</b>	<b>IN (40)</b>	
<b>R</b>	<b>PR (4)</b>	<b>Resources: Varies</b>
<b>I</b>	<b>PR (4)</b>	
<b>P</b>	<b>PR (4)</b>	<b>Popularity: -10</b>

## KNOWN POWERS:

Resist Diseases: Unearthly (100)  
Body Armor: Good (10).  
Infravision: Remarkable (30)  
Retarded aging: Trolls age 1 year for every 100. They can be killed by normal means.



## EQUIPMENT:

Club; +1CS to Strength for damage purposes.

## Limitation:

Cowardice: Trolls will not attack unless they outnumber an opponent or can take them by surprise. They are more courageous when given firm leadership.

**KNOWN MEMBERS:** Askella, Chambliss, Ekak, Gaark, Garrg, Geirrodur (See

GHotMU #2), Gertha, Glagg, Grak, Grundor the Great, Grundor the Greater, Grylak the Greater, Horth (See this issue!), Kossi, Kryllk (See this issue!), Manny, Mauglon (See MP-24), Moh, Munson, Muthos (See this issue!), Nettles, Olik (See this issue!), Otny, Plokk, Rugri, Gunna Sijurvald, Skorgnarld, Skullnik (See this issue!), Slaggnbir Svin, Targo, Throff, Trammidur, Tyborr, Tyg'r, Tyrus (See this issue!), Ud (See this issue!), Uglitha, Ulik



(See this issue!), Ulla (See this issue!), Unn, Uroc, U'Slynn.

**BASE OF OPERATIONS:** Asgard, Isle of Silence, Jotunheim, Nornheim, Svartalfheim, Thryheim, Vanaheim

**AVERAGE HEIGHT:** 5'

**AVERAGE WEIGHT:** 450 lbs.

**EYES:** Two (color varies)

**SKIN:** Orange-brown or green

**HISTORY:** The trolls are one of the many humanoid races that dwell in the extradimensional realm Asgard. Most trolls live beneath the main Asgard landmass, primarily beneath Jotunheim, Svartalfheim and Vanaheim. The most visible trolls are the orange-skinned rock trolls, led by King Geirrodur, and dwell beneath the mountains of Jotunheim. Other species include the forest trolls who live in Nornheim's Forbidden Forest, the stone-skinned rock trolls, cavern trolls, the "Silent Ones" of the Isle of Silence and the flying trolls of Thryheim who, unusually, are subject to Queen Ula, who appears to be an Asgardian woman. Trolls have formed regular alliances with the giants and select renegade Asgardians. For the most part, the trolls are enemies of the Asgardians and dwarves, competing with the dwarves for space in the underground caverns and seeking to conquer the Asgardian territories above ground. For their part, the

Asgardians have little love for the trolls, even participating in troll hunts as sport.

At one time, the trolls formed an alliance with the fire demon Surtur, intending to rebel against Asgard. However, the Asgardian gods' leader, Odin Borson, vanquished the trolls and even bested Surtur. Amora the Enchantress and Odin's adopted son Loki Laufeyson employed the trolls in various tasks as their subordinates. Once, Loki hired King Geirrodur to kill the Asgardian warrior Theoric, so Loki could impersonate Theoric and marry his bride-to-be, Sigyn. For a time, the dwarves of Nidavellir would send Asgardians who ventured through their realm into the trolls' kingdom, keeping the trolls from attacking by supplying a never-ending number of slaves. However, after the dwarves sent the thunder god Thor Odinson, he broke free from troll captivity and released the slaves. When the troll King Grundor the Greater ordered his minion Uroc to develop new Uru weapons for him, Uroc designed an immense um statue and magically transferred his mind into it, animating it and making him virtually indestructible. Uroc turned on his fellow trolls and depleted the kingdom's resources so badly Grundor began raiding Asgardian villages for supplies. Thor investigated the raids, and learning of Uroc, battled and defeated the monster.

When Odin sent Thor, Loki and many of Asgard's finest warriors to learn how Ragnarok, the twilight of the gods, would

come to pass, Thor and Loki's ship passed near Queen Ula's hive in Thryheim. Ula sent her flying trolls to kidnap Loki to force Thor to become her king, but Odin intervened and helped his sons escape. A band of Magzi captured Gunna, an Asgardian woman, and raped her, spawning the half-breed Gunna Sijurvald. The younger Gunna grew up among the Magzi but was eventually found by Asgardians and brought to Asgard, but she resisted assimilating into Asgardian culture, forcing the gods to confine her in a cell with the other Magzi. For a time, Loki was confined to the Isle of Silence and became master to the "Silent Ones," deploying them as guards when Thor invaded the dimension.

King Geirrodur's rock trolls captured an extraterrestrial called Orikal and kept it confined within their underground kingdom, forcing the creature to share its advanced knowledge and thus enhance their weaponry; Orikal's prophetic abilities also helped Geirrodur strategize his assault. Geirrodur began planning a mass invasion of Asgard, sending teams to tunnel into the heart of the realm's capital. Geirrodur also outfitted his most powerful warrior, Ulik, with Uru pounders. Seeking to duplicate Thor's Uru hammer Mjolnir, Geirrodur enlisted Ulik to capture Mjolnir from Thor. The trolls kidnapped Thor's lover, hunt and harvest goddess Sif, to bait him; although they obtained Mjolnir and fashioned a copy, Thor retrieved Mjolnir, and it proved



superior to the replica. While Odin's armies fought the trolls, Thor set Onkel free, and Onkel rendered useless the weapons Geirrodur had helped create; the trolls fled back underground.

Nornheim's Queen Karnilla made an alliance with the nearby Forbidden Forest's forest trolls, and they aided her by assaulting trespassers into Nornheim, but the trolls grew power hungry, and Ulik was sent to Nornheim to dissolve the partnership and conquer Nornheim. Fortunately for Karnilla, Asgard's Thor and light god Balder defended her and bested Ulik. When Odin was menaced by the cosmic entity Infinity, which threatened to destroy the universe, the trolls and giants took advantage of this distraction and rampaged; their invasion of Asgard was thwarted by the realm's defenders. King Geirrodur plotted to destroy Mjolnir, again using Ulik as his chief operative. However, when Ulik mistakenly thought he had killed Thor, he used his newfound fame to depose Geirrodur. Thor soon turned up alive and bested Ulik, disgracing him; Geirrodur sent Ulik to a labor camp.

Escaping the camp, Ulik led a band of rebel trolls to Earth and threatened the life of Thor's mortal lover Jane Foster. With Thor in his power, Ulik forced him to assist him in overthrowing Geirrodur. Although Geirrodur unleashed the robot Zotarr against them, Jane escaped her troll captors and defeated Geirrodur herself. However, Ulik's victory was short-lived as Thor tore down Geirrodur's kingdom. Shamed by their in-fighting, Geirrodur and Ulik returned to their old working relationship and even fought alongside Thor when he helped save them from the dragon Trogg. A band of trolls journeyed to Earth and set up an underground base in Montana near the Jicarilla Reservation. When the reservation re-opened long-abandoned mines, the trolls started capturing and killing humans to use their blood in the forge. When the heroes Red Wolf (Will Talltrees) and the Defenders investigated, the trolls captured them and hoped to use their "warrior's blood" in the forge, but the Defender Valkyrie (Brunnhilde) tore down the mine from within, apparently killing the trolls. Ulik became a pawn of the Hell-lord demon Mephisto, who kidnapped Ulik's brother Horth, threatening to kill him unless Ulik slew Thor. Although Thor sympathized with Ulik when he learned his plight and offered to help save Horth, Mephisto had already killed Horth.

