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Hello,

My name is Erik Evensen, a graphic novelist and illustrator (and full-time college professor) known primarily for my Xeric-winning debut graphic novel, ***Gods of Asgard*** (2007), my 2013 indie graphic novel ***The Beast of Wolfe's Bay***, and several anthology stories for IDW Publishing's ***Ghostbusters*** and ***Back to the Future*** series from 2013–2018.

I am writing to submit my long-form comics project, ***Odin: Lord of the Gallows***, suitable as either a 160-page graphic novel or 6-part miniseries. This project is fully complete—written, illustrated, and lettered entirely by me. It is a mythological fantasy epic that also serves as a thematic sequel to my 2007 Xeric-winning graphic novel ***Gods of Asgard***. The target audience for the book includes lovers of mythology, mythic fiction, and Viking-age history—it stands apart from other projects with similar themes due to its heavy historical and mythological scholarship, and its rejection of the more unsavory tropes of Viking-related media.

The storyline deconstructs and reinterprets several lesser-known Norse myths to present a hero narrative for the young god Odin, as he embarks on a journey of magic, wisdom quests, and self-discovery that cause him to reject notions of toxic masculinity and bring culture, community, and civilization to his people. This proposal includes a synopsis of the overall story arc, a cover mockup, and a set of completed interior pages. **All 160 pages of art are complete**, and more can be shared upon request.

Thank you for your time,  
Erik Evensen

**LOG LINE**

Adapted from stories from Norse Mythology, the young god Odin must journey through the nine worlds, facing off against monsters, wizards, and his own inner demons as he builds a civilization.

**SYNOPSIS**

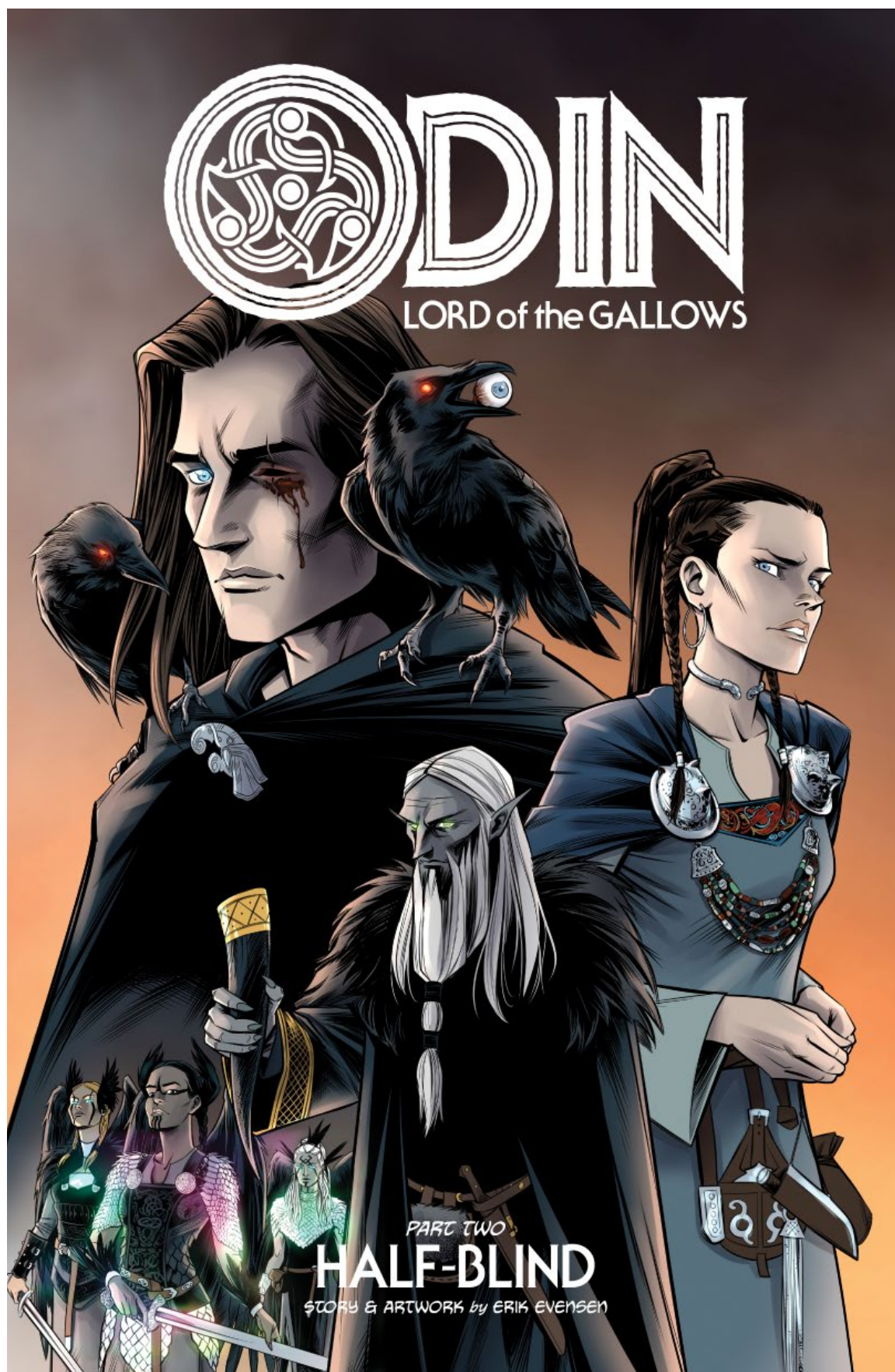
After Gylfi, a Swedish King, is swindled out of his land by Gefjon, the goddess of agriculture, he goes on a journey to find the Aesir gods and demand they answer for their cruelty. Along the way, he is lured by Loki to appear in the court of the Three High Ones—looming, spectral manifestations of Odin who allow the aggrieved king to question them, as they present Gylfi with the lore of the Norse gods. The frame narrative of Gylfi and the Three High Ones introduces, contextualizes, and provides narration for each major quest in the 6-chapter story.

