

**THE SIGNIFICANCES OF RUNES FOR THE NARRATIVES IN
VIKINGS, LORD OF THE RINGS, AND NORSEMEN
(AN INTERTEXTUALITY STUDY)**

THESIS

**Submitted in Partial Fulfillment of the Requirements
for the Degree of *Sarjana Humaniora***



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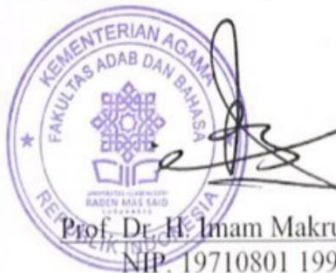
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DEDICATION

This thesis is dedicated for:

1. My beloved parents (Katiran and Paini)
2. My beloved brother and sister (Suprpto and Fransiska Widuri)
3. My beloved friends
4. My beloved Almamater (UIN Raden Mas Said Surakarta)

MOTTO

“And seek help through patience and prayer”

(Qs. Al-Baqarah: 45)

“Trust”

(Arya Saputra)

“We live between what we see and what we feel”

(Tentacle)

PRONOUNCEMENT

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I hereby sincerely state that the thesis entitled “The Significances of Runes for the Narratives in Vikings, Lord of the Rings, and Norsemen (an Intertextuality Study)” is my real masterpiece. The things out of my masterpiece in the thesis are signed by citation and referred to in the bibliography.

If later proven that my thesis is discrepancies, I am willing to take academic sanctions in the form of repeating my thesis and academic degree.

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The researcher realizes that this thesis might be far from being perfect. The researcher hopes that this thesis is useful for the researcher in particular and the readers in general.

Surakarta, March 1, 2024

The Researcher,

A handwritten signature in black ink, consisting of a large, stylized 'A' followed by a horizontal line extending to the right.

Arya Saputra

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ABSTRACT

Arya Saputra. 2024. *THE SIGNIFICANCES OF RUNES FOR THE NARRATIVES IN VIKINGS, LORD OF THE RINGS AND NORSEMEN (AN INTERTEXTUALITY STUDY)*. Thesis. English Letters Study Program. Faculty of Cultures and Languages.

Advisor : Dr. SF. Luthfie Arguby Purnomo, S.S., M.Hum.

Keywords : Runes, Narratives, Intertextuality, Myth, Media Studies

Today, narrative media has grown bigger and is developing day by day, and movie is one of its products. The use of Runes in popular culture has been a topic of interest to scholars and fans alike. In recent years, runes have gained prominence in popular culture, particularly in the *Vikings* TV Series, *The Lord of the Rings* trilogy movie, and the *Norsemen* TV Series. There are two formulation problems to be discussed in this research. First, what runes are found from *Vikings*, *Lord of the Rings* and *Norsemen*, and the second, what significances do the runes have in *Vikings*, *Lord of the Rings*, and *Norsemen*. These stories use runes in a variety of ways to enhance their plot and provide an intertextual connection.

Using Graham Allen's (2011) Intertextuality formulation would help the researcher analyze the significance do the runes have in the movie, and use the Nordic Runes formulation by Paul Rhys Mountfort (2003) to analyze and classify the runes found in the movie.

To conduct this research, the researcher used the descriptive qualitative method to explain the data found. This method has two purposes, to "describe" and "explore", and to "describe" and "explain" which is important to support this research. To achieve the Credibility, Transferability, Dependability, and Confirmability of the data, the researcher analyzes the data using Spradley's (1980) formulation of data analysis, Domain, Taxonomy, Componential, and Cultural Theme.

The research findings reveal that of 108 data with 19 types of runes found, the runes Uruz, Isa, Kaunaz, Algiz, and Sowelo' are the dominant runes found of the 24 types of runes in this research. It has shown that three significances of the Runes Power (Pow) 40 data, Joy (Joy) 14 data, and Gift (Gif) 10 data, have the dominant data over the other rune significance. The amount of dominant data that shows the significant Power of the rune is more significantly visualized such as battle shield, character tattoo, horn, and sword. The same pattern between the significance of Joy and the significance of Gift in the runes which shows the amount of dominant data shows the significance of the Gift of the runes is more significant visualized as character special icons such as war shields, character tattoos, and tombs. Those things appear indicating intertextual connections.

ABSTRAK

Arya Saputra. 2024. *THE SIGNIFICANCES OF RUNES FOR THE NARRATIVES IN VIKINGS, LORD OF THE RINGS AND NORSEMAN (AN INTERTEXTUALITY STUDY)*. Skripsi. Program Studi Sastra Inggris. Fakultas Adab dan Bahasa.

Pembimbing : Dr. SF. Luthfie Arguby Purnomo, S.S., M.Hum.

Kata Kunci : Runes, Naratif, Intertextualitas, Mitologi, Studi Media

Saat ini, media naratif telah tumbuh lebih besar dan berkembang dari hari ke hari, dan film adalah salah satu produknya. Penggunaan Rune dalam budaya populer telah menjadi topik yang menarik bagi para ahli dan penggemar. Dalam beberapa tahun terakhir, rune telah menjadi terkenal dalam budaya populer, terutama dalam serial TV Vikings, film trilogi The Lord of the Rings, dan serial TV Norsemen. Ada dua rumusan masalah yang akan dibahas dalam penelitian ini. Pertama, rune apa saja yang ditemukan dalam film Vikings, Lord of the Rings dan Norsemen, dan yang kedua, makna apa yang terdapat dalam rune dalam film Viking, Lord of the Rings dan Norsemen. Cerita-cerita ini menggunakan rune dalam berbagai cara untuk menyempurnakan plotnya dan memberikan hubungan intertekstual.

Dengan menggunakan rumusan Intertekstualitas Graham Allen (2011) akan membantu peneliti menganalisis makna yang dimiliki rune dalam film, dan menggunakan rumusan Rune Nordic oleh Paul Rhys Mountfort (2003) untuk menganalisis dan mengklasifikasikan rune yang ditemukan dalam film.

Untuk melakukan penelitian ini, peneliti menggunakan metode kualitatif deskriptif untuk menjelaskan data yang ditemukan. Metode ini memiliki dua tujuan, yaitu “menggambarkan” dan “mengeksplorasi”, serta “menguraikan” dan “menjelaskan” yang penting untuk mendukung penelitian ini. Untuk mencapai Kredibilitas, Transferabilitas, Dependabilitas, dan Konfirmabilitas data, peneliti akan menganalisis data dengan menggunakan rumusan analisis data Spradley (1980), yaitu Domain, Taksonomi, Komponensial, dan Tema Kultural.

Hasil penelitian mengungkapkan bahwa dari 108 data dengan 19 jenis rune yang ditemukan, rune Uruz, Isa, Kaunaz, Algiz, dan Sowelo’ merupakan rune dominan yang ditemukan dari 24 jenis rune dalam penelitian ini. Hal ini menunjukkan bahwa tiga signifikansi dari rune Power (Pow) 40 data, Joy (Joy) 14 data, dan Gift (Gif) 10 data, memiliki data yang dominan dibandingkan signifikansi rune lainnya. Jumlah data dominan yang menunjukkan signifikansi Power dari rune tersebut lebih banyak divisualisasikan secara signifikan seperti perisai perang, tato karakter, tanduk, dan pedang. Pola yang sama antara signifikansi Joy dan signifikansi Gift pada rune yang menunjukkan jumlah data dominan yang menunjukkan signifikansi Gift pada rune lebih signifikan divisualisasikan sebagai ikon-ikon khusus karakter seperti perisai perang, tato karakter, dan makam. Hal-hal tersebut muncul menunjukkan adanya hubungan intertekstual.

CHAPTER I

INTRODUCTION

A. Background of the Study

Today, narrative media has grown bigger and is developing day by day. In narrative media, non-verbal narratives are the main source adapted into verbal narratives called “movies” (Ryan, 2009). A film will always use narrative media that usually shows different forms of narrative and so-called stories, digests, or scripts that have a different point of view, story, or plot from the book being adapted. Even though the story adapted uses another point of view, story, or plot, the “main story” will stay the same. Talking about movies have a relationship with popular culture because the film is a product of Popular Culture. Popular culture comes in many forms; mythological and fantasy films are one of its products (Fiske, 2010). The researchers are interested in analyzing mythological and fantasy films because they reflect something, such as myths, beliefs, and values. Popular culture producers will go to great lengths to shape their products to reflect audience beliefs and values (Lause, 1992). Besides that, popular culture can be the key to formulating a definition of Zeitgeist, “Spirit of an era,” which means we can see that spirit through its popular cultural product of that time.

Together, offering a multifaceted portrayal of Norse heritage, influencing popular culture, and sparking conversations about storytelling and the enduring legacy of the Vikings, introduce the three key works of focus, *Vikings TV Series*, *The Lord of the Rings trilogy movie*, and *Norsemen TV Series*

as the main objects of the research. The relationship between those works is characterized by a shared exploration of Norse mythology and culture, albeit through distinct narrative lenses. Because the Nordic Runes that appear in these films are not too dominant in the narrative aspect in the films, the researcher wants to look deeper into how the Nordic Runes can construct narratives in each of these films. How have Norse myths been adapted and integrated into various narratives. Defining the concept of intertextuality by explaining how it involves referencing, borrowing, or adapting elements from one text to another, and discussing the role of intertextuality in literary and media studies, emphasizing its importance in understanding the relationships between texts.

The use of runes in popular culture has been a topic of interest to scholars and fans alike. Runes are an ancient writing system used by Germanic peoples, including the Vikings, dating back to the second century AD. In recent years, runes have gained prominence in popular culture, particularly in the Vikings TV Series, The Lord of the Rings trilogy movie, and the Norsemen TV Series. These stories use runes in various ways to enhance their plot and provide an intertextual connection to the historical and mythological context of the Germanic peoples.

Runes have been used in various ways throughout history, including as a writing system, a divination tool, and a symbol of cultural identity. In popular culture, runes have appeared in various media, from literature to film and television. Vikings TV Series, The Lord of the Rings, and Norsemen TV Series are popular cultural texts featuring runes. These stories are set in Norse and

Germanic mythology and explore honor, courage, and fate themes. They draw on a variety of cultural and historical sources to build their narrative, including the use of runes.

Runes are an ancient set of symbols or characters used as alphabets in Germanic languages before adopting the Latin alphabet. The origin of runes dates back to the 2nd century CE in Northern Europe, especially among the Germanic and Scandinavian peoples (Hardin, 2004). The exact origins and meanings of the runes are not entirely clear, but they are often used for practical and spiritual purposes. For example, runes were used to write inscriptions, spells, and incantations, as well as for divination and communication with the gods.

The runic alphabet consists of 24 letters, known as “futhark”, derived from the first six letters of the runic alphabet. Futhark has been used in many forms by different groups and has been adapted for different languages (Robertson, 2012). Over time, runes acquired mystical and esoteric meanings. In Norse mythology, the god Odin is said to have discovered the runes after hanging himself from the World Tree, Yggdrasil, for nine days and nights. As a result, runes are associated with wisdom, magic, and divination. Chauran (2016) states that today, runes are often used in divination and spiritual practices such as casting or reading runes, including drawing or casting runes and explaining their meanings. Because of that, there are many different systems and interpretations of runes, and they continue to be studied and used by practitioners of different spiritual traditions.

In a big storyline of Vikings TV Series is a historical drama television series created and written by Michael Hirst for the History Channel, a Canadian network. Vikings are inspired by the sagas of Ragnar Lodbrok, a Viking who is one of the best-known legendary Norse heroes and notorious as the scourge of Anglo-Saxon England and West Francia. The show portrays Ragnar as a farmer who rises to fame by raiding England and eventually becomes a Scandinavian king, with his family's and fellow warriors' support. In the later seasons, the series follows the fortunes of his sons and their adventures in England, Scandinavia, Kievan Rus', the Mediterranean, and North America.

Then, The Lord of the Rings is a series of three epic fantasy adventure films directed by Peter Jackson, based on the novel The Lord of the Rings by J. R. R. Tolkien. These films were titled The Fellowship of the Ring (2001), The Two Towers (2002), and The Return of the King (2003). The Lord of the Rings is a story that involves men, wizards, elves, dwarves, and, most importantly, hobbits. They recount the tales of a fellowship that goes on a mission to protect the sacred ring. In Middle Earth, the forces of good struggle against the dark lord Sauron and his evil army of orcs. The main characters' quest (most significantly Frodo and Sam) is to destroy the Ring of Sauron, which beholds extraordinary power but eventually corrupts all who would attempt to wield it. Unfortunately, the only place the Ring can be unmade is in the heart of Mordor, the land of Sauron. Thus, the heroes must journey to Mordor, bearing the Ring and evading Sauron's army, who want nothing more than to yield the ring back to their master. This story served as a mold for several acclaimed fantasy series.

Meanwhile, *Norsemen* is a Norwegian comedy TV Series about a group of Vikings living in the village of Norheim around the year 790. *Norsemen* takes place in 790s Norway, with various characters taking leading roles as the series develops. The story covers the life of Vikings in the village of Norheim, with day-to-day happenings and strife of varying comedic degrees. As the series progresses, disputes with neighboring villages, including a rival tribe led by the ruthless Jarl Varg, and the efforts of a Roman enslaved person, Rufus, to modernize Norheim's culture result in ongoing conflicts.

Intertextuality is the study of the relationships between different texts and how they refer to and influence each other. Especially literature, how similar or related texts influence, reflect, or differ. Judith and Michael (1990) explain that any writer or speaker is "a reader of the text (in the broadest sense) before becoming a creator of the text, and thus, works of art inevitably pass through references, citations and influences of all kinds." Intertextuality exists to demonstrate that literary works are always influenced by other literary works that came before them with the same idea but with different representations of the same object. Many literary works have proved that the same thing has a different version from year to year, such as a different script, additional characters, etc. If there is the same idea in several literary works, but other versions have something in common, it shows that continuity has emerged from some literary works. So, when a literary work has been repeated, it fabricates or creates a pattern.

The researcher has found several previous research and related studies about this topic. Many people have researched runes such as, first, *Runes in Popular Culture: A Review of the Use and Misuse of Runic Inscriptions in Contemporary Media* By (Brown, 2018) examines the use of runes in contemporary media, including television shows, movies, and video games. The author argues that while runes can effectively create a sense of authenticity and historical depth, they are often abused and misunderstood in popular culture. Second, *Runes and the Construction of Authenticity in Vikings* By (Crick, 2019) analyzed the use of runes in the Vikings TV Series, stating that runes were used to create a sense of authenticity and historical accuracy. The author also examines the role runes play in constructing the characters and their relationship with each other. Third, *Norsemen and the Scandinavian Television Boom* By (Holm, 2017) examines the use of Norse mythology in the Nordic TV show and its relationship to the recent boom in Scandinavian television. The author argues that Scandinavians drew inspiration from the cultural and historical heritage of the region to create unique and compelling narratives. However, the researcher cannot find the previous studies that analyze the lack of comparative analysis between runes usage in the three selected stories. Comparing the Vikings TV Series, the Lord of the Rings, and the Norsemen TV Series offers a rich opportunity to explore the complexities of storytelling, cultural representation, and mythological interpretation in contemporary media. While these stories are inspired by Norse mythology and culture, they may use runes in different ways or with varying degrees of

meaning. That's why the researcher wanted to explore the significance of runes for the narratives through intertextuality.

There are some examples to give an idea and an in-depth understanding of the discussion in general. There are several types of runes found in movies, but some are also not found. This might pose a problem for the researcher when analyzing the significance of the runes, as represented in the example in the figure below.



Figure 1. 1. *The examples of Runes in Vikings, Lord of the Rings, and Norsemen*

The runes in Figure 1.1 are “Isa, Uruz, and Sowelo”. The runes Isa found in the Vikings TV Series have the meaning of runes of ice and cold. In this case, the rune shows the strength the character possesses and signifies power in the movie. Then, the runes Uruz found in The Lord of the Rings movie have the meaning of the rune of irresistible force. Uruz is signified to be a rune of great and primordial power. Uruz is symbolically connected with aurochs, northern Europe's vast, untameable wild bulls. Thus, this rune is symbolic of a powerful, unstoppable force. Meanwhile, the rune Sowelo found in the Norsemen TV Series has the meaning of the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. This rune

signifies strength, toughness, and courage. It can be seen from the example data above, that the runes that appear in each film are not of the same type, but every kind of runes that appear has its meaning, which can build a narrative in the movie. The types of runes above have related meanings; all of their meanings are related to Power, Strength, and Victory. Therefore, the three runes that appear in each of the films above can be related to one another because they provide significance about Power for the narrative in the film.

The proposed study aims to build on previous research by exploring the use of runes in three popular cultural texts: *Vikings TV Series*, *The Lord of the Rings*, and the *Norsemen TV Series*. The study used an intertextual approach to examine how the use of runes in these narratives makes sense and draws from Nordic and Germanic peoples' cultural and historical accounts. By analyzing the meanings of the runes in these texts, the study seeks to contribute to a deeper understanding of the intertextual relationships between these cultural texts and historical narratives and the larger culture on which they are based.

B. Limitation of the Study

To conduct a proper research, the researcher must have limitations for this research. The limitation of this study focuses on the runes that only appeared in the *Vikings TV Series* (2013), Seasons 2, 4, 5, and 6, *The Lord of the Rings* trilogy movie, and *Norsemen TV Series* (2016). This study focuses on these series of TV shows because they cannot be generalized to other forms of media or culture. By focusing on these specific works, the researcher can ensure access to all relevant data and materials necessary for the analysis. This can

streamline the research process and help the researcher gather comprehensive information on the use of runes in these narratives. By analyzing this research with limitations within the research framework to make it more manageable in terms of time and resources. This allows the researcher to conduct a detailed examination without disseminating the research too widely. This research focuses on intertextuality to interpret the runes' significance in *Vikings TV Series*, *The Lord of the Rings* trilogy movie, and *Norsemen TV Series*.

C. Formulation of the Problem

The formulation of the problems to be discussed are:

1. What runes are found from *Vikings*, *Lord of the Rings*, and *Norsemen*?
2. What significances do the runes have in *Vikings*, *Lord of the Rings*, and *Norsemen*?

D. Objectives of the Study

Based on the preceding problem formulations, the aims of this research are:

1. To reveal the runes found from *Vikings*, *Lord of the Rings* and *Norsemen*.
2. To find out the significances do the runes have in *Vikings*, *Lord of the Rings* and *Norsemen*.

E. Benefits of the Study

The research of the significance of runes for the narratives in the *Vikings TV Series*, *The Lord of the Rings*, and *Norsemen TV Series* is about the Intertextual. It is hoped that the study can benefit readers and other researchers both theoretically and practically.

1. Theoretical Benefit

This research aims to Expand our knowledge of the use of runes in popular media especially this research may contribute to our understanding of how runes are used as a narrative tool in popular media, particularly concerning Norse mythology and culture.

By analyzing the use of runes in these narratives, the research can provide insight into the broader concept of intertextuality - how texts refer to and draw inspiration from other texts. Another, especially in a particular cultural context.

Hopefully, this research could also give a contribution to the academic literature. This research may contribute to the scholarly literature on the use of runes in the mass media, particularly as it relates to cultural and intertextual studies.

2. Practical Benefit

Increasing cultural awareness: This research could contribute to a better understanding of the cultural significance of runes in Norse culture and mythology, as well as how these symbols are used and interpreted in contemporary media.

Provide information for media production and marketing: By understanding the narrative significance of runes in popular media, media producers and marketers can make more informed decisions about how to use these symbols in their own work.

This research can serve as a reflection for the next researcher intending to analyze the same topic. It can also be used as a material for analyzing the same theory or the same object.

F. Definition of the Key Terms

It is necessary to do the limitation on the terms in this study to avoid differences in understanding between writers' and readers' terms used. Such as;

1. Intertextuality: Intertextuality is a term used in literary studies to describe how texts relate to and are influenced by other texts. It is matched with what Graham Allen stated: that intertextuality “refers to the way in which one text is constructed in relation to another” (Allen, 2011, p. 1).
2. Popular Culture: Popular culture refers to cultural products and practices that are widely consumed and enjoyed by the general public. As John Storey claims that, “Popular culture is not just entertainment; it is also a way of making meaning, a way of organizing and articulating social and cultural values, and a way of constructing and negotiating identities” (Storey, 2018, p. 5).
3. Runes: Runes are an ancient system of writing and divination that originated in Northern Europe. The runic alphabet, or futhark, consists of 24 letters, each of which has a certain meaning and association. These meanings range from the practical (such as wealth, health, or travel) to the spiritual (such as wisdom, creativity, or transformation).

4. TV Series: The TV Series is a dramatic work presented in a minimum of three episodes and deals with the same interrelated themes in attitudes, approaches, and words or a series of integrated group topics.
5. Narrative: Narrative refers to how a story is constructed and told, often to create a sense of meaning or understanding. As Paul Ricoeur explains, narrative is “a way of organizing and giving meaning to experience” (Ricoeur, 1984, p. 2).

CHAPTER II

LITERATURE REVIEW

A. Theoretical Background

1. Intertextuality

Intertextuality seems such a useful term because it foregrounds notions of relationality, interconnectedness, and interdependence in modern cultural life (Allen, 2011). In the Postmodern era, Graham recounts in his book that many theorists said it is no longer possible to talk about the originality or uniqueness of artistic objects, such as paintings or novels because each cultural object compiles art pieces. It explains that there is no new literary work because other literary works influence every literary work. It is reflected in that literary work.

As Roland Barthes famously wrote, “Every text is a new tissue of past citations” (Barthes, 1992, p. 146), emphasizing the fact that texts are never created in a vacuum but are always influenced by the texts that precede them. So, the term Intertextuality is used to describe complex relationships between texts, including how they borrow and refer to each other.

Intertextuality can take many different forms, including direct references or allusions to other texts, as well as more subtle forms of borrowing, such as themes, motifs, or shared narrative structure. As Allen explains in his book, Intertextuality “refers to the way in which one text is constructed in relation to another” (Allen, 2011, p. 1).

Intertextuality is defined by Kristeva (1966) as a part of intertext or interrelation between one text and another text, which means shaping a text that contains a mosaic quotation that will be transformed and absorbed into another text. The origin of intertextuality contains significant signs related to the author's original thought or the concept of the text and cultural contexts that influence the author in writing a text and or another author's borrowing the other's concept of text. On the other hand, Bakhtin in Allen (2011) says that a literary work cannot stand alone because it will always connect with the human-centered or the author of the literary work and the background society of the author. It means that a literary work is a two-sided act determined equally by whose word, its meaning, and for whom it is meant. According to Kristeva (1980) in *Desire in a Language: A Semiotic Approach to Literature and Art*, a word or a text will always be intertext because the word in language is half someone else's. It means that one literary work can always be interpreted into another literary work.

A text produced its significance out of socially normative discourse transformations, called the 'sociolect.' A text's significance depends on an 'idiolect' that transforms a recognizable element of the sociolect by means of inversion, conversion, expansion, or juxtaposition. The way the reader recognizes the transformation. In this sense, the significance depends upon the reader's bringing to the text a knowledge of the sociolect, which will unlock its initially hidden meanings. Texts presuppose inter-texts, which the reader must then actualize within a semiotic reading of the text. The theory

depends heavily on the belief not only that texts give us clear clues to their decoding (an idea, that is, that texts can be appropriately decoded in their terms) but also that readers have the capacity, the knowledge of the sociolect and of literary traditions, which will allow them to perform such successful decoding.

God, for example, functions as a transcendental signified in most dominant religions; the role of this signifier is to refer only and always to itself, to the forecast, the concept of the deity. To view the signified 'God' as a signifier in a chain of signifiers is highly unsettling for dominant religions. To ask the question 'to what does the sign 'God' refer?' is to undermine the position of 'God' as a transcendental signified. However, religions inevitably provide answers to such a question and undermine the transcendental, central, single, ultimate, unquestionable position of the sign 'God.' To answer the question is to set up a series of new signifieds that are subject to questions concerning their reference and so become signifiers for other signifieds. Creator, Father, Spirit, Supreme Being, Prime Mover, and so on: all such answers to the initial question merely provide other signifieds which themselves become signifiers.

2. Runes

a. Runes Theory

Runes have been used throughout history for a variety of purposes, including as a tool for divination, a means of communication, and a symbol of cultural identity. Runes are generally considered to have

originated with the Germanic peoples of Northern Europe in the 2nd century CE and were used primarily as a writing system until the adoption of the Latin alphabet. According to Blum (2012), runes are symbols that, like the letters of the alphabet, have been used by the Germans in divination and magic since pre-Christian times, and rune symbols are believed to have a magical quality to them. It can be used to access the wisdom of the unconscious and to connect with spiritual forces through meditation and visualization. Individuals can use runes to gain insight into their own lives and represent positive change.

Runes have played an important role in Norse and Germanic mythology and history and have been used in various cultural contexts throughout history. The use of runes as a tool of divination and magic was documented in medieval literature, and the carving of runes into objects for protection or other purposes was typical in Eastern Scandinavia during the Viking's time. Runes have also been used as a symbol of cultural identity, appearing on weapons, jewelry, and other items.

The word "rune," or *runa*, comes from the language of the ancient Goths and literally means "secret" or "hidden," in turn, it ultimately derives from the early Germanic word *ru*, meaning "mystery." In modern German, *raunen* also comes from this root and means "to whisper." In Norse mythology, the god Odin is said to have discovered runes through an act of self-sacrifice, and since then, runes

have been associated with wisdom, magic, and divination. Different rune symbols are associated with different meanings, and the use of runes in divination involves the interpretation of patterns and combinations of symbols.

The basic understanding of runes is that they were a form of divination or prophecy used by the ancient Norse and Germanic peoples to communicate with the gods and gain insight into the future. According to Mountfort (2003), runes are symbols that have both literal and symbolic meanings and can be used for a variety of purposes, including healing, protection, and guidance. Mountfort identifies three main types of runes: Old Futhark, Young Futhark, and Anglo-Saxon Futhorc. The Elder Futhark is the oldest and most widely used system, consisting of 24 runes, each associated with a specific sound or letter. The Younger Futhark is a simplified version of the Elder Futhark, with only 16 runes. At the same time, the Anglo-Saxon Futhark is the modified version of it in England during the Anglo-Saxon period. As Mountfort (2003) states that:

“Runes are an ancient form of divination and magic used by Norse and Germanic peoples to communicate with the gods and gain insight into the future. Runes are symbols with both literal meanings and symbolic meanings and can be used for a variety of purposes, including healing, protection and guidance. Runes symbols are believed to be imbued with powerful energies and can be used to transfer personal growth and change by meditating on the meaning of each rune and using them as focal points for intention and visualization. Individuals can tap into their inner wisdom and manifest positive change in their lives. There are three main types of runes: The Old Futhark, the Young Futhark, and the Anglo-Saxon Futhorc, each with unique symbols and meanings.” (Mountfort, 2003, p. 1)

In addition to using them as prophecy, Mountfort suggests that runes can also be used for personal transformation and growth. By meditating on the meaning of each rune and using them as a center of intention and visualization, individuals can tap into their inner wisdom and manifest positive change in their lives.

b. Runic Letters

For the classification of runic letters, Paul Rhys Mountfort (2003) has explored and explained 24 runic letters with their respective meanings. Here is a simple discussion based on Paul Rhys Mountfort's research:

1. Fehu (𐒻)

The rune of prosperity and beginnings. Fehu runes represent wealth, abundance, and material possessions. As Mountfort (2003) emphasizes that it is often interpreted as a symbol of prosperity, both in terms of material resources and spiritual wealth. In old Norse society, wealth was not exclusively measured in terms of cash but moreover included livestock, arable land, and other profitable resources. Fehu epitomizes this thought of wealth, enveloping all perspectives of prosperity. In summary, it implies opportunities for prosperity, energizes mindful utilization of assets, and includes both material and spiritual angles of wealth.

2. Uruz (ᚱ)

The rune of irresistible force. Uruz represents a surge of energy that can be channeled to overcome obstacles, achieve goals, and embrace change. Moreover, Uruz is associated with physical health and resilience. Mountfort (2003) highlights that the Uruz rune represents primal power, strength, and vitality. It symbolizes untamed energy, personal growth, and physical health. By embracing the energy of Uruz, one can tap into one's inner strength and face life's challenges with strength and resilience.

3. Thurisaz (ᚦ)

The rune of boundaries. Thurisaz signifies the presence of potential challenges, conflicts, or dangers. It represents the need for caution, awareness, and preparation. Mountfort (2003) suggests that the runes urge individuals to face and overcome obstacles, embracing the transformative power that comes from difficult situations. In addition, Thurisaz represents the concept of Thorn or giant. It embodies turbulent energies, challenges, and hidden dangers. It encourages individuals to face obstacles, transform through adversity, and develop inner resilience.

4. Ansuz (ᚹ)

The rune of the divine. Ansuz signifies the presence of communication, inspiration, or meaningful messages from the divine. It represents the power of words, eloquence, and the ability

to express oneself effectively. Mountfort (2003) emphasizes that Ansuz encourages individuals to listen carefully, be open to messages, and speak clearly and with purpose. In addition, the Ansuz rune also represents communication, divine inspiration, and the power of words. It symbolizes the human-divine connection, encourages meaningful communication, and emphasizes the importance of intellect, language, and storytelling.

