The Circumstances Leading to Waltraute's Marriage

By Valeria

Introduction

You've probably read about these guys before. You find yourself in the ancient world of Norse Mythology, where Odin rules over the Aesir from Asgard and does battle against the Ice and Fire Giants. Well, this place is that. It's also a bit different. See, rather than some epic mythology, this particular incarnation of Norse myth takes on a decidedly…different bent.

It's a Romantic Comedy.

Every myth of the Norse is true here and yet it is the actions of one young human boy, named Jack Elvan, that causes chaos and great change in pursuit of his love. Jack will soon make a bet with one of the Nine Valkyrie, a woman named Waltraute, that he can climb the World Tree Yggdrasil on his own and that if he succeeds, she has to marry him. Believe it or not, she ends up getting engaged to the boy.

This is only the first in many crazy events that happen in this world. It's a place constantly on the brink of the end times, Ragnarok, and yet these problems are almost always solvable with a good heart and a quick mind, rather than force of arms. Though there's plenty to be done if you're just a brute too.

There may be some strange things in this world, such as legendary items or beings from Greek or Irish mythology, or even modern contrivances like card games or telephones. Just a signature of the author, so don't think too hard on it.

You'll arrive in this world a day before Jack and Waltraute make their bet, spending the next ten years in this world. You've got 1000 Choice Points (CP) to spend on any option in this document.

Locations

1- Midgard

The land of the mortals. It's not terribly advanced, most of the time seeming to be more of a dark ages style thing but there is plenty of magic, monsters and mortal heroes to be found here still. You'll begin just a few miles from the home where Jack Elvan lives with his parents.

2- Asgard

Home of the gods, the highest realm of the nine. It's here that Odin has his Seat of Power, literally, and where the great armies of the Einherjar are marshalled by the Nine Valkyries. They use the Bifrost, seven magical runways, to send Gods and armies across the Nine Realms and keep them in order. You begin on one of these seven runways, the one that will eventually become a gathering ground for female Goddesses.

3- Muspelheim

The fiery realm of the Fire Giants. King Surtr, greatest of their kind, rules over them with an iron fist and a salty heart towards the Gods. They're currently building an army in secret to try and force Ragnarok to happen to get revenge on the Gods for what they have suffered so far, though it may be possible to convince them to find peace. You start on the shores of Muspelheim.

4- Helheim

The land of the dead, where all those souls who do not pass on to Asgard are left to rot. Hel, the Head Goddess of the Dead, lords over this plane of existence, though she is more than a bit bitter at the way that Odin treats her and her realm. You begin at the very entrance to Helheim.

5- Svartalfheim

Home of the dwarves, greatest craftsmen in the Nine Worlds. Filled with innumerable forges and refineries, it's almost as hot as Muspelheim in some parts of this world. The dwarves are a friendly, if gruff lot to most visitors and as long as you don't steal anything from them or gyp them out of a deal, they'll be happy to give you directions and some food. You start outside one of the larger smithies in this place.

6- Free Choice

The lucky little Jumper rolls a six. You can choose any of the above locations or anywhere else that's an open, public location in the Nine Realms to start at.

Origins

Human- +300

Just an ordinary human resident of Midgard. You've got no special skills, no real power and some might say no real hope in a world like this. But people underestimating you is something you can turn to your own advantage. You're an ordinary person with an ordinary family, though you can also choose to appear in this world with no prior history in it or any existing connections.

Valkyrie

The Nine become the Ten. You are the newest of the Valkyrie sisters, some of the greatest combatants and warlords serving the Aesir. You're strong enough to create kilometre wide craters in the ground with your blows and fast enough to dodge lightning. You have no need of breathing, incredible senses that allow you to perceive events happening hundreds or even thousands of kilometres away at least and possess vast experience in battle, both individual fighting and leading entire armies to victory. You are also able to create Spears of Destroying Lightning, electric weapons summoned into your hand that attack the body and soul at the same time and can destroy entire cities when thrown, though you can only create one or two at a time. You are also very resistant to curses. As one of the Valkyrie, you will be expected to serve the will of the Gods, though a bit of rebellion gets by now and then.

God

You are one of the mighty Aesir. The current ruling faction of the Nine Realms led by Odin, though their position grows ever more precarious as the days go by. As a God, you will have a focus, a Domain, to which your power will be decided. You will have an extreme awareness and control over your domain, including magical powers based on it, such as a War domain God being able to incite great fights at will or a Water domain God being able to summon tsunamis or great storms at their desire. Those who pick a combat focused Domain will find their Domain powers are a bit weaker in exchange for being a fair bit stronger and faster than even a Valkyrie, destroying mountains with punches and racing around even a Valkyrie's speed. Those with a broader Domain will have their powers great at the loss of their combat ability, being significantly weaker and slower than a Valkyrie, though still able to easily destroy entire towns of humans or monsters. You share a similar resistance to curses, enhanced senses and lack of need to breathe and age quite slowly, though you do have quite a few more enemies than the other factions.

Monster

The countless other races of this world, usually bundled together as Monsters by the fearful humans or arrogant Gods. You have free reign over what monstrous race you wish to be, so long as it appears in Norse Mythology and is not more powerful than either of the other two options alone. Whether you choose to focus on physical size and power, becoming a mountainous giant of ice or imbue your much smaller form with incredible magic powers, like a God's Domain, is up to you. A dwarf, a dire wolf, a great snake, a giant, there are many options for you to choose from. Do note that aside from your own race and perhaps some other monstrous races, you will likely be hunted for what you are if you encounter a God or Valkyrie, at least before a certain boy makes things more peaceful.

Your age is 10+5d7, likely making you quite a young God if you choose to be one. Your gender is the same as it was before now. Both of these may be changed to any possible option for 50CP a piece.

Perks

Human

Up, Up and Away- 100
Life as a kid can be pretty boring, not having computer games and the like. Most kids needed to make their own forms of entertainment. Some played card games, some played ball amongst themselves and some, like you, loved to explore. For you it was heights that brought out the wonder in life and so you climbed everything you could, every day that you could. You've gotten really good at it too, climbing almost sheer surfaces as easily and quickly as you would a tree with many strong and large branches. Years of climbing have also given you an innate sense of where and when climbing is dangerous, as well as more than a bit of luck to keep you from getting hurt by any climbing dangers such as your surface collapsing. Long as you're moving up, you'll do it with speed, luck and surety.