During Loki's "Acts of Vengeance" plot he again used the Isle of Silence as his base, bringing his allies to a board room secretly on the extradimensional island. As the Avengers raided the base, Loki unleashed the "Silent Ones" against them, but the trolls were swiftly beaten. After Odin cast the Asgardian gods into mortal guises on Earth to avoid the ramifications of Ragnarok, King Geirrodur easily conquered the all-but desolate Asgard, setting himself up as lord of Asgard with Ulik as a mock "Thor." Geirrodur found himself contending against the Frost Giants for mastery of the realm, but was forced to surrender his plundered throne when the gods regained their memories and returned. When Morgan Le Fay wielded the Norn Stones to cast various Asgardian creatures into attacks on members of the Avengers, hoping to manipulate the Scarlet Witch (Wanda Maximoff) into her grasp, various trolls were among the pawns Le Fay employed, dispatching the Flying Trolls of Thryheim against Crystalia Amaquelin, Quicksilver (Pietro Maximoff) and the Scarlet Witch and the "Silent Ones" against Firebird (Bonita Juarez).

After Loki obtained the dwarven mold used to forge Mjolnir, he supplied it to Surtur to manufacture Uru weapons similar to Mjolnir. The armaments were used by the trolls to march on Asgard under Loki's command, setting Ragnarok into motion. The events of Ragnarok eventually played out, leading to the destruction of the entire realm. A trio of four-armed trolls survived Ragnarok and wound up in the custody of the modern-day pirates Stripmine and Appraiser, who used them to pillage the ruins of the mutant island nation Genosha, but were defeated by Magneto (Max Eisenhardt) and other mutant refugees. Thor soon recreated Asgard, bringing its capital to Earth while leaving the rest of the Nine Worlds within its home dimension. Some of the trolls were cast to Earth in the tumult.

In search for the legendary Ragnahorn, the left horn of Auohumla, Ulik set up base beneath New York City with a horde of rock trolls. When collector Mr. Van Kline did not give up the horn willingly Ulik sent his rock trolls on a rampage. Though the loose-knit alliance of vigilantes known as "Marvel Knights" opposed the rock trolls' attacks on civilians they were only able to convince Ulik to call the trolls back by delivering the Ragnahorn to him.

After Svartalfheim's Queen Alfylse rose to power, she enslaved many of her realm's trolls into foot soldiers, intending to

use them in an invasion of Earth. A band of Nornheim trolls journeyed to Svartalfheim to overthrow Alfylse, but en-route encountered the Olympian gods Hercules (Heracles) and Zeus, who defeated them. When Asgard was virtually demolished by the insane hero Sentry (Bob Reynolds) in the climax of corrupt tycoon Norman Osborn's siege of Asgard, the imprisoned Magzi, including Gunna Sijurvald, escaped their cells and fled. The Thunderbolts caught the Magzi and slew two of them, taking Gunna back to the superhuman prison the Raft for safekeeping.

Most recently, Ulik joined Malekith's Dark Council in their attempt to take over the and the trolls took part in the War of the Realms, where they attacked forges of Nidavellir.

## HORTH



### STATISTICS

**F** RM (30)  
**A** TY (6)  
**S** IN (40)  
**E** IN (40)  
**R** TY (6)  
**I** PR (4)  
**P** PR (4)

**Health:** 116

**Karma:** 14

**Resources:** PR (4)

**Popularity:** -10 / 5 with Trolls

### BACKGROUND

**Real Name:** Horth

**Occupation:** Warrior

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Horth's existence is unknown to the general population of Earth

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Ulik (brother); Olik (presumed brother)

**Base of Operations:** Asgard

**Past Group Affiliations:** None

**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.

Resistances: Incredible Resistance to fire, cold, radiation and toxins.

Invulnerability: Shift-Y Resistance to Earthly Disease.

Infrared vision: Remarkable

Retarded Aging: Horth only physically ages 1 year for every 100. He may still be killed normally.

### EQUIPMENT

Electrical Prod: Incredible material strength

- Blunt damage: Amazing
- Electrical Stunning: Remarkable stuns target for 1-10 turns

**TALENTS:** Edged Weapons, Blunt Weapons, Weapon Mastery: Electrical Prod.

**CONTACTS:** None

### ROLE-PLAYING NOTES:

Horth is a bully only showing bravery when he has the upper hand, or when his older brother, Ulik, is around to protect him. Like all bullies he is a coward at heart. His physical abilities didn't seem to be any greater than a typical Rock Troll.

### HISTORY

Horth was the younger brother of Ulik, who was captured by Mephisto to force Ulik into battling Thor. Mephisto's idea was to weaken Thor's spirit so that he would be more susceptible to Mephisto's scheme. Ulik failed to defeat Thor, who found out that Mephisto murdered Horth before Ulik had ever attacked.

## KRYLLK



### STATISTICS

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

**Health:** 170

**Karma:** 60

**Resources:** GD (10)

**Popularity:** -10 / 25 with Trolls

### BACKGROUND

**Real Name:** Kryllk

**Occupation:** Warlord

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Kryllk's existence is unknown to the general population of Earth

**Other Known Aliases:** Kryllk The Cruel

**Marital Status:** Single

**Known Relatives:** None

**Base of Operations:** Asgard

**Past Group Affiliations:** None

**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.

Resistances: Incredible Resistance to fire, cold, radiation and toxins.

Invulnerability: Shift-Y Resistance to Earthly Disease.



Infrared vision: Remarkable  
Retarded Aging: Kryllk only physically ages 1 year for every 100. He may still be killed normally.

#### EQUIPMENT

Sword: Unearthly material strength, Amazing edge damage  
Energy Pistol: Remarkable material strength, Remarkable energy damage

**TALENTS:** Edged Weapons, Guns, Military, Leadership

**CONTACTS:** None

#### ROLE-PLAYING NOTES:

Kryllk is a Warlord of the Rock Trolls who wishes to destroy Asgard. He seems more intelligent than normal trolls, and he will devise strategies and schemes to increase his personal power, and then try to turn that power on Asgard.

#### HISTORY

Kryllk was a Rock Troll warlord who wished for the destruction of Asgard. He planned revenge against Odin for stealing both land and life from his people. He was stopped when Thor and Spider-Man teamed up, and vanished due to the intervention of Uatu the Watcher, due to the temporal echo created by his stopping time.

## MUTHOS



#### STATISTICS

<b>F</b>	<b>EX (20)</b>
<b>A</b>	<b>PR (4)</b>
<b>S</b>	<b>IN (40)</b>
<b>E</b>	<b>IN (40)</b>
<b>R</b>	<b>GD (10)</b>
<b>I</b>	<b>GD (10)</b>
<b>P</b>	<b>IN (40)</b>

**Health:** 104

**Karma:** 60

**Resources:** EX (20)

**Popularity:** -10 / 50 with Trolls

#### BACKGROUND

**Real Name:** Muthos

**Occupation:** Chief Consular

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Muthos' existence is unknown to the general population of Earth

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** None

**Base of Operations:** Castle Grimrock

**Past Group Affiliations:** None

**Present Group Affiliation:**

#### KNOWN POWERS

Body Armor: Good protection from physical and energy attacks

Resistances: Good, fire, cold, radiation and Toxins.

Invulnerability: Unearthly protection from Earthly disease

Infrared vision: Remarkable

Retarded Aging: He only physically ages 1 year for every 100. He still can be killed normally.

