



Name: Dark Elf

Rank: 2

Karma: 2

Health: 30	Damage Reduction:-
Focus: 60	Damage Reduction:-

Initiative: +1E

Speed: 5

Occupation: Military

Origin: Mythic

Traits: Battle Ready, Connections: Military, Situational Awareness, Sneaky, Weakness: Iron

Tags: Backup, Signature Weapon: Knife, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+2	X2
Agility	2	12	+2	X2
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	2	12	+2	X2
Logic	2	12	+2	X2

Powers:

Basic: Combat Trickery, Disguise

Magic (Sorcery): Icy Tendrils of Ikthalon

Melee Weapons (Sharp): Exploit, Fast Attacks, Vicious Attack

Ranged Weapons: Double Tap, Stopping Power

Biography:

The Dark Elves are the inhabitants of the misty and swampy realm of Svartalfheim. They are skilled in the ways of magic and war. They have launched invasions of neighboring realms including Alfheim and Nidavelir, prompting intervention from Asgard. For ages the Dark Elves were divided by tribal tensions and infighting. The Dark Elves have come under the rule of Malekith the Accursed, who sought to achieve their war aims by bringing down Asgard itself. His ambitions led to the massive War of the Realms.

Commentary:

The footsoldiers for the Dark Elves bring a mix of melee weapons and mild magic. They're well suited to introducing magical elements to a storyline, especially for lower-ranked parties. They are sneaky and have military training, meaning you might be able to build an ambush encounter around them. The Dark Elves in general are a great antagonist faction for adventures involving the Ten Realms, with ways to challenge a party at almost every rank.



Name: War Witch

Rank: 3

Karma: 3

Health: 90	Damage Reduction:-
Focus: 150	Damage Reduction:-

Initiative: +4E

Speed: 5

Occupation: Military

Origin: Mythic

Traits: Battle Ready, Connections: Military, Situational Awareness, Surprising Power: Dispel Spell, Weakness: Iron

Tags: Backup, Chaotic, Sorcerous, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	1	11	11	X3
Agility	1	11	11	X3
Resilience	3	13	13	X3
Vigilance	4	14	14	X3
Ego	5	15	15	X3
Logic	1	11	11	X3

Powers:

Basic: Inspiration

Magic (Chaos): Hex Bolt, Jinx, Probability Manipulation Hex, Protection Hex

Magic (Sorcery): Dispel Spell

Power Control: Bump Power, Dampen Power

Tactics: Battle Plan, Focus Fire

Teleportation: Blink, Teleport 1

Biography:

The War Witches are a trio of Dark Elves who use their magical and tactical skills on behalf of Malekith's army. During Malekith's invasion of Midgard they disrupted the spells of Dr. Strange, keeping the Sorcerer Supreme from defending the planet. To spread chaos they also gave magical dreamstones to Midgardian criminals including Eddie Brock and Jack O'Lantern.

Commentary:

The War Witches are good support for a Dark Elf force, perhaps serving a role as squadron commanders. You could also have them be the main threat of the encounter, perhaps sending a trio of them on their own against their party. Like in the comics, they could also team up with Midgardian elements. They are extremely flexible characters, with a lot of ways to slow down their enemy and power up their allies.



Name: Hound of the Wild Hunt

Rank: 2

Karma: 2

Health: 30	Damage Reduction:- 1
Focus: 120	Damage Reduction:-

Initiative: +3

Speed: 5

Occupation: Investigator

Origin: Mythic

Traits: Battle Ready, Interrogation, Investigation, Weakness: Iron

Tags: Backup, Mute, Supernatural, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+4	X3
Agility	1	11	+1	X2
Resilience	1	11	+1	X2
Vigilance	3	13	+3	X2
Ego	1	11	+1	X2
Logic	1	11	+1	X2

Powers:

Basic: Flight 1, Heightened Senses 1, Mighty 1, Sturdy 1

Magic (Demonic): Sense Sins

Melee Weapons (Sharp): Exploit, Hit and Run, Vicious Attack

Biography:

The Hounds of the Wild Hunt are a pack of magical dogs summoned by Malekith to track down and eliminate his enemies. They have an incredible sense of smell, and can also sense fear. They are loyal only to Malekith, and even he must feed them, otherwise their ravenous hunger would drive them to devour their own master.