Questing For A Maiden- 100
There are always tales of heroes who dedicate their great quests to beautiful princesses, hoping to claim their hands in marriage when they return victorious. Few ever ask the princess herself how she feels about such things and many may have a surprising answer for their hopeful heroes. You're one of the lucky ones, in that when you dedicate a task or quest of great scale to someone, they really do feel touched by it. It won't make them fall in love but if you manage to complete a quest whilst dedicating it honestly towards someone, you'll definitely jump up in their eyes. The better your accomplishment, and the more open your desired partner is to such things, the more their affection for you will increase.

Box? What Box?- 100
The human gift is their creativity. Or maybe their survivability. Or maybe just them being so darn weird to everyone around them. Who really knows what humans supposed specialty is meant to be, the only thing we know for sure is how good you yourself are at taking the options no one else thinks of. When you look at a problem and think of solutions, you'll also find a few completely out of the norm ideas appearing in your head, stuff you and others wouldn't have considered before. They might be impractical, strange or nigh impossible but these ideas could potentially work…provided you have what you need to make them so, which you won't always have. Still something to work towards however.

Right of Victory- 200
The winner has the right of the conqueror over the loser. Whether you follow it out of honour or fear, this right is an important one to warriors of this world. By besting someone in a serious, fair and all out battle between the two of you, you are able to request one favour in return from them. So long as they accepted and were ready for the battle, it was fair and you were both fighting at your best or at least at equal levels, and lost to you in it- they will do any one request for you faithfully and completely. This cannot be weaselled out of or shirked, as they will dedicate themselves to fulfilling that request and not cease save to care for their own bodies before starting their efforts again. Impossible requests are impossible to ask of them, a man can't turn into a bird on asking but very difficult quests, such as asking a warrior to slay a dragon for you, are very possible.

True Warrior- 200
It's quite obvious where you're destined to go after you die. A man with a soul like yours could never fail to get into Valhalla. You've got a valiant nature that allows you to brave any sort of fear or worry with no issue. You'll still feel these pressures on your mind but you can easily ignore them when you are confronted with a foe that would normally terrify you. You are also able to withstand the sanity breaking effects of certain beings far more easily than even other brave men like yourself.

Face Off- 200
As much honour and glory as is to be found in battle, there are times when it becomes impractical to fight your way through your enemies. Now you're able to force them to heel with nothing but your will, provided you have a much greater force of will than those opposing you. By standing before someone and focusing on them, with them being aware of your presence, you are able to force a contest of wills. The loser, the one with the weaker determination to win, will find themselves left unsure, afraid and more submissive, continuing the more you press this down upon them.

All Roads- 400
Be it Asgard or Niflheim, there's not a place in the nine realms that you cannot reach with enough time and effort. Once you set out on a journey, you will always be able to reach your destination despite anything that might normally block your way, even if you lack the basic ability to get there. There is no guarantee your journey will not be difficult or dangerous to the extreme but you will find yourself with either the basic ability to reach your goals, such as a flying ship to get to flying islands, or with allies willing to help you cross into those places, such as a trickster god giving you the means to cross into another dimension.

Rulebreaker- 400
Rarely do the great craftsmen of the world give much consideration to humans. The curses they lay on their items to ward away thieves may not be strong enough to affect the gods and other divine beings but humans are rarely so lucky. Save when you've laid hand on these items first. You're entirely immune to any curses or negative effects that result from wielding or holding magical items and you are even able to completely dispel any such negative effects or curses that lay on the items with just a touch, freeing them up for any to use freely and without danger.

Fruits of Labour- 400
The dwarves don't care much for currency. Why would they care for gold coins when any dwarven man worth his beard can make a small mountain of such things on his own? What they place value on is effort. A doll that took a young girl a month of hard work to gather materials for and weave together, making many mistakes and yet struggling onwards? To a dwarven eye, it is far more valuable than any currency used by the other races. People often seem to take this attitude towards you, if you wish it, willing to exchange things based on effort rather than currency. The more effort you have spent towards a particular thing you wish to trade, the more value your counterpart will see in it. A few hours' work might not be worth more than a single stay at an inn with food provided. A full years back breaking toiling could be priceless.

Dragon Eater- 600
In your youth, you found the corpse of a terrible dragon, recently gutted. You were a canny child and knew just how to take advantage. You bathed in the blood of that evil beast and your body grew mighty. Your external body is entirely invincible and immovable to any physical force, no matter how great. Even the strikes of the gods would bounce off your skin. Even your internals are made

immutable to physical attacks, as you swallowed much of the blood. However, a single place on the outside of your body was covered, perhaps by a leaf or scale. It has left a point on your skin, around the size of an adult man's palm that has no protections from this particular enhanced defence. Someone striking that point would be able to hurt you as normal. Optionally, this blood may soak into your skin and give you a lovely chocolate tan for good.

Peace At Last- 600
The little ones may not be a threat in combat but you'd do well not to underestimate the effect that humans can have on the wars of gods and giants. When it comes to making peace, you're a veritable saint. You're able to get almost anyone to calm down and listen to you, even someone raging against centuries of racial discrimination and extermination, and work out solutions and peace between them and their enemies. So long as you could talk to each of their leaders, you could bring a lasting peace between even the Gods and the Giants, ending that particular threat of Ragnarok. It should also help in less altruistic pursuits to, given you are able to guide the negotiations and peaces you broker to a great extent, possibly to your benefit. Have you been learning from that trickster?

Casa-Super-Nova- 600
Cute just doesn't cut it when it comes to describing you. You've got a way with women that even the actual Goddess of love and sex can't comprehend. A look and a few words could get even Frigg herself to blush and moan, even if she was watching you on Earth from up on Asgard. You're able to effortlessly charm, seduce and even romance any female being, whether they be ordinary humans or the greatest of gods and monsters. Even those currently hostile to you find it almost impossible to really fight their hardest against you and actively trying to turn them to your side becomes an easy task. You also happen to be just as amazing as an actual lover. Whether it be being the perfect date, keeping the attraction between you and a lady friend alive for century after century, managing multiple lovers at once without them hating each other or even driving a girl to near literal insanity in the bedroom, you can do it all. Long as it's a woman. Or womanly. We are Norse after all.

Valkyrie

House Angel- 100
A Valkyrie won't be a warrior forever. Eventually, each of the sisters will find a partner to settle down with, usually discovering a surprising talent for the duties of a wife. All manner of chores and responsibilities that would be involved with managing a household are things you've mastered. From the sorts of work a maid or cook might do in cleaning, washing and preparing food to more complicated things like managing and increasing the household finances or organising the security around the home. You're a genuine master at this wide range of skills. Surely such a fact would make you more appealing to a man? Right?

