



LIVING WITH GODS

ASGARDIANS

ON THE RECORD

LOCATION
Formerly extradimensional; then in the Solar System; currently destroyed

POWERS
Immense strength, durability, and longevity; energy and matter manipulation; magic

MISSION
Defending all life from evil

STATUS REPORT
Having long interacted with humans, Asgardians are worshipped as gods by many in Europe

After the Elder Gods are driven from Earth in antediluvian times, nature spirit Gaea and first god Atum spawn humanity’s mortal precursors and semi-ethereal beings of great power. These sublime, yet lesser, gods are aligned with potent cosmic forces, and forge links with humans in various regions of the world. Among these are the Aesir, one of the later pantheons to bond with mankind. Initially a ferocious nomadic warrior

tribe led by their chieftain Bor, the Aesir move to cold northern climes. With territory on Earth curtailed by worshippers of other deities, the Aesir explore adjacent dimensions permanently linked by the branches of the World Tree Yggdrasil, and settle in a dimension they call Asgard. It is connected to Midgard (Earth) and the other seven branches, or realms, by Bifrost, the Rainbow Bridge, and guarded by all-seeing god Heimdal. Many Aesir, or Asgardians, join primitive heroes of Midgard to battle monsters and alien invaders. When Bor dies, his son Cul, God of Fear, becomes ruling All-Father, but his reign is brutal. He is ousted by his brothers Ve, Vili, and Odin, and imprisoned deep in Earth’s ocean. New All-Father Odin seeks to extend Asgardian territories through the dimensional branches of the World Tree. He allies his people with the Dwarves of Nidavellir and the Light Elves of Alfheim, but wages war on the Giants of Jotunheim, the sorcerous Vanir of Vanaheim, the Dark Elves of Svartalfheim, and the Angels of Heven. When the Angels abduct Aldrif, Odin’s baby daughter, his retaliation results in the severing of Heven from Yggdrasil and the removal of its inhabitants from the Multiverse.

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Can there be anything closer to heaven than to live and die in eternal battle?

Odin Borson

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Twilights of the gods Eventually Odin sees the folly of his actions, turning away from war for its own sake and dedicating his people to fighting injustice. However, his realm is locked in an inescapable 2,000-year cycle of death and rebirth called Ragnarok. Obsessed by unending prophecies of doom and the recurring twilight of the gods, Odin seeks ways to break the cycle. After one such cataclysm, as his pantheon is again reborn, he travels to Midgard and mates with Gaea—in her guise as the giantess Jord—to father a half-human child, Thor. The boy will represent a new generation of champions less attuned to, or constrained by, Asgard.



Epic sagas The inhabitants of the Ten Realms spend eternity in a continual state of intrigue, conflict, and combat. Thor is raised on Asgard by Odin’s wife, Freyja. As he grows, Thor leads his fellow Asgardians into undreamed of exploits. However, Odin’s plan is a qualified success: Ragnarok still comes, but the result is not a static rebirth, it is a wholly new outcome. His people even become open to new experiences, especially Earthly science and technology, and after Odin’s own death, Asgard breaches the dimensional barrier to materialize over Broxton, Oklahoma. Asgardians establish regular contact with mortals and are soon enmeshed in Earth’s constant wars and political dramas. Tragically that connection also includes Asgard’s greatest enemies. Earth is increasingly terrorized by Storm and Frost Giants, various tribes of trolls, dragons, demons, sorcerers, and even Odin’s banished brother Cul the Serpent, liberated by the Hammer of Skadi. When King Malekith and his malign Dark Elves invade Midgard, that bond also serves to unite heroes of Earth and Asgard in the all-consuming War of the Realms. ■