Commentary:

The Hounds can serve as support for Malekith and his Elves, but also as heralds of their arrival. You could have them riding alongside their masters, or have a swarm of them seek out a target the Dark Elves need. Such an encounter might become a low-rank stealth scenario, as hiding from the Wild Hunt might be a better option than engaging with their sheer numbers. The questionable loyalty they have to anyone other than Malekith, and maybe Malekith himself, is certainly worth exploring.



Name: Bog Tiger

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 6

Occupation: Outsider

Origin: Mythic

Traits: Big, Combat Reflexes, Connections: Outsiders, Fresh Eyes, Stranger,

Weakness: Iron

Tags: Mute, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X5
Agility	2	14	+2	X3
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Brawling, Flight 1, Heightened Senses 1, Mighty 2, Sturdy 2

Melee Weapons (Sharp): Exploit, Fast Attacks, Focused Fury, Furious Attacks, Hit and Run, Vicious Attack, Whirling Frenzy

Biography:

Bog Tigers are a species of flying feline native to Svartalfheim. They appear to be a darker, more violent counterpart to the benevolent Cat Steeds of Alfheim. They are used in the armies of Svartalfheim, attacking enemies and carrying soldiers. Malekith himself uses a Bog Tiger as his personal steed.

Commentary:

Bog Tigers have a memorable design and back it up with a fierce character sheet. They are great compliments to lower-rank Dark Elves, and I'd advise any fight with Malekith has him riding one. They're big enough to take a hit for their masters if they need to, perhaps giving the squishy Dark Elves more survivability. Encountering a wild Bog Tiger could also be a perfect encounter for any adventure deep into Svartalfheim itself.



Name: Kurse

Rank: 5

Karma: 5

Health: 210	Damage Reduction:- 3
Focus: 180	Damage Reduction:-

Initiative: +4E

Speed: 6

Occupation: Military

Origin: Mythic, High-Tech (Battlesuit)

Traits: Battle Ready, Berserker, Big, Combat Reflexes, Connections: Military, Extraordinary Origin, Situational Awareness, Tech Reliance, Weakness: Iron

Tags: Cursed, Supernatural, Villainous, Enemy: Thor

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	9	18	+13	X9
Agility	2	18	+2	X5
Resilience	7	15	+5	X5
Vigilance	5	15	+4	X5
Ego	0	10	+0	X5
Logic	2	12	+2	X5

Powers:

Basic: Anger, Brawling, Healing Factor, Mighty 4, Sturdy 3

Martial Arts: Attack Stance, Brace for Impact, Chain Strikes, Counterstrike Technique, Do This All Day, Fast Strikes

Super-Strength: Clobber, Ground-shaking Stomp, Jump 3, Smash, Unrelenting Smash

Biography:

Aggrim the Strong was the fiercest warrior of the Dark Elves. He was chosen by Malekith to battle Thor, but the fight was a trap meant to kill them both. Aggrim was left severely injured, unable to remember what had happened, but that Thor was somehow responsible. He was granted power by the Beyonder to seek vengeance. He was transformed into the armored creature Kurse. In this form he battled Thor and Beta Ray Bill in search of his revenge. His rage drove him insane but his memories returned in a battle with Thor and he remembered Malekith was truly responsible. He traveled to Niffleheim to seek him out. Recently, a Dark Elf named Lady Waziria took on his mantle as proxy and became Kurse, battling Jane Foster.