Through the Three High Ones, we are introduced to a young version of Odin, our protagonist, full of ambition, who wishes to build an ideal world for both the Gods and the mortals of earth. Odin's restlessness sets him apart from his fellow Aesir and causes him to wander the nine worlds to seek out education and training with several teachers, including the Norns, three mysterious women who weave the life-threads of mortals and command the Valkyries; Mimir, the wisest of the Jotun people (and Odin's skeptical uncle); Loki, an ambitious shapeshifter; and Freyja, the witch-queen of the rival Vanir gods. As he travels, he is haunted by visions of the future, showing him Ragnarok, the end of the world. And despite all evidence to the contrary, he believes he can thwart this coming apocalypse by creating a community of gods, heroes, and warriors to stand against it. Unlike most of his fellow gods, he knows that knowledge and community are the keys to keeping the chaos of the universe at bay.

Throughout these quests, he is challenged by mythical monsters and wizards, including Vafthrudnir the Riddle-Weaver, a threatening Jotun lore-master; Geirrod, a miserly human warlord; Mithothyn, a masked evil duplicate fueled by toxic masculinity; even his own wife, Frigg, and his brothers Vili and Ve. Odin is able to rise above these trials with the knowledge and tools he has been learning along the way. He also becomes smitten with a series of characters: the goddess Frigg, his wife and consort; Freyja, the Lady of Vanaheim; Loki, the shapeshifter; and Gunnlod, the imposing warrior tasked with protecting the Mead of Wisdom.

Eventually, Odin realizes if he wishes to receive the most hidden, arcane wisdom of the universe, he can only do so by sacrificing himself on Yggdrasil, the world tree. After hanging himself for nine days and nine nights, he dies, as a godly offering to himself. He awakens in the spirit world, a place he has visited with Freyja. He conjures the long-dead remains of a sorceress, who explains his visions of Ragnarok, and how it will come to pass. When Odin comes back to life, he finds his people at war with the rival Vanir gods, puts a stop to their fighting, and unites their communities. Their truce results in a magic drink, the Mead of Wisdom, which is stolen from them by the Jotuns. Odin's final quest is to retrieve the mead, in order to offer wisdom to those who rightly earn it, thus building the civilization he so desires. The story ends with the Aesir and Vanir gods in an uneasy truce, the execution of Mimir, and Odin learning once again that he can do nothing to stop fate.

