

THE UTGARDLOKI'S CHALLENGES

STEP 1 OF 2

Every god earns as many XP as they have Life Points.



Place the 9 Promise Tokens without looking at them, face down, on each of the nine Worlds of Yggdrasil.

Place 1 Son of Bergelmir in Iotunheim | .

The Sons of Bergelmir are Enemies. The rules concerning Enemies (devastated World, defeat conditions...) apply to them.



1 - Move the Son of Bergelmir to the World directly above the World where he currently is.

2 - Turn the mid-level clockwise 1 position.



Turn the page when you have flipped all the Promise Tokens on each of the nine Worlds.



I shall tell you the truth, now you are out of my castle, and if I live and have a say, you shall never enter it again, and I would indeed never have let you in if I had known your strength beforehand, and you were very close to bringing us a great disaster.

The Iotunns' Strenght is 3.



Retreat: the World directly below
Strenght: 3



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On the World where you are, flip the Promise Token face up. That Promise Token remains visible until the end of the game.



Take as many Risks as the number of visible Perjuries Tokens +1.

THE UTGARDLOKI'S CHALLENGES

STEP 2 OF 2



Place 1 Son of Bergelmir on each Eye Token.



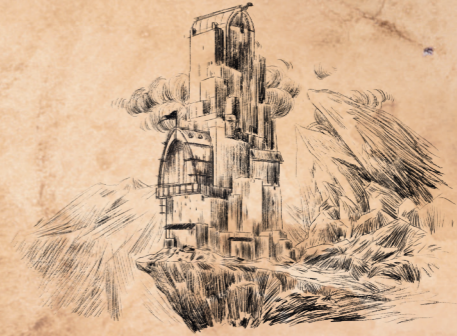
- 1 - Move each Son of Bergelmir to the World directly above the World where they currently are.
- 2 - Turn the mid-level clockwise 1 position.



The Iotunns' Strength is 5.



Retreat: the World directly below
Strength: 5



FROM THE TOP OF HIS FORTRESS, UTGARDLOKI CHALLENGED THOR TO COMPLETE 3 TASKS:
DEFEAT AN OLD LADY,
RAISE THE PAW OF A CAT,
DRINK THE MEAD HORN TO THE LAST DROP.
BUT THOR COULD NOT ACHIEVE ANY OF THEM. AS GREAT MASTER OF THE ILLUSION,
UTGARDLOKI HAD RIGGED THE TRIALS. NO OLD LADY BUT ÉLLI, THE PERSONNIFICATION OF OLD
AGE THAT NO ONE CAN BEAT. NO PAW OF CAT BUT THE TAIL OF IORMUNGAND, THE SEA
SERPENT OF MIDGARD. AND A MEAD HORN DIRECTLY CONNECTED WITH THE OCEAN THAT
THOR COULD NOT EMPTY.