Commentary:

Kurse is a big strong bad guy. He's a great contrast to the rest of the Dark Elves, who tend to embody the "squishy but tricky" approach to combat. Beating Kurse outright in physical combat is a tall task, and a smart opponent might try to wear him out. Anger and Berserker do a lot to boost his damage output, but the flame that burns twice as bright burns half as long. Kurse could also be used as a more sympathetic character than most other Dark Elves, playing up his nature as a victim of fate.



Name: Malekith the Butcher

Rank: 6

Karma: 6

Health: 180	Damage Reduction:- 3
Focus: 150	Damage Reduction:-

Initiative: +4E

Speed: 6

Occupation: Leader, Military

Origin: Symbiote: Venom, Magic (Sorcery)

Traits: Anathema: Extreme Heat/Sonics, Battle Ready, Bloodthirsty, Combat Reflexes,

Connections: Military, Extra Career, Extraordinary Origin, Presence, Situational

Awareness, Symbiotic Spider-Blinder, Weakness: Iron

Tags: Alternate Form (Mist), Authority, Enemy: Thor, Powerful, Sorcerous, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	16	+8	X8
Agility	4	16	+4	X6
Resilience	6	16	+6	X6
Vigilance	4	14	+4	X6
Ego	6	16	+8	X8
Logic	4	14	+4	X6

Powers:

Basic: Combat Trickery, Discipline 2, Mighty 2, Sturdy 3

Magic (Sorcery): Icy Tendrils of Ikthalon, Images of Ikonn, Mists of Munnopor, Winds of Watoomb, Vapors of Valtorr

Melee Weapons (Sharp): Vicious Attack, Exploit, Focused Fury, Fast Attacks, Whirling Frenzy, Riposte

Plasticity: Extended Reach 1

Spider-Powers: Spider-Sense, Spider-Dodge, Spider-Strike, Webcasting, Webgrabbing, Webtrapping

Biography:

As Malekith's War of the Realms raged, his endgame was conquest of Midgard. His armies battled the Avengers, and Malekith himself encountered Venom. Using dark magic he separated the symbiote from Eddie Brock and forcibly bonded it to himself. He took on a dark form "the Butcher of Thors," reminiscent of Gorr the God-Butcher and Knull, the King in Black. He manifested a Necrosword and challenged Thor to a final duel at Stonehenge for the fate of the Ten Realms.

Commentary:

Malekith's final boss form combines all the magic and mischief of his CRB sheet with a physical power boost and plenty of webbing. His damage and durability won't surpass someone like Thor, but it allows him to play on an even enough level to really make use of his powers. Between his webbing and magic powers he has tremendous ability to control terrain and can lock down his enemies. His preferred approach might be mucking down and weakening his quarry for the Bog Tigers to finish off. Appropriate for the Master of the Wild Hunt. However, in typical supervillain fashion, his pursuit of power has created weakness. With both the vulnerabilities of all symbiotes and his innate weakness to Iron, Malekith gives his enemies a few options to really hurt him.



Name: Light Elf

Rank: 2

Karma: 2

Health: 30	Damage Reduction:-
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 5

Occupation: Adventurer

Origin: Mythic

Traits: Connections: Super Heroes,Fearless,Free Running,Weakness: Iron

Tags: Black Market Access, Signature Weapon: Pistol, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+2	X2
Agility	2	12	+4	X4
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	2	12	+2	X2
Logic	2	12	+2	X2

Powers:

Basic: Accuracy 2, Evasion, Slow-Motion Dodge

Ranged Weapons: Return Fire, Snap Shooting, Sniping, Suppressive Fire, Weapons Blazing

Biography:

The Light Elves dwell in Alfheim, a land of whimsy and enchantment. They share the land with faeries, mermaids, and flying cats. Their society is largely agricultural, growing fruit, coral, and candy. They also have sophisticated technology including flying machines and firearms. They are largely peaceful but are a frequent target for invasion by the Dark Elves.

Commentary:

The Light Elves eschew the magic and knife-fighting of their counterparts from Svartalfheim in favor of firearms training. They are nimble and accurate, preferring to fight from a distance. Like the Dark Elves, they are also suited to ambush tactics.