At the conclusion of the frame narrative, Odin manifests out of the Three High Ones, revealing himself to King Gylfi. In doing so, he presents Gylfi with the understanding that he, too, has now learned the hidden secrets of the universe, and must now go bring this wisdom to his people.



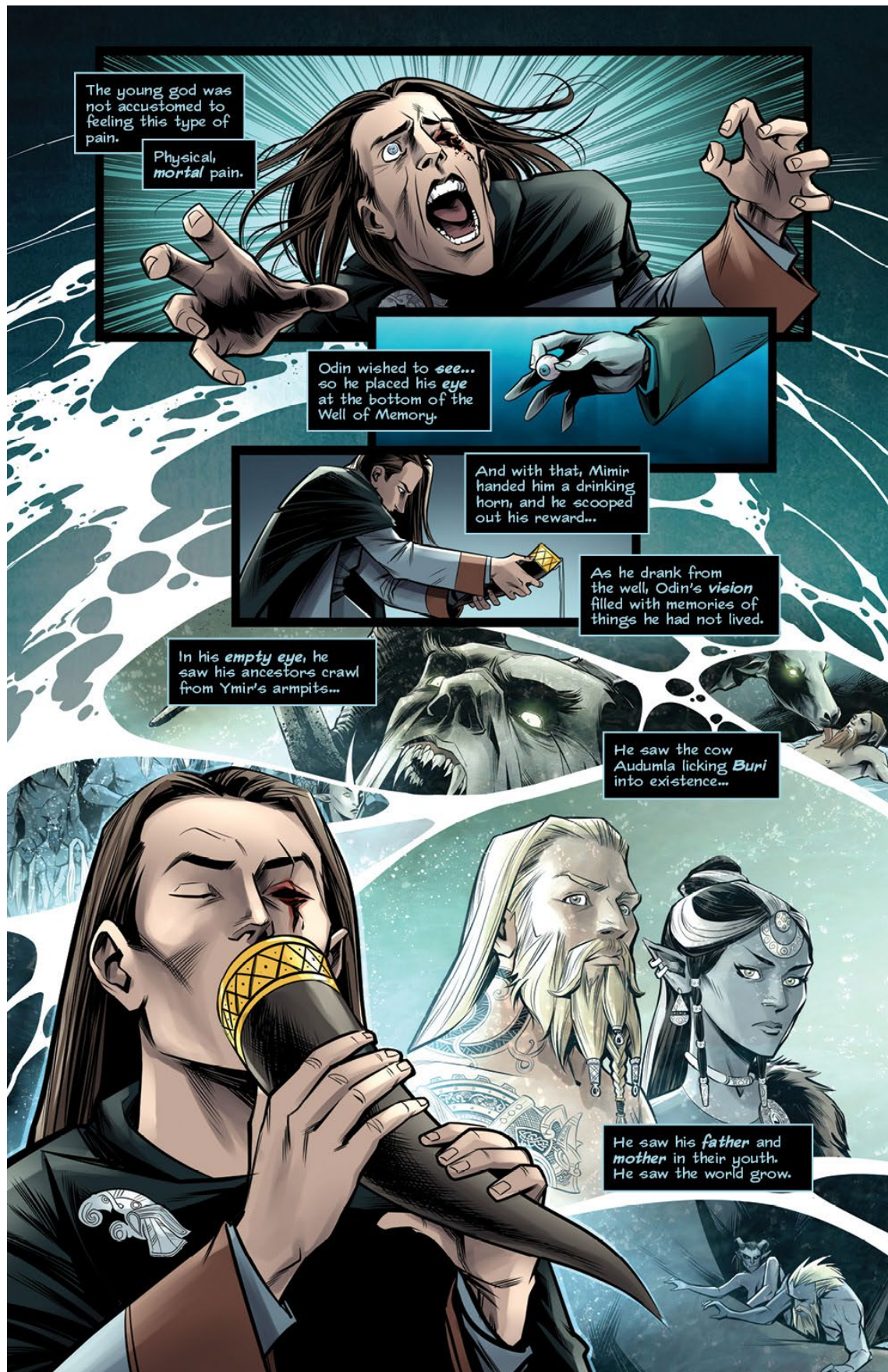
Cover mock-up; from **Part 2: Half-Blind**.  
Project is fully illustrated. More art available on request.