5. Raido (ᚱ)

The rune of time. Raido signifies movement and change. It represents a journey, whether physical or symbolic, and hints at progress, personal growth, and the opening of one's life path. As like as Mountfort (2003) express that Raido represents the concept of journey, progress, and transformation. It symbolizes movement, personal growth, and experiences gained along the way. Raido encourages individuals to experience new adventures, find balance, and learn from their journeys as they navigate their lives.

6. Kaunaz (ᚲ)

The rune of passion and insight. Kaunaz runes signify knowledge, inspiration, and creativity. It represents the inner spark of enlightenment and the awakening of one's inner wisdom. Furthermore, Kaunaz symbolizes the creative fire in individuals. It means the ability to express ideas, spark inspiration, and ignite passion and motivation. Mountfort (2003) suggests that the Kaunaz

rune symbolizes enlightenment, knowledge, and the fire of inner transformation. It symbolizes the transforming power of fire and encourages individuals to seek knowledge, embrace creativity, and use their inner fire wisely.

7. Gebo (X)

The rune of generosity. These Runes are associated with the idea of a gift that goes beyond material possessions to include acts of kindness, love, and understanding. Gebo stands for partnership, connection, and the concept of “give and take”. In addition, Mountfort (2003) also suggests that the Gebo rune demonstrates the concepts of giving, cooperation, and reciprocity. It symbolizes the exchange of energy, the balance between giving and receiving, and interdependence between individuals. Gebo encourages individuals to cultivate harmonious relationships, realize blessings, and embrace the interconnected nature of existence.

8. Wunjo (P)

The rune of happy endings. This rune signifies a state of joy and satisfaction. Wunjo symbolizes harmony and conflict resolution. Wunjo also represents the interconnectedness of joy and happiness with life’s mental and emotional aspects. In addition, the Wunjo rune represents joy, harmony, and satisfaction. Mountfort (2003) highlights that the runes symbolizes the fulfillment of desires, the culmination of efforts, and the state of happiness that

comes from living an authentic life that matches one's true self. Wunjo encourages individuals to celebrate achievements, cultivate harmony, and embrace joy.

9. Hagalaz (H)

The rune of disruption. This rune denotes a moment of disruption, challenge, and potential failure. It represents forces beyond our control and prompts individuals to adapt and find resilience in the face of adversity. Hagalaz symbolizes the need for purification and liberation from old patterns. This suggests that through disruptive forces, a person can give up outdated beliefs, behaviors, or situations that no longer serve their best interests. In addition, Mountfort (2003) suggests that Hagalaz rune represents disruption, challenge, and force of nature. It symbolizes times of adversity, calls for resilience and adaptability, and invites individuals to embrace change and let go of old stereotypes. Hagalaz also emphasizes the interconnectedness of all things and the need to conform to the cycles of nature.

10. Nauthiz (T)

The rune of necessity. The rune Nauthiz is associated with the concept of need or necessity, emphasizing the importance of accepting and learning from difficulties. This rune denotes a limited time, failure, or restriction. Nauthiz symbolizes the need to make difficult choices and sacrifices to achieve long-term goals. As

Mountfort (2003) pointed that Nauthiz rune represents bondage, necessity, and lessons of hardship. It symbolizes individuals' challenges and motivates them to face and overcome obstacles. Nauthiz emphasizes the need for discipline, informed decision-making, and inner strength to overcome tough times and become stronger.

11. Isa (I)

The rune of danger. Rune Isa is associated with ice and the concept of winter, conveying a feeling of stillness and restfulness. Isa signifies a period of peace and the need to embrace patience. Isa also symbolizes the power of restraint and self-control. It reminds individuals to exercise external and internal discipline and resist impulsive or hasty decisions. Mountfort (2003) suggests that the rune Isa symbolizes immobility, patience, and the power of restraint. It represents a period of reflection and inner reflection, prompting individuals to exercise patience and self-control. Isa also holds the potential for transformation and new beginnings, reminding individuals of the importance of aligning actions with long-term goals.

12. Jera (S)

The rune of celebration. The Jera rune is associated with the agricultural cycle, reflecting the importance of agriculture and a bountiful harvest after sowing. Jera signifies the fruit of efforts, the

completion of processes, and the appearance of rewards. Then, Jera symbolizes the cyclical nature of life and the understanding that everything happens in its time. In addition, Mountfort (2003) also pointed that the rune Jera represents the harvest, the cycle, and the concept that what you sow, you reap. It symbolizes the natural rhythm of life, the completion of processes, and the rewards that come from hard work and patience. Jera encourages individuals to respect the cycle, trust the natural flow of time, and diligently pursue their goals.

13. Eihwaz (**J**)

The rune of progress. The rune Eihwaz is associated with the yew tree, a tree in Norse mythology that is considered a sacred tree that bridges the gap between life and death. Eihwaz means strength, resilience, and the ability to withstand challenges and transform. Mountfort (2003) emphasizes that the rune Eihwaz represents endurance, transformation, and the connection between the earthly and spiritual realms. It symbolizes strength, resilience, and the ability to endure challenges. Eihwaz invites individuals to tap into their inner wisdom, embrace spiritual growth, set boundaries, and embrace transformation as a path to deeper understanding and renewal.

14. Pertho (ᚦ)

The rune of chance. The Pertho rune signifies the presence of fate, chance, and the power of the unknown. Pertho symbolizes the concept of “the luck of the draw” or the role chance plays in shaping our lives. Moreover, Pertho also means the beginning or the journey of self-discovery. In a nutshell, the Pertho rune represents fate, mystery, and the unknown. Mountfort (2003) suggests that it symbolizes the presence of destiny and invites individuals to embrace the mysteries and possibilities of life. Pertho reminds individuals to be adaptable, trust their intuition, and see opening their unique path as an opportunity for growth and self-discovery.

15. Algiz (ᚷ)

The rune of self-interest. Algiz is associated with the elk, an animal known for its strength, agility, and ability to navigate rugged terrain. Algiz signifies protection and the presence of higher leadership. Algiz also represents the concept of personal growth and self-transformation. Mountfort (2003) emphasizes that it encourages individuals to embrace their true potential, step out of their comfort zones, and face their fears with courage and resilience. In addition, the Algiz rune represents protection, higher orientation, and connection with the divine. It symbolizes spiritual strength, personal growth, and setting healthy boundaries. Algiz encourages individuals to trust their inner strength, seek guidance from higher

sources, and find harmony between life's material and spiritual aspects.

16. Sowelo (ᚱ)

The rune of the sun. The rune Sowelo signifies personal strength, vitality, and potential for enlightenment. It represents an inner source of strength, inspiration, and positive energy. Sowelo also embodies the concept of victory and success. As like as Mountfort (2003) which emphasizes that the rune denotes overcoming obstacles, achieving goals, and a sense of victory. In addition, the Sowilo rune represents the sun, enlightenment, and personal strength. It symbolizes inner strength, sophistication, victory, and vitality. Sowilo encourages individuals to embrace their strengths, seek truth and clarity, and shine their light on the world.

17. Tiwaz (ᚦ)

The rune of commitment. The Tiwaz rune is associated with the concept of the warrior and the qualities associated with the warrior. Tiwaz signifies the importance of honor, integrity, and advocating for what is right. Tiwaz also denotes the concept of self-sacrifice and a willingness to put the needs of others before one's own. To summarize, the Tiwaz rune represents honor, justice, and the warrior archetype. Mountfort (2003) suggests that the rune symbolizes the pursuit of justice, the qualities of a warrior, and the willingness to make sacrifices for the greater good. Tiwaz

encourages individuals to act with integrity, stand up for what is right, and demonstrate bravery, resilience, and selflessness.

18. Berkana (ᚷ)

The rune of birth. Berkana runes are associated with the concept of feminine strength and qualities related to education and creativity. Berkana signifies the energy of growth, new beginnings, and nurturing and supportive potential. Furthermore, Berkana symbolizes the concept of birth and rebirth. This shows that through the process of growth and innovation, individuals can shed old stereotypes, embrace new opportunities, and experience personal transformation. In addition, the Berkana rune represents growth, education, and feminine energy. As Mountfort (2003) emphasizes that the rune symbolizes a new beginning, the potential for personal change, and the importance of creating a supportive and nurturing environment. Berkana encourages individuals to connect with their nurturing qualities, foster community, prioritize self-care, and embrace the cycles of growth and renewal in their lives.

19. Ehwaz (ᚥ)

The rune of ideas. The rune Ehwaz is associated with the energy and qualities of the horse. Ehwaz signifies the importance of cooperation, collaboration, and the establishment of harmonious relationships. Ehwaz also represents the concept of movement and progress. It means the power to move forward and the ability to

overcome challenges and obstacles. Mountfort (2003) suggests that the he runes encourage individuals to embrace change, adaptability, and willingness to take calculated risks to achieve growth and success. In addition, the Ehwaz rune represents cooperation, harmony, and the concept of teamwork. It symbolizes cooperation, progress, and the ability to overcome challenges. Ehwaz encourages individuals to appreciate cooperation, embrace change, and cultivate a sense of balance and connection within themselves and in their relationships.

20. Mannaz (ᚱ)

The rune of mankind. The rune Mannaz is related to human nature and self-knowledge concerning others. Mannaz signifies the importance of self-awareness, personal growth, and recognition of one's place in the wider human community. Then, Mannaz also symbolizes the concept of interdependence and the understanding that all individuals are part of a larger collective. In a nutshell, the Mannaz rune represents humanity, self-awareness, and the interdependence of individuals. As like as Mountfort (2003) suggests that the rune symbolizes the journey of self-discovery, the recognition of shared experiences, and the pursuit of personal and spiritual growth. Mannaz encourages individuals to cultivate self-awareness, value community, and contribute positively to the common human experience.

21. Laguz (𐌺)

The rune of water. Rune Laguz is associated with the power and symbolism of water. Laguz signifies the importance of intuition, emotional intelligence, and exploration of the subconscious. Furthermore, Laguz symbolizes the concept of fluidity and adaptability. Laguz also represents the concept of healing and purification. In summary, the Laguz rune represents water, intuition, and the flow of energy. As Mountfort (2003) emphasizes that the rune symbolizes the depth of the subconscious, adaptability, healing, and the interconnectedness of all things. Laguz encourages individuals to embrace their intuition, go with the flow, and discover the transformative power of their emotions and inner world.

22. Inguz (𐌹)

The rune of potential. The rune of Inguz is associated with the concept of fertility and creativity in nature. Inguz signifies the potential for growth, abundance and fulfillment of desires. In addition, Inguz symbolizes the concept of inner transformation and personal growth. And Inguz also represents the concept of harmony and balance. In short, the rune Inguz represents the power of fertility, growth, and new beginnings. As like as Mountfort (2003) suggests that the rune symbolizes the possibility of manifestation, inner transformation, and harmony between the material and spiritual worlds. Inguz encourages individuals to fulfill their creative

potential, align their thoughts and actions, seek collaboration, and believe in the myriad opportunities that lie ahead.

23. Dagaz (ᚱ)

The rune of the sun. The rune Dagaz is associated with the energies and qualities of light and enlightenment. Dagaz signifies the importance of embracing change, striving for spiritual growth, and experiencing a shift in consciousness. Dagaz also represents the concept of clarity and the ability to see things from a higher perspective. It means removing illusions, revealing truths, and expanding consciousness. In addition, Mountfort (2003) suggests that the runes of Dagaz represent the concepts of transformation, enlightenment, and enlightenment. It symbolizes the transition from darkness to light, the integration of opposites, and the possibility of spiritual enlightenment. Dagaz encourages individuals to embrace change, seek inner balance, and use intuitive knowledge to experience personal growth and fulfillment.

24. Othila (ᚲ)

The rune of authority and responsibility. The rune Othila is associated with the energies and attributes of ancestral heritage. Othila signifies the importance of honoring one's lineage, honoring the wisdom of one's ancestors, and recognizing the influence of one's family history. Mountfort (2003) suggests that Othila also represents the concept of home and the importance of creating a

stable and nurturing environment. In summary, the Othila rune represents the concept of heritage, ancestral wisdom, and home. It symbolizes connecting with one's roots, the value of ancestral guidance, and the responsibility to respect and pass on cultural heritage. Othila encourages individuals to embrace their lineage, create a caring home environment, and consider its impact on future generations.

B. Vikings TV Series

Vikings is a historical drama television series that first premiered in 2013. The series focuses on the legendary Viking hero, Ragnar Lothbrok, and his journey from farmer to warrior, legendary warriors and rulers. The series is set in the late 8th and early 9th centuries and follows the legendary Viking hero Ragnar Lothbrok, a farmer and warrior from a small village in Norway. Throughout the series, Ragnar becomes a powerful leader and legendary warrior, and his story is intertwined with that of his family, friends, and fellow Vikings.

The show is known for its attention to detail in depicting Vikings' society and culture, from their religious beliefs and myths to their clothing and social structures. The film also features stunning cinematography and epic battle scenes, which have become hallmarks of the series. In addition to Ragnar, other main characters in the series include his wife Lagertha, a fierce shieldmaiden and warrior; Ragnar's brother Rollo, a skilled fighter who struggles with family loyalty and a lust for power; and Floki, a shipwright and

close friend of Ragnar, who is fiercely loyal to him. The series also featured historical figures such as King Harald Finehair, Queen Aslaug, and legendary Viking warrior and adventurer, Bjorn Ironside.

While the series is largely based on historical events and characters, it does take some liberties with historical accuracy for storytelling purposes. Despite this, the series remains a fan favorite and has won critical acclaim for its strong writing, talented cast, and exploration of themes such as power, loyalty, and family. The series spanned six seasons, with the final season airing in 2019. In addition to the main series, there are spin-off series and sequels, including “Vikings: Valhalla”, that scheduled to premiere on Netflix in 2022.

C. The Lord of the Rings

“The Lord of the Rings” is an epic fantasy trilogy based on the novel of the same name by J.R.R. Tolkien. The films were directed by Peter Jackson and released between 2001 and 2003. The trilogy tells the story of a young hobbit named Frodo Baggins who is tasked with destroying the Ring, an evil artifact that grants great power to its wearer and was created by the Dark Lord Sauron. Frodo is joined in his quest by a fellowship of other characters, including the wizard Gandalf, the elf Legolas, the dwarf Gimli and the human Aragorn.

These trilogy films were titled *The Fellowship of the Ring* (2001), *The Two Towers* (2002), and *The Return of the King* (2003). The films were shot in multiple locations used to create the fictional world of Middle-earth. The films also use realistic effects and prosthetics, as well as CGI, to create the massive fight scenes that are characteristic of the series. While the films are

known for their epic and action-packed scope, they also explore themes such as friendship, sacrifice, and the corrupting influence of power. The Lord of the Rings is a true cinematic landmark, a visually stunning adaptation of a beloved novel that has surpassed the original to become a classic in its own right. The film remains popular with fans and has inspired countless adaptations and tributes in popular culture.

D. Norsemen TV Series

Norsemen is a Norwegian comedy TV Series that has gained popularity in Norway and around the world since it first aired in 2016. The TV Series created by Jonas Torgersen, Jon Iver Helgaker, and Anders Tangen is set in the Viking Age and follows the daily lives of a group of Vikings living in the small village of Norheim. The characters include chiefs, warriors, farmers, and slaves, and the series often parodies common Viking stereotypes while exploring the realities of life in Viking society. The show is known for its blend of humor and drama, as well as its focus on historical accuracy in terms of clothing, weapons, and setting. Norsemen has been praised for its edgy writing and unique blend of genres, as well as its exploration of themes such as power, gender, and social hierarchy.

The main plot of the film follows the village chief, Olav, and his struggle to maintain power and control over his people. Olav is often at odds with his wife, the strong-willed Froya, who is not afraid to challenge him and assert her own strength. Other notable characters include the warrior Arvid, who struggles to balance loyalty to Olav with his own sense of morality, and Orm, a clumsy

farmer who suddenly finds himself thrust into a position of power. Throughout the show's multiple seasons, the characters face a variety of challenges, including Viking raids, political intrigue, and personal conflicts. The show's unique blend of humor and drama, as well as its focus on historical accuracy, have earned it a large following in Norway and abroad.

E. Previous Studies

The discussions on the same topics and object have been carried out in previous research. However, the researcher could not find other studies that analyzed the lack comparative analysis between runes use in the three selected stories. The discussion on this same topic is not so much. Therefore, the researcher used the research results of other researchers closest to the topic of the researcher's discussion. Related research from other researchers is needed to support this study. And here are some related studies concerning the significances of runes and intertextuality studies with similar topic to this research found by the researcher.

First, the previous research of a journal article entitled *Aspects of Intertextuality in Fantasy Adaptation through The Lord of the Rings, Harry Potter and Game of Thrones* by Tani (2021). This study examines the use of intertextuality in adaptations of three famous works of fiction: The Lord of the Rings, Harry Potter and Game of Thrones. In this case, the thesis analyzes how intertextuality is used in these adaptations to create meaning, enhance narrative, and connect adaptations to the broader literary and cultural contexts. Using Julia Kristeva's formulation of Intertextuality and Linda Hutcheon's Adaptation

theory, this research explores various aspects of intertextuality, such as allusions to other literary or mythological works, the use of archetypes or motifs from other works of fiction, or the incorporation of elements from popular culture. By examining the role of intertextuality in these adaptations, the research aims to provide insight into how adaptations can stay true to the original material while simultaneously creating something new and exciting for the audience.

Second, the previous research of a journal article entitled *Intertextuality of the sagas of Ragnar Lodbrok by Ben Waggoner and its tv-series version: Vikings (Symbolic interactionism approach)* by Asih (2021). In this research, she attempts to examine the concept of intertextuality in the Sagas of Ragnar Lodbrok, translated and annotated by Ben Waggoner, and its television adaptation, Vikings. Intertextuality is a literary device that refers to the relationship between texts in which one text references or is influenced by another. The research used a symbolic interaction approach, which is a sociological perspective that emphasizes the importance of symbols, language and communication in shaping social reality. This approach suggests that individuals actively construct meaning through their interactions with others and the cultural symbols and artifacts around them. In this case, the thesis might examine how the sagas of Ragnar Lodbrok and the Vikings TV Series interact with each other and with other cultural symbols and artifacts to create meaning. The thesis explores how intertextual references in an adaptation contribute to

the development of characters, themes, and motifs and how they shape the audience's understanding of the story.

Third, the previous research of a journal article entitled *Reading runes with the sun. A geosemiotic analysis of the Rök runestone* by Holmberg (2021). Using the Scollon's geosemiotic framework this research focused on the Rök runestone, a large Viking Age memorial stone with runic inscriptions, and aimed to analyze its symbolism and meaning using the geosemiotic approach. Geosemiotics is an interdisciplinary field that combines semiotics, the study of signs and symbols, with geography and spatial analysis. The geosemiotic approach considers how people use symbols to create and convey meaning in different spatial contexts. This research explores how the Rök runestone inscriptions relate to the material and cultural landscape of the surrounding area and how contemporary audiences understand them. The Rök Runestone is an important cultural artifact that provides insight into the beliefs and values of the peoples of the Viking Age. Using a geographical and semiotic approach, this study aims to deepen our understanding of the cultural and spatial context in which runestones were made and how contemporary audiences might understand them.

Fourth, the previous research of a thesis entitled *Intertextuality in the movies of Akira Kurosawa's Ikiru and Alexandro Gonzalez's Birdman* by Gufron (2021). This study explores the concept of intertextuality in the films "Ikiru" by Akira Kurosawa and "Birdman" by Alexandro González. The research aimed to analyze how "Birdman" is intertextualized with "Ikiru" and

how this connection affects the interpretation and meaning of the two films. The researcher explores how the filmmakers of “Birdman” were influenced by “Ikiru” and how they incorporated elements from the previous film into their work. This involve analyzing the visual style, narrative structure, or thematic content of the two films, as well as examining how intertextual relationships between the films affect reception and how to interpret them.

Fifth, the previous study of a journal article entitled *Applying Magical Communication to Semiotic Runology* by Shell, (2020). This research aims to explore the potential application of magical communication to the field of semiotics. Semiotic runology is the study of runes as a system of pictorial and symbolic communication, while magical communication refers to the use of symbols, rituals, and other esoteric practices to communicate. with supernatural entities or forces. In this context, the researcher are interested in discovering how magical communication can be applied to the study of runes. The researcher also discovering on how magical communication can be used to enhance or deepen our understanding of the symbolic meaning and cultural significance of runes.

CHAPTER III

RESEARCH METHODOLOGY

A. Research Design

This research concerns the significance of runes for the narratives in the Vikings TV Series, Lord of the Rings Trilogy movie, and Norsemen TV Series. The researcher focuses only on the runes found in the Vikings TV Series 2013 seasons 2, 4, 5, and 6, the Lord of the Rings Trilogy Movie, and the Norsemen TV Series 2016. This research aims to reveal the rune's significance for the movie narratives of Vikings, Lord of the Rings, and Norsemen. Using the Intertextuality theory by Graham Allen would help the researcher analyze the significance the runes have in Vikings, The Lord of the Rings, and Norsemen, and use the Nordic Runes theory by Paul Rhys Mountfort to analyze and classify the runes found in the movie.

In this research, the researcher used a descriptive qualitative method. Qualitative research, according to Sukmadinata (2005), is when the researcher lets problems emerge from the data, and they remain available to be interpreted by having two purposes: to “describe” and “explore,” and to “describe” and “explain.” The researcher uses this research design because the data is not formed in numeral form. Still, the data form is a description and interpretation of the images captured in the films. The researcher collected, classified, and analyzed the data and, in the end, determined the conclusion of this research. One of the descriptive qualitative methods is a documented study. The researcher collect the data by watching, capturing the data, classifying, and

identifying the data. The last result of this study is the description and interpretation of the images themselves, which is why the researcher chose descriptive qualitative as the research design.

B. Data and Data Sources

According to Cresswell (2013), “data” is raw information or evidence collected through a variety of methods, such as surveys, experiments, observations, or collections of existing data. Data is used as the basis for analysis and research in the thesis, providing an empirical basis for drawing conclusions and presenting arguments. The data of this research are in the form of images captured from the scene films. The data of this research are taken from the *Vikings* TV Series (2013), Seasons 2, 4, 5, and 6, *The Lord of the Rings* trilogy movie, and the *Norsemen* TV Series (2016). The researcher conducted this research by focusing only on the runes that appeared in those selected films based on the Nordic Runes book by Paul Rhys Mountfort (2003) and using Graham Allen’s (2011) Intertextuality formulation to get the interpretation significances of the runes have in Vikings, The Lord of the Rings and Norsemen and also to get to a deeper understanding of the intertextual relationships between these cultural texts and historical narratives.

C. Research Instruments

Sekaran and Bougie (2016) stated that “Research instrument are the means to collect data. These tools may include surveys, questionnaires, interviews, observations, and tests. Choosing an appropriate research

instrument is critical to the success of a study because it has a direct impact on the quality and validity of the data collected.” The researcher is the main instrument of this descriptive qualitative research. In conducting this research, the most essential tools are the researcher’s ability to understand the runes and their meanings, the theory of intertextuality, and the research object. Additional research instruments used by the researcher are dictionaries, data sheets, laptops, handphones, books, and journals. These other tools help researchers to collect and classify the data.

D. Data Collection Techniques

Data collection involves selecting the most appropriate methods and tools to collect data relevant to the research objectives. This process is critical to the success of any research project and requires careful planning, implementation, and validation of data collection instruments (Leedy & Ormrod, 2015). The way of collecting data in this research is documentation. Babbie (2010) defines documentation technique as the process through which a researcher uses data and analysis to verify documents. The researcher watched the Vikings TV Series (2013), The Lord of the Rings trilogy movie, and Norsemen TV Series (2016) clearly in collecting the data. After that, the researcher takes screenshots from the Vikings TV Series (2013), The Lord of the Rings trilogy movie, and Norsemen TV Series (2016) that can be input as the data. This form of analysis is just one of the many steps to complete when conducting this research. Thus, the technique of collecting the data for this research could be explained as follows:

1. Watches the movies four times and classifies the runes found in the movies comprehensively.
2. After the researcher watches the movie, the researcher captures and takes a screenshot of any scene that shows the rune.
3. After taking screenshots, the researcher makes a classification of the runes found in the movie by resizing, cropping, and adjusting the picture to clarify the data found.
4. The researcher then identifies the data based on the Intertextuality theory in *The New Critical Idiom* By Graham Allen (2011) and *Nordic Runes* book by Paul Rhys Mountfort (2003).
5. Then, the researcher identifies and classifies the data found using the Nordic Runes theory to know what runes are found in the movie.
6. After that, the researcher identifies the runes found in the movie to know the significance of the runes using the Intertextuality theory.

E. Data Validation Techniques

Moleong (2007) divided the trustworthiness of the data into four levels: Credibility, Transferability, Dependability, and Confirmability. The researcher used those four criteria to check the validation of the data. Credibility aims to achieve data validity. The researcher provides accurate data to confirm the results of the study. The researchers gain data credibility by reading carefully and watching many times. Then, the researcher selects the data related to problem formulations. Transferability is how researchers convey findings to the reader to achieve this goal. The researcher provides additional information to

help the reader understand the findings. Then, dependability is essential to maintain the data accuracy. The researcher then read the data carefully and watched many times to reach the right interpretation. Conformability is a technique for determining research objectivity by discussing it with other researchers or other lecturers.

To validate the data in this study, the researchers involved the experts to consult. The experts who know about the subject matter in this research: The significance of runes for the narratives In Vikings, Lord of the Rings, and Norsemen (An Intertextuality Study). In this case, the researcher must show the findings that are finally checked by the validator. The validator checks whether the data is appropriate or not.

The researcher chooses Mr. Muhammad Rizal, M.A. to be the validator in this research. The reason for asking her to be a validator in this research is because of her expertise in the field of intertextuality study. She has authored numerous articles, journals, and research related to Intertextuality studies and has an understanding of narrative development in film as Popular Culture. This field of study is in line with this research. Popular culture relates to films and mythological stories that have a connection to films and TV series as products of popular culture.

F. Data Analysis Techniques

The technique of analyzing the collected data is interpreting. The researcher interpreted the data using the Nordic Runes Book by Paul Rhys

Mountfort (2003) and then classified and determined the data based on the theory of intertextuality by Graham Allen (2011). Spradley (1980) stated that there are four stages in analyzing data: domain, taxonomy, componential, and cultural theme.

Domain, it was to understand the context of the object research. The researcher must guarantee that the data are suitable to the research context. It was by understanding the data that was clearly analyzed and put in the right place. In other words, the researcher understood the qualifications that belong to the data. For example, suppose data qualifies for the significance of Power. In that case, it must be analyzed by understanding the theory of Intertextuality and Runes in order to ensure that the data is in accordance with the theory to explain it.

Taxonomy is the next step. In this step, the researcher ensure that the data from film and TV Series are matched with the focus of this research. It meant that the data would match the significance of the narratives in the Vikings TV Series, Lord of the Rings trilogy movie, and Norsemen TV Series. After collecting the data, researchers classify and analyze the data based on the purpose of the study. First, the researcher categorized the runes from the film and TV Series into 24 runic letters. Second, after the researcher classified the data found, the researcher analyzed the significance of the runes for the narratives based on Mountfort's theory of runes. Based on the theory, the researcher divided the significances of runes into 11 significances:

1. Power : Pow
2. Health : Hea
3. Inspiration : Ins
4. Idea : Ide
5. Time : Tim
6. Victory : Vic
7. Joy : Joy
8. Gift : Gif
9. Warrior : War
10. Progress : Pro
11. Knowledge : Kno

The following process of analyzing data is drawing the componential table, which is shown below:

Source of Data	Fehu											Uruz											so on...	
	Pow	Hea	Ins	Ide	Tim	Vic	Joy	Gif	War	Pro	Kno	Pow	Hea	Ins	Ide	Tim	Vic	Joy	Gif	War	Pro	Kno		
Vikings																								
The Lord of the Rings																								
Norseman																								
Total																								

Figure 3. 1. *Componential Table*

This step ensured that the analyzed data had the elements of analysis toward the theory. The researcher ensures the data is examined through intertextuality and the significance of Intertextuality theory. Furthermore, the Runes that appear in the film and TV Series must be commensurate, allowing the data from the movie to match the significance. The researcher makes the

table to reveal what types of runes were found and their significance in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series in order to get the number of each category to know the most dominant runes and their significances for the narratives in those selected films.

Cultural theme is the final step used to find out and write down the dominant data through a componential table that has been drawn before. From that table, the researcher will be able to identify the most dominant runes and their significance. Then, to get to a conclusion of the dominant data of runes found and their significances, the researcher will clearly describe and interprets the data.

CHAPTER IV

FINDINGS AND DISCUSSION

In this chapter, two important points are discussed by the researcher. There are research findings and discussions. In the research findings, the result of the analysis will be discussed and will be divided into two sub-chapters. The first sub-chapter will discuss the runes found in the Vikings, Lord of the Rings, and Norsemen. The second one will discuss the significance of runes in Vikings, Lord of the Rings, and Norsemen. Then, a deep explanation of each finding are discussed in the discussion.