Empathy: Amazing (detect strong emotions in 10 areas, such as when he detected that the Troll Queen was lying)

#### EQUIPMENT

Staff: Amazing material strength, Amazing blunt damage

**TALENTS:** Blunt Weapons; Occult, Asgardian, and Mythological Lore; Troll Law (His reason is Remarkable in matters involving Troll Law)

**CONTACTS:** None

#### ROLE-PLAYING NOTES:

#### HISTORY

Muthos was Geirrodur's Chief Consular. He seemed to have empathy about him when he advised Geirrodur that Ulik was not to be trusted, and then a moment later he correctly sensed that Ulla the rock troll Queen was also lying about her desire to see Ulik prevail over Thor in a battle. Geirrodur became angry and dismissed Muthos, warning him of his treasonous words against the Queen. However, soon afterwards, his words proved true when Queen Ulla sided with Thor at a key point during his battle with Ulik, allowing Thor to survive and Ulik to usurp Geirrodur's army. One of Geirrodur's few remaining loyal trolls reminded him of Muthos prophetic words after the Queen betrayed him; Muthos never reappears in the story and has not been heard of since.

## OLIK



### STATISTICS

**F** AM (50)  
**A** PR (4)  
**S** MN (75)  
**E** AM (50)  
**R** TY (6)  
**I** EX (20)  
**P** GD (10)

**Health:** 179

**Karma:** 36

**Resources:** GD (10)

**Popularity:** -10 / 50 with Trolls

### BACKGROUND

**Real Name:** Olik

**Occupation:** Warrior

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Olik's existence is unknown to the general population of Earth

**Other Known Aliases:** Olik the Widow Maker

**Marital Status:** Single

**Known Relatives:** Ulik (brother); Horth (presumed brother, deceased)

**Base of Operations:** Castle Grimrock

**Past Group Affiliations:** None

**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.

Resistances: Incredible Resistance to fire, cold, radiation and toxins.

Invulnerability: Shift-Y Resistance to Earthly Disease.

Infrared vision: Remarkable

Retarded Aging: Olik only physically ages 1 year for every 100. He may still be killed normally.

### EQUIPMENT

Axe: Class 1000 material

- Edge damage: Monstrous

- Blunt damage: Unearthly

**TALENTS:** Martial Arts B, Wrestling, Edged Weapons

**CONTACTS:** None

### ROLE-PLAYING NOTES:

Gladiatorial warrior, and like his Brother Ulik he doesn't back down from a fight, and is reluctant to accept defeat. He uses brute force to overwhelm his opponents, and will show no mercy. He is easy to anger and goad into making mistakes.

### HISTORY

Very little is known about Olik the Widow Maker – he appeared in one issue of Warlock and the Infinity Watch (Vol 1 # 24). He was a Gladiatorial Champion and battled Adam Warlock within Castle Grimlock's arena. He was known as a champion and fan favorite of the arena. He was brutish and relied on brute force to defeat his enemies. He was easily goaded by Warlock into making mistakes during the fight, which he lost.

Olik is a member of the race of Rock Trolls and lives within the caverns of the extradimensional realm of Asgard. He is over a Millennium old and a fierce warrior among the trolls of Asgard. His strength seemed much greater than that of a typical Rock troll, but it was less than that his brother Ulik. Assuming Olik and Ulik share the same mother and father, he probably aided Ulik in watching over his younger brother Horth, after their parents' deaths.

## SKULLNIK



### STATISTICS

**F** GD (10)  
**A** PR (4)  
**S** AM (50)  
**E** IN (40)  
**R** TY (6)  
**I** PR (4)  
**P** PR (4)

**Health:** 104

**Karma:** 14

**Resources:** TY (10)

**Popularity:** -10 / 25 with Trolls

### BACKGROUND

**Real Name:** Skullnik

**Occupation:** Warrior

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Skullnik's existence is unknown to the general population of Earth

**Other Known Aliases:** None

**Marital Status:** Married

**Known Relatives:** Ulik (husband); Horth (brother-in-law, deceased), Olik (brother-in-law)

**Base of Operations:** Castle Grimrock

**Past Group Affiliations:** None

**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.

Resistances: Incredible Resistance to fire, cold, radiation and toxins.

Invulnerability: Shift-Y Resistance to Earthly Disease.

Infrared vision: Remarkable

Retarded Aging: Skullnik only physically ages 1 year for every 100. She may still be killed normally.

Berserker Rage: She can fly off into a berserker rage if offended or someone she



cares about is harmed. Ignore all Stun results; All attacks are at (+1CS to damage), and Amazing resistance to mind control, persuasion attempts, and other mental attacks. She must pass a Green Psyche feat to avoid; a successful Yellow Psyche FEAT must be made to come out of this berserker rage.

**TALENTS:** Blunt Weapons, Wrestling

**CONTACTS:** None

#### ROLE-PLAYING NOTES:

Skullnik seemed to genuinely care for Ulik and was distraught when she thought he was missing and could possibly be hurt, she became enraged upon find out that he was alive and on vacation without her.

#### HISTORY

Ulik had been missing for a fortnight so Skullnik grew concerned and sought out the aid of the Warriors Three in Asgard. The Warriors Three took pity on her and brought her before Odin's Vizier. The Vizier conjured a spell that showed Ulik to be on a vacation without his loving wife. Skullnik flew into a rage overturning the Vizier cauldron and ran out of the chamber. She returned a second later and thanked the Asgardians for their aid in finding Ulik, then she left. Sometime later Ulik shows up battered, with broken teeth, looking for revenge on the Warriors Three.

## TROLL WITCH



#### STATISTICS

F	TY (6)
A	GD (10)
S	IN (40)
E	RM (30)
R	EX (20)
I	EX (20)
P	AM (50)

**Health:** 86

**Karma:** 90

**Resources:** GD (10)

**Popularity:** -10 / 50 with Trolls

#### BACKGROUND

**Real Name:** Unrevealed

**Occupation:** Witch

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Her existence is unknown to the general population of Earth

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** None

**Base of Operations:** Castle Grimrock

**Past Group Affiliations:** None

**Present Group Affiliation:**

#### KNOWN POWERS

**Body Resistance:** Incredible, protection against physical and energy damage.

**Resistances:** Incredible Resistance to fire, cold, radiation and toxins.

**Invulnerability:** Shift-Y Resistance to Earthly Disease.

**Infrared vision:** Remarkable

**Retarded Aging:** The Troll Witch only physically ages 1 year for every 100. She may still be killed normally.

**Magic:** Troll Sorceress with the following spells always available: Remarkable all other spells.

- **Valkisack Vines:** These magically created vines drain even the most powerful warriors, causing Unearthly intensity magical sleep to fall on the victim. An Unearthly intensity Psyche feat is necessary to overcome their effects.

- **Eldritch Bolts:** Remarkable

- **Eldritch Shield:** Remarkable

- **Healing:** Excellent

- **Paralysis:** Remarkable

- **Magic Detection:** Remarkable

- **Conjure:** Remarkable

- **Dimensional Travel:** Amazing

All other Personal, Universal, and Miscellaneous spells could possibly be used at Excellent power rank

**TALENTS:** Resist Domination, Occult Lore, Asgardian, and Mythological Lore

**CONTACTS:** None

#### ROLE-PLAYING NOTES:

#### HISTORY

She is an advisor to Geirrodur, King of the Rock Trolls of Asgard. She has high intelligence for a troll and is very well versed in Troll Law. She is brave enough to stand up to Geirrodur and even persuaded him to allow Pip the Troll to defend the charges against him in ritual combat. She seems very brave and unwilling to back down from even Geirrodur King of the Rock Trolls in their argument concerning Pip. She has one known magical ability that allows her to either create or endow the mysterious Valkisak Vines with some will sapping properties. Since she is a witch it is presumed she has other magical abilities as well.

