URSULA DRONKE

SIX NOTES ON THE INTERPRETATION OF HYMISKVIÐA

1. *Hymiskviða* 10/1*

THE TWO GOOD friends, Týr and Þórr, are intent on getting from the giant Hymir a vast cauldron for the brewing of the Æsir's ale. They have just arrived at the giant's home at Heaven's End. The giant — who is in this poem the father of Týr — has not yet returned from his hunting and fishing expedition. Týr's lovely mother — imperturbable and angelic — delightedly greets her visitors and swiftly puts them into a safe place at the gable end of the hall under the cauldrons that hang there. She explains that her dear consort can be a little disagreeable to visitors:

'Er mín frí 'My beloved morgo sinni is many a time gløggr við gesti, miserly with guests,

gorr illz hugar'. prone to bear malice.' (9/5–8)

And indeed he arrives in a stubborn temper, delayed by storm and covered in ice:

En vá[s]skapaðr But, in his element in the tempest,

varð síðbúinn he was tardy to finish
harðráðr Hymir — inflexible Hymir —
heim af veiðom. and get home from hunting.

Gekk inn í sal He entered the hall

— glumðo iǫklar — icicles jangled —
var karls, er kom, the old churl's cheek-forest

kinnskógr frørinn! was frozen by the time he came! (10/1–8)

^{*} The numbering of stanzas after stanza 10 follows that of SG.

Both manuscripts read váskapaðr here, a word not found elsewhere in Old Icelandic. It is variously translated 'wretchedly formed, created, destined, for woe, for disaster'. The context, however, does not call for such a generalized insult to the giant. If, instead of vá- ('woe', 'disaster') we read vás- ('harsh weather' 'exposure to violent wind, rain and snow'), we have a word vásskapaðr² — that relates directly to Hymir's late arrival home and to his frozen beard. Hymir is vásskapaðr (1) 'created for harsh weather', designed by his gigantic physique and will-power — harðráðr Hymir — to defy icy and tempestuous conditions³, and (2) 'created out of harsh weather', just as his ancestor, the first giant, Ymir, — was created out of the venom-cold spume the eitrdropar — of the snow-storm waves — Élivágar — in the primordial ocean, as is said in Vafþrúðnismál (31). All giants are hrímþursar in origin (SnE 12/21–22), and the grandfather of Vetr — 'Winter' itself — was Vásaðr, 'Foul Weather'; and all of that family were cruel and coldhearted — grimmir ok svalbrjóstaðir (SnE 27/8) — much akin to the giants. Hymir's home is oriented to the place of his origins — fyr austan Élivága (5/1-2): the poet knows the old traditions.

2. Hymiskviða 25/1

From the giant Hymir's boat, Pórr strikes the World Serpent with his hammer and thunders are heard, at his hammer-blow —

Heingálkn hlumðo, [MSS. Hrein] en hǫlkn þuto. Fór in forna Hone-wreckers rumbled, and stony wastes howled. The ancient earth

- Epithets applied to Hymir in the poem are remarkably specific: hundviss, móðugr, harðráðr, forn, hárr, ballr (sycophantic use by Þórr), óteitr, þrágirni vanr, kostmóðr. There is no moral generalisation directed against him (if we discount the rudeness of the kenning, áttrunnr apa, 'shrub of the ape family', 21/3).
- Vásskapaðr is also a hapax legomenon; I suggest, a deliberate creation of the poet's.
- So, Hallfreðr Óttarsson, disguised as a decrepit old man, declares himself hrumr af vási ok nú mest af kulðum, er ek hefi rekizt úti á skógum í allan vetr, 'weak from harsh weather and now mainly from the cold, since I have been wandering out in the open in the forests the whole winter' (Flateyjarbók I 330, ÍF VIII 164). According to Snorri's story (SnE 6l), Hymir scorns Þórr's offer to accompany him on his fishing expedition, because he is small and callow (Þórr is disguised as a sveinn), and 'will feel cold, if I sit as long and as far out as I usually do'. Hymir himself is designed for this.

fold oll saman. all collapsed.

Søkðiz síðan The fish then sank sá fiskr í mar. itself into the sea.

