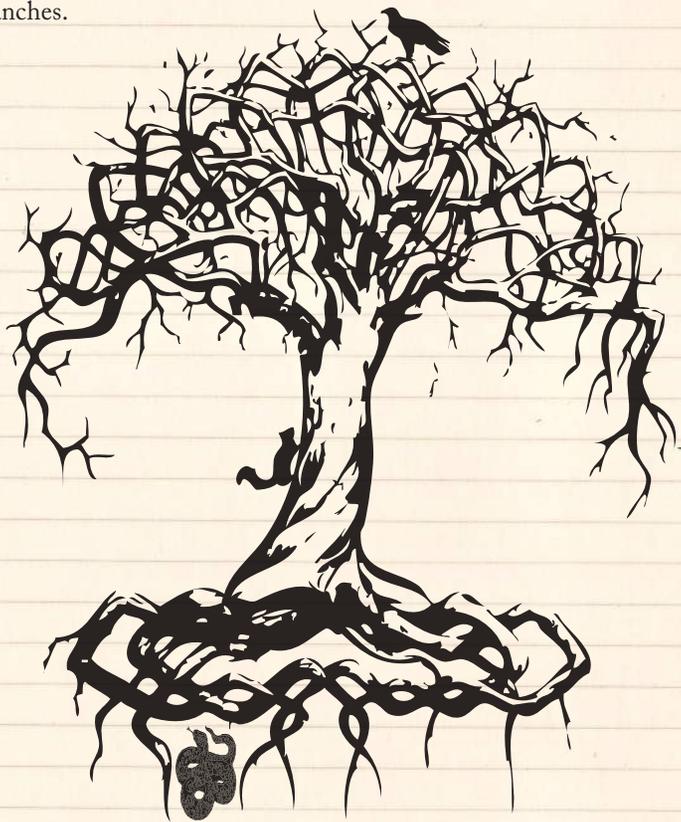


## FANTASY INVESTIGATION BUREAU

**Yggdrasil** (ig-drah-sil), the World Tree, lies at the center of the universe of Norse mythology. An eagle with a hawk perched on its beak sits at the top of the tree. A dragon lives at the bottom, chewing at Yggdrasil's roots. A busybody squirrel named **Ratatosk** carries insults back and forth between the two and shares the giant ash tree with deer and goats that leap among its branches.



Yggdrasil has three roots. Each root reaches into one of the three worlds of Norse mythology and is fed by a magic spring.

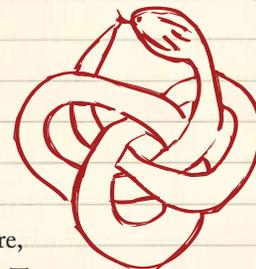
Field Notes from *The Entirely True Story of the Unbelievable FIB*

**Asgard** is the world of the gods. There are twelve gods and thirteen goddesses. They live in their halls in their great city,



surrounded by its wall. The wall protects the gods from their foes, the giants, who live across the river that never freezes in Jotunheim.

**Midgard** is the world of mortals. Bifrost, the rainbow bridge, connects Midgard to Asgard. Midgard is also home to the Midgard Serpent, a terrible monster that lives in the oceans of the world and is so large that it circles Midgard and bites its own tail.



**Niflheim** (niffle-hame) is the cold and misty world of the dead. Nidhog the dragon lives there, gnawing on the bottommost root of Yggdrasil. The queen of the dead lives there, too, with her hound Garm in her hall beyond the nine frozen rivers.



Traditionally, the three worlds are divided into nine regions. Because there are different versions of the myths, there are different interpretations of how these regions are arranged across the three worlds. For example, many storytellers place Jotunheim, the region where the giants live, on Midgard. In the world of *The Unbelievable FIB*, Jotunheim is placed on Asgard because it makes sense for the magical creatures to be located on a world other than ours.

# FANTASY INVESTIGATIVE

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<b>Huginn</b> (hoog-in)	One of Odin's two ravens; his name means thought.
<b>Jotunheim</b> (yot-oon-hame)	The region of Asgard where the Jotuns, or giants, live.
<b>Jotuns</b> (yot-oons)	Giants.
<b>Mjollnir</b> (myoll-near)	Thor's magic hammer; crafted by the dwarves, it always hits its target and always returns to Thor's hand after use.
<b>Muninn</b> (moon-in)	One of Odin's two ravens; his name means memory.
<b>Nidhog</b> (nid-hog)	A dragon that lives in Niflheim and chews on Yggdrasil's root.
<b>Norns</b>	Also called the Fates; three women who live where Yggdrasil's root reaches into Asgard; they tend Yggdrasil and can see the future.
<b>Odin</b> (oh-din)	Allfather, or Chief, of the gods. God of wisdom and war; will lead the gods at Ragnarok. Fearless and uncompromising, he has sacrificed much in his search for knowledge. He gave up his right eye so that he could drink from a magic spring and gain knowledge of the future.

<b>Ragnarok</b> (rag-na-rock)	A prophesized war between the gods and the giants in which the gods will sacrifice themselves to abolish evil from the world.
<b>Ratatosk</b> (rat-ah-tosk)	A busybody squirrel who runs up and down Yggdrasil.
<b>Sleipnir</b> (slape-near)	One of Loki's children; an eight-legged horse capable of great speed.
<b>Thor</b>	The god of thunder and Odin's son. The bravest and strongest of the gods, Thor's stormy tempter masks a more gentle side. He uses his great strength to protect the weak and is the god to whom mortals most often turn when they need help.
<b>Valhalla</b> (val-hal-ah)	The hall in Asgard where chosen warriors trained to fight in Ragnarok.
<b>Well of Wisdom</b>	A magic fountain found where the root of Yggdrasil touches Midgard; sometimes called the Spring of Mimir.
<b>Yggdrasil</b> (ig-dra-sil)	The World Tree. Each of Yggdrasil's three roots reach into one of the three worlds of Norse mythology (Asgard, Midgard, and Niflheim).

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