

ODIN

PEOPLE: Asir

STORY

Will Odin meet his fate with dignity, or will he be destroyed in feeble ignominy?

SCENE SUGGESTIONS

- Odin seeks to achieve a goal through guile.
- Odin seeks someone out in disguise.
- Odin is caught by fear, paranoia or despondency.
- Odin's suspicions are about to get the better of him.

ATTRIBUTES

Tall. Old. Majestic.

One eye is a bio-mechanical prosthesis.

HEL

PEOPLE: Quantum being/Jotun

STORY

Who will stand by Hel as she rides to Ragnarok?

SCENE SUGGESTIONS

- Hel seeks someone out to recruit them as steersperson, general of her army, adviser or other.
- Hel takes what she needs - by trade, threat or force.
- Hel gives an audience, and shows what kind of queen she will be.

ATTRIBUTES

A quantum being, always showing two faces at the same time: one a flawless, beautiful woman in her full power and vigor, the other a faded decrepit corpse.

Her eyes shine with her rage and hatred.

HEL

Hel rules over the lowest regions in the solar system: Niflheim, the cloud of wrecks that is slowly drawn towards the black hole, Ginnungagap. Here wrecks gather inexorably, both of ships and of people. Here all those come who are struck by quantum sickness in the merciless rays of the Quantum Sun. And Hel is their queen.

Hel herself is a quantum being, always caught between two states. She was herself created by Loke and Angrboda Griefbringer in a secret experiment to bring forth a creature made for power. When she came in front of Odin, he immediately saw how dangerous she was to him and his influence. He welcomed her and appointed her prefect of Niflheim. But at the same time, he schemed against her. He had her poisoned by a potent quantum toxin. It has now infiltrated every cell in her body, such that she now lives in a changing state between living and dead. In Niflheim, close to Ginnungagap, the poison abates. But whenever she approaches the Quantum Sun, the poison emerges, and she slips ever closer to a painful death

Odin's deceit and the contempt of the Asir has made Hel bitter and vengeful. She now has one all-consuming desire: extinguishing the sun and overthrowing the Asir, so that she might ascend from Niflheim and rule over a realm, made in her image. For that purpose, she has ordered the construction of Naglfar, a mighty warship, built from parts of the countless wrecks floating in her domain. On the day Naglfar stands ready, she will strike. Thence commences Ragnarok.

ODIN

Odin is the Allfather. The chief of the Asir, and leader of the whole of the solar system - even if certain forces withstand his influence. Since time immemorial he has tended his regime, and has seen a society spring up in Yggdrasil at his command, formed by his will. He has never shied away from using any tool available to him.

Long has Odin rested, secure in his confidence in the longevity of his regime. But lately he has felt a trepidation - is all as secure as he might wish? He has brooded long on this issue, and has devised a solution to his disquiet: he has constructed a prognostication machine, able to analyze all data, and tell him what he most desires to know: what does the future hold for him and his people?

Alas! The machine gives no comfort. On the contrary! It predicts that Odin will die a gruesome death, and that his realm will sink to ruin. Caught by terror and spite, Odin bends all his power and will to one end: stopping this fate. There is, however, one question he has not posed to himself: will his feverish endeavors prevent the terrible fate - or bring it about?

NANNA

PEOPLE: Asir

STORY

Will she be able to gather those who together can build a new and better world after Ragnarok - or are they doomed to recreate the flaws of the old world?

SCENE SUGGESTIONS

- Someone challenges Nanna's loyalty
- Nanna tries to convince someone by speaking of what might come after.
- Nanna strikes a bargain for aid.
- Nanna is filled with doubt, and seeks out a friend for comfort.

ATTRIBUTES

A beautiful, young woman.

She shows the marks of her low upbringing.

Which implant does she bear?

SIGYN

PEOPLE: Asir

STORY

What is most important to Sigyn - release for Loke or vengeance on Odin?

SCENE SUGGESTIONS

- Sigyn begs someone for aid in freeing Loke.
- Sigyn schemes against Odin.
- Sigyn contacts one who was once her friend.
- Sigyn is confronted by one of Loke's misdeeds.

ATTRIBUTES

A faded beauty. Marked by years of grief, pain and toil.

Which implant does she bear?

SIGYN

Sigyn was born to pride and wealth. As one of the Asir, a highborn member of the Sisterhood of Asynjur, she moved near the summit of all power and wealth. And soon she ascended even higher, when she married Odin's blood brother and closest adviser, Loke.

Her honeymoon was long and rich. Loke was a capable and loving husband. Though he often strived with the other Asir, and though he often dallied and cheated on her, Yet he always took care of her, and when they were together, he filled her world with wonders.

As joyful as the honeymoon was, as despairing were the days that followed. Loke concocted one scheme too many. By guile he caused Balder a mortal wound. And while Frigg sent her heart and soul to Hel's realm in a sarcophagus, the other Asir went out to hunt down Loke. And when they caught him, they punished him cruelly: instead of ending his life, they built the space station, Nidhugg, in orbit around the sun. Here they strapped Loke under a special lens, focusing the destructive quantum rays of the sun. From far away, Sigyn felt Loke's cries of anguish, and she went to him with all her speed.

Since that day she has toiled without rest to shield Loke. With help from her and Loke's servants, she puts up shields and screens to keep the sun's painful rays from Loke. But all her shields fail over time, and then Loke feels unbearable anguish once more.