Hreingálkn, 'monstrous destroyers of reindeer', the reading of the two MSS.4, makes no contextual sense, but emendation to Heingálkn does, because the hein 'whetstone, or hone', is the weapon of the giant Hrungnir; and when he fought Þórr, he flung his whetstone at Þórr and it split against Þórr's hammer. This story is told with vivid complexity in Haustlong⁵ and the poet of Hymiskviða is deliberately referring to it, as one of Þórr's early successes. Now Hymiskviða tells of Þórr's final and total success, destruction of all the giants with his thunder-hammer (37). But on his way to that final success, Þórr turns aside, as it were, to dispose of the World Serpent, 'the one the gods abhor — the encircler — from below — of every land' (23). As he accomplishes this little task, the echoing thunders of his hammer-blow on the serpent's skull evoke the crash of the whetstone in the old, stone-age battle.

The poet calls the giant Hymir 'Hrungnir's close friend' (16) with a certain irony, for the two giants meet the same fate under Pórr's hammer.

While the meaning of *heingálkn* in its context is clear, only a general sense, of 'antagonist' or 'destroyer', can be given to *gálkn*, as no etymology has been determined. In skaldic verse, the three instances of *gálkn* are in the plural, as in *heingálkn*, and their action is to destroy their opponents' defence, in two cases specifically their shield:

- In MS. R a faint mark beneath r in Hreingálkn might possibly be the remains of a negating dot. Six letters in the line beneath reingá have been roughly erased, perhaps to the detriment of the dot
- Skjaldedigtning B I 18, vv. 13–20; most recently edited, with commentary and translation, by R. North, The Haustlong of Þjóðólfr of Hvinir, Hisarlik Press, 1997, 10–11. The lines relevant to Heingálkn read:

Ok harðbrotin herju heimþingaðar Vingnis hvein i hjarna mæni hein at Grundar sveini.

And the whetstone — not easily broken — of that one [i.e. Hrungnir] who had a meeting at the home of the warrior-girl [i.e. Prúðr, powerful daughter] of Vingnir [i.e. Pórr] — whined its way into the roof-top of the brain of Earth's lad [i.e. Pórr]. (My translation). As Hrungnir is called 'the thief of Prúðr' in Bragi Boddason's *Ragnarsdrápa*, Skjaldedigtning B I, 1, ν . 1, his visit to *Prúðr's* home was, no doubt, to abduct her, as the giant Pjazi abducted Iðunn in *Haustlong* ν . 2.

 $Upp\ sog\delta o\ log\ ...\ hlífa\ --gnóg\ til\ gumna\ feigðar\ --gálkn$ 'Destroyers of defences declared their laws — sufficient for the death of men'. (Hallfreðr Óttarsson).

... ginðo Priðja hauðrs á þjóðir þunn gálkn járnmunnum 'there gaped the fine-edged destroyers of the shield — Óðinn's earth — with iron mouths at the hosts of men'. (Halldórr ókristni).⁷

... váro reynd í rondom randgálkn 'destroyers of shields were welltried against shields'. (dream-verse, Gunnlaugs saga).8

Hallfreðr is composing an elegy for his king and friend, Óláfr Tryggvason, in which the hostile *gálkn* have the voice of fate and its judgements. Halldórr, composing a *flokkr* in honour of the — still living — Jarl Eiríkr, Óláfr's enemy, deliberately echoes some of Hallfreðr's phrases, but makes his *gálkn* physically solid with razor-jaws of iron — clearly, not just spirits — and uses a kenning for 'shield' that has no associations of defence. In the dream-verse in Gunnlaugs saga there are no unearthly overtones, only the weary word-play of the dead man's ghost. The idiom has worn out.

Hallfreðr's father, Óttarr, was born in Hálogaland, a close neighbour of the Lapps, and perhaps a descendant of the family of Ohthere, the explorer, who told the Anglo-Saxon King Alfred (c. 896) of his visits to the homes of Lappish hunters and fishermen on White Sea coasts, where he listened to their stories⁹. A hundred years later, Hallfreðr Óttarsson, in his *Óláfsdrapa*, uses for the first recorded time, the word *gálkn*, which, two hundred years later, reappears as a specifically Lappish phenomenon, in the composite *finngálkn*.

The *finngálkn* is an imagined monster: it comes from the adventurous entertainment world of the *finnfor*, the caravans of traders and tourists who for centuries had sought out the Lapps for the fame of their shamanism, as well as their furs. ¹⁰ The *finngálkn* is, it would seem, a garbled version of the ancient

⁶ Óláfsdrápa, c. 1001, v. 8, Skjaldedigtning B I 152.