A. Research Findings

This sub-chapter focuses on describing the runes that are found in Vikings, Lord of the Rings, and Norsemen, and the significance of the runes for the narratives in Vikings, Lord of the Rings, and Norsemen. The purpose of this study is to explore and illustrate the intertextual relationship between the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series with the cultural and historical significance of runes. The Research could examine the role runes play in building the characters, setting, and plot of each of these stories, as well as how rune use reflects and reinforces cultural and historical narratives about Nordic and Germanic peoples.

The researcher classifies the data based on the Intertextuality theory By Graham Allen and the Nordic Runes theory by Paul Rhys Mountfort. Then, the researcher identifies the data found using the Nordic Runes theory to know what runes are found in the selected movies. After that, the researcher identifies the

runes found using the Intertextuality theory to know the significance of the runes and how the runes construct intertextuality between Vikings, Lord of the Rings, and Norsemen. Before finding the significance and intertextuality relationship of the runes, the researcher conducted data processing and obtained a total of 116 data that appeared in the TV series Vikings (2013), the Lord of the Rings movie trilogy, and the TV series Norsemen (2016). The results of this study are explained as follows:

Table 4.1. *Data Information*

Types of Runes	Vikings TV Series	Lord of the Rings trilogy movie	Norsemen TV Series	Number
Fehu	0	0	0	0
Uruz	5	5	0	10
Thurisaz	7	0	0	7
Ansuz	3	3	0	6
Raido	4	3	0	7
Kaunaz	3	2	4	9
Gebo	1	0	2	3
Wunjo	0	1	0	1
Hagalaz	0	0	0	0
Nauthiz	2	0	0	2
Isa	6	4	0	10
Jera	0	0	0	0

Eihwaz	2	0	0	2
Pertho	0	0	0	0
Algiz	5	5	0	10
Sowelo	3	0	8	11
Tiwaz	1	0	4	5
Berkana	0	1	0	1
Ehwaz	5	3	0	8
Mannaz	0	0	0	0
Laguz	2	0	0	2
Inguz	3	1	0	4
Dagaz	0	0	4	4
Othila	1	5	0	6
Total				108

1. The Runes Found in Vikings, Lord of the Rings, and Norsemen

This sub-chapter focuses on discussing the runes that are found in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series according to Paul Rhys Mountfort's (2003) theory. The data is presented according to the type of runes and explained into three categories based on each movie where the runes are found.

a. Fehu (𐒃)

Fehu is the first rune of the runic alphabet and is associated with the sound "F." In terms of symbolism, Fehu is often linked to wealth,

prosperity, and cattle. Historically, cattle were a measure of wealth in many ancient societies, and the possession of cattle was considered a sign of prosperity. As a result, Fehu came to symbolize not only material wealth but also the broader concept of abundance and success.

Like the traditional interpretation, Fehu is associated with wealth and cattle. Cattle were essential assets in ancient societies, representing prosperity and abundance. Mountfort (2003) emphasizes the idea of “movable wealth” associated with Fehu. This could refer to the portable nature of assets such as cattle, as well as the concept of wealth as a dynamic and evolving force. Mountfort suggests a connection between Fehu and life force or vitality. Cattle were crucial to the survival and well-being of ancient communities, and this rune may symbolize the life-sustaining aspects of wealth. So, Fehu, according to Mountfort, may represent the transformative nature of wealth and the idea of exchange. This could extend beyond material wealth to include the exchange of energy, ideas, and resources.

In the context of a movie or any creative work, the use of the Fehu rune could be symbolic and open to interpretation. It might be employed to convey themes related to wealth, abundance, success, or even the cyclical nature of prosperity. Depending on the narrative or the specific scene in the movie, the Fehu rune could be used to add layers of meaning or evoke a particular atmosphere. However, to substantiate

all that in this study, the researcher did not find any Fehu runes in the Vikings TV Series, Lord of the Rings, as well as Norsemen TV Series.

b. Uruz (𐐱)

The Uruz rune is the second rune in the runic alphabet, representing the sound “U” or “V.” Uruz is frequently linked to strength, vitality, and primal energy. The aurochs, as a symbol of untamed strength and wild power, convey the idea of raw, natural energy and life force. Uruz can also symbolize transformative processes and endurance. The aurochs, with their ability to adapt and survive in the wild, represent resilience and the capacity to endure challenges.

In a movie, the presence of the Uruz rune might signify characters or situations imbued with strength and vigor. The Uruz rune might be used to underscore themes of personal growth, change, and perseverance. The Uruz rune also might be strategically placed to highlight a character’s personal growth or the transformative aspects of their journey.

Vikings TV Series:

Datum Number: 41/Uruz/Pow-Cha/06:03/Vik:S4:Eps01



Figure 4.1. *Uruz Runes in Horn Carving*

Concerning this finding, this rune appears on the carved horn given by Floki to the character of Ragnar Lothbrok. As seen in the character of Ragnar Lothbrok in this case he has strong strength, an invincible and defeated warrior. In this context, the character has the strength to survive the pain he suffers and death. These runes show the strength of Ragnar Lothbrok in facing his illness and being able to avoid death.

Following Mountfort (2003), the rune Uruz symbolizes primal power, stamina, and the ability to endure challenges. It suggests a connection to the untamed aspects of nature and the inner strength needed to face adversity.

The list of Uruz runes that are found in the Vikings TV Series is provided below:

Table 4.2. *Uruz Runes in Vikings TV Series*

No.	Number of Datum
1.	42/Uruz/Pow-Cha/19:40/Vik:S5:Eps06
2.	43/Uruz/Pow-Cha/39:38/Vik:S5:Eps14
3.	44/Uruz/Pow-Cha/39:38/Vik:S5:Eps14
4.	45/Uruz/Pow-Cha/39:38/Vik:S5:Eps14

Lord of the Rings:

Datum Number: 61/Uruz/Pow-Cha/2:15:08/ LoTRT:TfotR



Figure 4.2. *Uruz Runes in Balin's Axe*

Concerning this finding, in the Lord of the Rings movie trilogy, these Uruz runes appear on Balin's sword axe. In relation, these runes indicate that Balin was a nation of Dwarves and was famous for its formidable strength. These runes illustrate that Balin was a formidable lord of Moria. Appearing in a battle of five armies, Balin fought and survived the battle, where he helped drive a dwarven war chariot and transported Dwalin, Fili, and Kíli to Ravenhill.

Uruz is sometimes associated with the cyclical nature of life, death, and rebirth. In a movie, the presence of the Uruz rune might suggest themes of rejuvenation, regeneration, and the cyclical patterns inherent in the narrative. In addition, Uruz runes in the Lord of the Rings trilogy movie were obtained from as many as five data with data appearing in the same place which can be used as reinforcing data in this finding.

The list of Uruz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.3. *Uruz Runes in Lord of the Rings*

No.	Number of Datum
1.	60/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR
2.	62/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR
3.	63/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR
4.	64/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR

c. Thurisaz (Þ)

The Thurisaz rune, also known as Thorn, is the third rune in the Runic alphabet. Thurisaz in general, is associated with concepts such as protection, defense, conflict, and the unpredictable forces of nature. Thurisaz is often associated with the idea of conflict and challenges. Thurisaz can also be seen as a protective rune, indicating the need for defense against external threats. Thurisaz is not only about conflict but also about the transformative potential that arises from facing challenges. However, Thurisaz is often linked to the archetype of the warrior who confronts and triumphs over challenges.

In a movie, the presence of the Thurisaz rune might suggest that characters will face obstacles, opposition, or turbulent situations that require strength and resilience to overcome. The rune might be used to symbolize characters who are tasked with protecting themselves or others, invoking themes of guardianship and security. The presence of

the Thurisaz rune might suggest that characters will undergo personal growth or transformation through the adversities they encounter and the rune could be used to highlight a character's warrior spirit, bravery, and ability to confront adversity head-on.

Vikings TV Series:

Datum Number: 27/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01

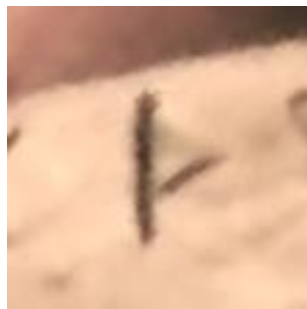


Figure 4.3. *Thurisaz Runes in Horn Carving*

Concerning the finding, in this case, these runes appear on the carved horns given to the character Ragnar Lothbrok. The rune means strength and this rune is used to show the strength possessed by the character Ragnar Lothbrok who is very strong in many ways. This rune is used to signify that Ragnar is a leader and knight who is very strong and has the ability to fight everything that stands in his way. This rune is also intended for the character of Ragnar Lothbrok who is struggling to survive the pain he is suffering and to signify that he will be able to fight the pain he is suffering.

As like as Mountfort (2003) emphasizes the protective aspect of Thurisaz. He sees it as a thorn or a barrier that can be used to guard

against negative forces or influences. In this context, Thurisaz is a symbol of defensive strength and the ability to repel potential threats. Thurisaz also symbolizes the raw and primal forces of nature that cannot be easily controlled. The theory also said that Thurisaz might be used as a symbol of trial and testing. It signifies challenges that test an individual's strength and resilience. Characters associated with Thurisaz in a movie might undergo trials that reveal their true character and lead to personal development.

In addition, Thurisaz runes in the Vikings TV Series were obtained from as many as seven pieces of data which can be used as reinforcing data in this finding. The list of Thurisaz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.4. *Thurisaz Runes in Vikings TV Series*

No.	Number of Datum
1.	28/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01
2.	29/Thurisaz/War-Cha/19:40/Vik:S5:Eps06
3.	30/Thurisaz/War-Cha/19:40/Vik:S5:Eps06
4.	31/Thurisaz/War-Cha/19:40/Vik:S5:Eps06
5.	32/Thurisaz/War-Cha/19:40/Vik:S5:Eps06
6.	33/Thurisaz/War-Cha/39:38/Vik:S5:Eps14

d. Ansuz (F)

The Ansuz rune represents the sound “A” in the runic alphabet. Ansuz is associated with communication, wisdom, and divine inspiration. The rune is sometimes linked to divine or higher guidance and connected to the idea of leadership and authority. Moreover, Ansuz can be associated with creative expression, including art, poetry, and storytelling, and tied to intellectual pursuits and the quest for knowledge.

In a movie, the presence of the Ansuz rune might signify a focus on the exchange of ideas, the importance of communication, or the pursuit of knowledge. Characters associated with Ansuz may play roles as messengers, wise advisors, or sources of insightful information. Ansuz also could symbolize moments of revelation, inspiration, or guidance from spiritual or supernatural forces. It might be used to highlight characters receiving wisdom from sources beyond the ordinary. In a movie, characters marked by the Ansuz rune might hold positions of leadership, act as influential figures, or play crucial roles in decision-making processes. The rune may represent the qualities of charisma, eloquence, and effective communication associated with leaders.

Vikings TV Series:

Datum Number: 1/Ansuz/Ins-Cha/07:56/Vik:S2:Eps7



Figure 4.4. *Ansuz Runes on the Ship*

Concerning the finding, this rune was carved by Floki on the ship he built. This rune is used to show that Floki wanted to invite and convince many people to travel by ship to the West or England with his ship. In this case, Floki managed to convince and invite many people including Ragnar Lothbrok, who was Floki's closest friend, to take a sea trip to the West to colonize England. In this case, the runes also show that Floki was also a very capable and knowledgeable shipbuilder and carpenter, creating a longship that allowed Ragnar to travel West to England, earning him the nickname "Floki the Boatbuilder."

As like as Mountfort (2003) connects Ansuz with verbal artistry, eloquence, and expressive communication. The rune is associated with the power of words and the art of effective communication. In a cinematic context, Ansuz may highlight characters who possess the ability to articulate ideas persuasively or engage in meaningful dialogue. Emphasizes the communicative aspect of Ansuz, viewing it as a symbol of divine communication. The rune represents a connection with higher

realms, divine beings, or spiritual guidance. In this context, Ansuz may signify the receipt of important messages or insights.

In addition, Ansuz runes in the Vikings TV Series were obtained from as many as three pieces of data which can be used as reinforcing data in this finding. The list of Ansuz runes that are found in the Vikings TV Series is provided below:

Table 4.5. *Ansuz Runes in Vikings TV Series*

No.	Number of Datum
1.	2/Ansuz/Ins-Cha/07:56/Vik:S2:Eps07
2.	3/Ansuz/Ins-Cha/37:00/Vik:S4:Eps05

Lord of the Rings:

Datum Number: 88/Ansuz/Ins-Cha/2:11:13/LoTR:TfotR

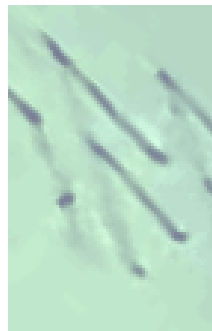


Figure 4.5. *Ansuz Runes in Balin's Tomb*

Concerning the finding, this rune Ansuz is associated with the power of speech, the ability to express in words our thoughts and needs. In this case, this rune shows that during his lifetime Balin was a wise Dwarven king, and was able to exert a good influence on his people. As

a descendant of royalty and a Dwarven King, Balin was one of the oldest members of The Company of Dwarves. This rune also shows that Balin is a wise and gentle man by nature, he has been forced to live a life filled with warfare and struggle for survival. Connected to Thorin Oakenshield, Balin is one of his closest and most trusted advisors - but deep in his heart, this wisest and most loyal Dwarf harbors nagging doubts about the wisdom of the Quest for the Lonely Mountain.

Mountfort (2003) emphasizes that Ansuz is interpreted as a symbol of divine authority and leadership. In the context of a movie, characters marked by the Ansuz rune might embody qualities of leadership, charisma, and a sense of divine purpose. This could influence the dynamics of the plot and the relationships between characters. Ansuz is associated with transformative insights. The rune may signify moments of revelation or realization that lead to personal growth and change. In a film, characters marked by Ansuz may undergo significant transformations driven by newfound wisdom.

In addition, Ansuz runes in the Lord of the Rings trilogy movie were obtained from as many as three pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Ansuz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.6. *Ansuz Runes in Lord of the Rings*

No.	Number of Datum
1.	87/Ansuz/Ins-Cha/2:11:13/LoTR:TFotR
2.	89/Ansuz/Ins-Cha/2:11:13/LoTR:TFotR

e. Raido (R)

The Raido rune represents the sound “R” in the runic alphabet. Raido is associated with journeys, travel, and the act of moving forward. Raido is also connected to communication and exchange and is associated with life’s path and destiny. This rune can also represent guidance and protection during a journey and is sometimes seen as a symbol of balance and harmony.

In a movie, the presence of the Raido rune may signify a physical journey, an adventure, or a quest. Characters marked by Raido could be on a literal journey or experiencing a metaphorical one, such as personal growth or transformation. the rune might symbolize the importance of dialogue, interaction, and the exchange of ideas between characters. Scenes featuring Raido could emphasize the relationships and connections forged during the characters’ journey. Anything associated with the Raido rune in a movie might encounter mentors, guides, or elements that provide assistance and support as they navigate challenges along their path and the presence of the rune might suggest the

importance of finding equilibrium and resolving conflicts to maintain a sense of harmony on the characters' journey.

Vikings TV Series:

Datum Number: 6/Raido/Tim-Cha/19:40/Vik:S5:Eps06



Figure 4.6. *Raido Runes in Floki's Head Tattoo*

Concerning the finding, in this case, the runes drawn as tattoos on Floki's head signify the time and journey that Floki has taken. These runes also signify the character's life journey, story, adventure, the right path, and heroism. Although Floki's path is sometimes bumpy, Raido tells him that the journey is worth the effort. If he behaves honorably, doing the right thing by the people Floki meets along the way, he will benefit greatly. This rune is also used to show Floki's adventurous character, which can be seen from all the traveling Floki has done. This is shown when Floki joins Ragnar on his journey to Gotland to negotiate with Jarl Borg, Floki joins Horik instead of Ragnar on the journey to Wessex, Floki accompanies King Ragnar back to England, where they travel to Wessex and meet with King Ecbert, Floki accompanied Ragnar and the army to Francia, preparing to attack the

city of Paris, Floki discovered the volcanic island of Iceland, which he believed to be Asgard, and in the end, Floki traveled alone into a cave which he believed to be the gateway to Helheim.

In addition, Raido runes in the Vikings TV Series were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Ansuz runes that are found in the Vikings TV Series is provided below:

Table 4.7. *Raido Runes in Vikings TV Series*

No.	Number of Datum
1.	5/Raido/Tim-Cha/07:56/Vik:S2:Eps07
2.	7/Raido/Tim-Cha/19:40/Vik:S5:Eps06
3	8/Raido/Tim-Cha/39:38/Vik:S5:Eps14

Lord of the Rins:

Datum Number: 58/Raido/Tim-Cha/2:11:13/LoTRT:TfotR



Figure 4.7. *Raido Runes in Balin's Tomb*

Concerning the finding, in this case, the runes engraved on Balin's character's tomb here signify the journey that Balin has taken until the end of his life. Balin was the king of Moria, the kingdom of the Dwarves who had traveled a lot in his life. One of them here is one of the thirteen Dwarves who accompanied Thorin II Oakenshield on his journey to regain the Lonely Mountain. Balin's adventures can also be seen when Balin has great respect for Bilbo's abilities and is the only dwarf who volunteers to accompany Bilbo down the secret passage to Smaug's chamber. Of all the Dwarves on the quest, Balin is the only one known to visit Bilbo at Bag End after their quest to the Lonely Mountain. Balin also led an expedition in an attempt to reclaim the ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves.

In line with Mountfort (2003) sees Raido as a symbol of journey and travel. It signifies a physical or metaphorical journey, suggesting movement, progress, and development. This rune represents the cyclical nature of life and the interconnectedness of past, present, and future.

In addition, Raido runes in the Lord of the Rings trilogy movie were obtained from as many as three pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Ansuz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.8. *Raido Runes in Lord of the Rings*

No.	Number of Datum
1.	57/Raido/Tim-Cha/2:11:13/LoTRT:TfotR
2.	59/Raido/Tim-Cha/2:11:13/LoTRT:TfotR

f. Kaunaz (✎)

The Kaunaz rune, also known as Kenaz, represents the “K” or “C” sound in the runic alphabet. Kaunaz is associated with fire, specifically the transformative and creative aspect of fire. Kaunaz is linked to illumination and enlightenment and the creative fire of Kaunaz is also seen as a source of healing and purification. Kaunaz can represent knowledge and wisdom gained through the creative and transformative process. In this context, Kaunaz may symbolize the spark of creativity, innovative ideas, and the transformative power of inspiration.

In a movie, the presence of the Kaunaz rune might symbolize the spark of inspiration, the creative process, or the transformative power of an idea. Characters associated with Kaunaz may be involved in artistic or innovative pursuits. The rune may signify moments of revelation, insight, or the gaining of knowledge. Characters marked by Kaunaz could experience a heightened understanding or awareness that drives the plot forward. The presence of the Kaunaz rune might highlight characters who seek or possess deep insights, innovative ideas, or unique perspectives that contribute to the storyline and the rune might

symbolize the forging of alliances, the creation of powerful tools or artifacts, or the transformative journey of characters.

Vikings TV Series:

Datum Number: 50/Kaunaz/Kno-Cha/19:40/Vik:S5:Eps06



Figure 4.8. *Kaunaz Runes in Floki's Head Tattoo*

Concerning the finding, this rune is depicted as a tattoo on Floki's head to show Floki's journey in search of a new hidden island which is considered the land where God lives. This rune is used to show Floki's intelligence in determining the direction in traveling to find the island until he finally succeeds in discovering the volcanic island of Iceland, which he believes to be Asgard. Then, this rune was used to show Floki's ability to lead and make decisions for himself and his company on their journey to find a new land. This rune is also used to describe Floki as a character who has a lot of knowledge and is someone who always has the desire to seek knowledge and share knowledge with others.

In addition, Kaunaz runes in the Vikings TV Series were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Kaunaz runes that are found in the Norsemen TV Series is provided below:

Table 4.9. *Kaunaz Runes in Vikings TV Series*

No.	Number of Datum
1.	51/Kaunaz/Kno-Cha/39:38/Vik:S5:Eps14
2.	52/Kaunaz/Kno-Cha/39:38/Vik:S5:Eps14

Lord of the Rings:

Datum Number: 91/Kaunaz/Kno-Cha/2:11:13/LoTR:TfotR



Figure 4.9. *Kaunaz Runes in Balin's Tomb*

Concerning the finding, these runes were carved on Balin's tomb to show that all the services and knowledge that Balin as king of Moria had given to his people would not be forgotten and would be remembered throughout history. Balin is an intelligent character, described as the "look-out man" in the company: He sees Bilbo

approaching the Green Dragon Inn in Bywater; he sees the trolls' fire, and; he is the first to see the Elves in Mirkwood. He notes that not a single mouse has ever passed him while on watch, and wonders why he did not see Bilbo (who was hidden by wearing a magic ring) when he was searching for his entourage after escaping from the Orcs in the Misty Mountains. Among the Dwarves in the company, Balin is the second oldest dwarf and loosely holds the position of deputy leader. This rune also indicates that Balin was one of Thorin Oakenshield II's closest and most trusted advisors, the wisest and most loyal among the Dwarves.

In addition, Kaunaz runes in the Lord of the Rings trilogy movie were obtained from as many as two pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Ansuz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.10. *Kaunaz Runes in Lord of the Rings*

No.	Number of Datum
1.	90/Kaunaz/Kno-Cha/2:11:13/LoTR:TFotR

Norsemen TV Series:

Datum Number: 101/Kaunaz/Gif-Cha3:48/Nor:S3:Eps5

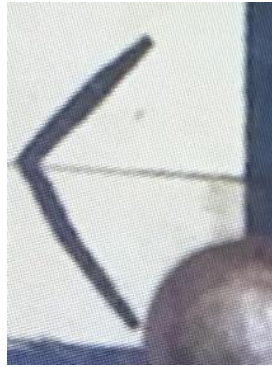


Figure 4.10. *Kaunaz Runes in Battle Shield*

Concerning the finding, this Kaunaz rune is depicted on the war shield used by the character Froya. Just like its meaning, a shield is an object used to protect oneself in a war that must always be carried, just like a torch must also be carried when in the dark. Kenaz is a symbol for controlling and utilizing fire for warmth and light. It symbolizes strength and energy that is greater than anything else. In this data, all these things are shown that in the end Froya and the other soldiers won the battle against Jarl Bjorn's army. Froya uses the shield in battle which signifies that the shield is needed by her and should always be carried to protect herself, just like the pure benefits of the shield itself. This rune then signifies the torch as a symbol of knowledge and intelligence, illumination, seeking enlightenment, explaining things, truth-seeking, skill and ability, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, learning, and opportunity.

In line with Mountfort (2003) which emphasizes the creative aspect of Kaunaz, seeing it as a representation of the creative fire that

brings inspiration. In this context, Kaunaz may symbolize the spark of creativity, innovative ideas, and the transformative power of inspiration. Moreover, Mountfort interprets Kaunaz as a symbol of healing and regeneration. The creative fire of Kaunaz is seen as a purifying force that cleanses and rejuvenates. The presence of the Kaunaz rune in the movie signifies themes of healing, renewal, or the transformative power of overcoming challenges.

In addition, Kaunaz runes in the Norsemen TV Series were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Kaunaz runes that are found in the Norsemen TV Series is provided below:

Table 4.11. *Kaunaz Runes in Norsemen TV Series*

No.	Number of Datum
1.	99/Kaunaz/Gif-Cha/07:22/Nor:S1:Eps1
2.	100/Kaunaz/Gif-Cha/17:20/Nor:S3:Eps3
3.	102/Kaunaz/Gif-Cha27:11/Nor:S3:Eps5

g. Gebo (X)

The Gebo rune, also known as Gyfu or Giba, represents the “G” sound in the runic alphabet. Gebo is associated with the concept of giving and receiving, symbolizing a reciprocal exchange. Gebo can signify partnerships, alliances, and the bonds formed through mutual giving and Gebo is sometimes seen as a symbol of balance and harmony

resulting from equal exchanges. This rune can represent spiritual connections and the idea of giving and receiving on a deeper, symbolic level and can also be associated with the concept of reciprocity and, at times, sacrifice.

In a movie, the presence of the Gebo rune might emphasize themes of generosity, mutual benefit, or the significance of exchanges-both tangible and intangible-between characters. Anything in the movie that features the Gebo rune might highlight relationships that involve cooperation, collaboration, or shared goals. Characters marked by Gebo may play key roles in forming alliances. The Gebo rune might be used to symbolize moments of spiritual connection, enlightenment, or the exchange of wisdom between characters, and characters marked by Gebo may face situations where they need to make sacrifices for the greater good or engage in acts of reciprocity that drive the plot forward.

Vikings TV Series:

Datum Number: 12/Gebo/Pow-Cha/44:44/Vik:S2:Eps10

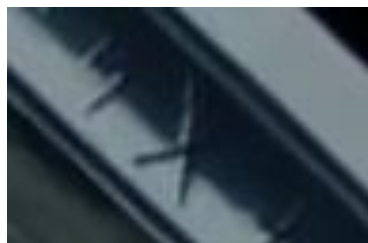


Figure 4.11. *Gebo Runes in King Sword*

Concerning the finding, these Gebo Runes appear on the sword of the king of Kattegat and already belong to Ragnar Lothbrok who has

become the king of Kattegat. In this case, Gebo signifies a gift of honor to the character Ragnar Lothbrok, who has defeated King Haraldson and become the successor king of the previous king. Here Gebo brings credit and honor to the character which supports one's dignity, it furnishes help and subsistence to all broken men, devoid of aught else. The Gebo rune depicted on this king's sword also shows Ragnar Lothbrok's self-sacrifice to his people that he will be a good and wise leader and is willing to sacrifice for the welfare of Ragnar's people, family, and friends in Kattegat.

Norsemen TV Series:

Datum Number: 116/Gebo/Pow-Cha/3:48/Nor:S3:Eps5



Figure 4.12. *Gebo Runes in Battle Shield*

Concerning the finding, as the meaning itself, Gebo symbolizes love, but in this case, love of a universal, rather than a purely personal, nature; the rune emphasizes humanitarianism and charitable impulses rather than intimate romantic love. In this case, the runes drawn on the sword shield of a Viking warrior signify his generosity and honor as a warrior. He uses the rune to signify his Self-sacrifice (for honor in battle

or the greater good) because it is a common theme with the death of warriors. In this case, the rune is depicted on the war shield of Arvid, a Norheim warrior who was carried during a war against the enemies of Jarl Varg. It is then shown that Arvid fought well with the shield and was granted the good fortune to survive the war. With Gebo's runes depicted on Arvid's war shield, it also shows that he is confident to sacrifice himself to fight alongside other warriors in the war for the sake of mutual victory.

In line with Mountfort (2003) which emphasizes the idea of gifts and exchanges associated with Gebo. The rune symbolizes a reciprocal relationship, suggesting that the act of giving is intertwined with the act of receiving. Gebo is seen as a symbol of partnership and union. Mountfort also suggests that the rune represents the coming together of two individuals or entities in a harmonious relationship which is associated with sacrifice and mutual obligation.

In addition, Gebo runes in the Norsemen TV Series were obtained from as many as six pieces of data which can be used as reinforcing data in this finding. The list of Gebo runes that are found in the Norsemen TV Series is provided below:

Table 4.12. *Gebo Runes in Norsemen TV Series*

No.	Number of Datum
1.	115/Gebo/Pow-Cha/11:11/Nor:S1:Eps3

h. Wunjo (P)

The Wunjo rune represents the “W” or “V” sound in the runic alphabet and is associated with joy, harmony, and a sense of well-being. Wunjo can represent fulfillment and success and is linked to the idea of unity and friendship. Wunjo can symbolize inner peace and satisfaction and is sometimes associated with prosperity and abundance.

In a movie, the presence of the Wunjo rune might signify moments of happiness, celebration, or the achievement of a desired goal. Characters marked by Wunjo may experience a positive turn of events in their storyline. Anything that features the Wunjo rune might highlight characters reaching a state of contentment, achieving their objectives, or finding a resolution to conflicts. It can symbolize the realization of aspirations and a sense of accomplishment. Wunjo might be used to emphasize the strength of bonds between characters, the formation of alliances, or the resolution of conflicts through cooperation. Characters associated with Wunjo might play roles in fostering unity and understanding.

Lord of the Rings:

Datum Number: 77/Wunjo/Joy-Cha/2:11:13/LoTR:TFotR



Figure 4.13. *Wunjo Runes in Balin's Tomb*

Concerning the finding, these runes were carved on Balin's tomb to show all the achievements that Balin had achieved during his lifetime. This rune symbolizes Balin's joy, that at the end of his life, he felt happy because he had brought his people to victory with all the struggles he carried out with his company. Balin with his company assembled by Thorin Oakenshield has succeeded in journeying to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug, and to retake the kingdom of Erebor. This rune also shows where Balin had fought and survived the subsequent Battle of the Five Armies, which was fought against the Orcs led by Bolg. Then in his expedition to Moria, Balin also succeeded in reclaiming the ancient Dwarf kingdom of Moria to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Besides that, Balin, who is descended from the Durin line, claims to be the ruler of the Dwarven world, taking the title of Lord of Moria.