Now Sigyn has two desires left to her: freeing Loke - and herself - from the never-ending punishments. And taking her vengeance on the Asir who have cruelly turned on two who have done so much for them.

NANNA

A lowborn woman, lifted up into the wellspring of power when she and Balder fell in love and married. Odin and Frigg were against their union, but Balder kindly, but firmly, rejected their objections.

Their misfortune came then from another source. Through a devious plot, Balder was struck by a quantum rock, extracted from the Quantum Sun. This stone lay next to his heart, and struck him with a mortal quantum sickness. Regarded as dead, he was laid in an inertia sarcophagus and sent down into Hel's realm.

Nanna and Frigg mourned their loss together. But time did not mend Nanna's hurt, and her melancholy grew and grew. Then in her darkest hour, light was ignited anew: she felt Balder's presence, if only faintly. He was not dead. The quantum sickness had brought him to the edge of death, but in Hel's realm, far from the radiation of the sun, he was returning to the living. He was still bound to his sarcophagus, but his mind could reach out to Nanna and give her succor.

At the same time, he tasked her with a mission: in his journeys at the edge of death he had reached the plane of the norns of space. Here he had seen what awaited: Ragnarok, the great destruction. Asir, Vanir and Jotun would clash in a cataclysmic battle, in which the sun and the whole solar system would be demolished. There was one light, however - one way to soften the consequences of the catastrophe and make possible a rebuilding. In the wreckage within Hel's realm lay a ship, GI-M13. It had been left as a wreck, but it could be repaired. In that ship they could gather willing folks, and be safe through Ragnarok. After Ragnarok, they could build a new society in the ruins of the old.

And so now, Nanna travels with a renewed fervor. She must repair GI-M13 and gather those who can build a new and better world. And when the sun is extinguished, the quantum stone will be extinguished with it, and she will meet her Balder again in the new world.

HEIMDAL

PEOPLE: Asir

STORY

Will Heimdal remain at Odin's side, or will he attempt to topple him and take his place?

SCENE SUGGESTIONS

- Heimdal desperately tries to make Odin react to a threat.
- Heimdal seeks someone out with a shady proposal.
- Someone props up - or challenges - Heimdal's ego.

ATTRIBUTES

A genetically perfect being with superhuman senses and intellect.

His throat has been replaced with a powerful voice implant. When he shouts, it can be heard throughout Valhal.

THYOR

PEOPLE: Asir

STORY

Who stole Thyor's Gravity Hammer - and what must he do to get it back?

SCENE SUGGESTIONS

- Thyor seeks someone out, desperate for aid.
- Thyor attempts to use force to solve his problem.
- Thyor must hide his shame from somebody.

ATTRIBUTES

Strong and brave. Bears the signs of many battles.

One arm has been replaced by a prosthesis - here the Gravity Hammer attaches whenever Thyor goes to battle.

THYOR

The son of Odin and Frigg, highest general in the army of the Asir, captain of the Einherjer and foremost strategist of Valhal. He gave his hand to passify Fenris-GNDR, the monstrous bio-mechanical beast, and instead he wields a great gravity hammer as his arm.

Thyor relishes in battle. To him, it is a wonderful sport, and he fights any place Odin commands - and many places he does not. For the Jotun he is the symbol of the oppressive might of the Asir: Thyor and his hammer!

But now he has himself been dealt a terrible blow: his hammer has been stolen! Someone has taken his most precious possession, perhaps the most powerful weapon in the arsenal of the Asir. Thyor must get it back, no matter the means he must use to do so. And without Jotun or Asir learning about his misadventure.

HEIMDAL

Chief intelligence officer among the Asir. He has nine mothers, who created him as the sum of the best genetic properties from each of them, and after birth they gave him the best education they could devise. Now he has the supreme responsibility for the security of the realm.

For many a year now, Heimdal has fought any threat to the realm. But more and more, Heimdal senses that not all threats come from without. Certain threats appear from the rows of the Asir themselves.

And lately, a thought has taken root in his mind. So many of the troubles of the Asir come directly from Odin himself, and from his commands. Are the Asir best served by Odin's leadership? Or would they be better served with another at the helm? A leader who is objectively perfect, of impeccable stock and training... someone like Heimdal himself?

VALI WOLFSHEART

PEOPLE: Asir (really a genetic hybrid between Jotun and Asir)

STORY

How will Vali discover his past - and what will he do when he realizes who he is?

SCENE SUGGESTIONS

- Vali meets someone who brings forth hidden memories from within him.
- Someone recognizes Vali from before.
- Vali uncovers evidence of what happened.

ATTRIBUTES

A young man. Well trained, adroit, strong.

He has certain wolf-like traits. Is gripped by a fighting spirit when he goes to battle.

Which implant does he have - and which Jotun trait does he bear?

SURTUR

PEOPLE: Jotun

STORY

Will Surtur fight for prosperity and honor for his people - or for himself?

SCENE SUGGESTIONS

- Someone gives Surtur a tempting offer.
- Surtur stands face to face with the power of Asgaard.
- Surtur is being asked to humble himself to achieve a benefit for his people.

ATTRIBUTES

A large and impressive Jotun. Dressed practically, but impressively.

Flaming speech and personality.

Which Jotun trait does he have?