Mockingbird- 100
People are a lot more understanding around you now. Even with the silliest of pratfalls or most embarrassing clothing accidents, no one will tease or mock you. They'll remember that you made mistakes or that events did happen but they won't even think mean thoughts about you because of it or think less of you due to those slip ups. You'll be constantly aware of this too, so you needn't worry about feeling like you're being made fun of when you aren't at all. Of course, if you are actually being made fun of, for something other than an accident of yours, you'll know exactly who and why is doing it.

Miss Robot- 100
It's hard at times to get your siblings to take their duties seriously. Harder still to get the gods to do the same thing too. You manage, somehow. Long as you're taking something seriously and being very overt about how serious you're being, you're able to make those around you drop the jokes and get down to business too. They'll leave the comic relief and romantic comedy stuff till after you're all done. You can't do this forever but until the end of the current problem before taking a rest should be enough to make everyone more effective.

For True Love- 200
Laws and regulations are important, you know this better than most as a Valkyrie. But even you can find yourself compelled to break a few rules here and there for a good cause. Unlike your sisters, you won't risk starting a war just because you cross the wrong line. So long as you do not repeatedly do it in a short period of time or abuse it to seriously harm someone, you can get away with breaking almost any law. Crossing into a hostile nation's borders to save someone you love and coming back won't risk war between your nations, unless you took the time to do a bombing run of the enemy. That'd be a bit much.

Blessing of Love- 200
Freya always liked you, seeing you as something of a cute little niece. When she noticed you were having some love troubles, she decided to give you a little blessing to make things easier. No matter how you look, even if you're some kind of hideous crone, you'll find yourself meeting suitors perfectly suited to you. Setting your heart a flutter, they'll be the sort of men and women that you are after and possibly even sorts you didn't know you were looking for. They'll be interested in you but you'll need to put in the work to seal the deal with them if you want real romance. All auntie Freya has done is give you a chance and a spark.

Lady of Challenge- 200
A Valkyrie reigns over contests, giving their blessing to competitions and duels of all different kinds. Whilst praying to one might give you luck in your coming contests, having one personally watch over the contest will force all involved parties to hold to their word. Before you, so long as both parties agree, you may make the terms of any deal or contest to be unbreakable. No matter how much either party desires, once they've accepted your rule towards their contest, they'll be held to any terms they agree too.

Reign of Death- 400
The ladies of death govern the morality of souls and the path of those who die, whether they will go onto Valhalla or pass down to some less pleasant world. You're more notable than most, entrusted with the authority to deem things and actions as being good or evil. Once you have chosen, those things will morally count as such forever more. You are also able to redirect souls that you have come in contact with to afterlives of your choosing, even if they would not normally meet the requirements for such, and can set this in advance by touching a being with a soul.

Battering Ram of Romance- 400
True love conquers all, a proverb much more obviously true for you than it is for most. Obstacles that get in the way of your romances have a habit of taking care of themselves or at least becoming far easier for you to get out of the way. Potential love rivals just fail to show up unless they're dedicated to the point of madness, your romantic partners are very rarely put in danger unless specifically targeted by your enemies, and even those foes who attack your partners find themselves much less effective in a fight when you arrive to fend them off.

Off To the Operas- 400
The Wagner system is a magical device that connects the nine Valkyrie sisters together. An event that effects one, such as one of the women falling in love with a supernaturally charming young human, has the chance to affect all nine girls. You're able to apply this to any group that you interact with, giving a chance for the things you do to one member of a group to also affect all others. The more powerful the effect, the greater the likelihood it will transfer over. However, the larger the group and the more powerful it's individual members are in comparison to you, the less the effect will be shared. Killing one member of a small family with powerful death magic may allow you to kill the rest of that family, so long as none of them are far more powerful in which case the chance will be greatly reduced. Killing one human would likely just give an unnoticeable cut to all other humans, unless you were shockingly powerful even among Gods.

Love Bomb- 600
While it may be useful to avoid obstacles to love, there will come times when you have no choice but to fight for what you care for. That's where this will come in handy. Fighting for someone or something you love will increase your power greatly. The more in danger or need they are of your power, the greater your increase will be. Just fighting alongside them when there is little real danger may not give much of a boost. Specifically fighting to protect just them, no matter what happens to the rest of the world? Your power would receive a massive boost, enough to take a normal Valkyrie and make her able to strike down Odin himself in the fury this summons up.

Nine Divine Skills- 600
Each of the nine sister Valkyries has their own specialty. One for strength, one for agility, one for toughness, one for intelligence, one for magical power, one for speed, one for perception, one for

leadership and one for stealth. You have your own version of one of these specialties, beyond even the Valkyries level. Choosing strength would boost you up to cracking a continent, even if you were normally only able to destroy a mountain or city. Choosing speed would let you outrace lightning in a sprint. Effectively, one of your chosen attributes becomes equal to a powerful god who had focused just on that one attribute. You also gain the ability to share a lesser version of your specialty with up to nine other beings at once.

Army of the Dead- 600

Similar to Brynhildr herself, you hold great power over the Einherjar or souls of the dead. You can take in the souls of those you kill or who accept your request to become an Einherjar, placing these souls within your own. You can then summon them out as absolutely loyal soldiers. Their minds will be gone but they will retain all their skill, power and equipment at the time of death. There is no limit to how many souls you may store but the number you can summon is limited by your power, though you have a head start. At the current time you can manage summoning several hundred thousand souls at once, provided you have that many, and you are able to masterfully command all this number at once via mental commands to the Einherjar.

God

Just As Desired- 100
Behind every powerful man sits a cunning woman, or so they say. You don't know how much of that is true but you do find yourself rather good at getting men to do what you want them to and also at making it go unnoticed that you wanted them to do it. You'll be quite a bit more persuasive towards men then usual but the latter part, getting your way and concealing that you wanted it that way, will apply quite easily to any attempt to convince a guy to do what you want.

Watchman's Wit- 100
You'd make a fantastic advisor, long as you found your way into some actual wisdom or knowledge in the future. You've got a special trait that makes it impossible for people to get angry at you just for making remarks at them, unless you want otherwise. Pointing out someone's flaws won't get them angry with you, talking about sensitive topics won't make them lash out at you even if they end up storming off and you can even freely snark at your superiors without fear of reprisals.