## TYRUS



### STATISTICS

F AM (50)  
A PR (4)  
S UN (100)  
E MN (75)  
R TY (6)  
I TY (6)  
P TY (6)

**Health:** 204  
**Karma:** 18  
**Resources:** RM (30)  
**Popularity:** -10 / 100 with Trolls

### BACKGROUND

**Real Name:** Tyrus  
**Occupation:** Warrior  
**Legal Status:** Citizen of the Domain of Trolls  
**Identity:** Tyrus' existence is unknown to the general population of Earth  
**Other Known Aliases:** None  
**Marital Status:** Single  
**Known Relatives:** None  
**Base of Operations:** Asgard  
**Past Group Affiliations:** None  
**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.  
Resistances: Incredible Resistance to fire, cold, radiation and toxins.  
Invulnerability: Shift-Y Resistance to Earthly Disease.  
Infrared vision: Remarkable  
Retarded Aging: Tyrus only physically ages 1 year for every 100. Tyrus may still be killed normally.

### EQUIPMENT

Mace CL1000 material; Shift-X blunt damage

### LIMITATION

Blind in left eye - more susceptible to attacks from his left (-2CS to defensive attempts).

**TALENTS:** Weapons Specialist: Mace, Martial Arts: B, Wrestling, Edged and Blunt Weapons, Thrown Objects, Military, Leadership

**CONTACTS:** None

### ROLE-PLAYING NOTES:

Tyrus is a fierce warrior, and he likes to refer to himself as the Rightful Ruler of the Rock Trolls. He will never back down from a challenge, and is extremely reluctant to accept defeat especially at the hands of mortals. He is driven by the prospect of conquest. He is very proficient at using his mace in combat and will always have it with him, especially if he is expecting a fight.

### HISTORY

Tyrus appeared in an alternate future, apparently as second in command to Loki, the God of Mischief. The two were looking for Mjolnir, to prevent it from being returned to that alternate future's Thor, who Loki had imprisoned in a fashion that kept Mjolnir from sensing where he was. During one of their attempts to find the hammer, attacking the city, they came into a confrontation with Dargo, a teenager who proved able to lift Thor's hammer. Tyrus faced off against Dargo who possessed Thor's power, and his strength level seemed at least equal to Dargo's. Dargo eventually won the battle but not before Tyrus had given a good show of his strength and battle prowess. Tyrus was pulled from the time stream by Zarko to face Dargo again when the Thor Corps was first assembled, and boarded Zarko's Time-Ship. He was once again defeated by Dargo, with a little help from Eric Masterson, but not before once again shows his strength and battle skills.

## UD



### STATISTICS

F AM (50)  
A TY (6)  
S UN (100)  
E MN (75)  
R TY (6)  
I GD (10)  
P TY (6)

**Health:** 231  
**Karma:** 22  
**Resources:** GD (10)  
**Popularity:** -10 / 40 with Trolls

### BACKGROUND

**Real Name:** Ud  
**Occupation:** Warrior  
**Legal Status:** Citizen of the Domain of Trolls  
**Identity:** Ud's existence is unknown to the general population of Earth  
**Other Known Aliases:** None  
**Marital Status:** Single  
**Known Relatives:** None  
**Base of Operations:** Asgard  
**Past Group Affiliations:** None  
**Present Group Affiliation:**

### KNOWN POWERS

Body Resistance: Incredible, protection against physical and energy damage.  
Resistances: Incredible Resistance to fire, cold, radiation and toxins.  
Invulnerability: Shift-Y Resistance to Earthly Disease.  
Infrared vision: Remarkable  
Retarded Aging: Ud only physically ages 1 year for every 100. He may still be killed normally.



## EQUIPMENT

Axe: Class 1000 material

- Edge damage: Unearthly
- Blunt damage: Shift-X

**TALENTS:** Martial Arts B, Wrestling, Edged Weapons

**CONTACTS:** None

## ROLE-PLAYING NOTES:

He is a warrior, and has proven himself to be a formidable and brave combatant, especially with his axe.

## HISTORY

Ud was recruited to represent his people in the League of Realms, a team uniting warriors of the Nine Realms to hunt down Malekith the Accursed while he was slaughtering his people across the Nine Realms. That team was assembled as Thor desired to lead an army of Asgardians, but such action was considered an illegal incursion on the Realms. The team consisted Sir Ivory Honeyshot of Alfheim, Screwbeard of Nidavellir, Lady Waziria of Svartalfheim and Oggy of Jotunheim.

The League was first sent in Nidavellir to protect the Dark Elves' Queen in exile, Alflyse, but their inability to work together properly led to their inability to defend her.

The League clashed with Malekith's forces multiple times, eventually managing to save refugees in Alfheim, slaughtering Dark Elven refugees, but once again Malekith slipped away.

In order to prevent his League from falling apart in front of him, Thor had the group headed to the nearest tavern, where Thor and Ogg engaged in a drinking contest, while the others wagered on the winner, narrowly drinking the giant under the table.

The next day, the League headed to Jotunheim where Malekith was hunting down a group of Elves who hid among the Mountain Giants. Oggy was directly targeted by the Accursed, who leaped into his mouth and brutally slashed apart the Giant's brain with his blades, felling him.

Having gone to the Frost Giants for help, Malekith was out of reach of the League of Realms. Enraged, the others had to hold Thor back to prevent an incursion into the Frost Giants territory and a larger conflict. After burying Oggy, the League went to Vanaheim and found more Elves dead, slain fighting amongst themselves. Thor realized that there was to be a traitor in their midst.

Thor cast a spell and, accusing Ud of being the traitor, seemingly executed him against the League's decision. Ud was transported elsewhere in Vanaheim with a note addressed to the League pinned to his backside and leading them to the Midgard location of the Dark Elves refugees.

That rash action caused the league to split, with only Lady Waziria as companion to Thor. While the two of them headed to Midgard to find the Council of the Unhallowed, the Dark Elf ruling council in hiding, and urged them to unite against Malekith,[1] the rest of the League found Ud, as confused as them.

Back in Midgard, Thor accused Waziria of being a traitor as Malekith had followed them to the butcher shop. Enraged, she blasted Thor with a mystical bolt, resulting in a strange creature wrenching itself from inside of Thor, revealing that Malekith had been ahead of the League all along by bugging Thor. The League then showed up with Ud. As Screwbeard was about to be killed by his own dynamite stabbed into his hand, Ud saved him by cutting his hand off. Alongside with Thor and the Dark Elves, they took down Malekith, but the fight was stopped by the Council decision to have him their king.

Ud was later seen in Asgardia as part of the League and the Congress to seal the details about Malekith's rule.

## ULLA



## STATISTICS

F	GD (10)
A	TY (6)
S	IN (40)
E	RM (30)
R	TY (6)
I	PR (4)
P	TY (6)

**Health:** 104

**Karma:** 14

**Resources:** TY (10)

**Popularity:** -10 / 25 with Trolls

## BACKGROUND

**Real Name:** Ulla

**Occupation:** Queen

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Ulla's existence is unknown to the general population of Earth

**Other Known Aliases:** None

**Marital Status:** Married

**Known Relatives:** Ulik (husband); Horth (brother-in-law, deceased), Olik (brother-in-law)

**Base of Operations:** Castle Grimrock

**Past Group Affiliations:** None

**Present Group Affiliation:**

## KNOWN POWERS

**Body Resistance:** Incredible, protection against physical and energy damage.

Resistances: Incredible Resistance to fire, cold, radiation and toxins.