In line with Mountfort (2003) emphasizes Wunjo as a symbol of joy, happiness, and harmony. The rune represents a state of contentment

and positive energy. Mountfort also connects Wunjo as a symbol of fulfillment and success. Suggests that the rune signifies the attainment of goals and the realization of aspirations.

i. Hagalaz (H)

The Hagalaz rune, also known as Hagall or Hail, is the eighth rune in the Runic alphabet. Hagalaz is associated with destructive forces, chaos, and unexpected challenges. Despite its associations with chaos, Hagalaz can also represent a purifying force and is connected to natural forces beyond human control, such as hailstorms. The destructive aspects of Hagalaz can be interpreted as a form of catharsis and cleansing.

In line with Mountfort (2003) who sees Hagalaz as a symbol of destructive forces and challenges. The rune represents the potential for disruption and unexpected events that may initially seem destructive but can lead to positive transformation. Mountfort also emphasizes the transformative aspect of Hagalaz, viewing it as a catalyst for change emerging from chaos. So, anything associated with Hagalaz may face chaotic situations that ultimately lead to personal growth, renewal, or the shedding of old patterns.

In a movie, the presence of the Hagalaz rune might signal a turning point in the plot where characters face unforeseen obstacles or upheavals that disrupt the status quo. Anything that features the Hagalaz rune in the movie might emphasize a transformative process, where

characters undergo challenges that lead to personal growth or the shedding of old, stagnant elements and the Hagalaz rune might be used to symbolize the presence of uncontrollable and formidable forces in the environment, adding a sense of tension or urgency to the storyline. Then, its appearance in a film might serve to introduce an element of surprise or uncertainty. Characters marked by Hagalaz may navigate unpredictable situations, and the rune could foreshadow unexpected twists in the plot. However, to substantiate all that in this study, the researcher did not find any Hagalaz runes in the Vikings TV Series, Lord of the Rings, as well as Norsemen TV Series.

j. Nauthiz (ᚱ)

The Nauthiz rune, also known as Nyd or Nied, represents the “N” sound in the runic alphabet. Nauthiz is associated with needs, constraints, and challenges. Nauthiz can represent the idea that challenges lead to personal growth and are linked to the concepts of patience and endurance in the face of difficulties. The rune is associated with essential needs and the distinction between wants and necessities and might signify binding forces and restrictions.

In a movie, the presence of the Nauthiz rune might signify a period of struggle, scarcity, or adversity that characters must overcome. It can be used to introduce tension and conflict into the storyline. Characters marked by the Nauthiz rune may face obstacles that, while difficult, contribute to their development. The rune may symbolize the

transformative potential of overcoming hardships. Then, anything that features the Nauthiz rune may highlight characters persevering through challenging circumstances, emphasizing the importance of resilience and steadfastness.

Vikings TV Series:

Datum Number: 48/Nauthiz/Gif-Cha/19:40/Vik:S5:Eps06



Figure 4.14. *Nauthiz Runes in Floki's Head Tattoo*

Concerning the finding, this rune is depicted as a tattoo on Floki's character's head. This rune signifies life lessons, the force of growth, the consequence of past actions, and short-term pain for long-term gain to Floki's character. In this sense, Nauthiz might be used to protect Floki from himself, but its lessons are often harsh. The force of the past exerts its effect on him in the present. The previous action catches up with him and attempts to restrain and restrict future action. This rune also shows the challenges faced by Floki which is shown when he discovers the volcanic island of Iceland, which he believes to be Asgard. Floki then establishes a settlement with his friends from

Kattegat that slowly falls apart, as the inhabitants take revenge on each other, creating a cycle of hatred.

As Mountfort (2003) suggests the rune Nauthiz represents situations where individuals may feel constrained by external factors or face challenges that require careful navigation and represents the need for individuals to endure difficult circumstances with patience marked by challenges.

In addition, Nauthiz runes in the Vikings TV Series were obtained from as many as two pieces of data which can be used as reinforcing data in this finding. The list of Nauthiz runes that are found in the Vikings TV Series is provided below:

Table 4.13. *Nauthiz Runes in Vikings TV Series*

No.	Number of Datum
1.	49/Nauthiz/Gif-Cha/39:44/Vik:S5:Eps14

k. Isa (I)

The Isa rune represents the “T” sound in the runic alphabet. Isa is often associated with stillness, inactivity, and a temporary state of suspension. The Isa rune can represent emotions that are frozen or restrained and are linked to the idea of purification and clarity through stillness. Isa can symbolize a temporary pause or delay in progress and

is associated with the idea that transformation can occur through patience and waiting.

In a movie, the presence of the Isa rune might symbolize a period of calm or stagnation in the storyline, where characters are in a state of waiting or contemplation. Anything that features the Isa rune may convey moments of emotional restraint or characters experiencing a freeze in their emotional development. It could symbolize internal conflicts or a need for introspection. The rune might be used to signify a period of reflection or introspection that leads to personal clarity. Characters marked by Isa may undergo a process of purification, shedding unnecessary elements from their lives. Then, the presence of the Isa rune may indicate a narrative moment where characters face obstacles or challenges that temporarily halt their journey, providing an opportunity for reassessment.

Vikings TV Series:

Datum Number: 17/Isa/Pow-Cha/44:44/Vik:S2:Eps10



Figure 4.15. *Isa Runes in King Sword*

Concerning the finding, this isa rune appears on the sword of the king of Kattegat and belongs to Ragnar Lothbrok who became the new

king of Kattegat after defeating King Horik. This rune also appears in the final scene in the final episode of the second season which marks the end of the season. Runes also indicate the strength of the character Ragnar Lothbrok, that he is very strong, overpowered, and difficult to conquer or cannot be stopped. Like a king who has power and is difficult to defeat. This can be seen when Ragnar finds out that King Horik intends to kill him. While Ragnar is taught the Lord's Prayer by Athelstan, Horik launches his attack on Kattegat. However, when he tries to capture Ragnar, it is revealed that Floki never killed Torstein and betrays Horik's entire plan to Ragnar. Horik, his men, and his entire family, except his son, are killed and Ragnar takes the title of King of Kattegat. Then the final image of the season is Ragnar perched on a cliff looking out over his new kingdom holding his sword indicating that he is ready to lead Kattegat. When this season ends, the setting appears in winter, which also marks the end of the story of Ragnar's character's struggle in that season, strengthened by his becoming king at the end.

In addition, Isa runes in the Vikings TV Series were obtained from as many as six pieces of data which can be used as reinforcing data in this finding. The list of Isa runes that are found in the Vikings TV Series is provided below:

Table 4.14. *Isa Runes in Vikings TV Series*

No.	Number of Datum
1.	18/Isa/Pow-Cha/19:40/Vik:S5:Eps06

2.	19/Isa/Pow-Cha/19:40/Vik:S5:Eps06
3.	20/Isa/Pow-Cha/39:38/Vik:S5:Eps14
4.	21/Isa/Pow-Cha/39:38/Vik:S5:Eps14
5.	22/Isa/Pow-Cha/39:38/Vik:S5:Eps14

Lord of the Rings:

Datum Number: 69/Isa/Pow-Cha/2:11:13/LoTR:TfotR



Figure 4.16. *Isa Runes in Balin's Tomb*

Concerning the data, this Isa rune appears to show Balin's character in the film. In this case, Isa indicates that there is a not-so-fast expansion by Balin and his people, but over time the expansion will be successful with the struggle that is being carried out. In this case, it is shown by Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led by Bolg, after tensions with the Lake-men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of the group.

As like as Mountfort (2003) emphasizes the theme of stillness and containment associated with Isa. The rune represents a period of quiet, a temporary pause, or a state of being contained and associated with frozen emotions and a state of stagnation.

In addition, Isa runes in the Lord of the Rings trilogy movie were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Isa runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.15. *Isa Runes in Lord of the Rings*

No.	Number of Datum
1.	68/Isa/Pow-Cha/2:11:13/LoTR:TFotR
2.	70/Isa/Pow-Cha/2:11:13/LoTR:TFotR
3.	71/Isa/Pow-Cha/2:11:13/LoTR:TFotR

1. Jera (ᚷ)

The Jera rune represents the “J” or “Y” sound in the runic alphabet. Jera is often associated with the concept of harvest and the cycles of nature. Jera symbolizes cycles and rhythms, emphasizing the cyclical nature of life and the changing seasons, and is connected to the idea of patience and waiting for the right time. The cyclical nature of Jera also signifies transformation and growth and represents the balance and harmony inherent in the natural order. As Mountfort (2003)

emphasizes Jera is a symbol of the harvest and reward. The rune represents the culmination of efforts and the reaping of rewards and is seen as a symbol of cycles and the natural order of life.

In a movie, the presence of the Jera rune might symbolize a time of abundance, success, or the fruition of the characters' efforts. It can represent a period of reaping rewards and enjoying the fruits of one's labor. Scenes featuring the Jera rune might highlight characters going through different phases or cycles of their journey, experiencing growth and evolution. The rune also might symbolize characters exercising patience, enduring challenges, and waiting for the opportune moment to act. It can convey the importance of timing in the storyline. However, to substantiate all that in this study, the researcher did not find any Jera runes in the Vikings TV Series, Lord of the Rings, as well as Norsemen TV Series.

m. Eihwaz (J)

The Eihwaz rune, also known as Eiwaz or Yr, represents the “Y” or “EI” sound in the runic alphabet. Eihwaz is often associated with endurance, resilience, and inner strength. Eihwaz can represent transformation and change, especially through inner growth and self-realization, and is interpreted as a symbol of protection and defense.

In a movie, the presence of the Eihwaz rune might symbolize characters facing challenges with steadfastness, resilience, and the

determination to endure difficulties. Scenes or anything that features the Eihwaz rune may signify characters undergoing personal transformations or navigating changes in their lives. The rune also might be used to symbolize characters who take on protective roles, shielding others from harm or defending against external threats.

Vikings TV Series:

Datum Number: 39/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01

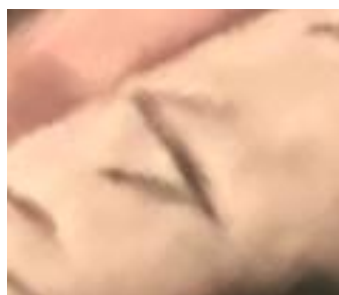


Figure 4.17. *Eihwaz Runes in Horn Carving*

Concerning the finding, this rune appears on a carved horn given by Floki to Ragnar Lothbrok. Eihwaz is a rune that signifies progress, so in a reading, it means that the situation is moving forward. This Eihwaz rune appears in the scene that shows Ragnar Lothbrok not yet recovering from his illness. The rune was carved on the horn and a prayer was given by Floki to Ragnar to speed up and help Ragnar's illness heal. As seen in this case, after this rune was given to Ragnar, Ragnar Lothbrok's health continued to progress well over time until he recovered from his illness and regained consciousness.

In line with Mountfort (2003) which emphasizes the theme of endurance and strength associated with Eihwaz. The rune represents the inner strength to endure challenges and obstacles and is a symbol of defense and protection. The rune represents the ability to shield oneself or others from harm and signifies the potential for inner growth and self-realization.

In addition, Eihwaz runes in the Vikings TV Series were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Eihwaz runes that are found in the Vikings TV Series is provided below:

Table 4.16. *Eihwaz Runes in Vikings TV Series*

No.	Number of Datum
1.	40/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01

n. Pertho (ᚢ)

The Pertho rune, also known as Peorth, represents the “P” sound in the runic alphabet. Pertho is associated with mystery and the hidden aspects of life. Pertho is linked to the concept of fate and the unpredictable nature of life and can symbolize games of chance, risk, and the role of luck in decision-making. Pertho is also associated with transformation and initiation into hidden knowledge and is sometimes seen as a symbol of cyclical patterns, similar to the cycles of life and

fate. In line with Mountfort (2003) which emphasizes the theme of mystery and hidden knowledge associated with Pertho. The rune represents the unknown and the potential for discovering secrets or deeper truths. Mountfort also connects Pertho to the concept of games of chance and risk. The rune represents situations where luck plays a significant role, and characters may engage in risky endeavors.

In a movie, the presence of the Pertho rune might signify a storyline involving secrets, hidden knowledge, or characters on a quest for mysterious truths. It can add an element of intrigue and suspense. Anything that features the Pertho rune may suggest characters facing unexpected twists of fate or navigating through situations where the outcome is uncertain. Then, the rune might be used to represent characters engaging in risky endeavors, relying on luck, or facing situations where chance plays a significant role. However, to substantiate all that in this study, the researcher did not find any Pertho runes in the Vikings TV Series, Lord of the Rings, as well as Norsemen TV Series.

o. Algiz (𐌵)

The Algiz rune, also known as Elhaz or Eolh, represents the “Z” or “NG” sound in the runic alphabet. Algiz is associated with protection and shielding from harm. Algiz is interpreted as a symbol of divine connection and spiritual guidance and has been associated with warding

off evil forces. Then, Algiz is sometimes linked to thresholds and gateways, representing a point of transition or passage.

In a movie, the presence of the Algiz rune symbolizes characters or places that are under a protective influence, highlighting the need for safety and security. The rune is used to represent characters who have a strong connection to the divine or who receive guidance from higher powers. The rune is also used to convey characters actively protecting themselves or others from malevolent entities, emphasizing the theme of overcoming adversity.

Vikings TV Series:

Datum Number: 36/Algiz/Pow-Cha/19:40/Vik:S5:Eps06

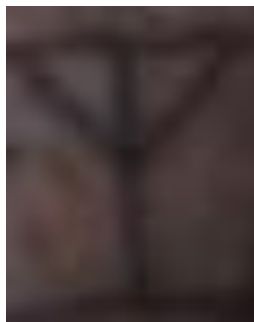


Figure 4.18. *Algiz Runes in Floki's Head Tattoo*

Concerning the data, this rune is depicted as a tattoo on the character Floki's head. This rune is drawn as a tattoo on Floki's head and is used as a talisman by the character Floki who needs healing and protection for himself. This rune also shows Floki's personality as someone with a strong devotion to the Norse Pantheon. He is the most religious of Ragnar's group. Floki once quipped that Loki was his

distant ancestor. Floki has on many occasions shown his extremely intolerant attitude towards those who do not share his faith; especially Christians. To him, all Christians are untrustworthy and unworthy of mercy, including Athelstan, whom he often threatens and only seems to tolerate on Ragnar's orders. This rune also appears during Floki's travels when Floki discovers the volcanic island of Iceland, which he believes is Asgard. Here it is also shown that Floki travels alone into a cave which he believes is the gate to Helheim. Inside, instead of a god, he found a Christian cross. Laughing and crying at the same time, Floki is buried in a cave when it is discovered that he is inside an erupting volcano.

In addition, Algiz runes in the Vikings TV Series were obtained from as many as five pieces of data which can be used as reinforcing data in this finding. The list of Algiz runes that are found in the Vikings TV Series is provided below:

Table 4.17. *Algiz Runes in Vikings TV Series*

No.	Number of Datum
1.	34/Algiz/Pow-Cha/06:03/Vik:S4:Eps01
2.	35/Algiz/Pow-Cha/06:03/Vik:S4:Eps01
3.	37/Algiz/Pow-Cha/19:40/Vik:S5:Eps06
4.	38/Algiz/Pow-Cha/39:44/Vik:S5:Eps14

Lord of the Rings:

Datum Number: 73/Algiz/Pow-Cha/2:11:13/LoTR:TfotR



Figure 4.19. *Algiz Runes in Balin's Tomb*

Concerning the finding, this Algiz rune is shown on Balin's tomb. This rune appeared to provide a marker as a sign of Balin's death. This rune is used to provide a spiritual dimension to Balin. The drawing of this rune on Balin's grave indicates that Balin was once a strong, brave, and kind leader, who not only thought about himself but also thought deeply about the condition of the people around him. Balin's body was found after the battle against the Orcs and was buried in the Chamber of Mazarbul. Therefore, now the tomb is also placed in Moria (where the dwarves live) which is considered a sacred place by the dwarves.

As like as Mountfort (2003) emphasizes the theme of protection and defensive energy associated with Algiz. The rune represents a protective force that wards off harm and shields individuals from negative influences. Algiz is seen as a symbol of connection with the

divine and spiritual guidance and embodies a sense of sacredness and holiness.

In addition, Algiz runes in the Lord of the Rings trilogy movie were obtained from as many as five pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Algiz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.18. *Algiz Runes in Lord of the Rings*

No.	Number of Datum
1.	72/Algiz/Pow-Cha/2:11:13/LoTR:TFotR
2.	74/Algiz/Pow-Cha/2:11:13/LoTR:TFotR
3.	75/Algiz/Pow-Cha/2:11:13/LoTR:TFotR
4.	76/Algiz/Pow-Cha/2:11:13/LoTR:TFotR

p. Sowelo (ᚱ)

The Sowilo rune, also known as Sol or Sigel, represents the “S” sound in the runic alphabet and is associated with the sun and light. Sowilo is linked to the concepts of victory and success. Sowelo can represent guidance and illumination, akin to the light of the sun guiding the way, and can be interpreted as a symbol of wholeness and completion.

In a movie, the presence of the Sowelo rune might symbolize themes related to enlightenment, clarity, and the triumph of light over darkness. It can be used to convey moments of revelation or positive transformations. Scenes or anything that features the Sowelo rune may signify characters achieving their goals, overcoming challenges, or experiencing triumph in their endeavors. It can symbolize moments of glory and accomplishment. Then, the presence of the Sowelo rune might indicate characters reaching a state of completeness, achieving a sense of balance, or fulfilling their destinies.

Vikings TV Series:

Datum Number: 9/Sowelo/Vic-Cha/44:44/Vik:S2:Eps10



Figure 4.20. *Sowelo Runes in King Sword*

Concerning the finding, this Sowelo rune is depicted on Ragnar Lothbrok's king's sword. This rune appeared after Ragnar Lothbrok succeeded in becoming the leader of Kattegat and defeated the previous king (King Horik). This is shown when Ragnar is taught the Lord's Prayer by Athelstan, and Horik launches his attack on Kattegat. However, when he tries to capture Ragnar, it is revealed that Floki never killed Torstein and betrays Horik's entire plan to Ragnar. Horik, his

men, and his entire family, except his son, are killed and Ragnar takes the title of King, the final image of the season is of Ragnar perched on a cliff looking down on his new kingdom. In this case, Sowelo signifies the victory of Ragnar Lothbrok who had won the battle against King Horik. This rune is engraved on the sword showing glory to Ragnar Lothbrok.

In addition, Sowelo runes in the Vikings TV Series were obtained from as many as three pieces of data which can be used as reinforcing data in this finding. The list of Sowelo runes that are found in the Vikings TV Series is provided below:

Table 4.19. *Sowelo Runes in Vikings TV Series*

No.	Number of Datum
1.	10/Sowelo/Gif-Cha/19:40/Vik:S5:Eps06
2.	11/Sowelo/Gif-Cha/39:38/Vik:S5:Eps14

Norsemen TV Series:

Datum Number: 108/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1



Figure 4.21. *Sowelo Runes in Battle Shield*

Concerning the finding, this Sowelo rune is depicted on Arvid's battle shield. This rune was used to indicate that he and his fellow Viking warriors had just returned after successfully colonizing and conquering the eastern region. This rune also signifies Arvid's strength, toughness, and courage, where Arvid was one of the great Viking warriors in Norheim and always won every battle. It can also be seen that Arvid was a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to take his rightful place as Chieftain but is later able to wrest power from Orm. The Sowelo rune depicted on Arvid's war shield was drawn 8 times to be a strong marker of Arvid's victory and strength as a Viking warrior.

In line with Mountfort (2003) which connects Sowilo to the concepts of victory and success. The rune represents the triumph of light and goodness over darkness and adversity. Mountfort interprets the rune as a symbol of the inner light that brings completeness and balance and is associated with wholeness and completeness.

In addition, Sowelo runes in the Norsemen TV Series were obtained from as many as eight pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Sowelo runes that are found in the Norsemen TV Series is provided below:

Table 4.20. *Sowelo Runes in Norsemen TV Series*

No.	Number of Datum
1.	107/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
2.	109/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
3.	110/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
4.	111/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
5.	112/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
6.	113/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1
7.	114/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1

q. Tiwaz (ᚼ)

The Tiwaz rune, also known as Tyr or Teiwaz, represents the “T” sound in the runic alphabet. Tiwaz is often associated with the god Tyr, who is linked to justice and honor. Tiwaz can represent courage and bravery, reflecting the qualities of the god Tyr, who sacrificed his hand to bind the wolf Fenrir and is associated with leadership and authority. Tiwaz can signify conflicts and the need to make decisions and can be interpreted as representing victory achieved through sacrifice.

In a movie, the presence of the Tiwaz rune might symbolize characters striving for justice, upholding moral values, or facing decisions that involve principles of honor and integrity. Scenes and anything that features the Tiwaz rune may signify characters displaying

acts of bravery, facing challenges with valor, or making sacrifices for the greater good. The rune might be used to symbolize characters assuming leadership roles, taking charge of situations, or demonstrating qualities of authority and command, and also might symbolize characters overcoming challenges or achieving success by making personal sacrifices for a greater cause.

Vikings TV Series:

Datum Number: 55/Tiwaz/War-Cha/35:34/Vik:S4:Eps19



Figure 4.22. *Tiwaz Runes in Floki's Head Tattoo*

Concerning the finding, this Tiwaz rune is depicted on Floki's head as a masculine rune characterized by its phallic shape, so the contract it symbolizes tends to favor men over women. As seen in this case, this rune is depicted on the front of Floki's head when he is about to fight against the troops of King Aethelwuf, the Saxons of England, where this rune signifies Floki's courage as a true Viking warrior and is ready to fight against the enemy to win the battle. Tiwaz's message is to maintain a sense of faith. As long as Floki believes in his heart that what he is doing is right, he will have a strong goal to succeed in his

endeavors. This rune is shown to indicate that Floki is willing to fight like a true Viking warrior to gain goodness. The Tiwaz rune can also be used as a marker of victory and this was shown when in the end Floki and the other Viking warriors achieved victory in the battle against the British Saxons.

Norsemen TV Series:

Datum Number: 105/Tiwaz/War-Cha/19:04/Nor:S1:Eps6



Figure 4.23. *Tiwaz Runes in Battle Shield*

Concerning the finding, this rune is depicted on the war shield of a Viking warrior shown during the duel between Arvid and Jarl Varg. The Tiwaz rune is also used to show the victory achieved by Arvid during the siege of Jarl Varg from Vargnes which ended in a duel between Arvid and Jarl Varg. However, Varg was no match for Arvid, and Jarl Varg lost both arms in the duel, forcing him to retreat to his village with what little dignity he had left. This rune indicates that Arvid is a true Viking warrior who will always fight like a warrior. This rune also indicates the identity of Arvid's character who is worthy of being

the leader of Norheim village. In this data, it can be seen that this rune was drawn on a war shield and used by a Norheim warrior. This is also reinforced by the scene in the film which shows the fight between Arvid and Jarl Varg. Order is finally restored in Norheim, with Arvid as the new and rightful Chieftain of Norheim.

In line with Mountfort (2003) which emphasizes the theme of justice and honor associated with Tiwaz. The rune represents the qualities of the god Tyr, who is associated with justice and sacrifice. Mountfort suggests that the rune signifies the bravery to face challenges and make sacrifices when necessary and signifies that success may come through selfless acts and personal sacrifices.

In addition, Tiwaz runes in the Norsemen TV Series were obtained from as many as eight pieces of data which can be used as reinforcing data in this finding. The list of Tiwaz runes that are found in the Norsemen TV Series is provided below:

Table 4.21. *Tiwaz Runes in Norsemen TV Series*

No.	Number of Datum
1.	103/Tiwaz/War-Cha/10:56/Nor:S1:Eps1
2.	104/Tiwaz/War-Cha/10:56/Nor:S1:Eps1
3.	106/Tiwaz/War-Cha/19:04/Nor:S1:Eps6

r. Berkana (ᚷ)

The Berkana rune, also known as Beorc or Bjarkan, represents the “B” sound in the runic alphabet. Berkana is associated with fertility and growth, particularly in a nurturing and protective sense. Berkana can represent motherhood and the protective aspects of nurturing and is linked to the concepts of renewal and rebirth, signifying a fresh start or a new phase in life also symbolizes community and cooperation.

In a movie, the presence of the Berkana rune might symbolize themes related to new beginnings, the nurturing of life, and the growth of relationships or ideas. Scenes and anything that features the Berkana rune may symbolize characters taking on maternal roles, providing care and protection, or emphasizing the importance of familial bonds. The rune also might be used to represent characters coming together, forming alliances, or building a sense of community to achieve common goals. It emphasizes the strength found in unity.

Lord of the Rings:

Datum Number: 93/Berkana/Gif-Cha/2:11:13/LoTR:TfotR



Figure 4.24. *Berkana Runes in Balin's Tomb*

Concerning the finding, this Berkana rune is depicted on Balin's tomb which is used to show Balin's journey throughout his life in allying with his friends to achieve a common goal. This rune is used to show that Balin is a wise leader, a good advisor, and a leader who can protect his fellow fighters. This can be seen when Balin was part of the company formed by Thorin Oakenshield who traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and to reclaim the kingdom of Erebor. Later, Balin also accompanied Gandalf to visit Bilbo in the Shire, as the two had become good friends during their travels. Afterward, Balin led an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule and reclaiming the last of the Dwarven Seven Rings.

As like as Mountfort (2003) emphasizes the theme of fertility and growth associated with Berkana. Mountfort suggests that the rune represents the strength found in unity and cooperative efforts and represents the nurturing and protective aspects of feminine energy.

s. Ehwaz (ᚥ)

The Ehwaz rune represents the "E" sound in the runic alphabet. Ehwaz is often associated with partnership, teamwork, and the concept of a journey shared with others. Ehwaz can represent mutual support and trust between individuals and is linked to the idea of movement and travel, particularly in a shared journey. Ehwaz can symbolize symbiotic

relationships where both parties benefit from the partnership and is associated with harmony and unity.

In a movie, scenes and anything that features the Ehwaz rune may symbolize characters forming alliances, working together towards common goals, or embarking on shared adventures. The presence of the Ehwaz rune may signify characters relying on one another, building trustful relationships, or demonstrating the strength that comes from cooperation. The rune also might be used to symbolize characters going on physical journeys together or experiencing personal and emotional journeys side by side. Then, the presence of the Ehwaz rune may convey moments of harmony among characters, unity in purpose, or the forging of bonds that contribute to a greater sense of cohesion and shared destiny.

Vikings TV Series:

Datum Number: 15/Ehwaz/Joy-Cha/39:38/Vik:S5:Eps14

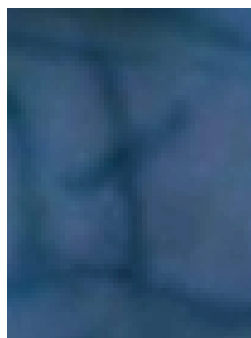


Figure 4.25. *Ehwaz Runes in Floki's Head Tattoo*

Concerning the finding, this Ehwaz rune is shown as a tattoo on Floki's head. This rune is used to show success and joy after the hard struggle of Floki and his companions from Kattegat on their journey to find a new, green, and fertile land which according to him is the land where God lives. Floki and his companions discover the volcanic island of Iceland, which he believes to be Asgard. This rune is also used to show the success achieved together by Floki and his Vikings company in establishing a new settlement in the new land. So, this Ehwaz rune shows the early trials and tribulations faced by Floki and his comrades to show the joyful moments after the fruitful efforts at the end.

In addition, Ehwaz runes in the Vikings TV Series were obtained from as many as five pieces of data which can be used as reinforcing data in this finding. The list of Ehwaz runes that are found in the Vikings TV Series is provided below:

Table 4.22. *Ehwaz Runes in Vikings TV Series*

No.	Number of Datum
1.	4/Ehwaz/Ide-Plo/07:56/Vik:S2:Eps07
2.	13/Ehwaz/Joy-Cha/44:44/Vik:S2:Eps10
3.	14/Ehwaz/Joy-Cha/19:40/Vik:S5:Eps06
4.	16/Ehwaz/Joy-Cha/39:38/Vik:S5:Eps14

Lord of the Rings:

Datum Number: 66/Ehwaz/Joy-Cha/2:11:13/LoTR:TfotR



Figure 4.26. *Ehwaz Runes in Balin's Tomb*

Concerning the finding, this Ehwaz rune was used to show joy at the victory achieved by Balin and his colleagues after fighting to regain their kingdom. This rune is used to show all the struggle and cooperation that Balin and his colleagues have carried out. This was demonstrated when Balin successfully led an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule reclaiming the last of the Dwarf Seven Rings, and becoming the leader of Moria taking the title of Lord of Moria. This rune also shows the success of Balin's struggle with his colleagues on their journey to the Lonely Mountain with Thorin Oakenshield, Bilbo Baggins, and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. It is also shown here that Appear with Balin fought and survived the subsequent battle of the five armies, which were against the Orcs led by Bolg, after tensions with the Lake Men and Wood Elves came to a head, due to a dispute regarding the division of Smaug's treasure. After

that, he lived in Lonely Mountain with the surviving members of his company.