Lady of Love- 100
Love is a wonderful thing and wanting to spread it to other people is only natural. That's why it's just wonderful that you're so talented with it. Under your guidance, people become far more likely to meet partners that they want and can fall in love with and be happy with. Part luck, part your own skill in the art of match making, you're able to spark romance between people that might never have otherwise been attracted to each other, so long as they're not you and you spend the right amount of time and preparation on it all.

Battlefield Ready- 200
The Gods did not establish their rule by taking cowardly actions, they took it by force of arms! Or at least that's what you were told as you grew up. It does seem to reflect in your teachings however, as you've learnt how to stop all manner of sneaky movements and spies in your area. You are able to create a several mile wide field around your body where no form of spatial transportation, such as teleporting or crossing between dimensions, can work. Clairvoyant techniques, viewing your location from afar, will also not be able to penetrate this zone or work within it. However, you are able to exclude yourself and others of your choice from the effect.

Warmasters' Eye- 200
With but a glance, you've already catalogued every mistake your student has made. There's no hiding a weakness or mistake to your eye as you can easily and instantly pick out all but the most well hidden weaknesses and effortlessly spot when and how someone has made a mistake, even if not visually evident that they have. You do need to concentrate on a single person as you do this. Useful against a single opponent or to help one student, less so against an entire army at once.

Too Damn Tasty- 200
You've got the goods and you know how to use them. You're a divine beauty on the level with Freya, Goddess of Beauty and other things. Just the sight of your full beauty is enough to drive mortal men mad, though those beyond mere mortals have a much easier time handling it. You can freely reduce your appearance to a lesser level, which may be useful given how much light you give off at your full beauty. It seems even the sun crushes on you a bit when you get like that. Like Freya herself, you also find it very easy to anger others on purpose just by acting smug. You can get even normally calm and collected people to lose their tempers with a few words and a smirk.

Norned- 400
Fate is a vital thing in this world, the interpretation of which giving one great influence. You have the same power as the Norn sisters, able to peek into the far future when you wish. You can view events that will happen decades or even centuries from now and you are also able to figure out various pathways that could potentially lead to these seen events. Unlike the Norns, you are not prevented from interacting with events to change the future but do be warned about how easily the future can change. To see the future, you must concentrate for a few minutes and stay still, given how difficult it is to discern the flow of time.

Eye In The Sky- 400
The all seeing eye is at last in your possession or rather in your head. Your sensory abilities are renown across the land even amongst the superhuman heights of Norse myth. You are able to focus on every single point that you can perceive with any of your senses at once and process that information as if you were fully focused on that point. For a being like you who can see for many miles with ease, it is trivial to keep a close eye on every single soldier within an army. You are also able to view with any of your senses from different angles, so long as it is within your sensory range. Thus you could see the back of a man standing right before you, even if he is facing you.

Oath To The King- 400
It suits the Gods to keep the hierarchy of this world rigid and unchanging. It wards off the change that could bring Ragnarok and preserves their own power to boot. It's no wonder they look so down upon human free will, something you're able to manifest forcibly. Whenever someone willingly and knowingly enters a position of subservience directly to you personally, not just to you and those above you in a chain of command, they will find that they cannot escape from that bond unless you permit otherwise. Having promised themselves to you, they will obey you regardless of their own thoughts on the matter. Even things that endanger their own life will be pursued with fervour by their enslaved minds and bodies. Who should have anything but contempt for a man who would break an oath by leaving a lord he promised to serve?

Baldr Bastion- 600
Baldr, beloved by all, a tragic tale known to all the Gods and most of the mortals too. A man who was blessed by all creation to be invincible, save for the blessing of the mistletoe plant, which remained able to harm him. While you do not share his overall invincibility, you do possess a power very similar that has been handed down from him. You can create a light that is endowed with the man's invincible powers, completely immune to any attack or effect that is not or does not come from the Mistletoe plant. However, it is tiring in the extreme to produce this in great quantities. It is fairly easy to manage a large shield of light that is projected from a single hand, enough to cover yourself and another ally easily enough from one direction. While that can be managed for an hour or two easily enough, just twice that area will reduce that time to mere minutes. A full body emanation of light would not last more than a few seconds until you were entirely drained of every last drop of energy, though you'd be utterly unharmable in that time.

Dead God- 600
The sins of man are many and heavy indeed. Heavy enough to be used as a deadly weapon, were one able to draw them out. You're capable of just such a thing, drawing out sin from human beings and manipulating it on a massive scale. At base, you can draw out the sin from any being within a few hundred kilometres of yourself and if you are the ruler of any sort of domain, be it a country or a

world or a dimension, you can also draw out the sin of every being in that domain. Sins are incredibly heavy things and innately toxic to any being in enough amounts. The stronger a being, the more resistant they will be but when you're drawing on the combined sins of millions of people, even Gods can be drowned, rotted and crushed. In time, you will also learn to create a pseudo world tree with a large enough mass of sin. This world tree extends it's strange, madly warped branches into other worlds and can summon Shadows of living beings in this world or others to serve you. They retain their abilities and personality but, usually, will voluntarily fight for you. Do be careful exactly who you bring along though as not all will need to follow the compulsion. Perhaps even stranger effects could be discovered in time. This tree cannot extend into other jumps before your chain ends.

Sure Fire- 600

The God of Victory, Tyr, was a very special kind of God. His powers did not bless him with automatic victory, such a thing would be too easy even for a myth. Instead his powers guarantee the victory of his allies, no matter what endeavour they undertake. You have but a portion of this magnificent power, a portion that is still an immense boon regardless. So long as they are allied to you, even if directly following your every order, your allies find almost everything going right for them. Guards fall asleep at their posts, enemies take themselves out, the items they seek for you are incredibly easy to obtain, everything will be as if reality itself desires their victory. Is it guaranteed? No. Take on too difficult a task and there may indeed be a chance, even a great chance that they will fail or be harmed. But so long as they serve or ally with you, they'll find nothing is completely impossible to succeed at and anything they try is blessed most grandly. Unless a task would cunt as challenging, it will just automatically succeed for them too. Any who betray you instantly lose this benefit.

Monster

Tricky Tricky- 100
You've always been good with tricks, perhaps you've got a special heritage? You've been able to lie and trick your way out of more fights than most warriors ever get into and convincing people of things that are nearly impossible to believe is the work of an afternoon for you. At least if they're not too wise to your games. You're no Loki, more like a mortal version of the Liar God, but you'll definitely find this silver tongue to be good at getting you out of scrapes.