Invulnerability: Shift-Y Resistance to Earthly Disease.

Infrared vision: Remarkable

Retarded Aging: Ulla only physically ages 1 year for every 100. She may still be killed normally.

Berserker Rage: She can fly into a berserker rage if offended or someone she cares about is harmed. Ignore all Stun results; All attacks are at (+1CS to damage), and Amazing resistance to mind control, persuasion attempts, and other mental attacks. She must pass a Green Psyche feat to avoid; a successful Yellow Psyche FEAT must be made to come out of this berserker rage.

**TALENTS:** Blunt Weapons, Wrestling

**CONTACTS:** None

**ROLE-PLAYING NOTES:**

#### HISTORY

Ulla was Queen of the rock trolls! She was considered among the trolls beautiful and intelligent; she truly cared for her husband Geirrodur and the race of trolls. But she developed a weird affection for Thor as he battled Ulik, and she shouted a warning to Thor, saving him from defeat. This allowed Ulik to win favor with the troll army and gave him the leverage to usurp Geirrodur. She spoke to Thor after the battle and showed him how to find Ulik and the troll army. Sometime later, she met Geirrodur and begged forgiveness for her transgressions and he forgave her as they awaited the outcome of Ulik's war against Earth and Thor. She is not heard of again so it is assumed that she is still Geirrodur's wife and the Queen of the trolls.





## STATISTICS

F MN (75)  
A GD (10)  
S UN (100)  
E UN (100)  
R GD (10)  
I EX (20)  
P EX (20)

**Health:** 285

**Karma:** 50

**Resources:** GD (10)

**Popularity:** -10 / 100 with Trolls

## BACKGROUND

**Real Name:** Ulik

**Occupation:** Warrior, would be conqueror

**Legal Status:** Citizen of the Domain of Trolls

**Identity:** Ulik's existence is unknown to the general population of Earth

**Other Known Aliases:** Ulik, the Unstoppable Troll; King Ulik; Ulik, the Unconquerable Troll; Ulik the Invincible, Tanarus, God of Thunder

**Marital Status:** Married

**Known Relatives:** Horth (brother, deceased); Olik (brother); Skullnik (wife)

**Base of Operations:** Asgard

**Past Group Affiliations:** Dark Council, Dario Agger, Rock Trolls (as Ulik), Loki, the Enchantress, and the Wrecking Crew; formerly Avengers, Asgardians (as Tanarus), Lost Gods

**Present Group Affiliation:**

## KNOWN POWERS

**Body Resistance:** Monstrous protection against physical and energy damage.

**Resistances:** Monstrous Resistance to fire, cold, radiation and Toxins.

**Invulnerability:** Shift-Y protection from Earthly disease

**Infrared vision:** Remarkable

**Enhanced Sense:** Good smell (he identified Eric Masterson as not the Real Thor by his smell).

**Tracking:** Good ability

**Hyper Running:** Remarkable land speed

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



## EQUIPMENT

**Pounders:** These unique weapons resemble Asgardian brass knuckles. They do not raise Ulik's Fighting ability, but he strikes for Shift-X damage when he hits with the weapons. In addition, Ulik can use the Pounders on the Earth to set off earthquakes of Monstrous damage to everything within 3 areas, and Remarkable damage to everything within 5 areas.

**Amáttugr Bjarg:** CL1000 material; draws its power from Ulik, and is only liftable by him. Created by Hela for Ulik after he swore to keep her Kingdom supplied with new souls. (NOTE: This is not canon but is used in the encounter included in this issue.)

**Alpha Maul:**

- **Force Field:** Monstrous rank and range and can cover 100 miles in diameter
- **Blunt Damage:** Shift-X
- **Force & Energy Beams:** Unearthly Force
- **Unfettered Energy:** Shift-Y Magma Energy attack. It causes Unearthly Heat damage on Ulik (he takes 1 round to draw energy from the earth and he must be in contact with the Ground to do this)
- **Earth Animation:** Unearthly, 100 miles in diameter.
  - **Rock missiles:** Unearthly with 100 range and effect
  - **Tremors:** Unearthly Damage 100 area range, Amazing agility feat to remain standing

- Levitate any land mass with Unearthly ability and 100 cubic miles.
- Absorption: Absorb blasts of up to Class 1000, and return it at the same intensity the next round
- Dimensional Travel: Monstrous ability.
- Floating Disc: Class 1000 speed by riding on rocks under his control, Unearthly in atmosphere (40 areas per round)
- Life Support: Shift-Z Life Support allowing him and anyone on his floating disc to breathe freely.

**TALENTS:** Martial Arts B, Wrestling, Blunt Weapons

**CONTACTS:** None

**ADDITIONAL NOTES:**

### ROLE-PLAYING NOTES

Ulik is first and foremost a warrior. He will never back down from a challenge, and is extremely reluctant to accept defeat. At the same time, Ulik is driven by the prospect of conquest. He hopes to bring power and wealth to himself and his followers. He is headstrong and formidable.

### HISTORY

Ulik is a member of the race of Rock Trolls and lives within caverns in the extradimensional realm of Asgard. Over a millennium old, Ulik is the strongest and fiercest of all the Trolls. Virtually nothing is known of his ancestry, his early life, or why he is so much more powerful than the other members of his race. After Ulik's parents were slain by drunken Frost Giants, Ulik watched over his brother Harth.

Ulik first met Thor, the mightiest warrior of Asgard, several years ago when he attempted to steal Thor's hammer for the Rock Trolls. Ulik was the leading warrior in the Rock Trolls' war with the gods of Asgard, during which he fought a monumental battle against Thor, in which Ulik was armed with a duplicate of Thor's own Uru hammer. Although Ulik proved to be a truly formidable opponent, Thor ultimately triumphed over him. The Trolls; attempted invasion of Asgard, under the leadership of the Troll king Geirrodur, failed.

Ulik clashed with Thor repeatedly in the following years, but always unsuccessfully. On one occasion Ulik led the Rock Trolls through an interdimensional tunnel to Earth in an invasion attempt that was repelled by Thor. Ulik's failure, coupled with his brief usurpation of the rule of Geirrodur's kingdom of Trolls in the Asgard Mountains, led Geirrodur to consign him to stoking the subterranean furnaces that heat the kingdom

Dissatisfied, Ulik eventually escaped and wandered deeper beneath Asgard's surface, finally discovering a lost tribe of Trolls unknown to Geirrodur. Ulik disposed of their leader and led this tribe through the interdimensional portal to Earth to again attempt to invade it. This attempt was defeated, and the portal sealed with molten rock.

The demon Mephisto captured Ulik's brother Harth to force Ulik to defeat Thor in battle. But Ulik himself was defeated, and Mephisto later told Thor that he had killed Harth even before Ulik challenged him in battle.

Ulik later fought on the side of several Asgardians, the Warriors Three, Balder, and Sif who were lost in their own Earthly identities. He battled Red Norvell, a version of Thor, and worked with his temporary allies to escape an earth-based technological conspiracy against lost Asgardians.

Ulik the Troll was stomping around Earth and it came down to Punisher,



Daredevil, and the other Marvel Knights to stop his plan to destroy Asgard. Punisher went one-on-one with Ulik.

After Ragnarok and the return of the Gods, Ulik was believed to have escaped from Oklahoma's Asgard. The Troll had been on a multi-state drinking binge, ending outside Telluride Colorado where he was knocked unconscious by A-Bomb.