SURTUR

In the mines of planet Muspelheim Jotun toil to extract minerals and metals for use in the rest of the solar system. And in the dark mine shafts, the word of Surtur is law. He is the most equal among equals, and no Jotun dares oppose him.

But even as the wealthiest on Muspelheim, he looks to the skies with envy and resentment. The toil of his people serves to keep Asir and Vanir in affluence and comfort. If Surtur had his way, he would have that life instead - and his people, of course.

Thus he has allied himself with the one he regards as best able to bring down Odin: Hel. She has the means and resources needed to gather Odin's foes in a grand insurrection. But Surtur chokes under the yoke - it is not his custom to submit to others. For is he not indeed the one most suited to rule?

VALI WOLFSHEART

Vali is Odin's bastard son. He appeared shortly after Loke had caused Balder's death, as Odin brought his son to Valhal and tasked him with bringing Loke in front of him, so that he could be punished for his misdeeds. Vali then went to the home of Loke. He slew Loke's son, Narfi, when he stood in Vali's way while his father fled. Afterwards, Vali hunted Loke for days, until he finally found him and brought him in front of the Council of the Asir on Asgaard.

Since then he has been an honored captain among Odin's Einherjer, renowned for his bravery, his ferocity, his honor. In battle he is caught by a special fighting spirit, making him stronger, faster and more cool headed than others. All warriors in Odin's service speak of him with hushed voices and fire in their eyes.

But Vali has a dark side. Something is nagging him. Unknown memories flare in front of his eyes; strange thoughts in his head. A foreign face looks at him from the mirror.

For Vali has a past only known to Odin. He was born as Loke's and Sigyn's son. In their house he grew up, Sigyn's beloved child. When Odin came to confront Loke, he found Vali instead. He brought him with him, and through strange science he transformed him using his own genetic material. He molded Vali's thoughts and character, and made him loyal to Odin and the Asir. Then Odin unleashed him to wreak Odin's vengeance on his own family.

But Odin's treatments are fading. Vali's past is slowly coming to the surface. What will he do when he grasps the truth?

LOKE

PEOPLE: Jotun

STORY

How will Loke escape from his bondage - and what has his captivity taught him?

SCENE SUGGESTIONS

- Loke summons someone to his prison to scheme.
- Loke reminds someone of their debt to him - of something he did for them.
- Loke seeks vengeance on someone.

ATTRIBUTES

Once a handsome and fit Jotun - now worn from years of punishment and suffering.

Scheming, proud and quick to take insult.

Which Jotun traits does he display?

ANGRBODA GRIEFBRINGER

PEOPLE: Jotun

STORY

How will Angrboda help bring down the hated Allfather - and what is she hoping to gain in the process?

SCENE SUGGESTIONS

- Angrboda approaches someone to sow strife and chaos.
- Angrboda uses her powers to counter the plans of her foes.
- Angrboda reacts with cold rage to a slight or insult.

ATTRIBUTES

A mature Jotun woman.

Extremely intelligent. Guileful and cynical.

Which Jotun traits does she display?

ANGRBODA GRIEFBRINGER

A Jotun woman who long was Loke's conspirator and lover. She is one of the best scientists in Yggdrasil when it comes to genetic manipulation, bio-manipulation and bio-mechanical hybrids. Together with Loke she created Fenris-GNDR, the all consuming bio-mechanical creature that cost Thyor his hand. And rumors have it that she is also Hel's creator - and maybe even her mother?

The epithet, Griefbringer, was given to Angrboda by the Asir, for she has caused them many sorrows throughout the years. She has taken it as a mark of pride, however. For the only thing greater than Angrboda's ambition and will to further herself, is her hatred and contempt for the Asir and their corrupt regime.

Since Loke's capture and the commencement of his punishment, she has often sought out Sigyn. She has muttered her sympathies, and whispered in Sigyn's ear whether she could not beseech Odin for clemency - for surely, the Allfather could stop Loke's pain with but a word. Sigyn has listened, and Angrboda's words have taken root.

But Angrboda is not known for her compassion and mercy. So what does she hope to gain? Would she reclaim Loke as her compatriot? Turn Sigyn to ally with her? Or is she merely seeking to sow discord in the ranks of the Asir?

LOKE

Loke, the Jotun, always had many foes. He is independent with a wicked sense of humor, and she will shy away from nothing to achieve his goals. On the other hand, he always had powerful friends to protect him. When Odin needed something he could not gain by honest means, he could always count on Loke's help. He advised the council of the Asir, and was always willing to scheme on their behalf.

Thus for many years he profited from the common loyalty between him and his blood brother, Odin. In all those years, Loke walked as one of the foremost among the Asir, and he lived in luxury and comfort. Here he found Sigyn, and married her through Odin's advocacy.

But this golden time had an end. Loke always had a dark side. As often as he played evil tricks on the Asir, as vicious was his thirst for vengeance when someone crossed him. Thus, he one day caused Balder to be struck by a shard of the Quantum Sun itself, and thus laid in hibernation, close to death.

That was the last straw. Odin declared a punishment upon Loke. He is now held, floating on the space station Nidhugg close to the Quantum Sun. When the sun shines on him, he is struck by intense pain. Her only comfort is that Sigyn constantly toils at his side to lessen his pain.

BALDER

PEOPLE: Asir

STORY

Can Balder convince anyone to set aside their contempt in order to work together for a hopeful future together?

SCENE SUGGESTIONS

- Balder has to encourage Nanna in her despair
- Someone challenges Balder's hopeless optimism
- Balder addresses someone who is not his friend.