Name: Unicorn

Rank: 2

Karma: 2

Health: 30	Damage Reduction:- 1
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 15

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, First Aid, Free Running, Fresh Eyes, Stranger

Tags: Heroic, Hunted, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X2
Agility	3	13	+3	X2
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	1	11	+1	X2
Logic	1	11	+1	X2

Powers:

Basic: Inspiration, Sturdy 1

Illusion: Dazzle, Flare, Illumination

Melee Weapons (Sharp): Vicious Attack

Power Control: Bump Power

Super-Speed: Speed-Run 1

Biography:

Unicorns are horses with a single horn on their head. They are magical and mysterious creatures, benevolent but forceful. They can clean poison from water and heal the sick. They are said to be drawn to the pure of heart. Their rare magic makes them a target for the wicked, who hunt them down.

Commentary:

A unicorn is a valuable ally, able to help a pure soul in a few ways. Their hooves are fast and their horns are sharp. They can blind their foes and boost their allies. An encounter with a unicorn is a rare and beautiful thing. You could build an encounter around protecting one from hunters, and they're also a great creature to drop into an urban fantasy environment.



Name: Riding Cat

Rank: 2

Karma: 2

Health: 60	Damage Reduction:-
Focus: 60	Damage Reduction:-

Initiative: +2

Speed: 6

Occupation: Outsider

Origin: Mythic

Traits: Big, Connections: Outsiders, Free Running, Fresh Eyes, Stranger

Tags: Mute, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	11	+2	X2
Agility	2	11	+2	X2
Resilience	2	12	+2	X2
Vigilance	2	12	+2	X2
Ego	1	11	+1	X2
Logic	1	11	+1	X2

Powers:

Basic: Flight 1, Heightened Senses 1, Inspiration, Slow-Motion Dodge

Luck: Jinx You

Melee Weapons (Sharp): Fast Attacks, Hit and Run, Vicious Attack

Biography:

The realm of Alfheim is home to large winged cats. The Light Elves have domesticated them and use them for transportation. They were used by Alpha Flight during an adventure in Alfheim.

Commentary:

The softer version of the Bog Tiger is still a great boon to its allies. They make excellent aerial transport for Dark Elves, flying them into position for ranged attacks and slashing anyone who gets too close.



Name: Pixie

Rank: 2

Karma: 2

Health: 30	Damage Reduction:-
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 1

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, Fresh Eyes, Stranger, Surprising Power: Jinx You All, Unusual Size: Tiny, Weakness: Iron

Tags: Chaotic, Mysterious, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	1	14	+1	X2
Agility	2	15	+2	X2
Resilience	1	11	+1	X2
Vigilance	1	11	+1	X2
Ego	4	14	+5	X3
Logic	1	11	+1	X2

Powers:

Basic: Combat Trickery, Discipline 1, Flight 1

Luck: Evil Eye, Jinx You, Jinx You All

Magic (Chaos): Hex Bolt

Biography:

Pixies are a tiny breed of faerie, known for their mischief. They might grant a boon to travelers in need, but are more likely to cause problems on purpose. They have a childlike mindset and might not understand the consequences of the problems they create.

Commentary:

Pixies are likely to be a frustrating opponent, inflicting chaos and mischief on the party. They are a great dilemma to throw against a low rank party. A swarm of them can be tricky to deal with, but a couple of them flying alongside a bigger physical threat could be a truly sticky encounter.