Magical Menagerie- 100
A simple trick, looked down upon by many ordinarily minded warriors, yet it remains terribly useful to those with a less honourable mentality. You're able to freely take on the form of any small, mundane animal. From cats to dogs to birds, even fish and insects. You'll retain your mind and any unique powers but otherwise be indistinguishable from the animals you choose to turn yourself into. No supernatural effect or technology will be able to tell you apart, outside of peeking into your mind and seeing otherwise.

Doom Seeker- 100
Ragnarok is an ever present fear in the minds of Odin and many other of the Gods. The end of their time with far too many conditions that makes it possible to occur. Prophecies have been made but give few details on when, only what will bring it to fruition. You've got a bit of an idea though. You're aware of the exact moment and place that the worlds you are in will end from, down to the last second. Be it the planet you are on, the various realms together or the entire setting, you're constantly aware of whenever this date might change. You don't know why or how this end will come about, only the time and place it will originate from.

The Benefits of Loyalty- 200
All you need to do is offer up one little thing. Not something you'll miss. You'll live your whole life and never notice its missing. A soul is only important to gods after all. You're quite the charming little snake when it comes to getting people to give you things but its souls where you really succeed in taking what people should know better on giving. Why? Because you can freely hand out some rather special powers as long as people grant you their soul. Superhuman bodies, magic that while far below the level of the Norse Gods, is still able to slay many men with ease and even magical weapons or monstrous forms. These powers can be directed by you as to what they get and while very useful and even deadly for a mortal, they'll never be a threat to a real God or Monster. Does make for an awfully nice army if you can convince all your worshippers to sign away their souls in your religion.

Soul Hunt- 200
The physical form and the spiritual form aren't nearly as separate as some might think. Overlaid on each other, separate only for the thinnest of walls, you know how to reach beyond that wall. You're able to let your blows strike at the souls and spirits of beings directly, bypassing entirely any raw physical defence a person might have. Any supernatural defence would still work and your foes should hope that it does, for spiritual wounds can only heal if the victim possesses a soul that can regenerate or has a spell cast on them to heal their soul directly. Spiritual wounds manifest as physical ones, though it is clear to all who see them what the origin truly is.

Real Bastard- 200
My father? The hell do you think you know about my father. He sure as hell isn't what you seem to think. That's definitely why attacks based on your race or ancestry seem to fail and not just because you're a bit pigheaded about your past. Whenever you are attacked by an effect that works because of what your race/species or heritage/ancestry is, whether it be specific or general, you will instead have that attack or effect fail entirely. A curse against a family line will just forget to go for you, a being that could control or kill any descended from it would be unable to affect you even if you're that being's own son. Even a blade meant for slaying dragons won't harm you more than normal if you were a dragon.

Dedication, My Boy- 400
A man's limits is decided by none save himself. As long as your will does not give out, you'll be able to keep marching further. Even further than anyone had thought possible of you. So long as you stay dedicated to your training, you're able to grow past whatever limits would be assumed to exist for you. Your physical muscles do not govern what your actual physical strength must be, your mind will not struggle to hold more than a certain amount of information and you will not find yourself lacking in skill even compared to the Gods…so long as you're still willing to keep putting in the time to grow.

Rotting Heart- 400
That fury and hatred welling up deep inside your heart, wouldn't it be good to put it to some actual use instead of letting it make more and more suffering in your life? Your power will grow as the negative emotions inside you do, taking leaps and bounds as anger boils within you, misery suffocates your thoughts and hatred blinds you to the consequences of your actions. There is no limit to how much you can gain from this, only judged by the depth and intensity of what you are feeling at that moment. Let your heart fester long enough and you could grow strong enough to even do the impossible, such as breaking the chains of Gleipnir.

Life Giant- 400
Allfather? What a quaint little claim Odin makes. When beings like yourself exist, such a title on anything else seems foolish. You are able to turn parts of your body into living land or even living beings, with their own minds and souls. These can be separate from you or growing connected to you. The larger your body, the larger the beings or land you can make at once, though any mass you give up via this method will grow back within an hour at most. You are even able to imbue special powers or properties into these beings or environments, the more magical energy you put into them, the more powerful or strange the powers they will possess themselves. Any of these created things, their own beings or not, can be taken back into your own body with just a minute's concentration, regardless of where you are. Their minds and souls destroyed, the mass will return to you sans any special powers, returning just the mass and energy you invested. You can also kill in an instant any being you personally created this way. Either of these effects will also work on any who are descended from the things you create through this method.

Titanic Mind, Tiny Body- 600
It's rare that the dwarves let one of their grandmaster craftsmen out into the world. You must just be that special. You're a master unmatched by all but a tiny few at crafting all manner of magical and mundane objects, most of your peers being dwarves like yourself. Gungnir, Mjolnir, Gleipnir, these legendary objects and more are some of the things you could make, provided the time and resources were available. You are equally skilled at modifying already existing things too, finding it no different to add more onto an item than if you were making it from the ground up, even if it was

already a complex mechanism. Lastly, all that you make carries a powerful dwarven curse that will afflict and harm any who use it without your permission, even those on a Divine level. This curse will cause terrible ailments and sicknesses to the trespasser until they have properly repented to you.

Midgard Jumper- 600
Born to Loki, God of Lies, on one of his countless misadventures. You share a similar attribute to one of your brothers, only you're not still a baby like Jormungandr. You're big. Really, really, really big. Big enough to encircle nine separate planets at the same time, though not necessarily strong enough to crush a planet to fragments yet. You'll continue to grow at a constantly increasing speed too, always seeing significant gains in size as time goes on. If you wish, you can transform yourself into a tiny version of yourself, down to the size of a housecat, but a hard enough hit will knock you out of that form.

The Loki Life- 600
Fate can't be averted? The chains can't be broken? Those who draw this sword will die? Come on, you're practically begging for someone to try otherwise now. You've never been able to resist a challenge and you've not yet found something you couldn't squirm your way through to victory past. What some might consider absolute or certain will have holes when you come to face it. A defence that cannot be penetrated will become bypassable, if you only attack in a certain way. A gate that only certain beings can cross can be snuck through, if you make sure to wear the right gear. You might not always find what you need to get past these absolute effects immediately available but with a bit of creativity, it'll never be so far that you can't still take advantage.

Items

All 100CP items are free for their origins and all other associated items are discounted to their origins.

