

# ODINISTS, GERMANIC NEOPAGANISTS, AND HEATHENISTS!

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People tend to think that the Old Norse religion is built on a good relationship between Gods (*ásir*) and Giants (*þursar* and *jötnar*); that they are all working together in tranquility, and that there are no good or evil sides. Well, that is not really true, and people who think and claim this are not really knowledgeable in Old Scandinavian mythology and religion. This is a common confusion because of the relationship between the Gods and the Giants, but only the ignorant believe that the Gods and the all of the Giants live in harmony. The Giant-race known as *þursar* is of an *ásir*-antagonistic nature; it is said in the sagas that they were created by malevolent blood; while the *ásir* were created by benevolent blood in the beginning of time. But the *eitr*, the *Hvergelmir*-poison, which runs in the Giant-race's blood, reminds them all of what anti-cosmic purpose they all have, and it will blossom during the *Fimbul*-winters as the powerful *þurs* Þjazi will invoke *Ragna Rök* with his terrible and anti-cosmic *galdrar*. It is where the almighty *þurs* Surtr kills the World-Soul and burns down all of the cosmos. If there would not be any good or evil sides in the Old Scandinavian religion and mythology, why would they have been created from malevolent and benevolent blood? Why would there be a war between them? And why would there be an apocalypse, *Ragna Rök*, where the *þursar* and the *ásir* are fighting and killing each other, very much like the in Abrahamic mythologies and religions?

Could this be why the Old Scandinavian religion was inspired of the older religions as the ancient Hellenic religion and its polytheism, the old Mesopotamian religions, and Judaism? Well, I am convinced that many of the traits in the characters in our Old Scandinavian mythology are analogous to the mythology of the religions I just mentioned.

Loki is a prime example, he is created by the lightning, the fiery elements often being a metaphor for the Spirit and Gnosis; as Loki is the *purs* with an unconquerable Spirit which overpowers all *æsir*, and he uses his cunning to bring down the world. His characteristic form in the mythology and his essence is analogous to Lucifer, THE BRINGER OF (FORBIDDEN) LIGHT.

Another example would be Óðinn, he has the role of the demiurgic god; as the Abrahamic God, even Zeus and Jupiter. He is the creator God of heaven (Ásgarðr), cruel dominator and called "all wise". Óðinn and his two brothers, Hönir and Lóðurr, are the triad that represented humanity with three principles: *önd*, soul or life-force; *óðr*, the creative mind and intellect; and *læ*, craft and skill. They as well created the worlds in the beginning of time, and it's not that hard to see the connection with the Christian "Holy Trinity". Óðinn is often sitting on his high throne looking out over the worlds, and he has an army of *æsir* and *einherjar* who would be similar to the Christian and Jewish angels of Heaven. During the battle of *Ragna Rök* Óðinn is killed by the mighty thursian wolf Fenrir.

Óðinn's son Baldr; the *áss* of light and known as the bright white god, is the protector of the sun and the moon and wielder of peace, he has an aversion to wars and weapons. He was protected from all things not to hurt him, because he is so frail and weak. He is, like Heimdallr, analogous to the concept of the son of God, an idea shared by many mythologists.

Other *æsir* can easily be compared with heavenly angels and *elohim*, God's messengers and protectors: Týr, *áss* of warriors. He is not a war-*áss*, but an *áss* of the legionaries and warriors. His mother is a jotun-giant and he was brought up in Jötunheimr, that's probably why he is more powerful than regular *æsir*. His courage is shown in the myth of the capturing of Fenrir, when Týr alone amongst the *æsir* was brave enough to put his hand in the jaws of Fenrir and lost it as the wrathful *purs*-wolf bit it off. Týr's mythological characteristics can easily be compared to the Christian angel Saint Michael; the viceroy of Heaven, and they have equivalent legionary roles in the mythology; to protect Heaven (Ásgarðr). Þórr, son of the *áss* Óðinn and the *ásynja* Frigg; sometimes it is said that Þórr has a jotun-giantess as mother. Þórr is the *áss* of thunder and lightning as he travels with two

goats and a chariot across the sky. He is *áss* of the crops, fields and fertility, and with his dwarf-made magical hammer and his magical belt he is stronger than all of the *æsir*. In the myths he is known to travel to the outskirts of Jötunheimr and kill giantesses, even though he had a child with a jotun-giantess he has hatred towards them. He is called the defender of Ásgarðr from all giants, though he is a very close friend to Loki, and has him as company in many adventures. Þórr's mood is mostly grim and his nature angry, these facts and his magical strength, which distinguishes him from the rest of the *æsir*, might derive from the giant-blood of his suggested jotun-giantess mother. Þórr is killed by his archenemy Jörmungandr. Þórr's analogies are unmistakable; mythologists compare Þórr to Hercules, Ares and Mars.

Evidently, shown by the above few examples, the *æsir* of Ásgarðr are corresponding to the gods of light and Heaven, such as Yahweh, Christ, Saint Mikael, and Ares; effortlessly put side by side with demiurgic and "right-handed" gods of many sundry religions and mythologies. The Thursian giant-race are fundamentally a threat to them and thereby, in whole, their enemies.

Smite Óðinn!

Smite Þórr!

Smite all of the *æsir*!

All hail the mighty giants!

Heilir Þursarnir!