⁷ Eiríksflokkr, c. 1003, v. 7, Skjaldedigtning B I 194; cf. ÍF XXVI 367 note.

⁸ Skjaldedigtning B I 398; *İF* III 104; c. 1270–80.

See A. S. C. Ross, *The Terfinnas and Beormas of Ohthere*, reprinted, with an Additional Note by the author, and an Afterword by Michael Chesnutt. Viking Society for Northern Research, University College London. 1981.

For references see Vigfússon s.v. Finnar; Fritzner s.v. finnafé, -vara, finnferð, -for, -kaup, -skref. On the deep influence of Lappish shamanism on the Norse imagination see the recent

gálkn, but it may help us to discover the old word's meaning. There are obvious differences between the usages of the two words: gálkn is, in all four instances, plural; finngálkn is always singular, but characteristically multiform, a freakish blend of e.g. man, beast and dragon. Gálkn is plural, no doubt because it relates not to single combats, but to a plurality of 'destroyers' (as to a plurality of defences, cf. hlífar). This reflects the nature of corporeal human battle, but, if it were in a shamanic context, gálkn could relate to the spirit battles of shamanic clans, as these are recorded of the Evenks of central Siberia: a clan's shamans, wishing to attack a hostile shaman clan, would call up their 'clan shamanistic spirit-helpers' and send them to the other clan, 'to bring to its people disease and death. The spirits sent by the shaman penetrated into the territory of a given clan and began to eat the souls of the

articles of Clive Tolley, 'The Shamanic séance in the *Historia Norvegiae*. Shaman'. Vol. 2. No. 2, 1994; 'Vorðr and Gandr: Helping Spirits in Norse Magic', Arkiv för Nordisk Filologi Vol. 110, 1995; 'Sources for Snorri's depiction of Óðinn in Ynglinga saga: Lappish shamanism and the *Historia Norvegiae'*, Maal og Minne 1996, 67–79, and the further references they include. On the dating of the Historia Norvegiae see G. Turville-Petre, *Origins of Icelandic Literature*, Oxford, 1953, 174 f.

- There is no evidence, I believe, that multiform monsters, such as the *finngálkn*, played any part in Lappish tradition, though tales of the shaman's spirit adventures in divers animal forms might have contributed to that popular Norse image. The *finngálkn* now on record belong to the Norse literary and learned world, far removed from the living shamanic.
- See 'The Shamanic séance', cited in note 10 above, 142–143. Dr. Tolley has kindly sent me the following note to explain some of the problems that are involved in an attempt to use Lappish material for the elucidation of Norse texts:

Lappish shamanism is not very well recorded, as it died out before the nineteenth-century ethnographers could describe it. As far as I know, it cannot unequivocally be demonstrated that the Lapps had clan areas defended by specific shamans and their spirit-helpers, but such a concept is fairly common in Siberian shamanism; the Evenks perhaps had the most developed form of this, which is well recorded. The Historia Norvegiae (HN) demonstrates, upon close examination, that the Lapps had a more detailed and developed form of shamanism in the twelfth century than is recorded in the eighteenth-century accounts, as I have shown in my article on it in 1994, and many of these features can only be understood by reference to other shamanisms such as the Evenks'. The HN account is shamanism as seen through a Norseman's eyes, and he would not have been aware of many important features. Among these would certainly have been the social structure within which shamans worked: it is more than likely that the individualist shamans of the HN account were actually representatives of their clans, as is typical of shamanism elsewhere, and that the contest represented clan or at least partisan rivalry undertaken in the spirit realm. The conversion of a shaman into sharp stakes (HN) is particularly reminiscent of the marylya fence of the Evenks, acting as a prohibitive boundary. The gálkn could be the protective spirit of the clan or his spirit-helpers, perceived perhaps in transformed shapes, to suit their purposes. (C.T.).

people.' So, to avoid surprise attack by such spirits, 'each clan shaman fenced in the clan lands with a special mythical fence (marylya) consisting of the shaman's spirit-watchmen', and the hostile spirits had to get through the fence of spirit-watchmen by force or subterfuge, just as the gálkn would try to smash through the defences — hlífar — of King Óláfr's men. The Norsemen had — it would seem — created their own Norse name for the shaman's spirit-helper, gandr; might they have also created their own Norse name for the shaman's host of spirit-attackers — the gálkn?