As like as Mountfort (2003) emphasizes the theme of partnership and teamwork associated with Ehwaz. The rune represents the concept of a journey shared with others, symbolizing mutual support and cooperation. Mountfort also connects Ehwaz to the idea of movement and travel. So, Ehwaz rune represents the concept of a shared journey, whether physical or emotional.

In addition, Ehwaz runes in the Lord of the Rings trilogy movie were obtained from as many as three pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Ehwaz runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.23. *Ehwaz Runes in Lord of the Rings*

No.	Number of Datum
1.	65/Ehwaz/Joy-Cha/2:11:13/LoTR:TFotR
2.	67/Ehwaz/Joy-Cha/2:11:13/LoTR:TFotR

t. Mannaz (ᚱ)

The Mannaz rune represents the “M” sound in the runic alphabet. Mannaz is often associated with humanity and human connections. Mannaz can represent self-reflection and personal development and is

linked to the concept of collaboration and teamwork. Mannaz can symbolize the broader community or society and is also associated with wisdom and shared knowledge. Mountfort (2003) emphasizes the theme of human connections and cooperation associated with Mannaz. The rune represents the potential for positive interactions and collaborations among individuals. Mountfort also connects Mannaz to the concept of community and social dynamics. The rune represents the broader human community and the interconnectedness of individuals.

In a movie, the presence of the Mannaz rune might symbolize themes related to interpersonal relationships, community, and the dynamics between characters. It can highlight the importance of human connection in the storyline. Mannaz rune may signify moments where characters undergo introspection, learn more about themselves, or experience personal growth and transformation. Then, the rune might be used to symbolize characters coming together for a common purpose, forming alliances, or working collaboratively to overcome challenges. It emphasizes the strength found in unity. However, to substantiate all that in this study, the researcher did not find any Mannaz runes in the Vikings TV Series, Lord of the Rings, as well as Norsemen TV Series.

u. Laguz (l)

The Laguz rune represents the “L” sound in the runic alphabet. Laguz is associated with water, representing the ebb and flow of

emotions. Laguz is linked to intuition and psychic abilities and can represent adaptability and change, as water is a dynamic and transformative element. Laguz is associated with healing and purification, reflecting the cleansing properties of water, and is sometimes seen as a symbol of the unconscious mind.

In a movie, scenes featuring the Laguz rune may symbolize characters navigating their emotions, undergoing emotional transformations, or facing challenges related to the depths of their feelings. The rune might be used to symbolize characters going through significant changes, adapting to new circumstances, or embracing the fluidity of life. Scenes and anything that features the Laguz rune may highlight characters undergoing healing processes, either physically or emotionally, or engaging in rituals of purification.

Vikings TV Series:

Datum Number: 47/Laguz/Joy-Cha/39:38/Vik:S5:Eps14



Figure 4.27. *Laguz Runes in Floki's Head Tattoo*

Concerning the finding, this Laguz rune is depicted as a tattoo on Floki's head. This rune is used to show prosperity and success but symbolizes Floki's patience and process. Like Floki's character in this, he has to be calm and composed like the surface of a calm lake and everything will flow towards him. This rune is used to show that Floki and his colleagues have succeeded in struggling to travel the sea and find new land to establish a new settlement together but Floki failed to establish the settlement because of difficulties in adapting to the new land. Floki discovers the volcanic island of Iceland, which he believes is Asgard. The settlement he founded slowly collapsed, as its inhabitants took revenge on each other, creating a cycle of hatred. In the end, Floki travels alone to a cave which he believes is the gate to Helheim. Inside, instead of gods, he found a Christian cross.

In line with Mountfort (2003) which emphasizes the association of Laguz with water and emotions. Mountfort also connects Laguz to the concepts of adaptability and change, and represents the ebb and flow of emotions, symbolizing the depths of feelings and the ever-changing nature of emotional experiences.

In addition, Laguz runes in the Vikings TV Series were obtained from as many as two pieces of data which can be used as reinforcing data in this finding. The list of Laguz runes that are found in the Vikings TV Series is provided below:

Table 4.24. *Laguz Runes in Vikings TV Series*

No.	Number of Datum
1.	46/Laguz/Joy-Cha/06:03/Vik:S4:Eps01

v. Inguz (ᚼ)

The Inguz rune represents the “NG” sound in the runic alphabet. Inguz is associated with fertility and the idea of new beginnings. Inguz can represent harmony and completion, akin to the completion of a cycle, and is linked to the concept of transformation and personal growth. Inguz is associated with creative energy and the realization of creative potential and can symbolize the fulfillment of desires and the manifestation of dreams.

In a movie, scenes featuring the Inguz rune may symbolize characters embarking on a new phase of life, starting a family, or experiencing creative and fertile energies. The presence of the Inguz rune may signify characters finding balance, achieving a sense of wholeness, or reaching a point of completion in their journeys. Scenes and anything that features the Inguz rune may highlight characters expressing their creativity, bringing ideas to fruition, or engaging in artistic endeavors and might be used to convey characters realizing their goals, achieving long-held aspirations, or finding satisfaction in the attainment of their desires.

Vikings TV Series:

Datum Number: 25/Inguz/Hea-Cha/06:03/Vik:S4:Eps01



Figure 4.28. *Inguz Runes in Horn Carving*

Concerning the finding, this Inguz rune was carved on a horn that Floki gave to Ragnar who was unconscious due to his illness. This rune is used to show the condition of Ragnar because it is related to health, well-being, and fertility, especially for men, and indicates the health of Ragnar Lothbrok in this case. This rune was given by Floki to speed up Ragnar's healing. After this rune was given to Ragnar, Ragnar's health improved and then recovered normal. Then, after Ragnar recovered from his illness ten years, he returned to living his life, not as the leader of Kattegat but as the father of the leader of Kattegat, because since Ragnar became ill, his position was replaced by his son Bjorn Ironside.

In addition, Inguz runes in the Vikings TV Series were obtained from as many as two pieces of data which can be used as reinforcing data in this finding. The list of Inguz runes that are found in the Vikings TV Series is provided below:

Table 4.25. *Inguz Runes in Vikings TV Series*

No.	Number of Datum
1.	24/Inguz/Hea-Cha/06:03/Vik:S4:Eps01
2.	26/Inguz/Tim-Cha/30:05/Vik:S6:Eps04

Lord of the Rings:

Datum Number: 92/Inguz/Hea-Cha/2:11:13/LoTR:TFotR



Figure 4.29. *Inguz Runes in Balin's Tomb*

Concerning the finding, this Inguz rune is used to show a new beginning for the Balin nation and the Dwarves after destruction befell them and their kingdom was lost. This rune is used to show the success of Balin and his colleagues in their struggle to reclaim their kingdom (Moria) from the hands of the Orcs. This can be demonstrated when Balin successfully leads an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule and reclaiming the last of the Dwarven Seven Rings. And then in the end Balin claimed dominion over the Dwarf realm, taking the title of Lord of Moria.

As like aa Mountfort (2003) emphasizes the association of Inguz with fertility and the idea of new beginnings and is associated with personal transformation and growth. Mountfort also connects Inguz to the concepts of harmony and completion and represents the creative potential and the initiation of a new cycle.

w. Dagaz (ᚬ)

The Dagaz rune represents the “D” sound in the runic alphabet. Dagaz is often associated with clarity, illumination, and the idea of awakening. Dagaz can represent new beginnings and positive change, signifying the start of a new chapter or a shift towards more favorable circumstances, and is linked to the concepts of balance and harmony, symbolizing the equilibrium between opposites. Dagaz can symbolize transformation and evolution and can also represent transition and endings, marking the conclusion of one phase and the beginning of another.

In a movie, scenes featuring the Dagaz rune may symbolize characters gaining insights, achieving mental clarity, or experiencing a moment of enlightenment that transforms their understanding of a situation. The presence of the Dagaz rune may indicate characters entering a phase of their lives marked by positive transformations. the rune also might be used to convey moments of balance being restored, conflicts resolved, or characters finding a sense of inner harmony.

Norsemen TV Series:

Datum Number: 97/Dagaz/Joy-Cha/3:48/Nor:S3:Eps5

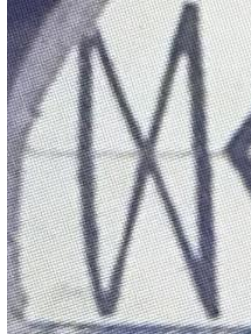


Figure 4.30. *Dagaz Runes in Battle Shield*

Concerning the finding, this rune Dagaz is depicted on Froya's shield. This rune is used to show Froya's confidence in winning the war and resolving existing conflicts. Judging from its meaning, this rune is also used to symbolize calm and joy, because it is assumed that the rune depicted on this shield is used for protection in war. This rune indicates that current conditions are safe where the people there also feel safe. In this case, the runes are depicted on the war shield of Froya, one of the female knights of Norheim who is about to war against Jarl Bjorn's army. This indicates that this rune is used to show a warrior's confidence that they are sure they will survive and win in battle. Here we can see that Froya fought the enemy bravely like a true Viking warrior and achieved victory in the end.

In line with Mountfort (2003) which emphasizes the association of Dagaz with clarity and the idea of awakening. Mountfort also interprets Dagaz as representing balance and harmony. The rune

symbolizes the equilibrium between opposites and the resolution of conflicts.

In addition, Dagaz runes in the Norsemen TV Series were obtained from as many as four pieces of data which can be used as reinforcing data in this finding. The list of Dagaz runes that are found in the Norsemen TV Series is provided below:

Table 4.26. *Dagaz Runes in Norsemen TV Series*

No.	Number of Datum
1.	95/Dagaz/Joy-Plo/07:22/Nor:S1:Eps1
2.	96/Dagaz/Joy-Plo/17:20/Nor:S3:Eps3
3.	98/Dagaz/Joy-Cha/27:11/Nor:S3:Eps5

x. Othila (ᚲ)

The Othila rune represents the “O” sound in the runic alphabet. Othila is associated with ancestry, heritage, and the concept of family roots. Othila is linked to the idea of home and homeland, representing a sense of belonging to a particular place and can symbolize stability and security, reflecting the protective and grounding qualities associated with the concept of home.

In a movie, scenes featuring the Othila rune may symbolize characters exploring their familial history, discovering ancestral connections, or delving into the significance of their heritage. The

presence of the Othila rune may indicate characters grappling with the responsibilities and privileges associated with their family legacies. The rune also might be used to symbolize characters reconnecting with their roots, finding a sense of home, or navigating the complexities of their relationships with their native land and may convey characters seeking stability, establishing secure foundations, or finding comfort in the familiar.

Vikings TV Series:

Datum Number: 56/Othila/Gif-Cha/41:03/Vik:S6:Eps02



Figure 4.31. *Othila Runes in Head Tattoo*

Concerning the finding, this Othila rune is depicted as a tattoo on the head of a character in the film. This rune is used to convey patriotism, family loyalty, proper respect for authority, and law to the character to whom the tattoo is given. In this case, this Othila Rune was given to the character in the film on the right side of the forehead as a sign that he had betrayed the king of Kattegat and he should accept punishment and be banished from his residence in Kattegat to be given

another chance at life. This rune is also used to show that character has stood the test of time. This rune is also given to show the character's trial and error. He will receive even more severe punishment if he breaks the rules and also the punishment given to him.

Lord of the Rings:

Datum Number: 80/Othila/Pow-Cha/2:11:13/LoTR:TfotR



Figure 4.32. *Othila Runes in Balin's Tomb*

Concerning the finding, this Othila rune indicates the power that Balin has as Lord of Moria, and he is a king who has loyalty to his people. This rune is used to show the struggle of Balin and his company to take back the kingdom belonging to the dwarves. This is demonstrated when Balin leads an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule and reclaiming the last of the Dwarf Seven Rings. Then after Balin and his companions succeeded in reclaiming their kingdom, Balin, as a descendant of Durin's line, claimed power over the Dwarven realm and took the title of Lord of Moria. This rune is also used to show

Balin's loyalty which was seen when Balin was part of the company formed by Thorin Oakenshield who traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor.

This is all in line with Mountfort (2003) which emphasizes the association of Othila with ancestry and heritage. Mountfort also connects Othila to the concepts of home and homeland. The rune represents a sense of belonging to a particular place and represents the concept of family roots and the exploration of one's familial history then is associated with stability and security.

In addition, Othila runes in the Lord of the Rings trilogy movie were obtained from as many as five pieces of data with data appearing in the same time and place which can be used as reinforcing data in this finding. The list of Othila runes that are found in the Lord of the Rings trilogy movie is provided below:

Table 4.27. *Othila Runes in Lord of the Rings*

No.	Number of Datum
1.	78/Othila/Pow-Cha/2:11:13/LoTR:TFotR
2.	79/Othila/Pow-Cha/2:11:13/LoTR:TFotR
3.	81/Othila/Pow-Cha/2:11:13/LoTR:TFotR
4.	82/Othila/Pow-Cha/2:11:13/LoTR:TFotR

2. The Significances of Runes in Vikings, Lord of the Rings, and Norsemen

In this sub-chapter, the researcher discussed the significance of the runes for the narratives in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. The data are classified into eleven categories of rune significance, that are power, health, inspiration, idea, time, victory, joy, gift, warrior, progress, and knowledge. The data are presented according to rune significance and explained into three categories based on each film in which rune significance is found.

However, not all rune significances are found by the researchers in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. Each rune's significance in each movie are discussed in the paragraphs below:

a. Power

The use of runes for the power significance can be linked to a character's personal growth or development. As characters interact with the runes, they may unlock hidden potentials, confront inner demons, or overcome obstacles. The runes can serve as a metaphor for self-discovery and transformation. If the characters seek power or dominance, the runes can become a source of conflict. The struggle for control over runic magic can create tension and rivalry, adding layers to

the relationships between characters. An antagonist with a malevolent understanding of runic power could pose a significant threat.

Example in Vikings TV Series:

Datum Number: 28/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01



Figure 4.33. *Thurisaz Runes in Horn Carving*

The Thurisaz rune provides power significance in the movie because the rune gives a sense of danger, defense, and the forces of chaos to the characters in the film. It can be seen that this rune is intended for the character Ragnar Lothbrok who is struggling to survive the pain he is suffering and indicates that he will be able and have the strength to fight and recover from the pain he is suffering. This rune appears on the carved horn given by Floki to the character Ragnar Lothbrok which means power and is used to show the strength possessed by the character Ragnar Lothbrok who is very strong in many ways, especially in terms of fighting the pain he suffers from.

Example in Lord of the Rings:

Datum Number: 63/Uruz/Pow-Cha/2:15:08/ LoTRT:TfotR



Figure 4.34. *Uruz Runes in Balin's Axe*

The Uruz rune provides power significance in the film because the rune gives a sense of strength, vitality, and primal power to the characters in the film. In relation, this rune indicates that Balin is the leader of the Dwarves nation and is famous for its formidable strength. The runes illustrate that Balin was a powerful leader. Appearing in a battle of five armies, Balin fought and survived the battle, fighting against the Orcs led by Bolg where he helped drive the dwarves' chariot and transport Dwalin, Fíli, and Kíli to Ravenhill. After tensions with the Lake Men and the Wood Elves boiled over, due to a dispute over the division of Smaug's treasure. He then lived at Lonely Mountain with the surviving members of the company.

Example in Norsemen TV Series:

Datum Number: 116/Gebo/Pow-Cha/3:48/Nor:S3:Eps5



Figure 4.35. *Gebo Runes in Battle Shield*

The Gebo rune gives the meaning of strength in the film to symbolize the gift of empowerment and partnership as well as a character exchange that shows power through collaboration with others, highlighting the strength that comes from working together and forming alliances. As seen in this case, the Gebo rune depicted on the war shield of a Viking warrior signifies his generosity and honor as a warrior. He uses runes to signify his self-sacrifice (for honor in battle or the greater good) as that is a common theme of death among warriors. In this case, the runes are depicted on the war shield of Arvid, a Norheim warrior brought to fight against the enemy Jarl Varg along with other Viking warriors. This rune was used to show the power of Arvid and other warrior to face the war. This rune is also used to show the strength resulting from good cooperation in the war with other Viking warriors to win the war. It is then shown that Arvid fought well with the shield and was given the good fortune to survive the war. The Gebo rune depicted on Arvid's war shield, also shows that he is confident in

sacrificing himself to fight alongside other warriors in the war for mutual victory until finally winning the war.

Therefore, the significance of power highlights personal development, evolving from a state of vulnerability to a position of strength of the characters in the movie. This transformation could be both physical and psychological. In the movies, the significance also marked the characters to find themselves in challenging environments, requiring them to adapt quickly and use their strength to survive and showing the symbol of leadership and the ability to guide others through strength and represents the gift of balanced relationships found in character that power comes not only from individual strength but also from maintaining harmonious and reciprocal relationships with others.

In addition, here is the overall list of data showing the rune significance of the Power in all movies:

Table 4.28. *List of Runes with the Significance of Power*

No.	Number of Datum	Types of Runes
1.	17/Isa/Pow-Cha/44:44/Vik:S2:Eps10	Isa
2.	18/Isa/Pow-Cha/19:40/Vik:S5:Eps06	Isa
3.	19/Isa/Pow-Cha/19:40/Vik:S5:Eps06	Isa
4.	20/Isa/Pow-Cha/39:38/Vik:S5:Eps14	Isa
5.	21/Isa/Pow-Cha/39:38/Vik:S5:Eps14	Isa
6.	22/Isa/Pow-Cha/39:38/Vik:S5:Eps14	Isa

7.	27/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01	Thurisaz
8.	12/Gebo/Pow-Cha/44:44/Vik:S2:Eps10	Gebo
9.	34/Algiz/Pow-Cha/06:03/Vik:S4:Eps01	Algiz
10.	35/Algiz/Pow-Cha/06:03/Vik:S4:Eps01	Algiz
11.	36/Algiz/Pow-Cha/19:40/Vik:S5:Eps06	Algiz
12.	37/Algiz/Pow-Cha/19:40/Vik:S5:Eps06	Algiz
13.	38/Algiz/Pow-Cha/39:44/Vik:S5:Eps14	Algiz
14.	41/Uruz/Pow-Cha/06:03/Vik:S4:Eps01	Uruz
15.	42/Uruz/Pow-Cha/19:40/Vik:S5:Eps06	Uruz
16.	43/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	Uruz
17.	44/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	Uruz
18.	45/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	Uruz
19.	60/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	Uruz
20.	61/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	Uruz
21.	62/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	Uruz
22.	64/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	Uruz
23.	68/Isa/Pow-Cha/2:11:13/LoTR:TFotR	Isa
24.	69/Isa/Pow-Cha/2:11:13/LoTR:TFotR	Isa
25.	70/Isa/Pow-Cha/2:11:13/LoTR:TFotR	Isa
26.	71/Isa/Pow-Cha/2:11:13/LoTR:TFotR	Isa
27.	72/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Algiz
28.	73/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Algiz

29.	74/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Algiz
30.	75/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Algiz
31.	76/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Algiz
32.	78/Othila/Pow-Cha/2:11:13/LoTR:TFotR	Othila
33.	79/Othila/Pow-Cha/2:11:13/LoTR:TFotR	Othila
34.	80/Othila/Pow-Cha/2:11:13/LoTR:TFotR	Othila
35.	81/Othila/Pow-Cha/2:11:13/LoTR:TFotR	Othila
36.	82/Othila/Pow-Cha/2:11:13/LoTR:TFotR	Othila
37.	115/Gebo/Pow-Cha/11:11/Nor:S1:Eps3	Gebo

b. Health

The use of runes for health significance can directly affect the potency of the power of the character. If the runes are damaged or corrupted, characters may experience a weakening of their abilities or face unexpected consequences. This creates a source of tension and urgency within the story. The quest to maintain or restore the health of the character can become a central plot point. Characters might embark on journeys to find rare materials, seek ancient knowledge, or confront formidable adversaries to ensure the character remains in a healthy state.

Example in Vikings TV Series:

Datum Number: 24/Inguz/Hea-Cha/06:03/Vik:S4:Eps01



Figure 4.36. *Inguz Runes in Horn Carving*

This Inguz rune provides health significance in the movie used to indicate the health condition of the characters. This rune is used to symbolize a phase of healing and regeneration for characters in the movie. In relation, This Inguz rune is used to show the condition of Ragnar because it is related to health, well-being, and fertility, especially for men, and indicates the health of Ragnar Lothbrok in this case. This Inguz rune appears in the scene that shows Ragnar Lothbrok not yet recovering from his illness. The rune was carved on the horn and a prayer was given by Floki to Ragnar to speed up and help Ragnar's illness heal. As seen in this case, after this rune was given to Ragnar, Ragnar Lothbrok's health continued to progress well over time until he recovered from his illness and regained consciousness.

Example in Lord of the Rings:

Datum Number: 92/Inguz/Hea-Cha/2:11:13/LoTR:TfotR



Figure 4.37. *Inguz Runes in Balin's Tomb*

This rune Inguz gives the significance of health in the movie being used to represent fertile ground for personal or communal growth and to convey new beginnings and fresh starts of the character. As seen in this case, the Inguz rune was used to indicate the health state of Balin who fell ill after he successfully led an expedition to Moria to take over the kingdom. This can be demonstrated when Balin successfully leads an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule and reclaiming the last of the Dwarven Seven Rings. In the end, Balin claimed dominion over the Dwarf realm, taking the title Lord of Moria. Later, after ruling as Lord of Moria for about five years, Balin was killed by Orcs after going to see Mirromere alone.

In line with this, the significance of health in the rune symbolizes the importance of community and support networks in maintaining the health of the characters in the film. The significances also highlight the transformative phase where characters discover hidden aspects of themselves that contribute to their overall health and fulfillment and

serve as a symbol of hope for characters facing health challenges. It may represent the belief that, even in difficult times, there is the potential for renewal, growth, and the restoration of health.

In addition, here is the other one of data showing the rune significance of Health in all movies:

Table 4.29. *List of Runes with the Significance of Health*

No.	Number of Datum	Types of Runes
1.	25/Inguz/Hea-Cha/06:03/Vik:S4:Eps01	Inguz

c. Inspiration

In the movies, the significance of inspiration marked the characters to find themselves in challenging environments, requiring them to adapt quickly and use their strength to survive and showing the symbol of leadership and the ability to guide others through strength. The inspiration derived from runes can lead to artistic endeavors, innovative problem-solving, or the creation of powerful artifacts, contributing to character development and the overall narrative.

Example in Vikings TV Series:

Datum Number: 3/Ansuz/Ins-Cha/37:00/Vik:S4:Eps05



Figure 4.38. *Ansuz Runes in Wood Carving*

This rune Ansuz gives the significance of inspiration in the movie to signify the search for wisdom and knowledge of the characters in the film. This Ansuz rune is used to show the power of speech, the ability to express our thoughts and needs in words by Floki. As seen in this case, this rune carved by Floki was given to Ivar the Boneless, Ragnar Lothbrok's disabled youngest son when he was a child. This rune was used by Floki to teach Ivar a lesson. This Ansuz rune was used by Floki to teach Ivar how to be a Viking and about the gods. Then, it was from the lessons given by Floki that Ivar got his hatred of Christianity.

Example in Lord of the Rings:

Datum Number: 88/Ansuz/Ins-Cha/2:11:13/LoTR:TfotR

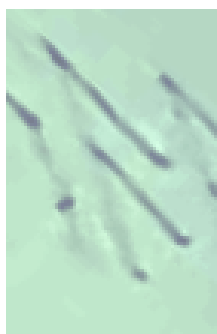


Figure 4.39. *Ansuz Runes in Balin's Tomb*

This rune Ansuz gives the significance of inspiration in the movie to symbolize a source of divine or otherworldly inspiration for characters in the movie. This rune indicates a moment when characters receive guidance, ideas, or insights from a higher power. As seen in this case, this rune shows that during his lifetime Balin was a wise Dwarven lord, and was able to exert a good influence on his people. As a descendant of royalty and a Dwarven King, Balin was one of the oldest members of The Company of Dwarves. This rune also shows that Balin is a wise and gentle man by nature, he has been forced to live a life filled with warfare and struggle for survival. Have a relationship to Thorin Oakenshield, Balin is one of his closest and most trusted advisors. Therefore, Thorin entrusted Balin to be his advisor. But deep in his heart, this wisest and most loyal Dwarf harbors nagging doubts about the wisdom of the Quest for the Lonely Mountain.

Therefore, the significance of inspiration in the rune is linked to communication, including verbal expression and eloquence. It is shown when the characters find inspiration through effective communication, whether it be in the form of speeches, dialogues, or other means of expression. The significance also symbolizes the qualities of leadership and guidance and could be inspired to lead others or take on a mentorship role, offering wisdom and direction to those around the characters.

In addition, here is the other list of data showing the rune significance of Inspiration in all movies:

Table 4.30. *List of Runes with the Significance of Inspiration*

No.	Number of Datum	Types of Runes
1.	1/Ansuz/Ins-Cha/07:56/Vik:S2:Eps7	Ansuz
2.	2/Ansuz/Ins-Cha/07:56/Vik:S2:Eps7	Ansuz
3.	87/Ansuz/Ins-Cha/2:11:13/LoTR:TFotR	Ansuz
4.	89/Ansuz/Ins-Cha/2:11:13/LoTR:TFotR	Ansuz

d. Idea

The use of runes for idea significance can hold significant thematic and symbolic importance for the characters, influencing their beliefs, actions, and overall narrative. The significance also symbolizes the concepts such as fate, destiny, knowledge, and mysticism. Characters attribute profound meaning to specific runes, shaping their worldview and influencing their decisions. The significance of the idea is also viewed as a means of communication between characters, cultures, or even realms. The idea of runes as a language can facilitate dialogue, negotiation, or conflict resolution, serving as a bridge between different entities in the movies.

Example in Vikings TV Series:

Datum Number: 4/Ehwaz/Ide-Plo/07:56/Vik:S2:Eps7

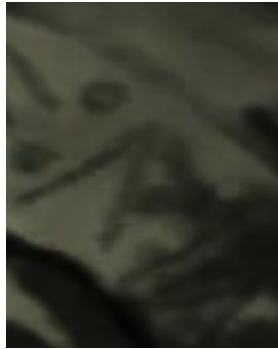


Figure 4.40. *Ehwaz Runes on the Ship*

This rune Ehwaz gives the significance of the idea in the movie to represent the partnership, trust, movement, and a shared vision or a collective idea that brings characters together in the movie symbolizing trust and mutual understanding. As seen in this case, this Ehwaz rune indicates big ideas, major projects, and exciting adventures by the Floki. This rune Ehwaz indicates travel, a shift to a new and fascinating location providing lots of mental and physical stimulation by the characters. This Ehwaz rune was depicted by Floki on his own ship. This rune is used to show Floki's idea of inviting his Vikings company to travel by sea using his ship to search for and colonize new lands in the West. Floki tries to convince many people to take the trip, including convincing his good friend Ragnar Lothbrok. In relation, this rune indicates that Floki had the idea to convince his Vikings company to make the long journey to England for the Vikings to colonize the country. This also indicates that this journey requires great physical and mental preparation.

Therefore, the significance of ideas in the rune is when the characters form alliances or partnerships that lead to the development and realization of new ideas. The rune significance emphasizes the importance of working together to achieve a common goal. The significance also emphasizes the power of shared goals and aspirations, highlighting how a common vision can unite individuals and drive them toward a common purpose.

e. Time

The use of runes for time significance can introduce a dynamic and temporal element that significantly influences the characters and the overall narrative. The significance time of the runes can create a sense of urgency within the narrative. The significance highlights the characters on a time-sensitive quest, racing against the clock to decipher or utilize the runes before a specific celestial event or deadline. The significance time of the runes can be intricately woven into the characters' personal journeys. It may mirror the timing of their individual growth, challenges, or pivotal moments, serving as a temporal reflection of their character arcs and can test characters' resilience, adaptability, and problem-solving skills.

Example in Vikings TV Series:

Datum Number: 8/Raido/Tim-Cha/39:38/Vik:S5:Eps14

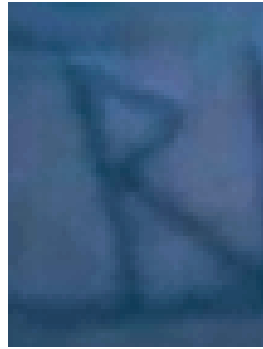


Figure 4.41. *Raido Runes in Floki's Head Tattoo*

This rune Raido gives the significance of the time in the movie to symbolize the character's journey that can be extended to a journey through time. The significance of the rune also signifies the characters undergo a temporal adventure or face challenges that require them to navigate different periods, highlighting the significance of time in the narrative. As seen in this case, this rune Raido drawn as a tattoo on Floki's head signifies the time and journey that Floki has taken. These runes also signify the character's life journey, story, adventure, the right path, and heroism. Although Floki's path is sometimes bumpy, Raido tells him that the journey is worth the effort. This rune is also used to show Floki's adventurous character, which can be seen from all the traveling Floki has done. This is shown when Floki joins Ragnar on his journey to Gotland to negotiate with Jarl Borg, Floki joins Horik instead of Ragnar on the journey to Wessex, Floki accompanies King Ragnar back to England, where they travel to Wessex and meet with King Ecbert, Floki accompanied Ragnar and the army to Francia, preparing to attack the city of Paris, Floki discovered the volcanic island

of Iceland, which he believed to be Asgard, and in the end, Floki traveled alone into a cave which he believed to be the gateway to Helheim.