Name: Frost Giant

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 20

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, Fresh Eyes, Immunity: Ice, Strange, Unusual Size: Huge, Weakness: Fire

Tags: Signature Weapon (Club), Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	13	+5	X4
Agility	2	10	+3	X5
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Accuracy 1, Environmental Protection, Sturdy 2

Elemental Control (Ice): Elemental Blast, Elemental Burst, Elemental Grab, Elemental Infusion

Melee Weapons (Blunt): Fast Attacks, Vicious Attack

Super-Strength: Clobber, Smash

Biography:

The Frost Giants are the largest and strongest inhabitants of Jotunheim. They thrive in the frigid climates of their mountain home but are weaker in the presence of heat and fire. The Frost Giants have long been enemies of the Asgardians, going back to Odin's battle with their progenitor Ymir. Odin took a runtish young Frost Giant into his home and raised him as his son, Loki. The Frost Giants are territorial and belligerent, and always look to settle a score with Asgardians. In this pursuit they have formed alliances with Malekith of Svartalfheim and the Roxxon Energy Corporation of Midgard.

Commentary:

Frost Giants are big, strong, and unforgiving. Encountering a group of them is basically a prerequisite for any adventure in the Ten Realms. Having them be corporate enforcers for Roxxon on Earth-based adventures has potential as well. The Frost Giants as a political faction have more depth than it first appears. They don't really like anyone but their pragmatism means they might switch sides in ways few would expect.



Name: Frost Giant Wizard

Rank: 4

Karma: 4

Health: 120	Damage Reduction:- 2
Focus: 120	Damage Reduction:-

Initiative: +4

Speed: 20

Occupation: Outsider

Origin: Mythic

Traits: Immunity: Ice, Weakness: Fire, Unusual Size: Huge, Connections: Outsiders, Fresh Eyes, Stranger

Tags: Signature Weapon (Club), Sorcerous, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	13	+5	X6
Agility	2	10	+2	X4
Resilience	4	14	+4	X4
Vigilance	4	14	+4	X4
Ego	4	14	+6	X6
Logic	1	11	+1	X4

Powers:

Basic: Discipline 2, Environmental Protection, Sturdy 2

Elemental Control (Ice): Elemental Barrage, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Push

Magic (Sorcery): Crimson Bands of Cyttorak, Icy Tendrils of Ikthalon, Images of Ikonn, Shield of the Seraphim

Weather Control: Control Fog, Control Weather 2

Biography:

While Frost Giants may seem brutish, some have an understanding of the arcane arts. Perhaps the unforgiving cold of their home reveals a clarity and connection to nature that allows them to follow mystical pathways to power. Their magical might backed up with the physical strength of all Frost Giants can make these mages a match for even Asgard's finest warriors.

Commentary:

A Frost Giant with mystical training is a real problem. He keeps the physical and ice powers of his brethren but can use magic to really take control of a fight. The ability to control weather can sharply tilt a battle in favor of him and his allies, and he has defensive options that complement his durability.



Name: Iceworm

Rank: 4

Karma: 4

Health: 120	Damage Reduction:- 2
Focus: 120	Damage Reduction:-

Initiative: +4

Speed: 20

Occupation: Outsider

Origin: Monstrous

Traits: Combat Reflexes, Connections: Outsiders, Fresh Eyes, Immunity: Ice, Monster, Stranger, Unusual Size: Huge, Weakness: Fire

Tags: Extreme Appearance, Mute, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	13	+5	X6
Agility	3	11	+3	X4
Resilience	4	14	+4	X4
Vigilance	4	14	+4	X4
Ego	4	14	+5	X5
Logic	0	10	+0	X4

Powers:

Basic: Discipline 1, Environmental Protection

Elemental Control (Ice): Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Prison, Elemental Protection 1, Elemental Suffocation

Magic: Leech Life

Plasticity: Coiling Crush, Extended Reach 1, Flexible Bones 2, Reverse Punch

Super-Strength: Crushing Grip

Biography:

The Iceworms are massive creatures that dwell in Jotunheim, burrowing beneath the snow and ground. They are believed to be descended from Ymir and the Midgard Serpent. They are ferocious and resilient predators. They have been held in check by a being named Jack Frost, who has prevented their rampages from spreading to Midgard. Jack Frost has encountered Captain America and the Scarlet Witch, who have aided him in keeping the frozen menace at bay.