Following the death of Thor battling the Serpent, his body was put upon a funeral pyre, a common practice among Asgardians. As his body burned, a shape was suddenly seen within the fire, and from the flames was born Tanarus, the loud-mouthed, boisterous God of Thunder, both new hero and longtime Avenger. Welcomed by his teammates, only Loki seemed to notice that Tanarus had not always been around. As Loki sought the answer to this problem, Tanarus found himself transported to the throne of Geirrodur, who removed the charm that altered his appearance and revealed the face of Ulik. Ulik begged to have the charm returned, an act carried out by Geirrodur's ally, Karnilla.

Ulik was revealed to have been sent to infiltrate Asgard in the guise of its greatest warrior. Karnilla's spell altered everyone's memories so Ulik as Tanarus was always the champion of Asgard. Ulik's task was at the appointed time to assassinate the All-Mothers of Asgard right before a troll attack to throw Asgard into chaos. Despite the spell, Ulik's manners earned him only disgust from the Asgardians. The spell also prevented Heimdall from seeing him, earning suspicion. When Heimdall confronted Tanarus he was severely beaten. Undeterred, Heimdall eventually saw through the spell. He attacked Ulik again before he could assassinate the All-Mothers and destroyed the charm revealing Ulik to everyone just as the trolls attacked.

Ulik tried to attack the All-Mothers, but was struck down by a returning Thor. Enraged over all that had happened Thor attacked Ulik with both hammer and lightning. After a short, but brutal fight Ulik realized he was outmatched and made one last desperate attempt on the lives of the All-Mothers only to be killed by Thor and reduced to a skeleton. His skull was used by Freya to serve as a prison for Geirrodur and Karnilla.

Under unknown circumstances, Ulik was resurrected and began working for Dario Agger and the Roxxon Energy Corporation.



## STATISTICS

F RM (30)  
A GD (10)  
S AM (50)  
E SH-X (150)  
R GD (10)  
I TY (6)  
P EX (20)

**Health:** 240

**Karma:** 36

**Resources:** TY (6)

**Popularity:** -5 / 10 with Trolls

## BACKGROUND

**Real Name:** Uroc

**Occupation:** Warrior, former Master Weaponsmith

**Legal Status:** Citizen of the Domain of Trolls, presumed deceased

**Identity:** Uroc's existence is unknown to the general population of Earth

**Other Known Aliases:** Uroc the Invincible, Uroc the Unstoppable, Uru Monster, Uru Warrior

**Marital Status:** Single

**Known Relatives:** None

**Base of Operations:** Unrevealed

**Past Group Affiliations:** None

**Present Group Affiliation:**

## KNOWN POWERS

**Body Armor:** Uroc's body is composed of highly durable Uru metal. This provides him with the following abilities:

**Armor:** Monstrous protection from physical attacks.

**Magnetism (Uru only):** Amazing

**Energy Absorption/Reflection:** Uroc's metallic body can absorb up to 150 points of electrical energy, then release it at a range of up to 4 Areas.

**Growth:** Uroc is normally 20 ft tall, providing him Good Growth. This provides his foes a +1CS to hit him due to his size.

## EQUIPMENT:

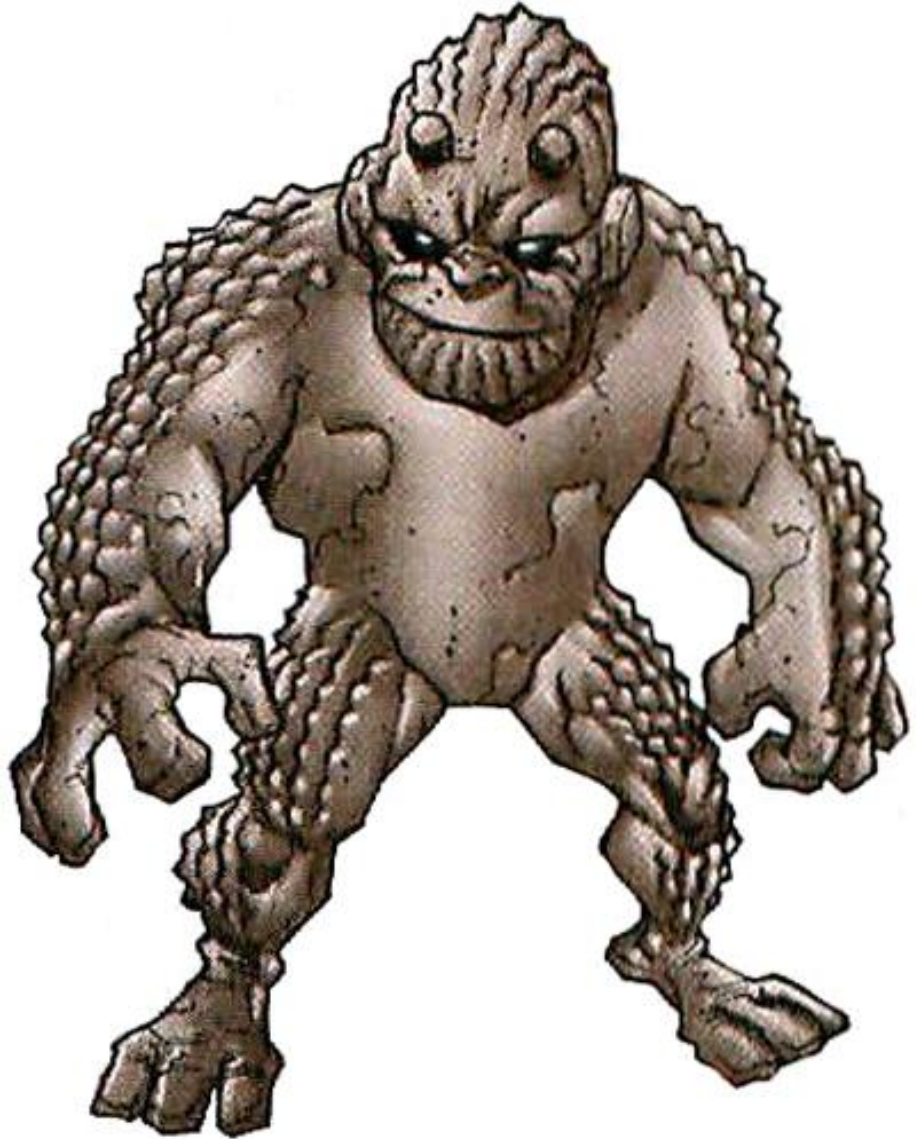
None

## TALENTS:

Metalsmith

## CONTACTS:

None



## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Uroc is a power-hungry rock troll, and since he gained his metallic body, he has allowed that power to make him over-confident.