Example in Lord of the Rings:

Datum Number: 59/Raido/Tim-Cha/2:11:13/LoTRT:TfotR



Figure 4.42. *Raido Runes in Balin's Tomb*

This rune Raido gives the significance of the time in the movie to symbolize a reflective exploration of the past, present, and future of the character. As seen in this case, the rune Raido engraved on Balin's tomb here signifies the journey that Balin has taken until the end of his life. Balin was the king of Moria, the kingdom of the Dwarves who had traveled a lot in his life. One of them here is one of the thirteen Dwarves who accompanied Thorin II Oakenshield on his journey to regain the Lonely Mountain. Balin's adventures can also be seen when Balin has great respect for Bilbo's abilities and is the only dwarf who volunteers to accompany Bilbo down the secret passage to Smaug's chamber. Of all the Dwarves on the quest, Balin is the only one known to visit Bilbo at Bag End after their quest to the Lonely Mountain. Balin also led an

expedition in an attempt to reclaim the ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves.

Therefore, the significance of time in the rune is used to represent a journey that can symbolize the cyclical nature of life. It is shown when characters could be on a quest to understand their personal histories, confront current challenges, and shape their destinies, emphasizing the role of time in shaping their identities. Then, the significance of time also shows the experience of recurring themes, events, or challenges throughout their lives, emphasizing the idea that time moves in cycles and brings about opportunities for growth and learning.

In addition, here is the overall list of data showing the rune significance of Time in all movies:

Table 4.31. *List of Runes with the Significance of Time*

No.	Number of Datum	Types of Runes
1.	5/Raido/Tim-Cha/07:56/Vik:S2:Eps7	Raido
2.	6/Raido/Tim-Cha/19:40/Vik:S5:Eps06	Raido
3.	7/Raido/Tim-Cha/19:40/Vik:S5:Eps06	Raido
4.	26/Inguz/Tim-Cha/30:05/Vik:S6:Eps04	Inguz
5.	57/Raido/Tim-Cha/2:11:13/LoTRT:TfotR	Raido
6.	58/Raido/Tim-Cha/2:11:13/LoTRT:TfotR	Raido

f. Victory

The use of runes for victory significance is used to symbolize a triumph over adversity. The significance of victory highlights numerous challenges, obstacles, or conflicts throughout the story, and achieving victory with the runes symbolizes their ability to overcome these hardships. This theme underscores resilience and the power of perseverance. The significance of the victory of the runes can signify the fulfillment of prophecies, aligning characters with their destined paths and resolving the narrative in a way that brings closure and resolution.

Example in Vikings TV Series:

Datum Number: 9/Sowelo/Vic-Cha/44:44/Vik:S2:Eps10



Figure 4.43. *Sowelo Runes in King Sword*

This rune Sowelo gives the significance of the victory in the movie to symbolize the characters' triumph over adversity and to represent the leadership and authority of the character. As seen in this case, this Sowelo rune is depicted on Ragnar Lothbrok's king's sword. This rune appeared after Ragnar Lothbrok succeeded in becoming the leader of Kattegat and defeated the previous king (King Horik). This is

shown when Ragnar is taught the Lord's Prayer by Athelstan, and Horik launches his attack on Kattegat. However, when he tries to capture Ragnar, it is revealed that Floki never killed Torstein and betrays Horik's entire plan to Ragnar. Horik, his men, and his entire family, except his son, are killed and Ragnar takes the title of King, the final image of the season is of Ragnar perched on a cliff looking down on his new kingdom. In this case, Sowelo signifies the victory of Ragnar Lothbrok who had won the battle against King Horik. This rune is engraved on the sword showing glory to Ragnar Lothbrok.

Example in Norsemen TV Series:

Datum Number: 107/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1



Figure 4.44. *Sowelo Runes in Battle Shield*

This rune Sowelo gives the significance of the victory in the movie to symbolize victory in battles, whether literal or metaphorical. The rune highlights the characters that face significant challenges and represents the ability to overcome obstacles, emerge victorious, and bask in the light of the success of the character. As seen in this case, this

Sowelo rune is depicted on Arvid's battle shield. This rune was used to indicate that he and his fellow Viking warriors had exactly returned after successfully colonizing and conquering the eastern region. This rune also signifies Arvid's strength, toughness, and courage, where Arvid was one of the great Viking warriors in Norheim and always won every battle. It can also be seen that Arvid was a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to take his rightful place as Chieftain but is later able to wrest power from Orm. The Sowelo rune depicted on Arvid's war shield was drawn 8 times to be a strong marker of Arvid's victory and strength as a Viking warrior.

Therefore, the significance of victory in the rune is used to represent the resolution of the characters' arcs. It marks the culmination of their journeys, providing closure to the struggles, conflicts, and aspirations of the characters. The significance of the victory of the runes is also used to present the character's empowerment and growth. As characters harness the power of the runes successfully, they undergo transformative experiences, unlocking hidden potentials, and evolving into stronger, more capable individuals.

In addition, here is the overall list of data showing the rune significance of Victory in all movies:

Table 4.32. *List of Runes with the Significance of Victory*

No.	Number of Datum	Types of Runes
1.	108/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
2.	109/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
3.	110/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
4.	111/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
5.	112/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
6.	113/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo
7.	114/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	Sowelo

g. Joy

The use of runes for joy significance is used to create a sense of personal fulfillment and elevate the mood of the characters throughout the movies. The significance is also used to symbolize the characters experiencing joy, whether through the successful use of runes or the discovery of their positive properties, which can enhance emotional resonance and create a more uplifting atmosphere. The significance of joy can represent the realization of the character's goals, aspirations, or destinies, bringing a profound sense of satisfaction and happiness to the characters.

Example in Vikings TV Series:

Datum Number: 14/Ehwaz/Joy-Cha/19:40/Vik:S5:Eps06

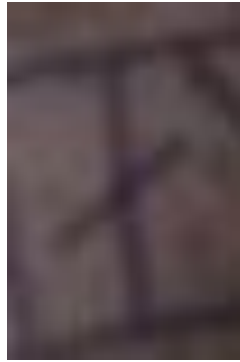


Figure 4.45. *Ehwaz Runes in Floki's Head Tattoo*

This rune Ehwaz gives the significance of the joy in the movie to represent progress and achievements of partnership and collaboration through harmonious relationships of the characters with others. As seen in this case, this Ehwaz rune is shown as a tattoo on Floki's head. This rune is used to show success and joy after the hard struggle of Floki and his companions from Kattegat on their journey to find a new, green, and fertile land which according to him is the land where God lives. Floki and his companions discover the volcanic island of Iceland, which he believes to be Asgard. This rune is also used to show the success achieved together by Floki and his Vikings company in establishing a new settlement in the new land. So, this Ehwaz rune shows the early trials and tribulations faced by Floki and his comrades to show the joyful moments after the fruitful efforts at the end.

Example in Lord of the Rings:

Datum Number: 77/Wunjo/Joy-Cha/2:11:13/LoTR:TFotR



Figure 4.46. *Wunjo Runes in Balin's Tomb*

This rune Wunjo gives the significance of the joy in the movie to signify emotional fulfillment and happiness that comes from achieving one's goals and desires of the character. As seen in this case, the rune Wunjo was carved on Balin's tomb to show all the achievements that Balin had achieved during his lifetime. This rune symbolizes Balin's joy, that at the end of his life, he felt happy because he had brought his people to victory with all the struggles he carried out with his company. Balin with his company assembled by Thorin Oakenshield has succeeded in journeying to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug, and to retake the kingdom of Erebor. This rune also shows where Balin had fought and survived the subsequent Battle of the Five Armies, which was fought against the Orcs led by Bolg. Then in his expedition to Moria, Balin also succeeded in reclaiming the ancient Dwarf kingdom of Moria to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Besides that, Balin, who is descended from the Durin line, claims to be the ruler of the Dwarven world, taking the title of Lord of Moria.

Example in Norsemen TV Series:

Datum Number: 98/Dagaz/Joy-Cha/27:11/Nor:S3:Eps5



Figure 4.47. *Dagaz Runes in Battle Shield*

This rune Dagaz gives the significance of the joy in the movie to symbolize a joyful ending, suggesting that characters find happiness in the resolution of conflicts, the fulfillment of quests, or the achievement of their goals. As seen in this case, this Dagaz rune is depicted on Froya's shield. This rune is used to show Froya's confidence in winning the war and resolving existing conflicts. Judging from its meaning and meaning, this rune is also used to symbolize calm and joy, because it is assumed that the rune depicted on this shield is used for protection in war. In this case, the runes are depicted on the war shield of Froya, one of the female knights of Norheim who will fight against Jarl Bjorn's army. This means that this rune is used to show a warrior's confidence that they are sure they will survive and win in battle. This rune is also used to show the victory achieved by Froya after fighting the enemy bravely like a true Viking warrior and ultimately achieving victory.

Therefore, the significance of joy in the runes is used to represent the happiness, fulfillment, and positive transformation of the characters in the movie. The significance of the rune provides a balance to potential conflicts and challenges within the narrative, creating moments of joy that resonate with the characters in the movie.

In addition, here is the overall list of data showing the rune significance of Joy in all movies:

Table 4.33. *List of Runes with the Significance of Joy*

No.	Number of Datum	Types of Runes
1.	13/Ehwaz/Joy-Cha/44:44/Vik:S2:Eps10	Ehwaz
2.	15/Ehwaz/Joy-Cha/39:38/Vik:S5:Eps14	Ehwaz
3.	16/Ehwaz/Joy-Cha/39:38/Vik:S5:Eps14	Ehwaz
4.	46/Laguz/Joy-Cha/06:03/Vik:S4:Eps01	Laguz
5.	47/Laguz/Joy-Cha/39:38/Vik:S5:Eps14	Laguz
6.	65/Ehwaz/Joy-Cha/2:11:13/LoTR:TFotR	Ehwaz
7.	66/Ehwaz/Joy-Cha/2:11:13/LoTR:TFotR	Ehwaz
8.	67/Ehwaz/Joy-Cha/2:11:13/LoTR:TFotR	Ehwaz
9.	95/Dagaz/Joy-Plo/07:22/Nor:S1:Eps1	Dagaz
10.	96/Dagaz/Joy-Plo/17:20/Nor:S3:Eps3	Dagaz
11.	97/Dagaz/Joy-Cha/3:48/Nor:S3:Eps5	Dagaz

h. Gift

The use of runes for gift significance is perceived as a divine or mystical blessing and leads to personal growth and self-discovery for characters. The significance also comes with a sense of duty or sacrifice. Characters may feel compelled to use the runes for the greater good, even if it requires personal sacrifices, and can be used as a catalyst for transformative change within the characters that mark the beginning of a new era, setting the stage for profound shifts in power dynamics, beliefs, and societal structures.

Example in Vikings TV Series:

Datum Number: 49/Nauthiz/Gif-Cha/39:44/Vik:S5:Eps14

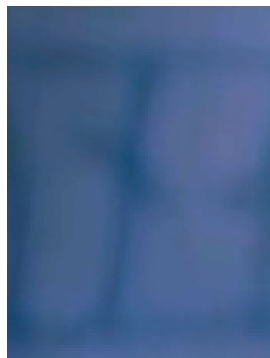


Figure 4.48. *Nauthiz Runes in Floki's Head Tattoo*

This rune Nauthiz gives the significance of the gift in the movie to symbolize challenges or constraints that, despite their difficulty, serve as valuable gifts for character growth. The significance of the gift of the rune is also used to symbolize the gift of endurance of the character. As seen in this case, this rune is depicted as a tattoo on the character Floki's

head. This rune signifies the gift of life lessons, the power of growth, the consequences of past actions, and short-term pain for long-term gain for Floki. In this case, Nauthiz may be used to protect Floki from himself, but his lessons are often harsh. The forces of the past exert their influence on him in the present. Previous actions catch up with him and attempt to restrain and limit future actions. This rune also shows the resilience of the challenges faced by Floki which was in this case demonstrated when he discovered the volcanic island of Iceland which he believed was Asgard. Floki then builds a settlement with his company from Kattegat that slowly falls apart, as its residents seek revenge on each other, creating a cycle of hatred.

Example in Lord of the Rings:

Datum Number: 93/Berkana/Gif-Cha/2:11:13/LoTR:TfotR



Figure 4.49. *Berkana Runes in Balin's Tomb*

This rune Berkana gives the significance of the gift in the movie to symbolize the gift of nurturing relationships of the character. The significance of the rune also shows the character's supportive and caring

connections with others and signifies the gift of community support which is shown by the character surrounded by a supportive community or group, emphasizing the collective nurturing that leads to individual and shared growth. As seen in this case, this Berkana rune is depicted on Balin's tomb which is used to show Balin's journey throughout his life in allying with his friends to achieve a common goal. This rune is used to show that Balin is a wise leader, a good advisor, and a leader who can protect his fellow fighters. This can be seen when Balin was part of the company formed by Thorin Oakenshield who traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and to reclaim the kingdom of Erebor. Later, Balin also accompanied Gandalf to visit Bilbo in the Shire, as the two had become good friends during their travels. Afterward, Balin led an expedition in an attempt to reclaim the ancient Dwarven kingdom of Moria, in hopes of re-establishing Dwarven rule and reclaiming the last of the Dwarven Seven Rings.

Example in Norsemen TV Series:

Datum Number: 102/Kaunaz/Gif-Cha27:11/Nor:S3:Eps5



Figure 4.50. *Kaunaz Runes in Battle Shield*

This rune Kaunaz gives the significance of the gift in the movie to symbolize the gift of problem-solving abilities of the character. The significance of the rune also symbolizes the gift of passion and drive of the character that is ignited with a sense of purpose or determination, leading to the pursuit of their goals with enthusiasm and energy. As seen in this case, this Kaunaz rune is depicted on the war shield used by the character Froya. Just like its meaning, a shield is an object used to protect oneself in a war that must always be carried, just like a torch must also be carried when in the dark. This rune is a symbol for controlling and utilizing fire for warmth and light. It symbolizes strength and energy that is greater than anything else. In this data, all these things are shown that in the end Froya and the other soldiers won the battle against Jarl Bjorn's army. Froya uses the shield in battle which signifies that the shield is needed by her and should always be carried to protect herself, just like the pure benefits of the shield itself. This rune then signifies the torch as a symbol of knowledge and intelligence, illumination, seeking enlightenment, explaining things, truth-seeking, skill and ability, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, learning, and opportunity.

Therefore, the significance of gifts in the runes is used to provide characters with mystical protection. The significance of the rune could act as a shield against external threats, warding off malevolent forces

and ensuring the characters' safety. The significance is also used to show the gift of desires fulfilled by the characters. It is shown when their wishes come to fruition, experiencing a sense of satisfaction and fulfillment in various aspects of their lives and fostering a sense of gratitude for the simpler things in life, despite the challenges they face.

In addition, here is the overall list of data showing the rune significance of Gift in all movies:

Table 4.34. *List of Runes with the Significance of Gift*

No.	Number of Datum	Types of Runes
1.	10/Sowelo/Gif-Cha/19:40/Vik:S5:Eps06	Sowelo
2.	11/Sowelo/Gif-Cha/39:38/Vik:S5:Eps14	Sowelo
3.	48/Nauthiz/Gif-Cha/19:40/Vik:S5:Eps06	Nauthiz
4.	56/Othila/Gif-Cha/41:03/Vik:S6:Eps02	Othila
5.	99/Kaunaz/Gif-Plo/07:22/Nor:S1:Eps1	Kaunaz
6.	100/Kaunaz/Gif-Plo/17:20/Nor:S3:Eps3	Kaunaz
7.	101/Kaunaz/Gif-Cha3:48/Nor:S3:Eps5	Kaunaz

i. Warrior

The use of runes for warrior significance is used to portray the characters as a protector and guardian. The warrior significance of the runes is endowed with enhanced physical abilities. These include exceptional strength, agility, and combat skills, all of which are

augmented by the mystical powers granted by the runes. The warrior significance of the runes also serves as a symbol of courage and determination. In the face of daunting challenges, the characters demonstrate resilience and unwavering commitment to the cause, inspiring others to face adversity with similar courage.

Example in Vikings TV Series:

Datum Number: 55/Tiwaz/War-Cha/35:34/Vik:S4:Eps19



Figure 4.51. *Tiwaz Runes in Floki's Head Tattoo*

This rune Tiwaz gives the significance of the warrior in the movie to symbolize the gift of courage and bravery of the character. This rune is also used to represent adherence to a warrior's code of honor and ethics which is shown by exhibiting a fearless and bold demeanor, facing challenges head-on, and inspiring others through their strength of character. As seen in this case, this Tiwaz rune is depicted on Floki's head as a masculine rune characterized by its phallic shape, so the contract it symbolizes tends to favor men over women. This rune is depicted on the front of Floki's head when he is about to fight against

the troops of King Aethelwulf, the Saxons of England, where this rune signifies Floki's courage as a true Viking warrior and is ready to fight against the enemy to win the battle. It is shown by Floki standing in the front row and carrying an ax in his hand along with other Viking warriors to signify Floki's courage and toughness to fight. Tiwaz's message is to maintain a sense of faith. As long as Floki believes in his heart that what he is doing is right, he will have a strong goal to succeed in his endeavors. This rune is shown to indicate that Floki is willing to fight like a true Viking warrior to gain goodness. The Tiwaz rune can also be used as a marker of victory and this was shown when in the end Floki and the other Viking warriors achieved victory in the battle against the British Saxons.

Example in Norsemen TV Series:

Datum Number: 106/Tiwaz/War-Cha/19:04/Nor:S1:Eps6



Figure 4.52. *Tiwaz Runes in Battle Shield*

This rune Tiwaz gives the significance of the warrior in the movie to signify the gift of leadership qualities of the character. This

rune is also used to symbolize the gift of navigating conflict and finding resolutions for the character. This is shown when the Characters excel in resolving disputes, bringing about justice, and restoring balance in situations that involve tension or disagreement through the gift of strategic thinking in battles as a warrior. As seen in this case, this rune is depicted on the war shield of a Viking warrior shown during the duel between Arvid and Jarl Varg. The Tiwaz rune is also used to show the victory achieved by Arvid during the siege of Jarl Varg from Vargnes which ended in a duel between Arvid and Jarl Varg. However, Varg was no match for Arvid, and Jarl Varg lost both arms in the duel, forcing him to retreat to his village with what little dignity he had left. This rune indicates that Arvid is a true Viking warrior who will always fight like a warrior. This rune also indicates the identity of Arvid's character who is worthy of being the leader of Norheim village. In this data, it can be seen that this rune was drawn on a war shield and used by a Norheim warrior. This is also reinforced by the scene in the film which shows the fight between Arvid and Jarl Varg. Order is finally restored in Norheim, with Arvid as the new and rightful Chieftain of Norheim.

Therefore, the significance of the warrior in the runes is used to demonstrate resilience and unwavering commitment to the cause, inspiring others to face adversity with similar courage. The significance of the rune is also used to represent the gift of self-sacrifice for a greater cause. This is shown when the characters are willing to make personal

sacrifices for the well-being of others, embodying the spirit of a noble warrior who places the greater good above personal interests.

In addition, here is the overall list of data showing the rune significance of Warrior in all movies:

Table 4.35. *List of Runes with the Significance of Warrior*

No.	Number of Datum	Types of Runes
1.	29/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	Thurisaz
2.	30/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	Thurisaz
3.	31/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	Thurisaz
4.	32/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	Thurisaz
5.	33/Thurisaz/War-Cha/39:38/Vik:S5:Eps14	Thurisaz
6.	103/Tiwaz/War-Cha/10:56/Nor:S1:Eps1	Tiwaz
7.	104/Tiwaz/War-Cha/10:56/Nor:S1:Eps1	Tiwaz
8.	105/Tiwaz/War-Cha/19:04/Nor:S1:Eps6	Tiwaz

j. Progress

The use of runes for progress significance can be closely tied to the characters' development in the movie. The significance of the rune is also used to highlight the character undergoing personal growth, evolving in terms of skills, knowledge, health, and emotional maturity as the characters interact with the runes and explore their potential. The progress significance of the runes is also used to influence the cultural

and societal aspects of the characters in the movie. As characters harness the runes for various purposes, their discoveries may bring about shifts in societal norms, belief systems, and cultural practices.

Example in Vikings TV Series:

Datum Number: 40/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01



Figure 4.53. *Eihwaz Runes in Horn Carving*

This rune Eihwaz gives the significance of the progress in the movie to represent the gift of gradual progress of the character. The significance of the rune is also used to symbolize the gift of endurance and resilience. This is shown when the character faces challenges and setbacks but demonstrates the strength to endure and overcome obstacles. As seen in this case, this rune appears on a carved horn given by Floki to Ragnar Lothbrok. Eihwaz is a rune that signifies progress, so in a reading, it means that the situation is moving forward. This Eihwaz rune appears in the scene that shows Ragnar Lothbrok not yet recovering from his illness. The rune was carved on the horn and a prayer was given by Floki to Ragnar to speed up and help Ragnar's

illness heal. As seen in this case, after this rune was given to Ragnar, Ragnar Lothbrok's health continued to progress well over time until he recovered from his illness and regained consciousness. This rune is also used to show the progress of Ragnar Lothbrok's health which is slowly improving due to the strength he has to fight his illness.

Therefore, the significance of the warrior in the runes is used to symbolize the gift of transformation and evolution. The significance is used to show the characters that undergo significant personal growth and change, evolving into stronger, wiser individuals as they progress through the challenges presented in the film. The significance of the rune is also used to symbolize the characters who take progress on protective roles, shielding others from harm or defending against external threats.

In addition, here is the other one of data showing the rune significance of Progress in all movies:

Table 4.36. *List of Runes with the Significance of Progress*

No.	Number of Datum	Types of Runes
1.	39/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01	Eihwaz

k. Knowledge

The use of runes for knowledge significance shows the knowledgeable characters assume leadership roles within the movie,

providing intellectual guidance to others. Their expertise in the runes can position them as mentors, advisors, or leaders, contributing to the overall dynamic of the characters' interactions. The significant knowledge of the rune is also used to share their wisdom and collaborate with others. The exchange of runic knowledge among characters fosters alliances, teamwork, and shared growth, contributing to a sense of community and cooperation.

Example in Vikings TV Series:

Datum Number: 51/Kaunaz/Kno-Cha/39:38/Vik:S5:Eps14

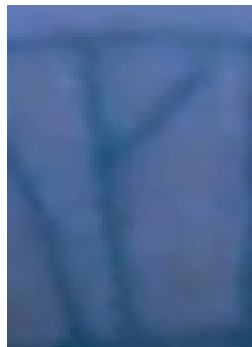


Figure 4.54. *Kaunaz Runes in Floki's Head Tattoo*

This rune Kaunaz gives the significance of the knowledge in the movie to show the character embarking on a quest for wisdom and knowledge. The significance is also used to show the journey of seeking enlightenment, uncovering hidden truths, and gaining insights that contribute to the personal growth of the character. As seen in this case, this rune is depicted as a tattoo on Floki's head to show Floki's journey in search of a new hidden island which is considered the land where God

lives. This rune is used to show Floki's intelligence in determining the direction in traveling to find the island until he finally succeeds in discovering the volcanic island of Iceland, which he believes to be Asgard. Then, this rune was used to show Floki's ability to lead and make decisions for himself and his company on their journey to find a new land. This rune is also used to describe Floki as a character who has a lot of knowledge and is someone who always has the desire to seek knowledge and share knowledge with others.

Example in Lord of the Rings:

Datum Number: 91/Kaunaz/Kno-Cha/2:11:13/LoTR:TfotR



Figure 4.55. *Kaunaz Runes in Balin's Tomb*

This rune Kaunaz gives the significance of the knowledge in the movie to show the gift of effective communication and expression of the character. The significance of the rune is shown when the characters excel in conveying ideas, emotions, or information, using their knowledge to connect with others. As seen in this case, these runes were carved on Balin's tomb to show that all the services and knowledge that

Balin as king of Moria had given to his people would not be forgotten and would be remembered throughout history. Balin is an intelligent character, described as the “look-out man” in the company: He sees Bilbo approaching the Green Dragon Inn in Bywater; he sees the trolls’ fire, and; he is the first to see the Elves in Mirkwood. He notes that not a single mouse has ever passed him while on watch, and wonders why he did not see Bilbo (who was hidden by wearing a magic ring) when he was searching for his entourage after escaping from the Orcs in the Misty Mountains. Among the Dwarves in the company, Balin is the second oldest dwarf and loosely holds the position of deputy leader. This rune is also used to indicate that Balin was one of Thorin Oakenshield II’s closest and most trusted advisors, the wisest and most loyal among the Dwarves.

Therefore, the significance of the warrior in the runes shows that the Knowledge of the runes brings characters face-to-face with ethical dilemmas. Understanding the potential consequences of the runes, characters must make informed and responsible decisions, adding moral complexity to their choices and actions. The significance is also shown when the characters uncover crucial information through the knowledge significance of the rune can drive the story forward and provide key revelations.

In addition, here is the other list of data showing the rune significance of Knowledge in all movies:

Table 4.37. *List of Runes with the Significance of Knowledge*

No.	Number of Datum	Types of Runes
1.	50/Kaunaz/Kno-Cha/19:40/Vik:S5:Eps06	Kaunaz
2.	52/Kaunaz/Kno-Cha/39:38/Vik:S5:Eps14	Kaunaz
3.	90/Kaunaz/Kno-Cha/2:11:13/LoTR:TFotR	Kaunaz

B. Discussion

Finally, the researcher discuss this research regarding the research findings that have been explained. In this research, the researcher focuses on two discussions, they are the runes found and the significance of the runes for the narratives in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series.

1. The Runes Found in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series

The first research question in this research is solved by finding the types of runes in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series based on Paul Rhys Mounfort's (2003) theory. The types of runes found in each movie are explained in the table below:

Table 4.38. *Data of the Runes found*

Types of Runes	Vikings TV Series	Lord of the Rings trilogy movie	Norsemen TV Series	Number
Fehu	0	0	0	0

Uruz	5	5	0	10
Thurisaz	7	0	0	7
Ansuz	3	3	0	6
Raido	4	3	0	7
Kaunaz	3	2	4	9
Gebo	1	0	2	3
Wunjo	0	1	0	1
Hagalaz	0	0	0	0
Nauthiz	2	0	0	2
Isa	6	4	0	10
Jera	0	0	0	0
Eihwaz	2	0	0	2
Pertho	0	0	0	0
Algiz	5	5	0	10
Sowelo	3	0	8	11
Tiwaz	1	0	4	5
Berkana	0	1	0	1
Ehwaz	5	3	0	8
Mannaz	0	0	0	0
Laguz	2	0	0	2
Inguz	3	1	0	4
Dagaz	0	0	4	4

Othila	1	5	0	6
Total	53	33	22	108

Based on the table of the data information above, the researcher found 108 data total in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. Of the 24 types of runes described in Paul Rhys Mountfort's theory, the researcher found 19 types of runes in all movies. The runes found are; Uruz 10 data, Thurisaz 7 data, Ansuz 6 data, Raido 7 data, Kaunaz 9 data, Gebo 3 data, Wunjo 1 data, Nauthiz 2 data, Isa 10 data, Eihwaz 2 data, Algiz 10 data, Sowelo 11 data, Tiwaz 5 data, Berkana 1 data, Ehwaz 8 data, Laguz 2 data, Inguz 4 data, Dagaz 4 data, Othila 6 data. From these findings, the researcher found that the Uruz, Kaunaz, Isa, Algiz, and Sowelo runes became the dominant data found in this research.

The researcher found that the presence of the Uruz runes in a film for characters revolves around themes of physical strength, vitality, survival, transformation, and a connection to primal energy. Characters influenced by the Uruz rune are portrayed as dynamic individuals whose power stems from an inner wellspring of strength and resilience. Based on the findings, Characters marked by the Uruz rune exhibit exceptional physical prowess, endurance, and resilience. This physical power is a defining trait, influencing their actions and abilities in the film. The presence of this rune also indicates the characters who draw on their survival instincts

and tap into an innate source of power, allowing them to navigate challenging situations, endure hardships, and overcome obstacles in their journey. As the Figure 4.1 Datum 41/Uruz/Pow-Cha/06:03/Vik:S4:Eps01 symbolizes the transformation and growth of the character in the movie. The rune Uruz indicates the characters who undergo significant personal development, evolving into stronger, more capable individuals as they face the trials presented in the film.

