

**MARVEL**

**3**

SEAN RYAN  
NICO LEON  
MARCO FAILLA  
CARLOS LOPEZ  
ANDREW CROSSLEY

# THE WAR OF THE REALMS

# SPIDER-MAN & THE LEAGUE OF REALMS



RATED T | \$3.99 US



**BONUS DIGITAL EDITION – DETAILS INSIDE!**

# THE WAR OF THE REALMS

Malekith and his powerful allies from the other Nine Realms conquered what had been the last realm standing: Earth. They divided it among themselves: The Angels took Africa, the Dark Elves claimed Europe, and one by one, each continent was conquered. But Midgard's heroes are determined to take it all back.

\*Thor, recently rescued from Jotunheim, took command of the counterstrike and tasked Spider-Man with leading the League of Realms into Africa to find the Angel in charge of the occupation. The League, a coalition of representatives from across the realms, was formed when Malekith's campaign was just beginning.

Their shared violent hatred of the Dark Elf king united them, despite ancient inter-realm rivalries. Spider-Man will have to convince them a fellowship can be forged for other reasons...

\*The events in this issue take place after WAR OF THE REALMS #4 and WAR SCROLLS #3!

# SPIDER-MAN & THE LEAGUE OF REALMS

written by **SEAN RYAN** illustrated by **NICO LEON & MARCO FAILLA**  
(pages 1-15) (pages 16-20)

colored by **CARLOS LOPEZ & ANDREW CROSSLEY** lettered by **VC's JOE CARAMAGNA**

**CULLY HAMNER & BRIAN REBER** cover artists

**MARCO D'ALFONSO** variant cover artist

**KATHLEEN WISNESKI** assistant editor  
**NICK LOWE** editor

**C.B. CEBULSKI** editor in chief  
**JOE QUESADA** chief creative officer  
**DAN BUCKLEY** president  
**ALAN FINE** executive producer

The League splintered after Spider-Man made an alliance with an Angel general, Fernande. Fernande felt betrayed by her queen after the queen allowed Malekith to kill Fernande's love. Half the team traveled to Rome to take on a horde of Dark Elves, only to come face-to-face with Malekith's top lieutenant, Kurse.

THE GOOD  
OLD DAYS...

...WHEN I, WAZIRIA  
OF THE DARK ELVES,  
FOUGHT ALONGSIDE THOR  
AND THE REST OF THE  
LEAGUE OF REALMS...



Spider-Man and the League of Realms:  
**“WHY WE FIGHT”**  
Conclusion

...BEFORE I AGREED TO BE MALEKITH'S PROXY IN NASTROND PRISON.

I HAD HOPED IT WOULD UNITE MY PEOPLE AND SAVE THEM FROM FURTHER BLOODSHED.

I WAS RESIGNED TO MY FATE. A THOUSAND YEARS IN AN ICY HOLE GUARDED BY THE HIDEOUS SPIDERS OF HEL.

I ASSUMED IT COULD NOT GET ANY WORSE.

I UNDERESTIMATED HOW MONSTROUS MALEKITH'S MIND TRULY IS.

HE FREED ME AND FORCED ALGRIM THE STRONG TO TAKE MY PLACE.

ALGRIM USED TO POSSESS THE POWER OF KURSE, BUT NO LONGER.

MALEKITH ROBBED HIM OF IT...

...AND GAVE IT TO ME.



now I Am  
**KURSE.**

AND UNDER  
MALEKITH'S  
COMPLETE  
CONTROL.

THE ENCHANTED  
ARMOR I NOW BEAR  
IS FUSED TO MY  
SKIN, GRANTING ME  
OTHERWORLDLY  
STRENGTH.

THERE IS  
NOTHING WITHIN  
THE TEN REALMS  
THAT CAN KILL ME.

BUT OH, HOW I  
WISH THERE WAS.

THE PAIN I FEEL  
CONSTANTLY WHILE  
INSIDE THIS ARMOR  
IS DWARFED ONLY BY  
THE PAIN I CAUSE  
OUTSIDE IT.

ALGRIM TOLD ME TO  
KILL MYSELF AT THE  
VERY FIRST CHANCE  
I COULD GET.

BUT I  
CAN'T.

WHILE I DID JUST RECENTLY  
REGAIN MY OWN CONSCIOUSNESS  
INSIDE THIS PRISON, I REMAIN  
UNDER MALEKITH'S CONTROL.\*



\*SEE WOTR: WAR  
SCROLLS #3!

I NEED HELP...



...BUT MY FORMER  
TEAMMATES  
HAVE NO IDEA  
I'M IN HERE.

KILL  
ME.



GLADLY!

KIAAAAANG



AKKK!





NEED TO REGROUP, FIGURE OUT A WAY TO--



GOING SOMEWHERE...



...SOLIDER?

SPIDER-MAN? WHAT ARE YOU DOING HERE?

SAVING THE DAY, OBVIOUSLY.



NOW, WHAT IS THAT?

IT'S KURSE. WE'VE FOUGHT HER BEFORE.

SHE'S POWERFUL, THOUGH. VERY POWERFUL. SHE GAVE THOR A RUN FOR HER MONEY LAST TIME.

SO WHAT'S THE GOOD NEWS?

HER SHOWING UP DID SCARE AWAY THE HORDE OF DARK ELVES THAT WAS COMING AT US.



BUT IT APPEARS AS THOUGH THEY HAVE GOTTEN THEIR NERVE BACK.

I DON'T LIKE ANY OF THIS.