## HISTORY

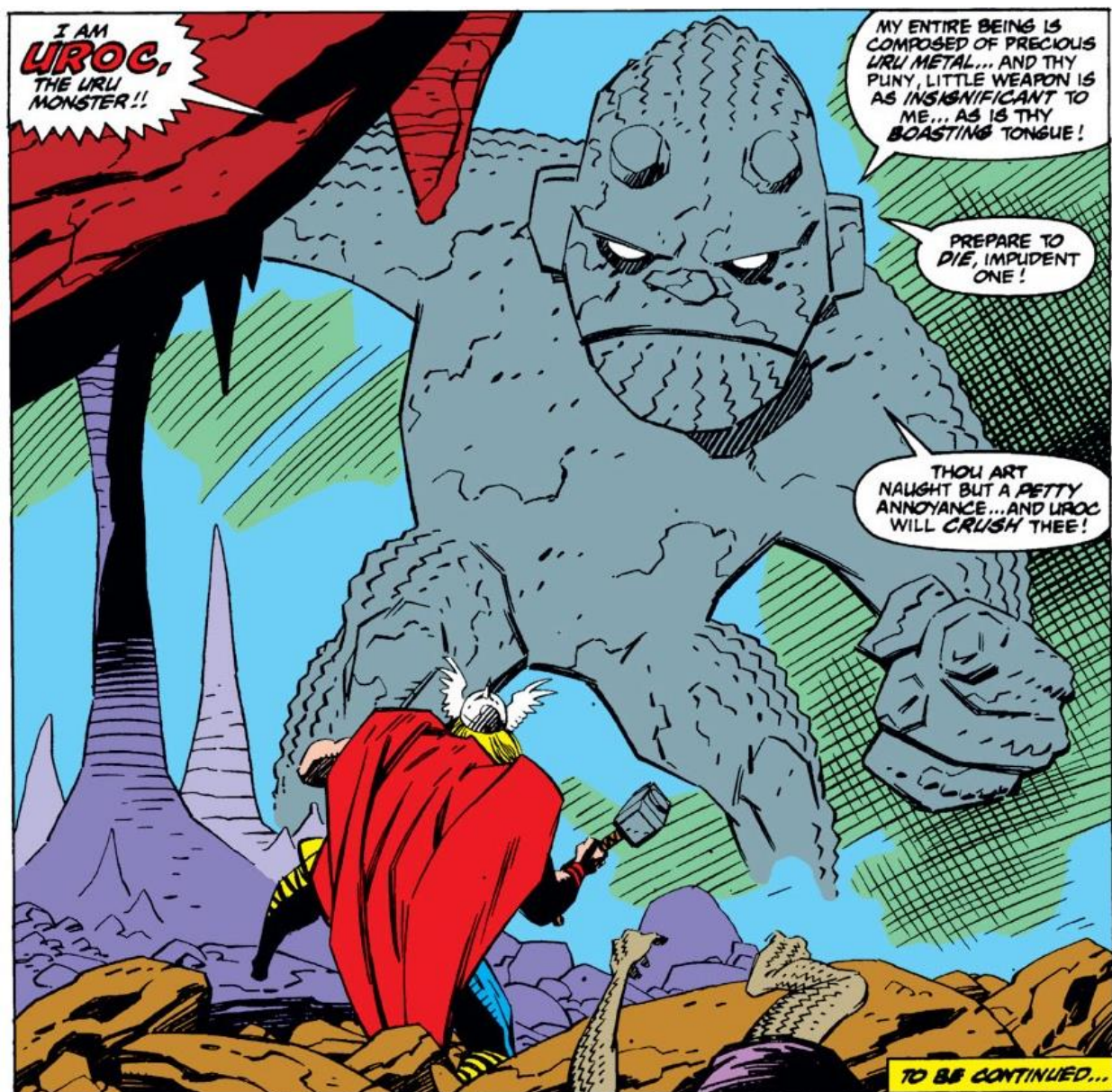
Many years ago, rock troll King Grundor the Greater ordered Uroc to create a weapon for him. Happening upon a vast Uru metal deposit, Uroc instead created a massive Uru metal body, and sorcerously transferred his mind into the metal body. He forced all rock trolls from their caves to raid the Asgardian countryside. To quell the raids, Thor Odinson forced Grundor to lead him to Uroc, who fell into the Chasm of Eternal Sorrow after smashing a narrow stone bridge Thor had lured him onto. Years later, Earth-6297's Zarrko the

Tomorrow Man pulled Uroc forth in time to battle Thor Corps. Beta Ray Bill used his hammer, Stormbreaker, to repel Uroc back into the timestream. Uroc was employed by Nom Queen Karnilla and Loki Laufeyson, capturing Hogun and Volstagg and breaking Ulik out of the Rocky Mountain's maximum-security Vault prison for them. NYPD special unit Code: Blue and Thor (Eric Masterson) caught up with Uroc and

Ulik at the Well of Eternal Tears where Code: Blue's "Mad Dog" Rassitano destroyed Uroc's left hand by flash-freezing it with a liquid nitrogen missile and shooting it with a bullet. Lashing out in pain, Uroc buried himself in a cave-in.

After Uroc reformed his hand, the Collector (Taneleer Than) imprisoned Uroc on Prison World. He escaped his cell when Wolverine shut off the artificial planet's

power grid, falling into a pit after destroying a bridge while battling Wolverine. Uroc was apparently destroyed when Galactus devoured the Prison World.





Note: This Encounter is designed for a cosmic powered hero or a powerful group of heroes like the Avengers.

## SUMMARY:

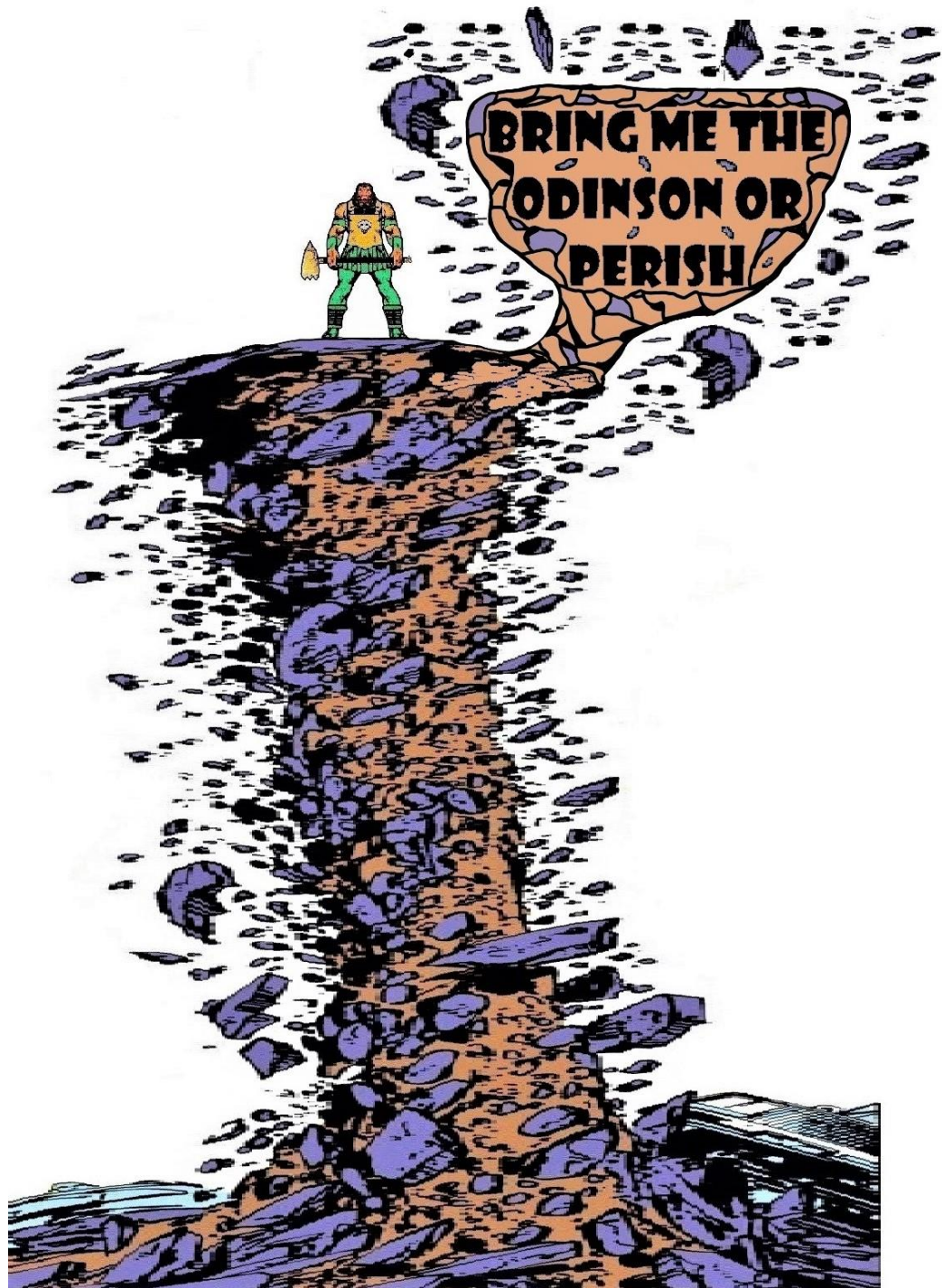
Ulik has suddenly appeared wielding a huge War Hammer and is threatening the lives and the well-being of the people on the intersection of 10th & Buchanan Street. He has formed a column of earth that stands taller than the highest buildings in the city and has formed a message from earth and asphalt saying "Bring me the Odinson or perish".