Commentary:

Iceworms are great wildlife encounters for Jotunheim but are also a lot of fun to drop in Midgard. Their size combined with their physical and elemental powers means they can handle almost any party and switch up tactics during a fight.



Name: Laufey

Rank: 5

Karma: 5

Health: 150	Damage Reduction:- 3
Focus: 180	Damage Reduction:-

Initiative: +5

Speed: 80

Occupation: Leader

Origin: Mythic

Traits: Battle Ready, Bloodthirsty, Immunity: Ice, Presence, Unusual Size: Gigantic,
Weakness: Fire

Tags: Authority, Powerful, Supernatural, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	12	+5	X9
Agility	3	10	+3	X5
Resilience	5	15	+5	X5
Vigilance	5	15	+5	X5
Ego	5	15	+5	X5
Logic	2	12	+2	X5

Powers:

Basic: Environmental Protection, Healing Factor, Sturdy 3

Elemental Control (Ice): Elemental Barrage, Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Prison, Elemental Protection 3, Elemental Sphere, Elemental Suffocation

Super-Strength: Clobber, Crushing Grip, Ground-shaking Stomp, Smash

Tactics: Keep Moving, On Your Feet, Rally on Me

Biography:

Laufey is the king of the Frost Giants and the biological father of Loki. He led his people in war against Odin, but was defeated. He was left for dead and Odin took Loki as his own son. His frozen skull was discovered by a Roxxon research team and he was resurrected, leading his people to join Malekith and Roxxon's side in the War of the Realms. The war went poorly for Jotunheim and his people rebelled. They chose, of all people, Loki to be their new king. His leadership style is erratic and disinterested, so it may only be a matter of time before Laufey again seizes the throne.

Commentary:

Laufey's personality suggests a mean brute, but he fights in intelligent ways. His tactics powers let him organize mobs of Frost Giants and his mastery of Ice gives him defensive and disruptive options. He backs it up with the brute strength you need to rule the Frost Giants.



Name: Ymir

Rank: 6

Karma: 6

Health: 210	Damage Reduction:- 4
Focus: 180	Damage Reduction:-

Initiative: +5E

Speed: 320

Occupation: Leader

Origin: Mythic

Traits: Battle Ready, Combat Reflexes, Immunity: Ice, Presence, Situational Awareness, Unusual Size: Gargantuan, Weakness: Fire

Tags: Authority, Enemy: Odin, Enemy: Surtur, Powerful, Signature Weapon (Club), Supernatural, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	7	12	+7	X12
Agility	3	8	+3	X6
Resilience	7	17	+7	X6
Vigilance	5	15	+5	X6
Ego	6	16	+8	X8
Logic	2	12	+2	X6

Powers:

Basic: Discipline 2, Environmental Protection, Healing Factor, Sturdy 4

Elemental Control (Ice): Elemental Barrage, Elemental Blast, Elemental Burst

Super-Strength: Clobber, Crushing Grip, Ground-shaking Stomp, Smash

Martial Arts: Always Ready, Brace for Impact, Do This All Day

Melee Weapons (Blunt): Exploit, Riposte, Vicious Attack,

Weather Control: Control Weather 4

Biography:

Ymir is a massive Frost Giant, and one of the oldest beings in the Ten Realms. He is the progenitor of all Frost Giants, who worship him as a deity. He viewed the realms of Asgard and Muspelheim as threats to his icy domain. In the ancient past he was a rival of Odin, who defeated him in single combat and trapped him for millenia. Ymir does not have the grand multi-realm ambitions of his counterpart Surtur, and has been content to remain in Jotunheim. However, he has occasionally challenged Surtur and the heroes of Earth, notably Iceman and the Avengers. He created the Casket of Ancient Winters, a magical artifact containing all the wind and cold of Jotunheim.