Divine Boar- 50

Your very own divine pet. A pig bigger than a person for example or a crocodile that can eat a man whole in two bites. They're otherwise totally normal save for their increased size but this divine pet otherwise adores you. They'll snuggle up to you happily and follow all your orders, even when it puts them in danger. If they see you in danger, they'll quite happily charge to their death to protect you, even against Gods or Monsters. For an extra 150 points, bringing the total to 200, you may instead get a pet more like Garmr. At least as big as a truck even as a puppy, this creature is able to destroy most of a city in a single attack. It can even be something like a dragon if you really want.

Human

Super Rune Pack- 100
An ultra-popular game that quickly spread across the mortal world, Super Rune Duel is a table top playing cards game that seems oddly addictive and enjoyable to play. It's easy to convince people to sort out arguments and problems by playing this game instead, at least for anything not truly serious or deadly in nature. It's also a fun, well balanced game that seems to somehow get updates now and then.

River Raven Company- 200
A special raven delivery service happens to go right past wherever you are currently at and deliver a special letter. It's blank, not meant to give you information but rather for you to use. See, this raven delivery service will once a day deliver a single letter from you to anyone else in your current setting. Doesn't matter what the target is or where they are, the ravens will get it there in 12 hours or less. Corvine guarantee you see. They won't transport anything dangerous though. You'll get a new letter at the start of each day, though you can still only use it once. Seems they're low on workers.

Legendary Lunchbox- 400
Got your snacks, got your handkerchief, got your water bottle and even your trusty towel. Seems like you've got a nice little backpack here for travelling. Bit simple though, isn't it? If you open it up again, you'll find that a special someone who is totally not divine or motherly in any way has filled your backpack with a few extra tools to help you on the specific journey you plan at the time. They'll only stay with you as long as you're on your current journey towards the destination you picked at the start but they'll be uniquely suited to the challenges you come across, along with being quite powerful items. Seek to go to the bottom of an ocean abyss? You'll get a magic ring that allows water breathing and fast swimming, a special spear that can command simple sea life or even a horn that can summon a small leviathan to protect you. These items will greatly ease any journey to a location, though they won't get rid of risk entirely.

Dainsleif- 600
The devil blade itself. No sword is more cursed or feared, even amongst Gods the sword Dainsleif is one treated with great caution because of the curse that lays on it. Whoever draws the blade sets down a curse between them and their current opponent- in the fight to come, either that foe or the wielder will die. This is not something that can be avoided by any means at all, no matter your powers or the powers of your foe. Drawing Dainsleif sets in motion events that will kill either you or your foe without fail. At the very least, it means you have a chance of killing your opponent, no matter how strong they are compared to you, but it is by no means a weapon that is equal. If your opponent is much stronger, you will only have a small chance of winning. Tiny even. But it'll be there. Normally the blade would have an intense curse on even touching it, but that seems to not affect you.

Valkyrie

Valoadout- Free/Mandatory for Valkyries
Every Valkyrie shares a similar load out. They have their armour and their horse. As a Valkyrie, you too share this load out, though other origins may buy the same for 300CP. The Aurora Armour is the first, a shape shifting suit of armour that always fits the wearer. This armour can withstand anything short of a direct blow from a Spear of Destroying Lightning. The horse is a Valkyrie Horse, an incredibly fast and intelligent beast. The horses are even swifter than a Valkyrie normally and can move at 0.87c in coordination with the Bifrost. Riding one also allows one to aim any teleportation or transportation device used on the horse and rider to the millimetre. The horse is also smart enough to understand human language and communicate through writing, though it is not a companion.

Asgardian Alcohol- 100
Wouldn't be Valhalla without the mead, would it? A good few barrels of the finest alcohol that Asgard has to offer, which apparently includes almost every type of alcohol that can be found in the modern world. There's no limit to how much is contained in these many barrels either, so even a God could get drunk with enough effort.

Heavy Style Aurora- 200
While the Aurora Armour can change shape, just making it thicker won't appreciably increase its defensive power. It's magic that supplies it after all. You've got a special version with a heckuva lot more power though. Your version is capable of withstanding ten strikes from a Spear of Destroying Lightning with ease. Unlike it normally should, it doesn't slow you down either. If you want, you can import an existing armour into that to gain these defensive properties and the shape shifting abilities of an Aurora Armour.

Spear Throwers- 400
A pair of sticks, like you might see used to control a doll on strings. These magical sticks allow the user to wield far more magical spells at a time than normal. Normally used to throw up to ten Spears of Destroying Lightning at once, where most Valkyrie can only handle a single one, they can also be used as replacement implements for any other magic that requires such thing, allowing you to cast up to ten times the normal amount of spells at once.

Nothung- 600
A mighty blade, once wielded by the hero Siegfried himself. Powerful enough to slice a powerful dragon into two different pieces down the middle with ease, it only reveals its' true might when turned against the ruler of the current location the wielder is in. When in that situation, it will multiply it's wielders power by a massive amount and increase its' own sharpness to match, allowing a man like Siegfried, otherwise only equal to a Valkyrie, to lay low an opponent that had once challenged Odin and all of his allies at once, such as Ymir.

God

Not A Wig- 100
The Dwarves were hired for a special project- making you as pretty as can be. They offered to replace your hair with pure spun gold, feeling every bit as soft and silky as hair ever could while having the lustre and shine of the most brilliant gold, having its' properties too. They're also open if you want to have a different metal or even jewel used for this. If you've got some sort of special material yourself, they're even willing to work that in instead. Of course, optionally, you may choose to have the hair on the rest of your body replaced as well as what's on your head.

Idunn's Groceries- 200
The Gods are not genuinely immortal, at least in the aging sense. They grow old and take the ravages of time, albeit at a greatly protracted rate compared to mortals. To combat this they eat the apples that Idunn grows in her garden, which makes the eater much younger and keeps them in perfect health. Eating too many of the apples can even reduce the eater to the form of a child for a time. You've got a regular delivery of a dozen or two of these apples that arrives every six months, more than enough to keep your and eleven or so other friends young forever.

Hliðskjálf- 400
The magical throne that Odin sits upon and watches over the Nine Worlds. Well, a replica but its good as the real thing, honest! As long as you sit on this fantastic golden throne, you'll be able to see into any location within the entire setting of the world you currently find yourself in. This vision can be blocked off but would take a very powerful caster to prevent you from seeing what you wish to see. The throne can also be used to search for raw information from the world, like a search engine of any non-protected knowledge that can be found in the normal world, which will then upload it into your mind.