5-page excerpt from **Part 2: Half-Blind**.  
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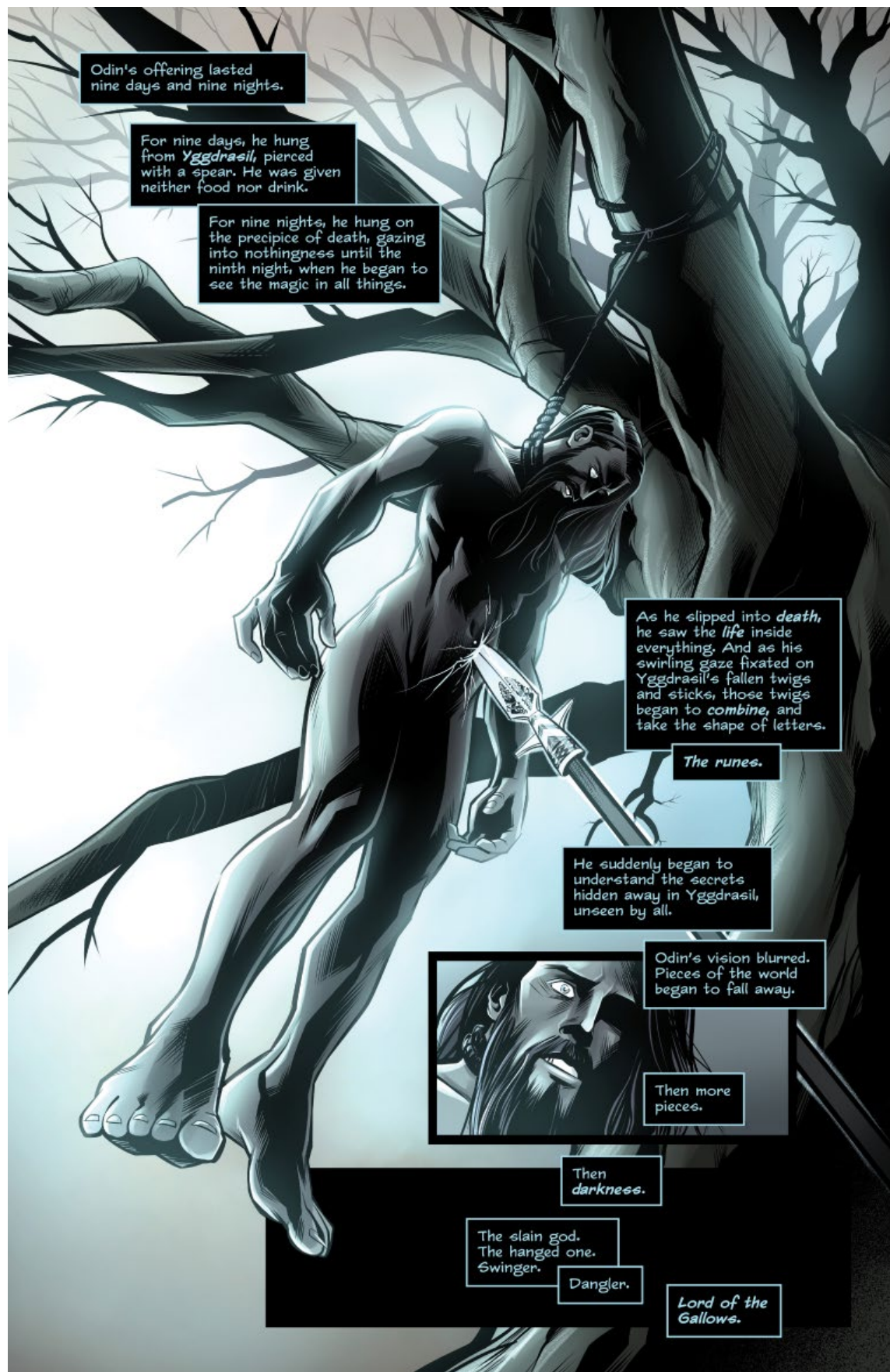