Commentary:

While Surtur will be an aggressive enemy, Ymir takes a “make the enemy come to you” approach. He has tremendous damage potential and will take a while to finish off. These combine nicely with his total control of the weather to slow down his enemies and beat them through attrition. I’d suggest having your party encounter him deep in the heart of his homeland, as an ultimate challenge of endurance against the elements. You could also just recreate that classic Avengers issue and have your party caught in the crossfire of a duel between him and Surtur.



Name: Fire Demon

Rank: 2

Karma: 2

Health: 60	Damage Reduction:-
Focus: 30	Damage Reduction:-

Initiative: +1

Speed: 5

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, Fresh Eyes, Immunity: Fire, Stranger, Weakness: Water

Tags: Backup, Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X2
Agility	3	13	+4	X3
Resilience	2	12	+2	X2
Vigilance	1	11	+1	X2
Ego	1	11	+1	X2
Logic	0	10	+0	X2

Powers:

Basic: Accuracy 1, Combat Trickery

Elemental Control (Fire): Elemental Blast, Elemental Burst, Elemental Grab, Elemental Infusion

Melee Weapons (Sharp): Fast Attacks

Teleportation: Blink

Biography:

Fire Demons are small but ferocious denizens of the fiery realm of Muspelheim. They are fierce fighters who worship Surtur and desire to see the other Realms burn.

Commentary:

The rank and file fighters of Muspelheim are fast and ferocious. Their blind loyalty to Surtur or Sinder means they aren't worth arguing with. They aren't the most durable around but could help turn a journey to Muspelheim into a challenge to avoid death by a thousand cuts.



Name: Fire Giant

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 20

Occupation: Outsider

Origin: Mythic

Traits: Connections: Outsiders, Fresh Eyes, Immunity: Fire, Stranger, Unusual Size: Huge, Weakness: Water

Tags: Signature Weapon (Club), Supernatural

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	13	+5	X5
Agility	2	10	+2	X3
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Environmental Protection, Heightened Senses 1, Sturdy 2

Elemental Control (Fire): Elemental Blast, Elemental Burst, Elemental Grab, Elemental Infusion

Melee Weapons (Blunt): Fast Attacks, Vicious Attack

Super-Strength: Clobber, Immovable, Smash

Biography:

The Fire Giants are large creatures native to Muspelheim, who pursue the military goals of their progenitor Surtur. They have made war with Jotunheim, Midgard, Asgard, and the planet Korbin. They provide the brute force to back up Surtur's often complex schemes. They will often pit the realms against each other, or forge alliances when convenient to take down a foe they cannot defeat on their own.

Commentary:

The Sons of Surtur are very similar to their counterparts in Jotunheim, but are more likely to be part of an organized and dedicated military force. They will surround themselves with smaller allies and can use interpose and skulk tactics to mitigate damage.



Name: Muspelheim Fireshark

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 1
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 6

Occupation: Outsider

Origin: Mythic

Traits: Big, **Connections:** Outsiders, Fresh Eyes, Immunity: Fire, Stranger, **Weakness:** Water

Tags: Supernatural, Mute

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	13	+5	X4
Agility	3	13	+4	X4
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Accuracy 1, Environmental Protection, Flight 1, Heightened Senses 2, Mighty 1, Sturdy 1

Elemental Control (Fire): Elemental Blast, Elemental Burst

Melee Weapons (Sharp): Exploit, Focused Fury, Hit and Run, Vicious Attack

Biography:

Fire Sharks are vicious predators that live beneath the lava seas of Muspelheim. They are a dangerous threat to any who would dare venture into the realm of the Fire Giants.

Commentary:

A Fire Shark is a scary creature to run into in Muspelheim, especially on a stealth mission. Their heightened senses make it hard to sneak past them, potentially ruining raids and reconnaissance missions. They can also be foot soldiers of bigger Muspelheim forces, though will be less controllable than other fiery beasts.



