

# The Einherjaren

A gang who claims to be the resurrected souls of those who fall in battle.

- Woden - Level 7
- Baldur - Level 5
- Heimdall - Level 4

# Woden - Level 7

The presumed leader of the Einherjaren, Woden has control over birds. It is not believed that there is any limit to the range of his control, though he has not been known to establish control at a great distance. It is also believed that he is limited to only a handful of birds at a time, and any bird under his control can be spotted by a distinctive blue iris.

Woden is also a skilled warrior with a spear, and has single-handedly held off the Wardens while covering the retreat of his Einherjaren.

# Baldur - Level 5

Although possibly the least threatening among leaders of the Einherjaren, Baldur is one of the most dangerous. Baldur does not have any enhanced physical abilities, but instead has a strong mental compulsion that prevents anyone who sees him from performing any act with the intention of hurting him. Functionally, this means that he cannot be beaten in single combat, but he has occasionally been injured by accident as collateral damage.

# Heimdall - Level 4

Heimdall is often used as a watchman for the Einherjaren. With the power to see everything within his range, he is almost impossible to sneak up on and is able to alert the Einherjaren to trouble whenever a hero shows up to stop them. He is also believed to have the ability to see weakpoints in objects and defences, and can use this to shatter weapons and armour and get past even the most solid blocks from other heroes.