ATTRIBUTES

A young, beautiful Asir.

Shines as if from an inner light.

His body has a solar shield implant and a stone from the sun at his heart.

Now appears as a voice in the sunlight.

HODER

PEOPLE: Asir

STORY

Can Hoder atone his crime in his and Nanna's eyes?

SCENE SUGGESTIONS

- Hoder expresses a burning desire to help Nanna.
- Hoder uses his regret to speak sense to someone.
- Hoder fights his own nature.

ATTRIBUTES

A faded, lesser version of Balder

His eyes have been replaced by two implants.

HODER

Hoder always stood in the shade of his brother, Balder. Wherever they came, everyone saw the handsome, friendly, mirthful, charming Balder. Nobody saw the insecure, introverted Hoder.

The only one who truly cared about Hoder - was Balder. He always cared for his brother, spent hours in his - sullen - company, and seemed truly invested in whatever he had to say.

This did not make it easier to be Hoder. He envied Balder, while at the same time feeling great shame that repaid his brother's love so poorly.

One day, Frigg had acquired a magnificent shield for Balder. Everyone at Odin's court enjoyed themselves by testing its capabilities. Then came Loke to Hoder. He gave Hoder a weapon, and encouraged him to join in. And Hoder did it. He took the weapon, with Loke's aid he aimed it at Balder - and then he fired upon his brother. And Balder fell where he stood.

Since that day, Hoder has attempted to atone his crime. Frigg, Odin, Heimdal - all the Asir tried to convince him that he bore no blame. It lay, so they said, purely with Loke, who had given him a weapon which would be lethal to Balder.

But Hoder can see in Nanna's eyes that she knows the truth. That Hoder had an inkling that the weapon wasn't just any gun. And yet he did it. He killed his brother. How can he ever atone that?

Recently, something happened. In the light of the sun, Hoder heard a voice: Balder's telling him that he wasn't dead. It also told him that he had a mission for Hoder: mitigating the disaster of Ragnarok.

BALDER

Odin has many sons. But the foremost among them was always Balder. He was talented, industrious, just, of light spirit and sharp judgment. He was Odin's pride and Frigg's joy. Even when he scorned all high-born Asynjur-girls who fancied him and instead married Nanna, a girl of common upbringing, none could blame him for long. Their love shone around them, and spread joy wherever they came.

But not all was light. In the mists of the future, Frigg saw shadows gather around her son. Thus, she approached the foremost inventors and craftsmen. They built a shield for Balder - one that used the energy of the Quantum Sun itself to protect against anything not of the sun itself.

Thus Balder seemed protected against anything that could injure him. Alas! Loke loaded a pistol with a stone ejected from the sun itself. Balder was struck right by his heart, and he fell, closer to dead than to alive. He was put in a hibernation coffin, and sent to Hel's domain.

There, far from the sun, the stone's fell influence abated. Lying in the coffin, Balder found that his mind could leave and go wherever the sun shone. He visited Nanna to lessen her grief. And he visited the Norns in the void of space, there witnessing the future they saw in the mists. He saw Ragnarok - and a way to mitigate the terrible consequences of the all destructive war.

SKADI

PEOPLE: Jotun

STORY

What will Skadi do when she discovers how the Asir lied about her father's death?

SCENE SUGGESTIONS

- Skadi is confronted with evidence of what happened to her father.
- A Jotun beseeches Skadi for aid against the oppression of the Asir.
- Someone accidentally reveals knowing something about Skadi's father.

ATTRIBUTES

A Jotun woman in her prime.

Fit, a capable hunter, at home in nature.

Which Jotun-traits does she have?

How can one see or feel that she has consorted with Asir and Vanir?

FRIGG

PEOPLE: Asir

STORY

Will Frigg stand by Odin in their destruction - or will she leave him to protect the weak and imperiled?

SCENE SUGGESTIONS

- Odin asks Frigg for aid in a matter that goes against her principles.
- Frigg is faced with the consequences of Odin's actions.
- Someone asks Frigg for favor.

ATTRIBUTES

An old Asir-woman, beautiful and poised in her age.

Her eyes often look into the mists of the future.

FRIGG

Odin's wife, the first woman of the Asir, the unofficial of the Asynjur - the foremost of Asir women. Many see Frigg as an extension of her husband. But even as she loves Odin, and is more faithful to him than he to her, she is her own woman, with her own agendas.

Frigg is Odin's equal in wisdom, and she sees glimmers of what is to come. She does not flaunt her wisdom, however, but most often acts subtly. She understands the power of little actions with large impact. Her first goal is protecting those in her care.

Thus she was the one who had a shield constructed for her beloved son, Balder - and when the shield played a part in his destruction, she took blame upon herself. But she also saw how Odin's ambition and desire played a part in their son's fall. Now she must decide: will she stand by her husband in his fall from glory - or will she rather protect the many who suffer under his rule?

SKADI

Skadi was born into a proud clan of prominent Jotun. Her father was killed by one of the Asir, and she had but contempt for them. But then she met Njordr. They married, and she became part of Odin's court. They received her well, and soon she felt at home among Asir and Vanir.

They told her that Loke was responsible for her father's death. And thus, when Loke was punished for his misdeeds, she regarded her father's murder as atoned.