In *Hymiskviða* if *heingálkn* may be interpreted as 'destroyers of the whetstone', and as the whetstone — Hrungnir's defence — was destroyed by Pórr's hammer, then the *gálkn* must be the hammer, metaphorically. The huge physical dimension of Pórr's act in killing the world serpent —

Hamri kníði háfiall skarar ofliótt ofan úlfs hnitbróður With his hammer he crushed the most hideous high hill of the hair-parting of the wolf's welded brother from above (24/5–8)

— changes to a visionary dimension, like an old transformation scene — heralded by the rumbling of the *gálkn*, echoes of Pórr's thunder-hammer — in which the heathen earth shrinks into nothing and the evil serpent submerges in the sea. The *heingálkn* identify with Pórr's determination, like spirit-helpers. Is the introduction of the *heingálkn* at this moment a reminder, perhaps, that the killing of Leviathan is not a physical, but a spiritual task? The poet is a good theologian (cf. 23).

3. Hymiskviða 26/5

After the cataclysm Hymir and Pórr row home. The giant is glum; he is, no doubt, thunderstruck, and given matter for thought. Not commenting in any way on Pórr's amazing performance in killing the World Serpent, he turns to domestic matters: how shall they divide the work between them, 'Will you take the whales or the boat ?'(27)

Óteitr [var] iotunn, er beir aptr rero,

The giant was not in revelling mood when they rowed back

svá at ár Hymir so that at first Hymir

ekki mælti. said nothing. Veifði hann ræðo [MSS. ræði] He diverted the talk

veðrs annars til. to a different tack. (26/1–6)

In the MS. text there is a puzzling conflict between 1. 2 and 11. 5–6: 'when they rowed back' [i.e. 'home'] — as indeed they did, for Pórr bar til bæiar the giant's great fish 28/7 — Hymir then 'switched the rudder in another direction' veifði ræði i.e. not 'back home'. A small emendation of ræði to ræðo makes the giant simply 'change the subject', deliberately refuse to mention the events he had just witnessed, and start on a new topic.

DH 241 note the incongruity of the MS. text and suggest that $veif\eth i \ rae\eth i$ should be understood metaphorically: 'he turned the rudder — i.e. the control of the conversation — in another direction', and, in the following stanza, Hymir does propose a comparative test of strength with Pórr. Bray 121 follows DH: 'then anew he turned the tiller of thought'. SG dismiss this metaphorical interpretation as a bizarre notion — $ein\ wunderlicher\ einfall$. Emendation of $rae\eth i$ to $rae\eth o$ may make a more acceptable metaphor.

Von See 331 would read 26/5–6 as reference to an action that has implicitly taken place in 26/2 — *er beir aptr rero*. Hymir must have 'switched his rudder to another direction' before they could row back. Such redundance of statement is foreign to this poet's narrative style. The parallel of hysteron proteron claimed to be in 28/7–10 is not, I think, valid, since 11. 9–10 are not likely to be original to this version of *Hymiskviða* (see 4. below).

4. Hymiskviða 28/9-10

Pórr responds to the giant's question with panache — taking both tasks upon himself:

nself:

Gekk Hlóriði, Hlóriði stepped out, greip á stafni, seized hold of the prow, vatt með austri swung the sea-stead up ashore upp logfáki. With its unbaled brine.

Einn með árom On his own, with the oars ok með austskoto, and the baling bucket,

bar hann til bœiar he carried to the homestead brimsvín iǫtuns. he giant's surf-hogs.

Then, it would seem, an interpolator has added two lines to enhance Pórr's prowess:

ok holtrifa¹³ [read -rifo] and through every one hver [read hveria] í gegnom. of the uphill chines.

There are good reasons to attribute 28/9–10 to an interpolator and not to the poet. He is a very good poet indeed, with a dynamic speed in burlesque. So, now, when he has shown in eight tight-packed lines a flashing image of Pórr grasping the boat, tossing it ashore, loading on himself the oars, the bucket and the two whales, then striding home to Hymir's farm, the poet is not going to ruin his effect by adding an inept pragmatic touch about the terrain. We do not need it, and there is no other stanza in the poem longer than eight lines.

