

### I (Þjóðólfr ór Hvini, *Haustlǫng* 14, 5-6)

The son of Jǫrð<sup>1</sup> rode to the game of iron<sup>2</sup>, and [the sky] thundered...

### II (Þjóðólfr ór Hvini, *Haustlǫng* 5, 3-8)

The gracious [Óðinn<sup>3</sup> bade Loki<sup>4</sup>] to share the whale of [Vár] of the bow-string<sup>5</sup> with the men. But the cunning enemy of the Æsir<sup>6</sup> thereupon snatched up from the broad table four ox-parts.

### III (Þórbjörn Hornklofi, *Glymdrápa* 1, 5-8)

...before the magnificent increaser of the roar of the jutting suns of the horse of Gripnir<sup>7</sup> went to the battle on the skis of the sea<sup>8</sup>.

### IV (Þórbjörn Hornklofi, *Glymdrápa* 5, 1-6)

The king arranged the spear-storm<sup>9</sup> against the warriors, where the wild geese of armour<sup>10</sup> whizzed in the din of Skǫgul<sup>11</sup> (the red wound spilled blood), when the warriors [fell] on the forecastle before the chief's eyes (the edge-colourer<sup>12</sup> achieved [victory]).

### V (Þórbjörn Hornklofi, *Glymdrápa* 7, 1-8)

The perfectly polished swords of the mighty king's army mowed down the warriors; the roar of the swung axes throve, the spears rattled, when the adversary of the Gauts<sup>13</sup> won a victory; the song of the spears which were made to fly resounded loud above the necks of the courageous men.

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<sup>1</sup> Jǫrð – giantess (the word *jǫrð* also means *Earth*); **the son of Jǫrð = Þórr**, one of the Scandinavian gods

<sup>2</sup> **the game of iron = battle**

<sup>3</sup> Óðinn – a Scandinavian god

<sup>4</sup> Loki – a Scandinavian god

<sup>5</sup> **the whale of Vár of the bow-string = ox:**

Vár – the goddess of truth;

Vár of the bow-string = Skaði, a giantess (symbol of hunt);

the whale of Skaði = bull, ox.

<sup>6</sup> Æsir (sg. *Qss*) – the principal Scandinavian gods; **the enemy of the Æsir = Loki**

<sup>7</sup> **the increaser of the roar of the jutting suns of the horse of Gripnir = warrior:**

Gripnir – a sea-king;

the horse of Gripnir = ship;

the jutting sun of the ship = shield;

the roar of the shields = battle;

the increaser of the battle = warrior.

<sup>8</sup> **the skis of the sea = ship.**

<sup>9</sup> **the spear-storm = battle**

<sup>10</sup> **the wild goose of armour = spear**

<sup>11</sup> **the din of Skǫgul = battle**

Skǫgul – a Valkyrie

<sup>12</sup> **the edge-colourer = prince, ruler** (the edge – i.e., the edge of a sword)

<sup>13</sup> Gauts – a Germanic tribe