Then, the presence of Kaunaz rune in the movie revolves around the themes of knowledge, enlightenment, and the transformative power that comes with the acquisition of wisdom of the characters in the movie. Characters in the movie associated with Kaunaz are portrayed as seekers of knowledge, constantly striving for intellectual and creative growth. Based on the findings, the use of the Kaunaz rune in the movie indicates the characters who embark on a quest for enlightenment and knowledge. The movie portrays their journey of seeking wisdom, uncovering hidden truths, and gaining insights that contribute to their personal growth.

As the Figure 4.8 Datum 50/Kaunaz/Kno-Cha/19:40/Vik:S5:Eps06 which shows the characters' intellectual advancement. It shows that the character experiences a surge in knowledge, education, or understanding, leading to the development of their intellect and analytical capabilities. The presence of the Kaunaz rune also signifies characters receiving the gift of guidance and mentorship. They encounter wise mentors or sources of knowledge that provide valuable insights, shaping their understanding of

themselves and their journeys and the rune also symbolizes the characters' problem-solving abilities in the movie. Shown when the characters demonstrate analytical thinking and resourcefulness, applying their knowledge to overcome challenges and conflicts within the storyline.

Moreover, the presence of the Isa rune in the movies is used to add a layer of symbolism related to hidden power, resilience, and the transformative nature of power in the characters' journeys. Based on the findings the rune Isa is used to signify the endurance and patience of the characters in the movies. It is shown when the characters draw power from their ability to endure challenges and patiently wait for the opportune time to assert themselves or make a significant impact on the narrative. As the Figure 4.15 Datum 17/Isa/Pow Cha/44:44/Vik:S2:Eps10 shows the stillness of Isa and represents the hidden strength of the character in the movie. Characters might appear inert or passive, but underneath the surface, there is a reservoir of power waiting to be tapped into or revealed during a crucial moment in the film.

The presence of the Isa rune in the movie also symbolizes controlled power. Characters associated with Isa have the ability to control and channel their power in a disciplined manner, avoiding impulsive actions and ensuring that their strength is used strategically. The rune also represents the power of transformation and change of the characters. It is shown when the characters go through a period of stillness and introspection, using this

time to undergo personal growth or transformation before emerging with newfound strength.

Furthermore, the presence of the Algiz rune in the movie is used to add a layer of symbolism related to protection, divine connection, and the transformative power that characters harness in their journeys. The use of the Algiz rune in the movie is to show the divine protection of the characters in the movie. Characters marked by the Algiz rune possess a form of divine or spiritual power that shields them from harm, emphasizing their connection to a higher source. Based on the findings the rune is used to symbolize the inner strength of the character. Characters draw on a wellspring of internal power, providing them with the resilience and fortitude needed to face challenges and overcome adversity.

As the Figure 4.18 Datum 36/Algiz/Pow-Cha/19:40/Vik:S5:Eps06 shows the protective nature of Algiz suggests characters using their power to ward off threats. Whether it's physical danger or spiritual challenges, characters are equipped with the power to resist and repel negative influences. The presence of the rune also shows the roles of guardianship of the characters in the movie. It is shown when their power could manifest in a protective stance over others, emphasizing a sense of responsibility and a willingness to defend those they care about. The rune is also used to symbolize the spiritual empowerment of the characters. It is shown when the characters undergo a spiritual journey, gaining access to heightened

spiritual abilities that contribute to their overall power and influence within the narrative.

Furthermore, the presence of the Sowelo rune in the movie is used to add a layer of symbolism related to victory, illumination, and the positive energy that characters harness to achieve success in their respective journeys. The Sowelo rune in the movie is used to signify victory, suggesting that characters associated with this rune experience triumph over adversity. Their journey in the film is marked by challenges and obstacles, but ultimately, they emerge victorious. Based on the findings, the rune is symbolizing illumination and enlightenment of the characters in the movie. Characters find victory in gaining clarity, understanding, or insight that guides them to success in their endeavors. As the Figure 4.21 Datum 108/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1 which marked the character that experience victory in the achievement of their goals. Whether it's personal, professional, or a quest-related goal, the rune signifies the realization of aspirations and ambitions.

In another way, the rune Sowelo in the movie is also used to signify a positive transformation of the characters. Shown when characters undergo personal growth or a positive shift in their circumstances, leading to a victorious transformation in their lives. Then, the rune also extends to spiritual enlightenment, which means characters associated with Sowilo achieve a spiritual victory, finding a deeper connection to themselves,

others, or the cosmos, and receive support, inspiration, or guidance from a divine source, contributing to their victory in the film.

2. The Significances of Runes for the narratives in Vikings TV Series, Lord of the Rings trilogy movie, and Norsemen TV Series

The second research question in this research is solved by finding the significance of runes for the narrative in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series based on Paul Rhys Mounfort’s (2003) theory. The significances of the runes in each movie are presented in the Componential Table below:



Figure 4.56. *Componential Table*

Based on the Componential Table above, it has shown that three significances of the Runes Power (Pow) 40 data, Joy (Joy) 14 data, and Gift (Gif) 10 data, have the dominant data over the other rune significance in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen

TV Series. Rune significance data is also presented in detailed form in the table as follows:

Table 4.39. *Breakdown of the Runes Significances*

Runes Significances	Vikings TV Series	The Lord of the Rings	Norsemen TV Series	Number
Power	19	19	2	40
Health	2	1	0	3
Inspiration	3	3	0	6
Idea	1	0	0	1
Time	5	3	0	8
Victory	1	8	0	9
Joy	6	4	4	14
Gift	5	1	4	10
Warrior	6	0	4	10
Progress	2	0	0	2
Knowledge	3	2	0	5
Total				108

Regarding the explanation above of the runes found in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series, there are several steps to find the runes and the significance for the narratives. Specifically, the researcher has discovered the significance of runes for narrative to find out how intertextuality in movies and TV Series is constructed.

In the componential table, the amount of dominant data that shows the significance Power of the rune is more significantly visualized such as battle shield, character tattoo, horn, and sword. Most runes show the significance of Power to the character through visualization of the rune itself appearing on the character's self-protection items or the character themselves. Those things appear in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series, indicating intertextual connections. The significance of Power of the Runes for the narratives in the movie is highly significant for characters, influencing their abilities, conflicts, and overall character arcs. Based on the findings, the researcher has found 40 data that show the Runes have the significance of the Power in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series.

Talk about battle gear and protection items; there's a unique relationship happening here. The unique relation of these three narratives is the emergence of Runes which have Power significance in the characters, which mostly appear on personal protective objects or the character's battle equipment. In the Vikings TV series, for example, Figure 4.11 shows the Gebo rune that appears on the King's Sword which gives the significance of power for the character. The Gebo rune that appears on Ragnar Lothbrok's king's sword gives significant power to the character because this rune appeared when Ragnar Lothbrok succeeded in becoming King of Kattegat after defeating the previous Kattegat leader, King Haraldson. Then,

in the Lord of the Rings trilogy movie, for example, Figure 4.34 shows the Uruz rune that appears on the Sword Axe which gives the significance of power to the character. This Uruz rune appears on Balin's sword axe which gives a significance of power to the character because the rune appears in the battle of the five armies, where Balin fought and survived the battle, fought against the Orcs led by Bolg he helped drive the dwarves' chariot and transports Dwalin, Fíli, and Kíli to Ravenhill. Besides that, in the Norsemen TV Series, for example, Figure 4.35 also shows the Gebo rune that appears on the Battle Shield which shows the significance of power for the character. The Gebo rune that appears on Arvid's battle shield gives significant power to the character because this rune appears when Arvid is about to fight against Jarl Varg's enemy troops. This rune appeared to show the strength that Arvid had as a Viking warrior in the battle until finally he and the other Viking warriors gained victory in the battle.

Besides the significance of the power of the rune which has a relationship between all films, the significance of Joy in the rune also has a unique relationship which can indicate an intertextual relationship in all these films. In the componential table, the amount of dominant data that shows the significance Joy of the rune is more significantly visualized as the icon of the characters such as battle shield, character tattoo, and tomb. Most runes show the importance of Joy to the character through visualization of the rune itself appearing on the character's iconic icon or the character themselves. Those things appear in the Vikings TV Series, the

Lord of the Rings trilogy movie, and the Norsemen TV Series, indicating intertextual connections. The significance of the Joy of the Runes for the narratives in the movie is used to explore themes of happiness, fulfillment, and the positive impact of the narratives. This significance adds a layer of emotional depth to the characters and contributes to the overall tone and atmosphere of the narrative. Based on the findings, the researcher has found 14 data that show the Runes have the significance of the Joy in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series.

The uniqueness of these three narratives is the appearance of runes which have the significance of Joy in the characters, most of which appear on special icons that are always attached to the characters. In the Vikings TV series, for example, Figure 4.45 shows the Ehwaz rune appearing as a tattoo indicating Joy's significance to the character. The Ehwaz rune that appears on the tattoo on Floki's head is an icon of Floki's character which gives the significance of Joy to the character because it is used to show success and joy after the hard struggle of Floki and his company from Kattegat on their journey to find a new, green land and fertile which he believes is the land where God lives. Floki and his friends discover the volcanic island of Iceland, which he believes is Asgard. Then, in the Lord of the Rings trilogy movie, for example, Figure 4.46 shows the Wunjo rune that appears on the character's grave carving which shows the significance of Joy in the character. The Wunjo rune which appears as an iconic carving

on Balin's meal gives Joy significance to the character as it is used to show Balin's success in reclaiming the ancient Dwarven kingdom of Moria to re-establish Dwarven rule and reclaim the last of the Dwarven Seven Rings. Apart from that, Balin, who was a descendant of Durin, claimed to be the ruler of the Dwarf world, holding the title Lord of Moria before he died and was buried in the chamber of Mazarbul. Meanwhile, in the Norsemen TV Series, for example, Figure 4.47 shows the Dagaz rune which appears on the battle shield and also becomes an icon on the character to show the significance of Joy in the character. The Dagaz rune that appears on Froya's battle shield is used as an icon for the character to show the significance of Joy because it is used to show Froya's confidence in fighting Jarl Varg's enemies and victory at the end of the war. The Kaunaz rune on this battle shield is a special icon that shows the significance of Joy in Froya's character because it also appears 3 times after she wins the battle.

Furthermore, the significance of Gift of the Runes also has a unique relationship which can show the existence of intertextual relationships in all these movies. The researcher found the same pattern between the significance of Joy and the significance of Gift in the runes which shows the amount of dominant data shows the significance of the Gift of the runes is more significant visualized as character icons such as war shields, character tattoos, and tombs. Most runes indicate the importance of the Gift to the character through visualization of the rune itself appearing on the character's special icon or on the character itself. These appear in the TV

Series Vikings, the Lord of the Rings film trilogy, and the TV Series Norsemen, indicating an intertextual connection. Based on the findings, the researcher has found 10 data that show the Runes have the significance of the Gift in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series.

In the TV series Vikings, for example, Figure 4.48 shows the Nauthiz rune appearing as a tattoo indicating the Gift's significance to the character. The Nauthiz rune that appears in the tattoo on Floki's head is an icon of Floki's character which gives Gift significance to the character because it is used to signify endurance, the gift of life lessons, and shows the gift of resilience the challenges faced by Floki, which in this case is shown when Floki builds a settlement with his company from Kattegat on the volcanic island of Iceland which he believes is Asgard which is slowly falling apart, because the inhabitants take revenge on each other, thus creating a cycle of hatred. Then, in the Lord of the Rings trilogy, for example, Figure 4.49 shows the Berkana rune appearing as a carving on a tomb showing the significance of the Gift to the character. The Berkana rune that appears on Balin's dining carving is an icon for this character which also shows the significance of the Gift for this character because it shows the gift of community support shown by the character being surrounded by a supportive community or group, emphasizing collective nurturing that leads to individual and collective growth. Additionally, in the Norsemen TV Series, for example, Figure 4.50 shows the Kaunaz rune also appearing on

a battle shield indicating the significance of the Gift to the character. The Kaunaz rune that appears on Froya's battle shield is a special icon for Froya and shows the significance of the Gift to the character because it shows the gift of the character's problem-solving abilities. The Kaunaz rune on Froya's battle shield is a special icon for this character because the shield was used to fight and protect himself against Jarl Varg's enemies until he finally won the war.

So, after all, the researcher found that the significance of Power of the Runes in the movies is used to grant characters enhanced physical, magical, or supernatural abilities. Characters gain superhuman strength, heightened senses, or mastery over mystical forces, transforming them into formidable figures within the narratives of the movies. The significance of Power of the Runes also shows that the runes become vital tools for characters in resolving conflicts. Whether facing adversaries, overcoming challenges, or engaging in epic battles, characters can draw upon the runic power to navigate and triumph over obstacles. Characters wielding the significance of the Power of the runes also become symbols of authority and leadership for the narratives. The runes' potency marks the characters as influential figures, and their ability to harness this power can lead to a position of command or respect within the movie narratives.

In the narratives of the movies, the significance of the Power of the Runes also indicates characters who embark on quests specifically aimed at unlocking or amplifying the power and strength of the characters. These

quests can drive the narrative, providing characters with opportunities for growth, self-discovery, and the realization of their true potential. The significance of the runes for the narratives also shows they lead to personal transformation for characters. It is shown when the characters undergo physical, mental, or emotional changes as they tap into the runes, evolving into more resilient, focused, or enlightened individuals in the narratives of the movies.

Furthermore, the significance of the Joy of the Runes brings a profound sense of personal fulfillment to the characters. The discovery of the successful use of runes aligns with the characters' desires and goals, contributing to a deep sense of satisfaction and happiness for the narratives. The significance of the Joy derived from the runes also serves as a source of emotional upliftment for characters. The positive effects of runes' significance bring moments of delight, contentment, and a general sense of well-being, contributing to the characters' emotional journeys.

Based on the findings, the significance of the Joy of the Runes is also used to highlight the healing properties of the characters in the narratives. Characters experiencing emotional or physical distress could find solace and restoration through the runes, leading to a positive transformation in their well-being. The significance of the Joy associated with runes also fosters a sense of community and bonding among characters. Shared positive experiences with runes bring characters together, strengthening their connections and creating a supportive and joyful

community. The significance of the Joy becomes a symbol of hope within the narratives in the movie. Characters experiencing positive outcomes inspire hope in others, signaling that even in challenging times, there is the potential for joy and happiness through the mystical power of runes. Besides that, the significance of the runes is also to act as a transformative force in the face of adversity. It is shown when the characters find strength and resilience in the positive aspects of runic magic, enabling them to overcome challenges and emerge stronger from difficult situations in the narratives.

Moreover, the significance of the Gift of the Runes for the narratives in the movie is to explore the themes of destiny, empowerment, and the responsibility that comes with receiving the mystical blessings of the characters. This significance adds layers of depth and meaning to the characters' journeys, contributing to the overall richness of the narratives. The significance of the Gift of the Runes is associated with divine favor or destiny in the movie narratives. It is shown when the characters receive this gift and interpret it as a sign of a higher purpose, marking them as chosen individuals with a specific role to fulfill in the unfolding events of the movie narratives. The significance of the runes also indicates the characters who receive guidance and insight from mystical sources. The significance of runes acts as a conduit for receiving visions, prophecies, or intuitive knowledge, guiding characters through their journeys and helping them navigate challenges in the movie narratives.

Based on the findings, the significance of the Gift of the Runes also leads to a profound personal transformation of the characters. Highlighting the characters who undergo a metamorphosis, both in terms of their abilities and their understanding of themselves, as they embrace the responsibilities and consequences that come with the runic gift. The significance of the Runes indicates the characters who grapple with the weight of sacrifice and duty. The significance of the runes comes with responsibilities that demand personal sacrifices for the greater good, adding depth and complexity to their character arcs. Then, the significance of the runes also sets characters on quests and challenges directly related to their newfound abilities in the movie. Characters need to confront trials, solve mysteries, or fulfill a destiny tied to the runes, driving the narrative forward.

In the Vikings TV Series, runes are prominently featured in various contexts. They are often shown as inscriptions on weapons, runestones, and other artifacts. The show uses the runic alphabet known as the Younger Futhark, which was historically used by the Vikings. The Vikings TV Series attempts to portray the historical and cultural aspects of Viking life, including their use of runes for communication, divination, and magical purposes. Runes are shown as a significant part of their religious and spiritual practices, and characters often consult runic inscriptions for guidance.

In the Lord of the Rings trilogy movie, runes are depicted prominently in the context of the Dwarven language, Khuzdul. The most

famous runes in the series are the ones on the One Ring, which are written in the Black Speech of Mordor and the Balin's sword axe and tomb. These runes are not directly related to Norse runes but are a fictional creation for the world of Middle-earth. The use of runes in the Lord of the Rings is more fantastical, with a focus on magical and powerful inscriptions. The runes on the One Ring play a central role in the plot, representing the corrupting influence of Sauron and the Dark Lord's attempt to control Middle-earth.

Furthermore, the Norsemen TV Series, a comedic take on Viking life, also includes runes in its portrayal. The runes used in the show are similar to those in the Vikings series, featuring the Younger Futhark. However, the tone in Norsemen is much lighter, and runes are often used for humorous or absurd. In the Norsemen TV Series, the runes are used to emphasize the historical and cultural setting but with a comedic twist. The show often satirizes Viking traditions and portrays runes in a more lighthearted manner, subverting the serious tone found in other depictions.

Based on the findings, runes are portrayed as ancient symbols imbued with mystical properties and connections to Norse mythology. Characters often consult runic inscriptions for guidance, believing them to contain messages from the gods or glimpses of destiny. The use of runes in divination and prophecy underscores their mythological significance within the series. The use of runes reflects the Viking belief in fate and destiny, known as "wyrd." Characters consult runes to seek guidance on important decisions or to discern the outcome of future events. The belief that one's

fate is predetermined by the gods is a central tenet of Viking culture, and runes serve as tangible manifestations of this belief. Runes are associated with wisdom and knowledge, reflecting the value placed on learning and enlightenment in Viking culture. Characters who possess knowledge of runes are often regarded with respect and reverence, as they are seen as intermediaries between the mortal realm and the divine. Runes are depicted as repositories of ancient wisdom, containing secrets and insights that can only be unlocked by those who possess the proper knowledge and understanding.

While the Lord of the Rings is not explicitly rooted in Norse mythology like the Vikings TV series, it draws upon mythological motifs and archetypes from various cultural traditions, including Norse mythology. Runes in the Lord of the Rings are reminiscent of the Futhark runes used by the Vikings, evoking a sense of ancient mysticism and symbolic power. They are often associated with magic, prophecy, and hidden knowledge, mirroring the role of runes in Norse mythology. Similar to the Vikings' belief in fate and destiny, characters in the Lord of the Rings place significance on prophecies and omens, often conveyed through runic inscriptions. Runes are seen as carriers of ancient wisdom and foretellers of future events, shaping characters' beliefs and actions as they navigate the challenges of their quest. Runes in the Lord of the Rings are often linked to values of wisdom, knowledge, and enlightenment. Characters who can decipher runes are portrayed as learned scholars or skilled craftsmen,

possessing a deep understanding of the ancient languages and symbols of Middle-earth. The ability to read runes is a mark of intelligence and insight, underscoring the importance of education and intellectual curiosity in the series.

Norsemen TV Series employs runes as a humorous parody of Norse mythology and culture. While the series takes inspiration from historical events and figures, it exaggerates and satirizes these elements for comedic effect. Runes are depicted as mystical symbols with absurd and nonsensical meanings, poking fun at the seriousness with which they are often treated in other media. In the Norsemen TV Series, runes are often used to subvert traditional Norse beliefs and values. Instead of conveying messages of wisdom or prophecy, runic inscriptions may contain mundane or trivial information, reflecting the absurdity of the characters' beliefs and superstitions. This subversion serves to highlight the folly of blind adherence to tradition and the arbitrary nature of cultural norms. In the Norsemen TV Series, runes reflect values of absurdity and irony rather than traditional Norse virtues. Characters may consult runes for guidance or make decisions based on runic inscriptions, but the outcomes are often nonsensical or absurd. This emphasis on absurdity serves to highlight the irrationality of human behavior and the arbitrary nature of fate.

In all three narratives, the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series, runes emerge as powerful symbols laden with deep cultural and mystical significance. The rune

symbols act as conduits for broader themes such as fate, destiny, and the magical elements inherent in Norse mythology. The analysis reveals consistent patterns in the portrayal of runes across the narratives, suggesting a shared cultural reservoir from which these symbols draw their meaning.

Across the three narratives, runes emerge as potent significance symbols, weaving a common thread that binds these disparate stories. The symbolic significance of runes is manifested in their association with destiny, magic, and identity. Whether etched onto weapons, foretelling prophecies, or shaping the identities of characters, runes serve as a symbolic language connecting the characters and their fates. The shared symbolism underscores the enduring cultural resonance of these ancient symbols and their ability to transcend temporal and fictional boundaries.

Based on the finding of the significance of the runes for the narratives, the intertextual analysis reveals intriguing connections and echoes between the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. Shared runic symbols create a bridge, allowing audiences to traverse between these fictional worlds. The intertextuality of runes contributes to a broader cultural conversation, inviting audiences to draw connections and comparisons between seemingly disparate narratives. This interconnectedness enriches the narrative experience and highlights the enduring cultural significance of runes.

CHAPTER V

CONCLUSION & SUGGESTION

This chapter is the last chapter of this research. It contains two parts, Conclusion and Suggestion. The first part is the conclusion that consists of the answers to two problem statements of the previous chapter; the runes found and the significance of the runes for the narratives in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. Then, the second part is the suggestion, which contains some suggestions for the readers, the English Letters students, and the other researchers.

A. Conclusion

Based on the findings of this research, the researcher found 108 data total in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series. Of the 24 types of runes described in Paul Rhys Mountfort's theory, the researcher found 19 types of runes in all movies. The runes found are; Uruz 10 data, Thurisaz 7 data, Ansuz 6 data, Raido 7 data, Kaunaz 9 data, Gebo 3 data, Wunjo 1 data, Nauthiz 2 data, Isa 10 data, Eihwaz 2 data, Algiz 10 data, Sowelo 11 data, Tiwaz 5 data, Berkana 1 data, Ehwaz 8 data, Laguz 2 data, Inguz 4 data, Dagaz 4 data, and Othila 6 data. From these findings, the researcher found that the Uruz, Kaunaz, Isa, Algiz, and Sowelo runes became the dominant data found in this research.

The analysis of the significance of the runes for the narratives by the researcher reveals that 40 data have Power significance, 3 data have Health

significance, 6 data have Inspiration significance, 1 data have Idea significance, 8 data have Time significance, 9 data have Victory significance, 14 data have Joy significance, 10 data have Gift significance, 10 data have Warrior significance, 2 data have Progress significance, and 5 data have Knowledge significance. Then, it was shown that three significances of the Runes Power (Pow) 40 data, Joy (Joy) 14 data, and Gift (Gif) 10 data, have the dominant data over the other rune significance in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series.

The amount of dominant data that shows the significant Power of the rune is more significantly visualized such as battle shield, character tattoo, horn, and sword. Most runes show the significance of Power to the character through visualization of the rune itself appearing on the character's self-protection items or the character themselves. Then, the researcher also found the same pattern between the significance of Joy and the significance of Gift in the runes which shows the amount of dominant data shows the significance of the Gift of the runes is more significant visualized as character special icons such as war shields, character tattoos, and tombs. Those things appear in the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series, indicating intertextual connections.

The researcher has found that Runes transcend their role as mere symbols, evolving into integral narrative devices that shape the arcs of characters and the trajectories of the plot. From marking significant moments in the Vikings TV Series to driving the epic quests in the Lord of the Rings trilogy

movie and contributing to the satire in the Norsemen TV Series, runes become indispensable elements in the narrative building. The versatility of Runes as narrative tools enriches the storytelling experience, providing layers of meaning that extend beyond the surface narrative.

In conclusion, the significance of runes in Vikings, Lord of the Rings, and Norsemen is a testament to their enduring symbolic and narrative potency. From symbolic threads and narrative devices, runes contribute to the richness and depth of storytelling across genres and cultural representations. This intertextuality study invites further exploration into the nuanced world of runes, encouraging scholars and enthusiasts to delve deeper into the intricate interplay between literature, mythology, and cultural symbolism. The enduring legacy of runes persists as a testament to their ability to shape and resonate with narratives across time and diverse fictional landscapes.

B. Suggestion

Here the researcher leaves some suggestions for the readers, the English Letters students, and the next researcher who will take the same topic or object in the research. Hopefully, this suggestion will be helpful for the next researcher, the readers, and the English Letters student.

1. For the readers:

For the readers, it is important to dive into the rich cultural contexts of the Vikings TV Series, the Lord of the Rings trilogy movie, and the Norsemen TV Series to enhance your understanding of the interplay

between runes and the narratives. Consider exploring historical sources and mythological texts to deepen your appreciation for the cultural nuances embedded in these works.

The researcher also suggests that the readers need to extend the study's intertextual approach by engaging in comparative analysis. Explore other works that incorporate runes or delve into the cultural representations of different symbols in literature and media. This will broaden your understanding of intertextuality beyond the scope of the thesis.

2. For the English Letters student:

For the English Letters students, the researcher suggests developing a deeper understanding of literary symbolism by examining how runes function as symbols within the narratives. Explore their symbolic resonance beyond the specific narratives studied in the thesis, analyzing their potential symbolic meanings in broader literary contexts.

Investigate how runes operate as literary devices within the narratives. Examine their role in foreshadowing, symbolism, and character development. Consider how the use of runes aligns with or challenges traditional literary techniques.

3. For the other researchers:

This research only focuses on analyzing the runes found and the significance of the runes for the narratives in the Vikings TV Series, the Lord of the Rings, and the Norsemen TV Series. Thus, the researcher

suggests the next researcher extend the intertextual study to include additional works that feature runes or similar symbolic elements. This could involve a more extensive analysis of literature, film, or other media that draws upon Norse mythology or historical contexts.

Broaden the scope of the study by exploring how runes or similar symbols are utilized in narratives from other cultures. Conduct a cross-cultural analysis to identify commonalities and differences in the symbolic and narrative functions of these elements.

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APPENDICES

VALIDATOR SHEET

The thesis data entitled “**The Significances of Runes for the Narratives in Vikings, Lord of the Rings, and Norsemen (an Intertextuality Study)**”

had been checked and validated by Muhammad Rizal, M.A.

In:

Day : Friday

Date : December 8th 2023

Surakarta, December 19th 2023

Validator,


A handwritten signature in black ink, consisting of stylized, overlapping loops and a long horizontal stroke extending to the right.


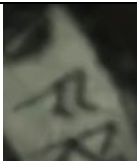
Muhammad Rizal, M.A.