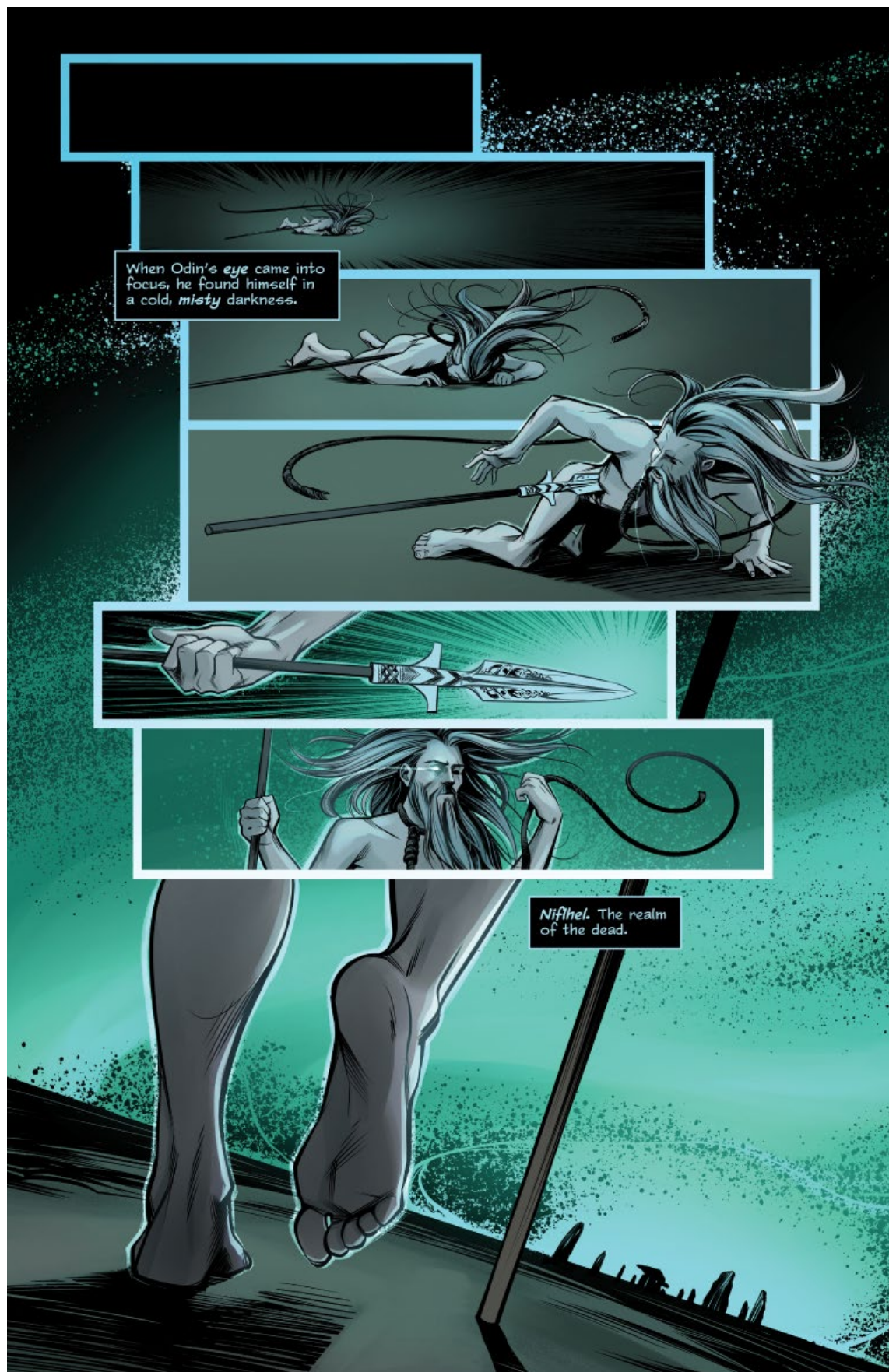
1-page excerpt from **Part 4: The Gelding**.  
Project is fully illustrated. More art available on request.





1-page excerpt from **Part 5: Lord of the Gallows**.  
Project is fully illustrated. More art available on request.