Gungnir- 600
The great spear of the King of the Gods. By reaching out your hand, it will appear ready to serve you. This incredible artefact has the power to pierce through a continent or reduce an entire country to a crater on its' own, not counting the power you throw it with. Its true ability is what happens once you throw or stab it. The spear will without error hit the targets weak spot, no matter how far away the target is so long as you can see them. It cannot be prevented from reaching its target, deflected by any defence or dodged, the only way to survive is to survive the actual blow of Gungnir itself. When thrown, it can be ordered to strike at multiple targets that you can see, one after the other, in the same throw or even to spread its' destructive power over an area of effect that you can entirely see, though this divides the power up to do so.

Monster

Feather of Icarus- 100
Doesn't seem like the right place for this but who are we to question what the God of Lies picks up on a shopping trip. One of the Feathers of Icarus is in your possession, allowing you to freely fly as fast as you can walk or run. It doesn't need wings or any sort of propulsion, allowing you a pretty incredible degree of movement when holding onto the Feather.

Naglfar- 200
A grand white ship, made from bone and evil spirits. It's a partial replica of the ships that the fire giants made in an effort to kick-start Ragnarok. Yours doesn't have that property but it does share the other abilities of those ships. Large enough to carry a few hundred giants at a time, capable of handling any mortal weather with ease and even able to sail to other worlds, so long as there is an ample sea on both worlds to use to travel between them.

Dwarven Aide- 400
A tiny golden multi-tool. Doesn't look like much but in reality it's an artefact on around the same level as Mjolnir or Gungnir. At least when it comes to removing clothes. This 9 piece multi tool is able to use the first 8 pieces to remove the clothing or armour from a being in just seconds, leaving them totally naked. Even an entire team of Valkyries could be left in the nude in less than thirty seconds. The ninth part of the tool? To restrain the stripped beings with a myriad number of tentacles. Of course, given who it was originally made for, this is much more effective on women than men. It can even immobilise the nine Valkyrie women. It'll shut off after an hour or so. Safety feature.

Sword of Surtr- 600
The greatest of all magical blades, the blazing sword of Surtr himself. Three metres long and made of pure silver, though the fire has brought it to almost pitch black in colouring. A single swing of this sword can set the sky alight or turn night into day. Used at its full power, it could burn away entire worlds within a few minutes of time. The fires of this blade at full power will burn anything, no matter how inflammable it should normally be, and can only be put out by the wielder or the most powerful of magics. You have full control over the fire produced by the blade and the sword itself is a peerless magical blade even without the fire, capable of cleaving through anything short of Gungnir with ease.

Companions

Import- 50CP per

An ally or two can never hurt, especially when you've gotten yourself caught up in the craziness of Norse mythology. For every 50CP you pay, you may import one existing companion or create a new companion in this jump. They'll gain a free origin, any associated freebies and discounts as well as 600CP to spend on things for themselves. If they pick Human, they will gain the normal CP from it.

Canon- 100CP per

It gets to be a bit of a madhouse here, with both the exaggerated Norse personalities and even a few guest stars from other worlds. Taking this option gives you the chance to befriend and take along one of the characters in this world. You may choose one character that appears in The Circumstances Leading to Waltraute's Marriage, that is primarily a character of this story and is not part of a crossover story involving this story, and get the chance to make them a companion. They must accept your offer willingly but you'll find them quite favourably inclined towards you and that you'll meet them at least a few times in good conditions.

Grinning Loon- 200

Isn't that a cute kitty. A cute kitty with very snake-like eyes. One who constantly offers knowledge of a very dubious nature. Are you sure this kitty has your best interests in mind? The cat seems quite intelligent, able to talk in whatever languages you can, and will now and then offer hints and tips towards your current troubles. Just don't try to pry into its' past and you'll get on famously.

My Eternal Romantic Comedy- 400

You've lived a lucky life so far. You're not quite sure why but until now, it seemed like enemies just took care of themselves for you, never showing up to fight you. Hazards got out of the way before you appeared. If everyone didn't keep remarking on your luck, you'd think they were just lying about how scary the world can be. In truth, it's not luck that helps you but the affection of a rather powerful being in this world. A Valkyrie or lesser God or even an intelligent Monster. They fell quite deeply in love with you the moment they saw you and while they're currently too shy to face you in person, they're doing their best to help you out where they can. Eventually they'll work up the courage to try and get involved with you, though they might use a disguise at first. If you're able to accept their affections and the two of you are still in a happy relationship by the end of your jump, they'll join you as a companion. You'll also find yourself getting into a similar situation in each jump you go to, getting the love of a significantly powerful figure in the setting that works the same way.

Drawbacks

You may take up to 1000CP in drawbacks from the following list.

Kamachi Krossover- +0
A year or two from now a special event will occur, a big collide of several worlds into this one due to the actions of Loki and the Dead Goddess Hel. It'll bring in several other works made by Kamachi Kazuma, including many of his other Light Novel series. Normally, this wouldn't happen. But by taking this, you'll ensure that you get caught up in that big conflict. Be careful when you do, there's some awfully scary people about to hop into reality.

Don't Know When To Quit- +100
No one can give you a break anymore. Anytime you make a mistake? Everyone makes a huge deal out of it. They won't just constantly point it out and tease you for it, they'll judge you a lot more harshly for it as well. A single slip and your comrades will lose a lot of trust in your combat ability, no matter why that slip occurred. Can you manage to keep up that perfect façade for ten years straight?

One World For One Woman- +100
You're barred from existing the world you awoke in of the nine realms. Well, not quite barred so much as no one else wants you to leave. If you do, you can be damn sure that everyone and their grandmother will start shit with you. Your home world sends their troops after you to drag you back whilst the soldiers of the world you travel to will be just as focused on repelling you. Hope you can be happy with just staying in the original world you drop into.

Too Young For This Life- +100
Not too scary looking, are you? You could be carrying Surtr's corpse on your back with his torn out throat hanging from your mouth and people would look at you as if you were a joke. You're a bit of a butt monkey for this world, finding it almost impossible to prove that you're not just a little kid way out of your depth. You'll still be as good as ever, it's just that no one else in this world will think of you as anything but a clumsy child.

Tricky Blood- +200
You know that purposefully aggravating even the scariest monsters and warriors of this world but you just can't help yourself. It's too much fun. You've got a bit of trickster in you now, which drives and addicts you to the sensation you get from purposefully pissing off all the most dangerous people in the world. Even if you somehow resist this urge to actively piss them off, they'll find you extremely annoying to be around anyway. Not that most people won't be able to stay control but you shouldn't expect anyone to really like you that much either.