Name: Sindr

Rank: 5

Karma: 5

Health: 120	Damage Reduction:- 3
Focus: 180	Damage Reduction:-

Initiative: +5E

Speed: 20

Occupation: Leader

Origin: Mythic

Traits: Battle Ready, Bloodthirsty, Combat Reflexes, Connections: Military, Immunity: Fire, Presence, Situational Awareness, Unusual Size: Gigantic, Weakness: Water

Tags: Authority, Powerful, Supernatural, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	12	+5	X9
Agility	4	11	+6	X6
Resilience	4	14	+4	X5
Vigilance	5	15	+4	X5
Ego	5	15	+7	X7
Logic	2	12	+2	X5

Powers:

Basic: Accuracy 2, Discipline 2, Environmental Protection, Sturdy 3

Elemental Control (Fire): Elemental Barrage, Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Prison, Elemental Protection 4, Elemental Reinforcement, Elemental Sphere, Supernova

Super-Strength: Clobber, Smash

Biography:

Sindr is the daughter of Surtur, and the first of his offspring in thousands of years to pass a trial that earned her the right to lead her people. As the Queen of Cinders she has complete control over Muspelheim, whose denizens are fiercely loyal to her. She shares her father's hunger for power and seeks to see Muspelheim rule over the other realms. In this aim she took advantage of Malekith's War of the Realms, fanning the flames of conflict and ultimately sending her people to fight alongside him.

Commentary:

Sindr is a powerful and ambitious villain. Unlike Laufey, she has the complete blind loyalty of her subjects. Her realm also has no political sympathy for Asgard, or any other realm for that matter. She's content to let the other Realms fight, picking allies when convenient and striking at the sign of weakness. She's unlikely to start a political crisis in the Ten Realms but can always be expected to take advantage of one. In a fight she focuses purely on Fire, protecting herself and dealing scorching damage. If she has a weakness it will probably be a diverse party hitting her with an array of tactics.



Name: Surtur

Rank: 6

Karma: 6

Health: 210	Damage Reduction:- 4
Focus: 180	Damage Reduction:-

Initiative: 320

Speed: +5E

Occupation: Leader

Origin: Mythic

Traits: Battle Ready, Combat Reflexes, Immunity: Fire, Presence, Situational Awareness, Unusual Size: Gargantuan, Weakness: Water

Tags: Authority, Enemy: Thor, Enemy: Ymir, Powerful, Signature Weapon (Sword), Supernatural, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	7	12	+7	X12
Agility	4	9	+6	+8
Resilience	7	17	+7	X6
Vigilance	5	15	+5	X6
Ego	5	15	+5	X10
Logic	2	12	+2	X6

Powers:

Basic: Accuracy 2, Additional Limb, Discipline 4, Iconic Weapon, Sturdy 4

Elemental Control (Fire): Elemental Blast, Elemental Burst, Elemental Grab, Elemental Push, Supernova

Melee Weapons (Sharp): Exploit, Fast Attacks, Focused Fury, Furious Attacks, Unstoppable Assault, Vicious Attack, Whirling Frenzy

Biography:

Surtur is the first and most powerful of the Fire Giants. He is one of the most powerful beings in the Ten Realms, perhaps even stronger than Odin. His destiny is to destroy Asgard during Ragnarok. To bring this about he seeks to expand his own power and weaken that of his rivals. Though he possesses incredible physical power he is known to construct plots using Midgard, the planet Korbin, Limbo, and Otherworld as stepping stones in his fiery path to conquest. He even worked with Asgard to stop the Serpent's invasion, but took advantage of the situation to try to take over the Ten Realms himself. Only the bravery of Thor and the clever deception of Loki were enough to stop him from burning everything.

Commentary:

Surtur is arguably the biggest bad guy in the Ten Realms. He's perfectly suited to a major campaign antagonist, combining long-term scheming with a brutal boss fight. The mere threat of his return might be enough to plunge the realms into chaos. His proactive and wide-spanning ambitions mean you can use him as an antagonist in earth-based and even cosmic adventures. While he wants to destroy the Ten Realms, he's very aware that there's more to the universe than the branches of Yggdrasil.