Nevertheless it is interesting to note that stanza 29 opens with Ok:

Ok enn iǫtunn And still the giant um afrendi on the subject of strength prágirni vanr with habitual obstinacy við Pór senti bickered with Pórr

MS. R reads 'holtriba', i.e. holtrifa (see Facsimile 28, line 12, Anmærkninger 124). This reading is not noted by editors, or by Lindblad 217 f., as a second instance of intervocalic b for f, as in Hárbarðslióð 'oluban' (for óliúfan [kost], MS. A 'oliyfan'). Holtrifa is hapax legomenon, but the two elements, holt, 'stony, scrub-covered high ground' and rifa, 'cleft, gully', are common words. Parallel compound formations are bergrifa and bjargrifa (cf. Egils saga 171: '"Hér set ek upp níðstong ...". Síðan skýtr hann stonginni niðr í bjargrifu ok lét þar standa' ('"Here I set up a stake of contempt ...". Then he thrusts the stake down in a cleft in the rock and left it standing there'). MS. A reads holtriða, also hapax legomenon. Rið signifies 'gallery' 'staircase', 'path along a field's edge'; loptrið, 'stairway to an upper room'; cf. Fritzner s.v. rið 2, 4. The MS. A reading does not make the lines, 28/9–10, more acceptable as part of the stanza.

To make sense of 28/9–10, one could read *holtrifo hveria*. It seems improbable that *hverr*, 'cauldron', which occurs nine times in the poem, would be casually used once in a topographical sense, 'cauldron-shaped hollow', as some editors suggest, supposing the lines to be original to the poem (*DH* 236, *SG* 269, von See 334).

— as if the giant can hardly wait to tackle Pórr again on the problem that obsesses him. Initial Ok here is a clever link and time-saver between stanzas 28 and 29 — no need to waste words on the home-coming and hearty eating. Do the lines 28/9-10 derive from an old version of Hymiskviða, from which the poet picked his abrupt opening Ok in 29/1? Though it was not uncommon in skaldic verse to begin a stanza with Ok, it was rare in Eddic,

That the story of Hymir and Pórr was told and retold long before the extant Hymiskviða was composed, is illustrated by the sixteen vísur by five early skalds c. 850 to 1000, describing incidents in the story (and now preserved helter-skelter in Skáldskaparmál). Gylfaginning MSS. also have variants that differ from parallel episodes in Hymiskviða, while in Hymiskviða itself there are loose ends of narrative threads that belong traditionally to other versions from which the poet now wishes to diverge: so, the goats in stanza 7 must be forgotten in stanza 35, because Pórr must walk away with the cauldron on his head. Perhaps the best illustration of the confusion of versions underlying the extant text of Hymiskviða is the copying of two stanzas, which are not part of Hymiskviða, immediately before the final stanza of the poem. These two intrusive stanzas relate to the beginning of the story of Pórr's visit to Útgarða-Loki (SnE 49) which in SnE precedes the story of Hymir. The confusion between the two stories may have been stimulated by the fact that three stanzas about Pórr's journeying begin with a similar line, Fóro driúgom (7), Fóro[t] lengi (35), Fórot lengi (intrusive stanza), and that stanza 7 and the intrusive stanza are both concerned with Pórr's travelling goats. The poetic habit of repetition, the overlap of oral and written recollections, as well as the confusion of written pieces, waiting to be sorted on the scribe's table (such as the *Hauksbók* text of *Voluspá*) will have contributed to slips — and perhaps to occasional felicities, as in 29/1 — in the recording of such ancient texts. But today, when such slips are obvious, the incongruities they bring into the work could perhaps be taken out of it and relegated to notes.