War Is In My Soul- +200
Like Odin and War, you've got a particular concept that you obsess over to no end. Perhaps you devote almost all your time to making other people get into relationships, even when it doesn't suit them. Perhaps you desire to create war or chaos without regard to the end result of the situation. Whatever the concept you choose, it'll inevitably get you into trouble and conflict as you take things too far. You might not necessarily find yourself fighting entire armies but you could instead find some very nasty interpersonal problems popping up amongst your friends and you.

Shonen Style- +200
Romantic comedy? Those don't sell well at all. We've made an executive decision to turn this story into a classic battle shonen manga. While things might have normally worked out pretty happily before, with people usually being pretty reasonable, now almost everyone will become a battle maniac in some way. The world's not necessarily any darker but very few people will listen to your arguments for peace without needing to be beaten in a fight. It also happens to be that most of the existing Norse characters here now have even more power than normal. Given the sheer power that much of the Norse pantheon and their foes have, setting up events for almost constant war could really endanger you.

Sign Of The End- +300
With the Norns listing out the potential causes that could lead to Ragnarok, your name came up. Turns out you're one of the critical signs for the end of the Gods and that's basically made you priority number one for almost every single faction that matters in this world. The Gods will want you dead to prevent the certainty of the end for their time, the giants will want you enslaved to their will, turned into a weapon they can throw against the Gods. Various individuals like Hel or Loki may desire your death or worse, depending on their own goals.

A Comedy Of My Own- +300
Whatever your original intentions were, you'll find yourself being dragged into the centre of all the craziest events in this world. Whenever there is some mythological event, you'll find yourself taking part for better or worse. Legendary battles, great romances, monster hunts and grand wars, you'll be flung into the middle of all the conflicts of Norse Myth with no added protections. Attempts to hide or get away from these events will only bind you to them even harder. Seems like fate is quite determined to force you to take part in as much as it can in this world.

Pulling Pigtails- +300
The God of Lies and Trucks has taken a personal interest in you, for some strange reason. He loves to prank you and share his amusement with you, though unfortunately for you he takes his amusement by putting you into really dangerous situations. He'll purposefully start shit with Gods and leave you to take care of the mess, set terrible monsters after you in a game of way too violent tag or even turn you into a war criminal of an entire world just for kicks. You won't be able to kill or stop him until the end of your time here either.

Scenario

Ride The Valkyries

On the night that you arrive in this world, you found yourself in a comfy little tavern. Surrounded by nine gorgeous armoured women with lightning in their right hands and mugs of ale in their left. It seems you somehow got caught up in a celebratory night for all nine of the Valkyrie sisters and they wanted you to join them and keep you entertained.

Somehow, in the midst of the revelry, they started joking around with you. Egging you on to challenge them all, given how much they're all obsessed with competitions. And being as drunk as you were, you accepted each of the nine challenges they gave you in return for their hands in marriage.

The next morning, you were a little surprised to find them all totally serious about it. Apparently they take challenges seriously around here. It's not at all that they seem to have more than a bit of a crush on you.

Unless you beg off from the entire deal, you'll be doing all nine challenges, one for each woman. If you win a challenge, you'll have that Valkyrie who gave it as your wife if you are willing. They'll become a companion for you and if you win more than one, you can group them together into a single companion.

The first and by far the easiest challenge was given by the ever weak to alcohol Waltraute. The fourth sister, she asked you to climb from the base of the World Tree to the very top using only your own hands and feet to demonstrate your agility. A legendary challenge for any mortal but not enough for her sisters, who only go up from here.

Then Ortlinde, the third sisters, asked for you to demonstrate your raw strength. She found a spare spool of Gleipnir, the magical thread that holds down Fenrir until the day of Ragnarok. She wraps you up very tightly in it and tells you not to escape from it but to shatter the thread with just your sheer physical strength whilst wrapped in it.

Schwertleite, the fifth sister, wishes for you to show her what a sneaky man you can be. She tells you to find your way to Hellheim and steal a lock of hair from the head of Hel herself without her or any of the resident souls of that underworld noticing your presence.

Siegrune, the seventh sister, demands that you challenge her to a race across the Nine Realms. She tells you that you must best her on foot whilst she uses the Bifrost to accelerate herself to the speed of light. You'll need to move faster than light across each of the Nine Realms to hit all the checkpoints and win.

Rossweise, the ninth and youngest of the siblings, challenges you to prove yourself the toughest thing in the universe. She tells you to replicate Baldr's legendary toughness with sheer durability. She'll bring everything in creation to hit you once and you must survive each blow one after another. She'll even get excited and hit you with people or plants herself.

Gerhilde, second among the nine, requests you to demonstrate your intelligence to her and the others. The sisters intimidate Odin into settling in for a serious series of games of wits against you. You must defeat the wisest and most knowledgeable man in the Realms in a dozen different games of intelligence, cunning, wit and wisdom.

Grimgerde, the Eight sister, and ever greedy has begged for you to show your magical might and skill by creating a weapon to surpass Gungnir, Mjolnir and every other legendary weapon to be found here. You must create a peerless magical weapon for her to use that would make anyone, even Odin or Thor or Surtr, jealous that they did not own something so amazing and powerful while also making it stylish enough for the shallow Grimgerde to wield.

Helmwige, sixth of the sisters, wishes for you to show her the keenness of your perception and aim. She has set up bow targets around the Nine Worlds and placed you on Asgard. You must hit a bullseye for each target on each world, like as if you were trying to hit nine different bullseyes on Earth while standing on the Moon. You must also use a bow and arrow to do this, without any magical aid to help you hit the target or aim better.

Brynhildr, eldest and most powerful, has a simple test for you. She tells you that you must conquer her ex-husband and all of her soldiers. Siegfried, greatest hero of the mortal land and several hundred thousand other heroes of similar or even vastly superior strength will attack you all at once, working in perfect coordination with each other. To win, you must defeat or kill every last one of your opponents, some of which may be worthy foes for even the Valkyries or Gods themselves.

Ending

Another ten years have gone past and the time to make your choice has now arrived.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of the Romantic Norse?
Do you want to *Continue On* to a new world in your chain?

Notes

Who’s the best, most handsome, smartest and cutest guy to ever live? That’s right, it’s my NuBee.