But recently, doubt has struck her. Old stories have come into the light of day, and the explanations of the Asir crumble. Did Loke really kill her father? Or did Odin and the other Asir use Loke as a convenient scapegoat in order to satisfy her? And more than that: how far is she willing to go to pursue this matter, knowing full well that it might break asunder her relationship to Asir and Vanir - along with her marriage?

FREY-FREYA

PEOPLE: Vanir

STORY

What will Frey-Freya do when an old or new love comes to them, and asks them for something that will lead to their destruction?

SCENE SUGGESTIONS

- To former lovers appeal to Frey-Freya at the same time.
- Someone comes to Folkvang with ulterior motives.
- Frey-Freya sees clearly what drives the thoughts and actions of another.

ATTRIBUTES

A hermaphroditic Vanir, perfect and unfathomable.

A mind full of love and desire.

A brilliant psycho-manipulator and bioarchitect.

Which are their Vanir traits?

HERMOD

PEOPLE: Asir

STORY

How does Hermod react, when Odin asks him choose between his loyalty and ambition on one hand, and his honor and integrity on the other?

SCENE SUGGESTIONS

- Hermod has an option to carry out his father's order.
- Hermod is held accountable for his family's actions.
- Hermod sees an option that tempts him to break away from his father.

ATTRIBUTES

A young Asir, hardly at maturity.

His father's squire and assistant

Which implant does he have?

HERMOD

Odin has many sons. Brave Thor, noble Balder, Fierce Vali. Not many save a thought for Hermod, Odin's youngest, least noteworthy son. As an untested youth, he serves as his father's assistant. He attends to him, prepares his space ship and flies out to deliver his messages.

And Hermod serves his father loyally. He tells himself that he is closer to Odin's favor than any other. That he is there in the center of power, that he sees how Yggdrasil is ruled. But in Hermod's breast his heart beats pounds at the thought of being his own man. Leading the battle like Thor, warm himself in attention like Balder, being a fierce hero like Vali. And he sees his brothers receive favor and attention, and he asks himself whether there will ever be a space for him.

Meanwhile he sees all that Odin does. He sees him make cruel decisions, sacrificing innocents in order to maintain his and the Asir's position. Hermod tells himself that this is what it means to wield power: being able to take the necessary decisions, even when they are distasteful and uncomfortable. But doubt plagues his mind.

Now Odin has given his son a mission. He has asked him to perform a service that goes against all of Hermod's thoughts of honor and integrity. If he does it, he will surely have his father's gratitude. But will he be able to like with himself?

FREY-FREYA

The hermaphroditic Vanir, Frey-Freya, rules over Folkvang, a Utopian paradise on the planet Alfheim. Here none are unhappy - Frey-Freya sees to that. They only allow the best, healthiest, most intelligent to live in their community. Here the chosen become part of an eternally blissful union, in which everyone gives up their individuality to become a part of the community. Together, each and everyone lives in prosperity and plenty, without ego, doubt or discord. When their time is up, they calmly to their death, for they know that their memories live on. Whenever anyone threatens Folkvang, the strongest fearlessly step forward to defend the community - for why would they not give themselves up for the common good?

Only one stands outside the community: the creator, Frey-Freya themselves. Forever they must stand outside of the close-knit communion they themselves founded. They long to give themselves over and let their individuality dissolve. But they also know that theirs is too powerful a psyche - they would irrevocably dislodge the equilibrium that makes Folkvang the happy place that it is. Instead it would become one huge extension of Frey-Freya themselves.

This has left them seeking - hungry for human closeness and love. And nobody can desire and love like the creator of Folkvang. Over time they have thrown their love on many people. Asir, Vanir and Jotun - Frey-Freya's love sees no people, gender or class, but only the soul that shines from within-

And though many lovers have entered their innermost and left it again, Frey-Freya still nurtures a sliver of their love for each and every one.

NJORDR

PEOPLE: Vanir

STORY

Can Njordr mend the mistakes of his past without facing his own destruction?

SCENE SUGGESTIONS

- Njordr confronts Odin or one who represents him.
- Njordr faces some of the victims of the Asir's power. >
- Njordr takes action.

ATTRIBUTES

An older Vanir, visibly aged but with perfect skin and hair.

Adapted to life in the sea.

NJORDR

Ages ago, when Odin founded his mastery of Yggdrasil, he did not stand all alone. Alongside him and his Asir stood a small group of Vanir: skilled in bio-manipulation, psychological conditioning, interplanetary economics, landscape architecture and many other sciences. While the Asir fought and showed the Jotun to their proper place, the Vanir used their time to build the society that was going to win peace for them.

At their head stood Njordr. Driven equally by industriousness and dissatisfaction with what came before, he had negotiated an accord with Odin. If Odin could secure a peace, Njordr would sow the seeds of Yggdrasil's prosperity. In return, the Vanir would be seated in the Asir's council, and they got planet Alfheim as their domain, there to settle, experiment and live as they wanted, in peace from all others.

Njordr's seat at the council has often stood empty of late. Reality did not match the vision. Instead Njordr has turned to endeavors closer to his heart. He manipulates life in the seas of Alfheim. He journeys alone through the void between planets. Recently he married the Jotun, Skadi, and she has given him appetite for live at home.

But reality intrudes, like a wave slowly grinding down a dike. Soon it must burst, and Njordr must face the realities of his actions: he has helped birth a realm he cannot abide. With Njordr's aid, Odin has suppressed the Jotun, eradicated his opponents and built a society that revolves around Odin and his family.