## SET-UP:

The heroes can start in the vicinity of the column, but it can be seen from most of the roof tops in the city because of its sheer height, it also is a breaking news story so there should be a reasonable way for the heroes to become involved. As the heroes near the intersection of 10th & Buchanan Street (the map used is from "Webs : The Watchers Chronicle", but any map will do with the appropriate street names changed) they notice that police have the area blocked off and are readying riot equipment. Every few seconds chunks of dirt and rocks sail over their heads and there is a low level earth quake that is causing a lot of minor damage (Broken windows, lamp post falling, Loose bricks tumbling to the ground, etc.) within a 10 area radius and unless someone has a strong hold on something solid, it requires a good agility feat to keep from falling down (This Quake stops once the heroes engage Ulik). The police have identified the threat as Ulik the Rock Troll of Asgard; he is known for his many attacks upon Thor and the people of Earth; they have very little chance of stopping him without help from the heroes.

## ADVENTURE:

Ulik has been given his War Hammer (Amáttugr Bjarg = Powerful Rock) by Hela Asgardian Queen of the Dead, in exchange for his pledge to replenish her Kingdom with new souls. Hela has sent him to earth to test the might of his new War Hammer against some of the heroes of earth. Ulik's new War Hammer gives him earth control powers on a level that rivals Terrax the Tamer. Ulik himself wishes to challenge his most bitter enemy, Thor, The Son of Odin with his new weapon, but any hero or group of heroes with power equal to the task ahead will suffice. (Hela is present in astral form and can only be detected by someone with the ability to see astral bodies; she will not interfere with the battle until the end. The heroes should never know of her presence unless someone actually sees her in this form, because she will not appear to them for any reason)



Ulik is becoming more unreasonable by the moment, and the police will welcome any hero or Heroes that are available. They are trying to contact any known group of heroes (Avengers, Fantastic Four, The New Warriors, just to name a few, as the hero or heroes arrive. The police need someone to keep Ulik busy so they can evacuate the two dozen Civilians from the streets. As long as Ulik is ranting and throwing chunks of earth around, and causing a minor earthquake, the rescue is slow going. Should the hero or heroes leap into the fray, Ulik will forget about the civilians and the police

officers and focus on them. Ulik tries to maintain distance between them by using his new earth control power to throw chunks of earth and rocks at them (Unearthly damage and range, he can also fire bolts of force or energy from the Hammer, or he could throw the Hammer up to 10 areas and have it return the following round). Ulik uses these missile weapons and force bolts as long as the hero or heroes stay at a distance. If Ulik is attacked physically on top of the column, he uses his Hammer to cause Blunt damage against the closest hero. (The column is about 10 feet in diameter, and a fall from the top of the column will cause Unearthly damage, unless the individual slows their fall somehow) For every round the hero keeps Ulik busy, six hostages are rescued by the police. In round two, the officer in charge uses his bull-horn to tell the hero or heroes that no other hero group is available to help but they will keep trying to find help. In round six, he tells the hero that he can't contact anyone who will be able to assist them, and they are on their own for the time being. In round ten, if the heroes are having trouble, you can send reinforcements (Hercules, The Thing, Thor, or anyone who could help turn the tide) who will arrive on the scene after hearing about the fight on the news. Whoever comes to their aid has heard the news over a passing radio and they have rushed to join the fight. Ulik tries to beat the stuffing out of any hero that get within range of his Hammer. If dumped into the nearby water, he will emerge 2 rounds later flying on a floating disc of muddy earth and rock; he will renew the attack immediately. Ulik will fight until he wins or is defeated.

#### AFTERMATH:

Ulik in his rage would lay waste to the entire city, but Hela would not have it so, for Hela this is but a test for Ulik, her new servant, and she would not wish to bring down the wrath of All Father Odin at this particular time by causing too much trouble upon Midgard. If Ulik is losing or unconscious she will teleport him away before he can be incarcerated, If Ulik wins she will also teleport him back to her kingdom before he can end their lives. If any of the heroes or NPC's were killed during this encounter, Hela will revive them, so as not to anger Odin.

Final Note: Anyone with the dimensional travel power can attempt to follow Ulik to Hela's realm, but that is an adventure for another day.

#### KARMA:

Distracting Ulik long enough for all the hostages to escape ....	+20
If any of the heroes help evacuate the civilians .....	+20
Trying to protect property .....	+10
Defeating Ulik .....	+100
Being Defeated .....	-50
Causing unnecessary damage to property .....	-20
Killing Ulik or allowing civilians or cops to die .....	-all

*Amáttugr Bjarg's History (Not Cannon):* Ulik's rage threatened to lay waste to the realm of the trolls, because of his failure to defeat the cursed Son of Odin, Thor. Feeling that they were evenly matched in strength, he decides that Mjolnir is what gives Thor his edge. He believes that only Hela Goddess of Death, could possibly create a weapon that could match the Odin blessed Mjolnir. So he makes the nine day journey into Hela's realm and pleads his case before her, he vows to supply her kingdom with many new souls from Asgard and Midgard if she will create a fitting weapon for the greatest of the Rock Trolls. Hela finds the request amusing and agrees to his terms. She stokes the unnatural fires of her forge, takes the rare Uru metal that Ulik has stolen and brought with him, rock and dirt from the realm of Asgard, and a few drops of Ulik's blood to bind it to him and his bloodline, and works and labors for several days to create a mighty weapon equal to Mjolnir. When she orders Ulik to reach into the forge and claim his new weapon he obeys, and as he pulls his new War Hammer from the fire Hela places many magic enchantments and runes upon the weapon binding it forever to Ulik and his bloodline. Hela named the weapon Amáttugr Bjarg which means Powerful Rock in the Old Norse language. And so the pact was made and the weapon created. Ulik means to make good on his vow to Hela, beginning with the Encounter 'Ulik's Test'.

Amáttugr, means powerful (tremendously or overwhelmingly); fearsome; loathsome

Bjarg means rock, stone, boulder; cliff; crag; mountain

(Because Ulik is one of my favorite Thor villains, I thought he should have his own enchanted weapon so I created Amáttugr Bjarg. It was an idea I thought up a while ago, but I have recently given the weapon its new name. So I thought I would share it with my fellow gamers, enjoy from your friend Saponi)