5. *Hymiskviða* 31/5–8

Having failed to discover any weakness in Pórr, but — on the contrary — having provoked an outrageous display of Pórr's physical strength, that the giant had not expected, Hymir confronts Pórr with another test, which seems suspiciously simple. They have just dined, and the wine glasses are still on the table before them, and the giant picks up his argument —

kvaðat mann ramman, declared no man strong

þótt róa kynni — however strapping he might be

kropturligan, as an oarsman —

nema kálk bryti. if unable to break a goblet. (29/5–8)

So Porr nonchalantly, as he sits at the table, throws the giant's glass goblet at the stone pillars around the giant's hall, crashing through them, but never breaking the glass,

Unz þat in fríða
Until the lovely
frilla kendi
lady-friend imparted,

ástráð mikit out of affection, momentous advice

— eitt er vissi: — a fact she knew:

'Drep við haus Hymis, 'Strike at the skull of Hymir, hann er harðari, the supper-weary giant — kostmóðs igtuns, it's of greater hardness kálki hverio[m]!' than any goblet!' 31/1–8)

Pórr rises from the table and takes a thrower's stance and breathes in divine strength —

Harðr reis á kné He rose on braced knees, hafra dróttinn, resolute lord of he-goats, færðiz allra took on himself entirely í ásmegin. the strength of a god.

Heill var karli Unharmed was the old churl's

hiálmstofn ofan, helmet-prop on top, en vínferill but the wine's round

valr rifnaði. roadway split apart. (32/1–8)

But how can a giant's skull be harder than a glass goblet which shatters stone pillars without being hurt? The answer to the riddle is easy: because heaven was created from a giant's skull, as Vafþrúðnir said¹⁴, and nothing can be harder, more indestructible, than heaven —

Ór Ymis holdi From Ymir's flesh var içrð um skopuð, earth was fashioned,

¹⁴ Vafþrúðnismál 21/4–5; cf. Grímnismál 40/6 (the version cited by Snorri, SnE 16).

en ór beinom biǫrg, and mountains made from his bones, himinn ór hausi heaven from the skull ins hrímkalda iǫtuns, of the frost-cold giant, en ór sveita siór. and out of his blood the sea.

This is the *ástráð* that the lovely lady-friend knew. It was known also to scribes of the *Snorra Edda*: two MSS., in the prose version of the story of Pórr and Hymir, replace, consistently, Hymir's name with 'Ymir' (MS. W), or 'eymir' (MS. U; MS. T has 'Ymir' fitfully). The giant's name, Hymir, may indeed have been chosen by the poet to stir an echo of the primordial Ymir and his 'ancient skull' for the purposes of his own story. The straight is the story of Pórra and his 'ancient skull' for the purposes of his own story.

In the great tangle of folktales with which — as von Sydow has shown¹⁷ — *Hymiskviða* has affinities, one motif stands out: the casting of an object — an egg, or a cup — at a giant's head. The egg or the cup holds in it the giant's life, and only the giant's skull is hard enough to break it. Traditionally this means that the giant dies: he has broken his own life. Hymir does not die, but a shadow comes over him, a mourning for his ritual toasting cup, for an old era ending, a pride and a pleasure gone —

'knákat ek segia 'I am not to announce

aptr ævagi: ever again

bú ert, olðr, of heitt!' "Ale! You are brewed!" (33/6–8)

And then he remembers his cauldron, and his optimism returns.

- 15 SnE 61–62, textual notes.
- The image of the heavens as a giant's skull is not confined, to ancient Eddic verse; it is used. with elegaic power by Arnórr jarlaskáld (born c. 1012) in his *drápa* for Magnús, son of St Óláfr Haraldsson: 'No young prince as generous as he will ever sail ship beneath Ymir's old skull *und gomlum Ymis hausi'* (cf. *Magnússdrápa* 19).

More than two centuries later, the writer of ch. 86 of *Egils saga* tells of an attempt to break a gigantic human skull, which was thought to be Egill's, and was found beneath an old, disused, altar. The priest, a sardonic wit, Skapti Pórarinsson, was curious to test its hardness, and. struck it with an axe; a white mark appeared on the skull, but no dint, no crack. Pórr's testing of Hymir's infrangible skull must have been in the mind of the author of this anecdote in *Egils Saga*, no doubt Snorri himself.

C.W. v. Sydow, Jätten Hymes Bägare, 113–150, Danske Studier 1915. The narrative parallels from folktale are illuminating and indispensable for understanding the genesis of Hymiskviða. Von Sydow does not see why the poet diverges from the traditional folktale theme at certain points, however, e.g. 142–143, and this necessarily hampers his argument. He takes no account of the basic Christian theme that takes precedence in the poem over any folktale roots.

6. *Hymiskviða* 35/3–4

Hymir makes his last challenge: 'Can you two get the cauldron out of here?'