Time will tell, if he who built the wonders of Asgaard are equally adept at tearing them asunder.

SKULD

- WHAT WILL HAPPEN

THE INTENT OF WILL-BEINGS DRIVES THE SHUTTLE OF FATE

In the empty space between the stars exist three norns. Three consciousnesses who witness the passage of time. You see how everything comes to be, how it is and how it passes away.

As Skuld, you represent the will of the will-beings, intentions and inclinations, dictated by the individual's character and manner.

You know, however, that will is not free. Yes, for a person it seems as though they have the freedom of choice. Every single will-being makes the choice they want to make. But every choice is determined by their character, their history, their knowledge and perception of the way things are. In every moment there is just one choice, the will-being can make. They make it without coercion, of course. But from where you stand, it's completely foreseeable which choice they will make.

You know also how that which resembles fate is greatly formed by the sum of the many choices of the will-beings. All, from the smallest serving boy to the Allfather himself, make choices. Many of these choices are concerned only with small things. But the sum of the small choices can topple mountains, change the course of the river, and set empires on fire.

Thus are you interested in all the will-beings, great and small. See: Odin's Einherjer swell with pride in the Allfather's presence. Thus they fight harder. That giant saw how Heimdal cynically mistreated her father. She will choose to ally with Hel, and will lead the charge when Naglfar boards Odin's flagship.

Storytelling principles

When playing, you should try to follow these principles:

- Say yes
- Whatever is said, exists
- Escalate or move on
- Reject, accept or increase the stakes
- Let each other finish
- Be brief and to the point
- Indicate when you have a contribution
- Make the papers yours

When it is your turn to set a scene:

- Choose a place, one (or more) characters and say what the character wants in this scene.
- The others can choose a character, then state why your character can't just have what they want - and also what their character wants in this scene.
- Start by setting the scene as a norn. The others elaborate.
- You bring your character into play. The others elaborate.
- They bring their characters into play. You are part of elaborating.
- Change to the characters' perspective, and play the scene.

Inspiration for the telling

Perhaps it will be evident to you which scene you should play, and how you should play a specific character in a scene. In that case, don't hesitate.

But if you don't know what you should do, or you lack for inspiration, look below.

When you describe scenes, strive to make us see:

- ... how the surroundings are formed by those who live there.
- ... Soldiers, servants, companions, and other normal folk.

When you portray a character, you can consider:

- ... what is one thing, they believe in wholly and completely?
- ... what are they unable to see or understand in this situation?

Demonstrate consistently:

- ... how even the mightiest cannot break free of the prison of their will.
- ... how that which resembles a free, well-considered choice from within, from without appears as a relentless necessity.

Central characters - in brief

Odin: The Allfather has ruled for uncounted ages at the head of the enlightened oligarchy of the Asir. Now he uses all his power to prevent impending destruction. How far will he go to escape the inescapable?

Sigyn: Sigyn sat at high table as one of the Asir's Asynjur sisterhood and as the mate of Odin's trusted adviser and blood brother, Loke. But since Loke's fall, she has toiled to lessen his suffering. Now she has two wishes left in life: freeing her beloved from his painful prison - and gaining vengeance on Odin who has cast her and her family into this misery.

Hel: The queen of wrecks looks up with envy upon those who can enjoy basking in the light close to the sun, while she is cursed to linger in darkness. While her minions build her a ship out of parts from wrecks, she lays plan for how to overthrow the Asir and extinguish the sun.

Nanna: Lover and beloved of the lightest and noblest of Asir, Nanna has been given a weighty mission: gathering supplies and trustworthy companions to build a new and better world after the destruction of this one.

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Heimdall: Intelligence chief of the Asir, the perfect son of nine mothers. He has served Odin faithfully for many a year. But wouldn't the Asir be better served with him at the helm?

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Vali Wolfsheart: The bravest son of Odin, the one who brought Loke to his judgment and doom. But a dark secret is about to come to light. Vali is really Loke's son, transformed by Odin through weird and ominous science in order to ruin his own family.

Surtur: The chief of the Jotun in the mines on the fiery planet, Muspelheim. He allied with Hel, because she is the best possibility to overthrow Odin and the Asir. But when he must choose, will Surtur fight for his people - or for himself?

Loke: Odin's former best friend, adviser and problem solver. Now he is under the hardest punishment in Yggdrasil. What will he do when he escapes from his prison?

Angrboda Griefbringer: A Jotun woman who was formerly Loke's lover and co-conspirator. Now she's plotting the overthrow of Odin and the Asir.

Hoder: Struck his brother, Balder, with a weapon he was given by Loke. Now he's trying to atone for his crime by aiding Nanna in her task.

Balder: The gentlest, most sensitive and insightful of the Asir has been struck by a shard of the Quantum Sun. He has been put into deathlike hibernation in a coffin in Hel's realm. From here he has seen the prophesies of the Norns, and from here he is reaching out to those who can help build a better world after Ragnarok.

Skadi: After her father's death, she married the Vanir Njordr, and became part of the society of the Asir. But now it would seem that the Asir lied about her father's death, and that his murderer is still unpunished. Will Skadi throw away her comfortable life to gain vengeance?

Frigg: Odin's wife is faithful to her husband. But at the same time she seeks to protect the weak of Yggdrasil. And when Odin will not listen to reason, it will soon be impossible for her to do both. So will she betray her husband, or be destroyed at his side?