8-page excerpt from **Part 5: Lord of the Gallows**.  
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8-page excerpt from **Part 5: Lord of the Gallows**.  
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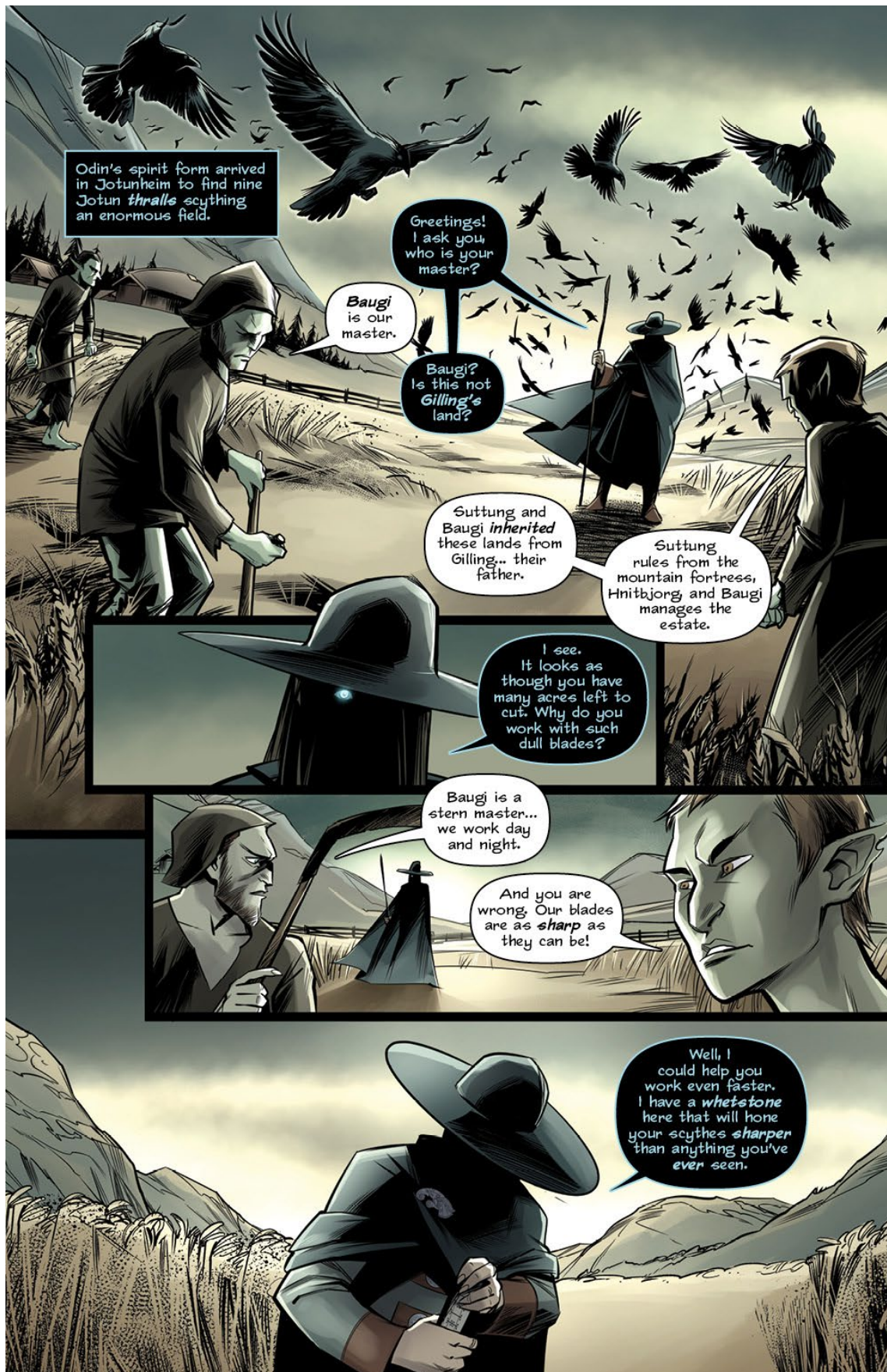


8-page excerpt from **Part 5: Lord of the Gallows**.  
Project is fully illustrated. More art available on request.



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8-page excerpt from **Part 6: Worker of Strife**.  
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