'Pat er til kostar 'It is yet to be tested ef koma mættið if you could take út ór óro the ale-ship out of our hall.'
Týr leitaði Týr tried

tysvar hrœra; twice to move it:

stóð at hváro each time the cauldron kept hverr kyrr fyrir. still despite that. (34/1–8)

Faðir Móða Móði's sire

fekk á þremi seized it by the rim

ok í gegnom steig and kicked it all the way down gólf niðr í sal. across the floor in the hall. Hóf sér á hǫfuð upp He heaved the cauldron up

hver Sifiar verr, — husband of Sif — on to his head,

en á hælom and against his heels

hringar skullo. the chain-hoops clanked. (35/1–8)

Pórr deftly rolls it out of the hall and bears it away on his head.

The precise nature of his action in 35/3–4 is, however, much debated (cf. von See, 345–7). I suggest that, instead of interpreting *steig* as intransitive, we may find the rarer transitive use more fitting. Two instances of *stíga*, 'to perform an action with the foot, e.g. kick, trample', with an accusative object, are noted by Vigfússon and by Fritzner s.v.: *stíga* 2:

(1) In *Knýtlinga saga* 269: A wealthy farmer from Plógssýsla in Jutland named Plógr, avenges his father, who was unjustly killed by the Danish king. When this king is at a Jutland assembly, Plógr walks up to him, saying he wishes to speak to him; he carries a tall spear, its point encased in a cylindrical piece of wood; he keeps the point turned down:

Ok er hann nálgaðisk þangat, steig hann keflit af spjótsoddinum. Síðan lagði hann spjótinu í gegnum konunginn ok veitti honum banasár.

'When he came close to the place, with his foot he pushed the wood casing off the spear. Then he aimed the spear at the king and gave him his death-wound.'

(2) In *Orms þáttr Stórólfssonar* in *Óláfs saga Tryggvasonar* in *Flateyjarbók* I 522: 'Stórólfr, fifth son of the *landnámsmaðr* Hængr Ketilsson, has a lazy and obstinate little son, Ormr. As there is a shortage of farm hands, Stórólfr asks Ormr to mow the meadows. Stórólfr gives him a costly scythe and new blade. Ormr despises these and ruins them:

Ormr vatt ljáinn í sundr milli handa sér, en steig í sundr orfit, ok kvað sér hvárki skyldu.

'Ormr twisted the scythe-blade in two with his hands and kicked the scythe-handle to pieces and said neither was of any use to him.'

In both cited examples (1) and (2) steig has an accusative object. In *Hymiskviða* 35 the poet uses an acrobatic syntax to express Þórr's rapid and startling actions; the verbs in both lines 35/2,3 — fekk á premi / ok í gegnom steig ... have as their object hverr, 'cauldron', in the last line of the preceding stanza.

The phrase *i gegnom* ... *gólf niðr í sal* has an idiomatic parallel in *Egils saga* 213: Arinbjǫrn gave Egill as a *jólagjǫf* a splendid, flowing silk coat, richly embroidered with gold thread, *slæður* ... *settar fyrir allt gullknǫppum í gegnum niðr*, 'a robe ... ornamented in front all the way down with studs of gold'(cf. Fritzner s.v. *gegnum* 2). In *Hymiskviða*, Þórr is going right across the floor *niðr*, down from the raised dais (cf. *upp á pallana*), to the exit, where the 'nether' seating, *neðra borð*, in the hall would be (cf. *Privatboligen* 198). The poet's pleasure in eccentric word-order can be seen in other stanzas also (e.g. 13/5–8, 22/1–4, 24/5–8). There is no need suppose that Þórr's feet went *through* the hall floor, as some suggest; von See 346.

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EFNISÁGRIP

Í þessari grein er tilraun gerð til að skýra sex torræða staði í Hymiskviðu. Um er að ræða orðið *váskapaðr* í 10. erindi, *hreingálkn* í 25. erindi og *ræði* í 26. erindi. Gert er ráð fyrir að 9. og 10. vísuorð í 28. erindi sé innskot, en 5.–8. vísuorð í 31. erindi eru skýrð með skírskotun til sköpunarsögu Vafþrúðnismála og Snorra Eddu. Loks er vikið að 3.–4. vísuorðum í 35. erindi kviðunnar.

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