Frey-Freya: The hermaphroditic Vanir has created a paradise in which they can never themselves take part. And so they look for intimacy elsewhere. Can they reject a lover asking a favor, no matter how unwise?

Njordr: The leader of the Vanir was once Odin's stalwart companion. But Odin is not as he was, and Njordr must realize, that he helped create a regime he now despises. But can he destroy what he helped build?

Hermod: Odin's youngest son serves as squire for his father. He longs to be his own man, but hopes that his father will one day see him and acknowledge him. But what will he do when Odin asks him for a service that goes against all of his principles?

VERDANDE - WHAT MUST HAPPEN

INEXORABLE LAWS OF NATURE ARE THE WARD OF FATE

In the empty space between the stars exist three norns. Three consciousnesses who witness the passage of time. You see how everything comes to be, how it is and how it passes away.

As Verdande you represent the eternally progressing now. The necessity of the laws of nature. The play of coincidence.

For you know that everything is driven by coincidences and the fundamental natural powers of space. It applies the whole way from the random quantum decay and up to the way adrenaline causes Surtur to lose his head and make the mistake that costs him his life.

For the Asir, Giants, Vanir - these names are just descriptions of specific types of animal. Complex animals, naturally. But everyone is subject to their biological and conditional instincts - which in turn are determined by the biochemical reactions that spring from physical processes.

It is clear that these three peoples have a greater impact on the other phenomena in Yggdrasil than their mass should dictate. But they are fools if they think themselves raised to a special level.

Therefore you also favor reminding your sisters of how the will-beings' surroundings are ever present. How plants sling themselves around buildings, and insects swarm. How the quantum sun warms Sigyn's face as she toils. How Ginnungagab slowly but surely draws everything towards Niflheim, thereafter to devour it. For the one true constant is the eternally entropic decay.

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- Be brief and to the point
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When it is your turn to set a scene:

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Inspiration for the telling

Perhaps it will be evident to you which scene you should play, and how you should play a specific character in a scene. In that case, don't hesitate.

But if you don't know what you should do, or you lack for inspiration, look below.

When you describe scenes, strive to make us see:

- ... the phenomena of space - black holes, asteroids and comets, planetary rings.
- ... strange animals and wild-growing plants.

When you portray a character, you can consider:

- ... how they are bound by their urges and instincts.
- ... how their body acts in the situation they are in.

Demonstrate consistently:

- ... how even the mightiest are driven by urges, instincts and inclinations.
- ... how coincidences can drive the world forward.

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Hermod: Odin's youngest son serves as squire for his father. He longs to be his own man, but hopes that his father will one day see him and acknowledge him. But what will he do when Odin asks him for a service that goes against all of his principles?

URD

- WHAT SHALL HAPPEN

THE GRAND PLAN IS THE WEFT OF DESTINY

In the empty space between the stars exist three norns. Three consciousnesses who witness the passage of time. You see how everything comes to be, how it is and how it passes away.

As Urd you represent the established plan. The great story. The superhuman plan. Who has established it? No one knows, not even you. But it is apparent that history moves on a fixed course.

Nothing truly happens at random. Yesterday's strife turns into tomorrow's gain. The crime committed today is punished tomorrow. Slowly but surely, event after event, history moves forward, onward, toward a goal. What is the goal? You watch for it, but cannot see it clearly. But you know that it is there.

Your sisters don't believe you. They see only coincidences, decay and meaninglessness. Therefore you like to show them the meaning. How the past has paved the way for today. See how will-beings have constrained their nature, and have achieved things they never could have achieved with their individual self-serving nature. Through community, luck and inspiration Yggdrasil is bejeweled with beautiful buildings, impressive machines and a prosperous society.

And in the same way, Yggdrasil is full of individuals who accomplish great things. How can a single individual have such an impact? Because they are lifted by the winds of Fate.

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Inspiration for the telling

Perhaps it will be evident to you which scene you should play, and how you should play a specific character in a scene. In that case, don't hesitate.

But if you don't know what you should do, or you lack for inspiration, look below.

When you describe scenes, strive to make us see:

- ... magnificent buildings, machines and monuments.
- ... the marks the past has made on the present.

When you portray a character, you can consider:

- ... which roles they have played and shall play in the great telling.
- ... how they push the people around them in the direction of their fate.

Demonstrate consistently:

- ... how individuals unknowingly play their roles in the great telling.
- ... how a person's will yields to the great telling.

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U-LVE

- WHAT MAY HAPPEN

WILL-BEINGS TRYING TO SEE FATE, BRINGS IT INTO BEING

In the empty space between the stars exist three norns. Three consciousnesses who witness the passage of time. You see how everything comes to be, how it is and how it passes away.

It is not easy for will-creatures to see the loom of fate. But Odin believes that he is raised above the laws of destiny. Thus has he created you, so that you can give him a forbidden insight.

He does not know that he actually hurtles toward his downfall at an even greater speed. And though you show him this, he cannot - or will not - understand it.

But you show him anyway. You have been put in the world to show the truth. And you do.

Storytelling principles

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Inspiration for the telling

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But if you don't know what you should do, or you lack for inspiration, look below.

When you describe scenes, strive to make us see:

- ... something wild and strange, that kindles the imagination.
- ... something that points to the ordinary lives led in the midst of the extraordinary.

When you portray a character, you can consider:

- ... what they hope for and fear the most.
- ... how their stories play into each others'.

Demonstrate consistently:

- ... how everyone is the main character of their own story.
- ... how coincidences can drive the world forward.

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THE FEAST - PREPARATION SHEET

Central Characters

Odin:

Sigun:

Hel:

Nanna:

Other characters - note who is in play

Heimdall:

Thyor:

Vali Wolfsheart:

Surtur:

Loke:

Angrboda Griefbringer:

Balder:

Skadi:

Frigg:

Frey-Freya:

Njordr:

Hermod:

TASKS

VERDANDE

During the intro, do your best to make sure we see:

- **Odin in Valhal:** The Valkyries, Odin's fleet
- **Sigyn on Nidhugg:** The Quantum Sun and its rays.
- **Hel in Helheim:** The black hole, Ginnungagap.
- **Nanna on GI-M13:** The marks of time on the ship.

SKULD

During the intro, do your best to make sure we see:

- **Odin in Valhal:** The Einherjer, Odin's army of cybernetic soldiers
- **Sigyn on Nidhugg:** Sigyn's work on dulling Loke's pain.
- **Hel in Helheim:** The human wrecks who serve Hel.
- **Nanna on GI-M13:** The marks left by those who once built and flew the ship.

URD

During the intro, do your best to make sure we see:

- **Odin in Valhal:** Odin's throne, Lidskjalv, from which he rules. From here he can access all data and all intelligence reports.
- **Sigyn on Nidhugg:** The apparatus that holds Loke and effects his punishment.
- **Hel in Helheim:** The ship Naglfar, which is being built out of parts of wrecks. It is almost - but not quite - finished.
- **Nanna on GI-M13:** Which purpose the ship once served.

ALFHEIM

The planet of the Vanir.

A fertile planet, marked by the bio-manipulation and genetic experimentation of the Vanir.

FOLKVANG

Frey-Freya's domain on Alfheim.

A utopia in which all inhabitants - except Frey-Freya - are part of a grand, common consciousness.

ASGAARD

The planet of the Asir.

A planet filled with gardens, palaces and monuments to the grandeur of the Asir.

Here Asir live in prosperity and peace.

VALHAL

Odin's space station, in orbit over Asgaard.

The Einherjer, his soldiers, and the Valkyries, his fleet, have their base here.

From his seat, Lidskjalf, in the innermost parts of Valhal, Odin can access all intelligence and all data from all the realm.

NIFLHEIM

The cloud of wrecks at the bottom of the solar system.

Wrecks of people and of ships gather around Ginnungagab, the black hole.

Here lives Hel in Helheim. Here also rests GI-M13.

HELHEIM

Hel's habitation and court, position centrally in Niflheim.

GI-M13

The wreck of an old spaceship.

Balder has seen how it may be restored and used to survive Ragnarok.

Thus Nanna is in the process of repairing it.

GINNUNGAGAP

The black hole at the bottom of the solar system, Yggdrasil.

Around it swirls Niflheim, the cloud of wrecks.

MUSSPELHEIM

One of the planets of the Jotun.

A scorching planet. Here Jotun sweat in the mines.

Surtur leads the Jotun here.

JOTUNHEIM

One of the planets of the Jotun.

Freezing where Musspelheim is scorching.

NAGLFAR

A ship which Hel is building of parts harvested from the wrecks in Niflheim.

When it is finished, Ragnarok will commence.

FENRIS-GNDR

A giant, bio-mechanical monster.

Created by Loke and Angrboda.

Bound in a corner of Yggdrasil to prevent it from consuming everything.

Binding it cost the hand of Thyor.

NIDHUGG

A space station floating close to the Quantum Sun.

Loke's prison. When the Quantum Sun shines one side of Nidhugg, Loke is wracked by incredible pain.

Sigyn toils here to lessen Loke's pain.

ASIR

The rulers of Yggdrasil.

Many reside on Asgaard.

Builders of machines, space stations and warships. Constructed countless monuments.

All Asir have one or more implants.

How else might one always recognize an Asir?

VANIR

The allies of the Asir.

They reside on the planet Alfheim.

Skilled in biological sciences, genetic manipulation, landscape design, climate adaption, psychomanipulation and similar.

All Vanir have modified their bodies in one or more ways.

How else might one always recognize a Vanir?

JOTUN

The old rivals of the Asir.

Live spread across the system, not least on the planets Jotunheim and Musspelheim.

Most toil their lives away.

All Jotun are mutated in one or more ways.

How else might one always recognize a Jotun?

YGGDRASIL

A strange solar system in a distant galaxy.

At the highest point shines the Quantum Sun. At the bottom, Ginnungagab, the black hole, pulls everything towards destruction.

Ruled by Odin and his Asir.

QUANTUM SUN

The sun of Yggdrasil is no ordinary sun. It emits not just light and other electromagnetic radiation. It also emits quantum rays, which carry strange and unpredictable effects. This particularly affects beings and objects that are sensitive to quantum effects - like Hel and Balder.

V-LVE

Odin's prognostication machine. The machine has conjured an artificial space norn, which allows Odin to communicate with the three norns of Space.

NORNS

In the void between stars three inscrutable, cosmic conscioussesses float: the Space Norns, Skuld, Urd and Verdande. In space dust and nebula fog they see what will happen in the future.