The Significances of Runes for the Narratives in *Vikings*, *Lord of the Rings*, and *Norsemen* (An Intertextuality Study)

Arya Saputra

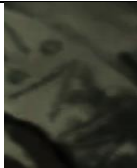
Vikings TV Series

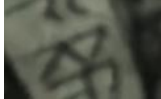
Num	Data Coding	Operative Data	Visual Data	Types of Runes	Explanation	Valid/Invalid
1.	1/Ansuz/Ins-Cha/07:56/Vik:S2:Eps7	F		Ansuz: The rune of the divine	Ansuz is signified to be the rune of divine inspiration. It is associated with the power of speech, the ability to express needs in words (Dee, 2021). In this case, these runes were engraved by Floki on the ships he made. Indicates that he will convince many people to travel to England on his ship. In this case, the runes also show that Floki was also a very capable and knowledgeable shipbuilder and carpenter, creating the longships that	Valid


					<p>allowed Ragnar to travel west to Britain, earning him the nickname “Floki the Boatbuilder.” Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated us from the animal kingdom and which we shared with the gods. Ansuz is, therefore, symbolic of thought, words, and sudden flashes of insight.</p>	
2.	2/Ansuz/Ins-Cha/07:56/Vik:S2:Eps7			<p>Ansuz of the devine “OS”: The rune</p>	<p>Ansuz is considered to be the rune of divine inspiration. It is associated with the power of speech, the ability to express in words our thoughts and needs (Dee, 2021). In this case, these runes were engraved by Floki on the ships he made. Indicates that he will convince many people to travel to England on his ship. In this case, the</p>	Valid

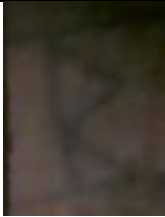
					<p>runes also show that Floki was also a very capable and knowledgeable shipbuilder and carpenter, creating the longships that allowed Ragnar to travel west to Britain, earning him the nickname “Floki the Boatbuilder.” Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated us from the animal kingdom and which we shared with the gods themselves. Ansuz is therefore symbolic of thought, words, and sudden flashes of insight.</p>	
3.	3/Ansuz/Ins-Cha/37:00/Vik:S4:Eps05			Ansuz: The rune of the divine	<p>Ansuz is signified to be the rune of divine inspiration. It is associated with the power of speech, the ability to express in words our thoughts and needs. In this case, this rune carved by</p>	Valid

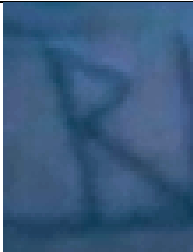
					<p>Floki was given to Ivar the Boneless, the youngest son of Ragnar Lothbrok who was disabled when he was a child. This rune signifies that someday when Ivar is an adult he can become a strong and powerful man even with his disabled physical condition. This rune is also related to god, Odin's gifts to the Ivar are said to be the breath of life and inspire mental activity, along with form, speech, and the cognitive senses (Dee, 2021). The root energy of this rune triggers inspiration and ecstatic mental states. The ability of his mind to work with patterns. Then Ivar grew up with his extraordinary and brilliant mind. Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated</p>	
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					us from the animal kingdom and which we shared with the gods themselves. Ansuz is therefore symbolic of thought, words, and sudden flashes of insight.	
4.	4/Ehwaz/Ide- Plo/07:56/Vik:S2:Eps7	M		Ehwaz: The rune of ideas	Ehwaz represents a proud stallion or a pair of horses who work as a team. This is the rune of big ideas, major projects, and exciting adventures. Ehwaz indicates travel, a shift to a new and fascinating location providing lots of mental and physical stimulation. As its meaning, in this case, this rune signifies that there will be a long journey to England for the Vikings to colonize the land. It also signifies that this journey will require great physical and mental readiness. The rune also indicates moving home and more	Valid


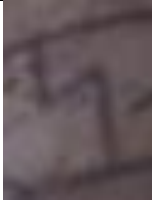
					congenial surroundings that are in tune with the personality and needs.	
5.	5/Raido/Tim-Cha/07:56/Vik:S2:Eps7	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. Thus it developed a secondary set of associations, with transport and wheeled vehicles in particular. The word Raido means “riding,” so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted. Like the meaning of the runes, in this case, the runes engraved by Floki signified a journey to be made by ship to England soon.	Valid


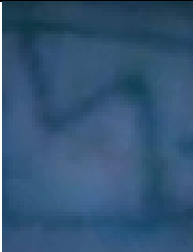
6.	6/Raido/Tim- Cha/19:40/Vik:S5:Eps06	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. Thus it developed a secondary set of associations, with transport and wheeled vehicles in particular. The word Raido means “riding,” so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted. In this case, the runes drawn as a tattoo on Floki’s head signify the time and journey that Floki has taken. This rune also signifies the journey of life, stories, adventure, the right path, and heroism of the character. Although the road Floki’s travel may be bumpy at times, Raido tells him that the journey is worth the effort. If he conducts	Valid
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					himself honorably, doing the right thing by those Floki's meet along the way, he will benefit greatly.	
7.	7/Raido/Tim-Cha/19:40/Vik:S5:Eps06	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. Thus it developed a secondary set of associations, with transport and wheeled vehicles in particular. The word Raido means "riding," so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted. In this case, the runes drawn as a tattoo on Floki's head signify the time and journey that Floki has taken. This rune also signifies the journey of life, stories, adventure, the right path, and heroism of the character. Although the	Valid


					road Floki's travel may be bumpy at times, Raido tells him that the journey is worth the effort. If he conducts himself honorably, doing the right thing by those Floki's meet along the way, he will benefit greatly.	
8.	8/Raido/Tim-Cha/39:38/Vik:S5:Eps14	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. Thus it developed a secondary set of associations, with transport and wheeled vehicles in particular. The word raido means "riding," so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted. In this case, the runes drawn as a tattoo on Floki's head signify the time and journey that Floki has taken. This rune	Valid

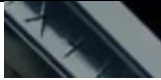
					also signifies the journey of life, stories, adventure, the right path and heroism of the character. Although the road Floki's travel may be bumpy at times, Raido tells him that the journey is worth the effort. If he conducts himself honorably, doing the right thing by those Floki's meet along the way, he will benefit greatly.	
9.	9/Sowelo/Vic-Cha/44:44/Vik:S2:Eps10			Sowelo: The rune of sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, Sowelo signifies the victory of the character in the film (Ragnar Lothbrok) who has won the war against King Haraldson. This rune is engraved on a sword that signifies glory for the character. The shape of	Valid

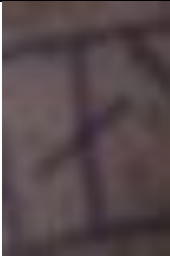
					the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).	
10.	10/Sowelo/Gif- Cha/19:40/Vik:S5:Eps06			Sowelo: The rune of sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star (Mountfort, 2003). in this case, the same as its literal meaning, the rune of sun signifies that Floki's character here always hopes to get a bright path in all the actions and decisions he makes, just like the sun which always gives bright light during the day. The shape of the rune also resembles a flash of lightning,	Valid


					<p>symbolizing personal illumination and, on a literal level, its association with the sun suggests an enjoyable holiday to come. This rune is symbolically connected to the virtue of justice. So this rune appears in Floki's head signifying he can always be sure that the right action will be taken, the correct decisions made, and a fair judgment given. If he is one of the litigants, then it is extremely likely that this fair verdict will go in his favor like a gift.</p>	
11.	11/Sowelo/Gif-Cha/39:38/Vik:S5:Eps14			Sowelo: The rune of sun	<p>Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star (Mountfort, 2003). In this case, the same as its literal meaning, the rune of sun signifies that</p>	Valid


					<p>Floki's character here always hopes to get a bright path in all the actions and decisions he makes, just like the sun which always gives bright light during the day. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. This rune is symbolically connected to the virtue of justice. So this rune appears in Floki's head signifying he can always be sure that the right action will be taken, the correct decisions made, and a fair judgment given. If he is one of the litigants, then it is extremely likely that this fair verdict will go in his favor like a gift.</p>	
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12.	12/Gebo/Pow-Cha/44:44/Vik:S2:Eps10	X		Gebo: The rune of generosity	Gebo represents gifts, generosity, and willingness to help. Gebo symbolizes love, but in this case, love of a universal, rather than a purely personal, nature; the rune emphasizes humanitarianism and charitable impulses rather than intimate romantic love (Dee, 2021). In this case, Gebo signifies a gift of honor to the character Ragnar Lothbrok, who has defeated King Haraldson and become the successor king of the previous king. Here Gebo brings credit and honor to the character which supports one's dignity, it furnishes help and subsistence to all broken men, devoid of aught else.	Valid
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13.	13/Ehwaz/Joy- Cha/44:44/Vik:S2:Eps10	+		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Then here it is related that this rune signifies success and joy after struggling hard because here the character Ragnar Lothbrok has won the war against King Haraldson and made him the new king Kattegat. Symbolically, Eh relates to times of celebration: the end of August, when crops are gathered—the Harvest Moon—and to Christmas, which the ancient Norse celebrated as Yule. And in this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life to the character.	Valid
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14.	14/Ehwaz/Joy- Cha/19:40/Vik:S5:Eps06	✚		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Then here it is related that this rune signifies success and joy after struggling hard, In this case, this rune signifies all the achievements that have been obtained by Floki, he has gone through many obstacles and problems in his life and there are times when he gets happiness for all his problems where he finds a new land that is green and fertile which according to him is the land where God lives. Symbolically, Eh relates to times of celebration: the end of August, when crops are gathered Harvest Moon, and Christmas, which the ancient Norse celebrated as Yule. And in this case Eh is signified as the rune of law, horse,	Valid
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					court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life to the character.	
15.	15/Ehwaz/Joy- Cha/39:38/Vik:S5:Eps14	+		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Then here it is related that this rune signifies success and joy after struggling hard, In this case, this rune signifies all the achievements that have been obtained by Floki, he has gone through many obstacles and problems in his life and there are times when he gets happiness for all his problems where he finds a new land that is green and fertile which according to him is the land where God lives. Symbolically, Eh relates to times of celebration: the end of August, when	Valid

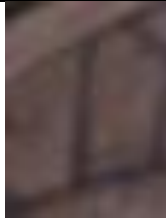
					crops are gathered Harvest Moon-and Christmas, which the ancient Norse celebrated as Yule. And in this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life to the character.	
16.	16/Ehwaz/Joy- Cha/39:38/Vik:S5:Eps14	✚		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Then here it is related that this rune signifies success and joy after struggling hard, In this case, this rune signifies all the achievements that have been obtained by Floki, he has gone through many obstacles and problems in his life and there are times when he gets happiness for all his problems where he finds a new land that is green	Valid

					and fertile which according to him is the land where God lives. Symbolically, Eh relates to times of celebration: the end of August, when crops are gathered Harvest Moon-and Christmas, which the ancient Norse celebrated as Yule. And in this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life to the character.	
17.	17/Isa/Pow-Cha/44:44/Vik:S2:Eps10	I		Isa: The rune of danger	Isa is the rune of ice and cold. In this case, the rune gives a sign of the strength possessed by the character of Ragnar Lothbrok, that he is very strong, overpowered, and someone difficult to conquer or unstoppable. Just like a king who has strength and is	Valid


					<p>hard to beat. Then the rune shape resembles an icicle, so it is appropriate that it also relates to the month of January, which the ancient Norse people poetically called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also</p>	
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					possesses the glacier's lack of speed to the character.	
18.	18/Isa/Pow- Cha/19:40/Vik:S5:Eps06			Isa: The rune of danger	Isa is the rune of ice and cold. This rune does have the meaning of the rune of danger, but this rune also has the meaning of self-control and power of control and constraint over other wights (entities), emotional outbursts. As it relates to this, this runes that are drawn into a tattoo on Floki's head signify the nature of the character itself, where Floki is a character who is able to control himself in various ways. Isa is a rune of control. As the ego-self grows in strength through spiritual thinking and training, this construct matures into the individualized Floki. Then the rune shape it resembles an icicle, so it is appropriate that it also	Valid


					<p>relates to the month of January, which the ancient Norse people poetically called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also possesses the glacier’s lack of speed to the character.</p>	
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19.	19/Isa/Pow- Cha/19:40/Vik:S5:Eps06	I		Isa: The rune of danger	Isa is the rune of ice and cold. This rune does have the meaning of the rune of danger, but this rune also has the meaning of self control and power of control and constraint over other wights (entities), emotional outbursts. As it relates to this, this runes that are drawn into a tattoo on Floki's head signify the nature of the character itself, where Floki is a character who is able to control himself in various ways. Isa is a rune of control. As the ego-self grows in strength through spiritual thinking and training, this construct matures into the individualized Floki. Then the rune shape it resembles an icicle, so it is appropriate that it also relates to the month of January, which the ancient Norse people poetically	Valid
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					<p>called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also possesses the glacier’s lack of speed to the character.</p>	
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20.	20/Isa/Pow- Cha/39:38/Vik:S5:Eps14	I		Isa: The rune of danger	Isa is the rune of ice and cold. Literally this rune does have the meaning of the rune of danger, but this rune also has the meaning of self control and power of control and constraint over other wights (entities), emotional outbursts. As it relates to this, this runes that are drawn into a tattoo on Floki's head signify the nature of the character itself, where Floki is a character who can control himself in various ways. Isa is a rune of control. As the ego-self grows in strength through spiritual thinking and training, this construct matures into the individualized Floki. Then the rune shape it resembles an icicle, so it is appropriate that it also relates to the month of January, which the ancient Norse people poetically	Valid
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					<p>called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also possesses the glacier’s lack of speed to the character.</p>	
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21.	21/Isa/Pow- Cha/39:38/Vik:S5:Eps14	I		Isa: The rune of danger	Isa is the rune of ice and cold. Literally this rune does have the meaning of the rune of danger, but this rune also has the meaning of self control and power of control and constraint over other wights (entities), emotional outbursts. As it relates to this, this runes that are drawn into a tattoo on Floki's head signify the nature of the character itself, where Floki is a character who can control himself in various ways. Isa is a rune of control. As the ego-self grows in strength through spiritual thinking and training, this construct matures into the individualized Floki. Then the rune shape it resembles an icicle, so it is appropriate that it also relates to the month of January, which the ancient Norse people poetically	Valid
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					<p>called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also possesses the glacier’s lack of speed to the character.</p>	
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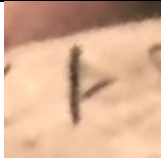
22.	22/Isa/Pow- Cha/39:38/Vik:S5:Eps14	I		Isa: The rune of danger	Isa is the rune of ice and cold. Literally this rune does have the meaning of the rune of danger, but this rune also has the meaning of self control and power of control and constraint over other wights (entities), emotional outbursts. As it relates to this, this runes that are drawn into a tattoo on Floki's head signify the nature of the character itself, where Floki is a character who can control himself in various ways. Isa is a rune of control. As the ego-self grows in strength through spiritual thinking and training, this construct matures into the individualized Floki. Then the rune shape it resembles an icicle, so it is appropriate that it also relates to the month of January, which the ancient Norse people poetically	Valid
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					<p>called the Snow Moon. In the Anglo-Saxon Rune Poem, the beauty of ice is praised: “It glistens like glass, and is most like a jewel.” The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021). It is true in this case that the power of this rune is unstoppable, just like the glacier’s, unfortunately, it also possesses the glacier’s lack of speed to the character.</p>	

23.	23/Cen/Kno- Cha/44:44/Vik:S2:Eps10	h		Cen: The rune of torch	<p>The rune Cen has a meaning, ‘to beget’ and ‘to bring forth from the mind’.”</p> <p>This rune is described as having a shape similar to the female genitalia. Cen is the rune of the brightly burning torch that lights up the hall in the evening, whose flames represent the safe, tempered Fire of the hearth. Cen depicts the magical-sexual heat of the Goddess Freya, which slumbers within ourselves, waiting to be kindled. Thus in this case this rune symbolizes the spark of life, inspiration, and creativity, as well as the illumination and enlightenment brought by knowledge and wisdom to the character Ragnar Lothbrok who has become king of Kattegat.</p>	Valid
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24.	24/Inguz/Hea- Cha/06:03/Vik:S4:Eps01			Inguz: The rune of potential	Inguz is the rune possessed of great potential, and it symbolically connected to health, well-being, and fertility, particularly for men as well as signified the health of the character Ragnar Lothbrok in this case. Floki carved this rune on a horn and Floki wanted Ragnar Lothbrok to get well soon from his illness. As a rune of new beginnings, it signifies great originality and fertility of mind and shows that reserves of energy are available for new projects and ideas. Then the meaning of this rune is always positive.	Valid
25.	25/Inguz/Hea- Cha/06:03/Vik:S4:Eps01			Inguz: The rune of potential	Inguz is the rune possessed of great potential, and it symbolically connected to health, well-being, and fertility, particularly for men as well as	Valid


					<p>signified the health of the character Ragnar Lothbrok in this case. Floki carved this rune on a horn and Floki wanted Ragnar Lothbrok to get well soon from his illness. As a rune of new beginnings, it signifies great originality and fertility of mind and shows that reserves of energy are available for new projects and ideas. Then the meaning of this rune is always positive.</p>	
26.	26/Inguz/Tim-Cha/30:05/Vik:S6:Eps04			<p>Inguz: The rune of potential</p>	<p>Inguz is a rune possessed of great potential, and it is symbolically connected to health, well-being, and fertility, particularly for men. In this case, the runes carved on this war horn signaled the time for war. Like its function, the horn is used to signal troops in battle. When the horns are</p>	Valid

					blown to signal an attack, just as in this case, the horns are blown to signal that the enemy is coming to attack. As a rune of new beginnings, it signifies great originality and fertility of mind and shows that reserves of energy are available for new projects and ideas. Then the meaning of this rune is always positive.	
27.	27/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01	ᚢ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). so Thurisaz in this case signified the "giant's rune" that has great power as well as character in this case that this character Ragnar Lothbrok is overpowering in many cases and this rune signified that he would be able to fight the pain he was suffering from. By extension, the rune	Valid


					<p>is associated with anything that pierces; therefore, it suggests a serpent's fang or the point of a blade. The word "Thurs" survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem.</p>	
28.	28/Thurisaz/Pow-Cha/06:03/Vik:S4:Eps01	ᚢ		Thurisaz: The rune of boundaries/power	<p>Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). so Thurisaz in this case signified as the "giant's rune" that has great power as well as character in</p>	Valid

					<p>this case that this character Ragnar Lothbrok is overpowering in many case in and this rune signified that he would definitely be able to fight the pain he was suffering from. By extension, the rune is associated with anything that pierces; therefore, it suggests a serpent's fang or the point of a blade. The word "Thurs" survives today in the name of Thursday, which derives from the name of the great Norse thunder-god, Thor. In turn, Thor himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem.</p>	
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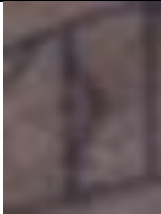
29.	29/Thurisaz/War- Cha/19:40/Vik:S5:Eps06	Þ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). So Thurisaz in this case signified the “giant’s rune” that has great power as well as the character in this case that this character Floki who is a great warrior, and one of Ragnar's close friends. This rune is drawn as a tattoo on Floki’s head signifying that he is a true warrior who is strong and has fought in many battles and he is also a devout servant of God.. By extension, the rune is associated with anything that pierces; therefore, it suggests a serpent’s fang or the point of a blade. The word “Thurs” survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor	Valid
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					himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem. Thurisaz represents the warrior who combines consciousness and wisdom with matters requiring force. Thor is the champion god of courageous and free human beings and the ultimate physical fighting force.	
30.	30/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	ᚢ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). So Thurisaz in this case signified the “giant’s rune” that has great power as well as the character in this case that this character Floki who is a great warrior, and one of	Valid

					<p>Ragnar's close friends. This rune is drawn as a tattoo on Floki's head signifying that he is a true warrior who is strong and has fought in many battle and he is also a devout servant of God..</p> <p>By extension, the rune is associated with anything that pierces; therefore, it suggests a serpent's fang or the point of a blade. The word "Thurs" survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem. Thurisaz represents the</p>	
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					warrior who combines consciousness and wisdom with matters requiring force. Thor is the champion god of courageous and free human beings and the ultimate physical fighting force.	
31.	31/Thurisaz/War-Cha/19:40/Vik:S5:Eps06	ᚢ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). So Thurisaz in this case signified the "giant's rune" that has great power as the character in this case that this character Floki who is a great warrior, and one of Ragnar's close friends. This rune is drawn as a tattoo on Floki's head signifying that he is a true warrior who is strong and has fought in many battles and he is also a devout servant of God. By extension, the rune is associated with anything that pierces; therefore, it	Valid



					<p>suggests a serpent's fang or the point of a blade. The word "Thurs" survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem. Thurisaz represents the warrior who combines consciousness and wisdom with matters requiring force. Thor is the champion god of courageous and free human beings and the ultimate physical fighting force.</p>	
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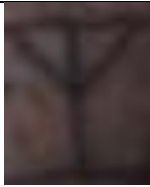
32.	32/Thurisaz/War- Cha/19:40/Vik:S5:Eps06	Þ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). So Thurisaz in this case signified the “giant’s rune” that has great power as well as the character in this case that this character Floki who is a great warrior, and one of Ragnar's close friends. This rune is drawn as a tattoo on Floki's head signifying that he is a true warrior who is strong and has fought in many battles and he is also a devout servant of God. By extension, the rune is associated with anything that pierces; therefore, it suggests a serpent’s fang or the point of a blade. The word “Thurs” survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor	Valid
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					himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem. Thurisaz represents the warrior who combines consciousness and wisdom with matters requiring force. Thor is the champion god of courageous and free human beings and the ultimate physical fighting force.	
33.	33/Thurisaz/War-Cha/39:38/Vik:S5:Eps14	ᚢ		Thurisaz: The rune of boundaries/power	Thurisaz, is symbolic of a thorn, the plant world's emblem of sharp defense (Mountfort, 2003). So Thurisaz in this case signified the "giant's rune" that has great power as well as the character in this case that this character Floki who is a great warrior, and one of	Valid


					<p>Ragnar's close friends. This rune is drawn as a tattoo on Floki's head signifying that he is a true warrior who is strong and has fought in many battles and he is also a devout servant of God. By extension, the rune is associated with anything that pierces; therefore, it suggests a serpent's fang or the point of a blade. The word "Thurs" survives today in the name of Thursday, which derives from the name of the great Norse thunder god, Thor. In turn, Thor himself was a physical giant, considered to be the archetypal giant-slayer. It has been suggested that the very shape of the rune represents the famous hammer of Thor; others suggest that it represents a single thorn on a plant stem. Thurisaz represents the</p>	
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					warrior who combines consciousness and wisdom with matters requiring force. Thor is the champion god of courageous and free human beings and the ultimate physical fighting force.	
34.	34/Algiz/Pow-Cha/06:03/Vik:S4:Eps01	Y		Algiz: The rune of self interest	Algiz is a rune that is intimately connected with magical power. As seen in this case, it was worn as a charm by the character Ragnar Lothbrok in need of healing and protection for his health. Then it signified that its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself	Valid

					<p>first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
35.	35/Algiz/Pow-Cha/06:03/Vik:S4:Eps01			<p>Algiz: The rune of self interest</p>	<p>Algiz is a rune that is intimately connected with magical power. As seen in this case, it was worn as a charm by the character Ragnar Lothbrok in need of healing and protection for his health. Then it signified that its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In many ways, Algiz can be</p>	Valid





					<p>seen as the rune of self-interest. Its appearance shows that selfishness is not a sin, it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
36.	36/Algiz/Pow-Cha/19:40/Vik:S5:Eps06			<p>Algiz: The rune of self-interest</p>	<p>Algiz is a rune that is intimately connected with magical power. As seen in this case, this rune is drawn as a tattoo on Floki's head and was used as a charm by the character Floki in need of healing and protection for himself. Then it signified that its power</p>	Valid


					<p>was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin, it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
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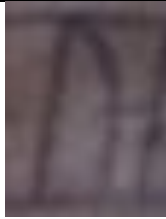
37.	37/Algiz/Pow-Cha/19:40/Vik:S5:Eps06	Y		Algiz: The rune of self-interest	Algiz is a rune that is intimately connected with magical power. As seen in this case, this rune is drawn as a tattoo on Floki's head and was used as a charm by the character Floki in need of healing and protection for himself. Then it signified that its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin, it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such	Valid
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					as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).	
38.	38/Algiz/Pow-Cha/39:44/Vik:S5:Eps14			Algiz (old Norse): The rune of self-interest	Algiz is a rune that is intimately connected with magical power. As seen in this case, this rune is drawn as a tattoo on Floki's head and was used as a charm by the character Floki in need of healing and protection for himself. However, one very important aspect of this rune is Floki's personality fierce devotion to the Norse Pantheon. He is the most religious of Ragnar's group. At one point Floki quips that Loki is his distant ancestor. Floki has shown on many occasions to be remarkably intolerant towards those who do not	Valid

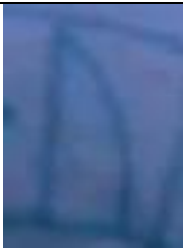
					<p>share his faith; particularly Christians. Then it signified that its power was considered so great that it was said not only to protect its possessor but also his family, friends, and property. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin, it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
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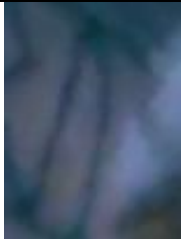
39.	39/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01			Eihwaz: The rune of progress	Eihwaz is the rune that signifies progress, so in a reading, it means that situations are moving on. As seen in this case the character Ragnar Lothbrok's health is moving on well by the time. Then even if the pace of life is slow, with very little seemingly accomplished, a new situation will soon manifest and events around will move at such a pace that it may be difficult to keep up. The problem will be monitoring developments, so we will need to concentrate and prioritize.	Valid
40.	40/Eihwaz/Pro-Cha/06:03/Vik:S4:Eps01			Eihwaz: The rune of progress	Eihwaz is the rune that signifies progress, so in a reading, it means that situations are moving on. As seen in this case the character Ragnar Lothbrok's health is moving on well by the time. Then even if the pace of life	Valid

					is slow, with very little seemingly accomplished, a new situation will soon manifest and events around will move at such a pace that it may be difficult to keep up. The problem will be monitoring developments, so we will need to concentrate and prioritize.	
41.	41/Uruz/Pow-Cha/06:03/Vik:S4:Eps01	n		Uruz: The rune of irresistible force	Uruz is signified to be a rune of great and primordial power. As seen in the character Ragnar Lothbrok in this case he has a strong power, undefeated and overpowering, then in this context the character has a strong power to survive the pain he suffered and from death. Uruz is symbolically connected with aurochs, the vast, untameable wild bulls of northern Europe. These mighty beasts, now extinct, were once a real peril to man, and so were greatly	Valid


					feared. Thus this rune is emblematic of a powerful, unstoppable force.	
42.	42/Uruz/Pow-Cha/19:40/Vik:S5:Eps06	n		Uruz: The rune of irresistible force	Uruz is signified to be a rune of great and primordial power. As seen in this case, this rune signifies survival, endurance, physical power, independence, resistance, and the life force of Floki's character. Floki is a character who can rely on himself and survive all the problems in his life, he is also described as a strong character and a true Viking warrior. Uruz is symbolically connected with aurochs, the vast, untameable wild bulls of northern Europe. These mighty beasts, now extinct, were once a real peril to man, and so were greatly feared. Life's persistence and its endless resourcefulness in the task of survival	Valid


					are all implicit within the rune meaning of Uruz, thus it is a rune of manifestation, regeneration and endurance. Thus this rune is emblematic of powerful, unstoppable force.	
43.	43/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	n		Uruz: The rune of irresistible force	Uruz is signified to be a rune of great and primordial power. As seen in this case, this rune signifies survival, endurance, physical power, independence, resistance and life force of Floki's character. Floki is a character who is able to rely on himself and survive all the problems in his life, he is also described as a strong character and a true Viking warrior. Uruz is symbolically connected with aurochs, the vast, untameable wild bulls of northern Europe. These mighty	Valid


					<p>beasts, now extinct, were once a real peril to man, and so were greatly feared. Life's persistence and its endless resourcefulness in the task of survival are all implicit within the rune meaning of Uruz, thus it is a rune of manifestation, regeneration, and endurance. Thus this rune is emblematic of a powerful, unstoppable force.</p>	
44.	44/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	n		Uruz: The rune of irresistible force	<p>Uruz is signified to be a rune of great and primordial power. As seen in this case, this rune signifies survival, endurance, physical power, independence, resistance and life force of Floki's character. Floki is a character who is able to rely on himself and survive all the problems in his life, he is also described as a strong</p>	Valid

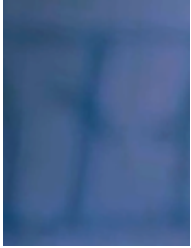
					<p>character and a true Viking warrior. Uruz is symbolically connected with aurochs, the vast, untameable wild bulls of northern Europe. These mighty beasts, now extinct, were once a real peril to man, and so were greatly feared. Life's persistence and its endless resourcefulness in the task of survival are all implicit within the rune meaning of Uruz, thus it is a rune of manifestation, regeneration, and endurance. Thus this rune is emblematic of a powerful, unstoppable force.</p>	
45.	45/Uruz/Pow-Cha/39:38/Vik:S5:Eps14	n		Uruz: The rune of irresistible force	Uruz is signified to be a rune of great and primordial power. As seen in this case, this rune signifies survival, endurance, physical power, independence, resistance and life force	Valid



					<p>of Floki's character. Floki is a character who is able to rely on himself and survive all the problems in his life, he is also described as a strong character and a true Viking warrior. Uruz is symbolically connected with aurochs, the vast, untameable wild bulls of northern Europe. These mighty beasts, now extinct, were once a real peril to man, and so were greatly feared. Life's persistence and its endless resourcefulness in the task of survival are all implicit within the rune meaning of Uruz, thus it is a rune of manifestation, regeneration, and endurance. Thus this rune is emblematic of a powerful, unstoppable force.</p>	
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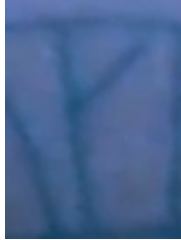
46.	46/Laguz/Joy- Cha/06:03/Vik:S4:Eps01	↑		Laguz: The rune of water	Laguz is the rune of water, of the vast expanse of the sea, fjords, safe inlets, and harbors. Laguz was a good omen, signifying homecoming, a joyful celebration, and a reunion with loved ones (Dee, 2021). As seen in this case, Laguz is the rune that signifies prosperity and success, but it does caution patience. Like the character Ragnar Lothbrok in this case he has to be as calm and imperturbable as the still surface of a lake and everything will flow to him. Thus Laguz came to be known as a rune of love, and indeed this rune is a good sign if a question concerns affairs of the heart. The wisdom of Laguz reveals that his love life is now safe from the stormy turbulence of unfettered emotions, and	Valid
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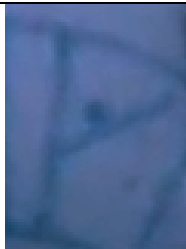
					he will find a haven in the arms of the one he loves.	
47.	47/Laguz/Joy-Cha/39:38/Vik:S5:Eps14	↑		Laguz: The rune of water	Laguz is the rune of water, of the vast expanse of the sea, fjords, safe inlets, and harbors. Laguz was a good omen, signifying homecoming, a joyful celebration, and a reunion with loved ones (Dee, 2021). As seen in this case, Laguz is the rune that signifies prosperity and success, but it does caution patience. Like the character Floki in this case he has to be as calm and imperturable as the still surface of a lake and everything will flow to him. This rune signifies that Floki is also a very able and knowledgeable shipwright and carpenter, creating the longship that allows Ragnar to travel west into Britain, which earned him the	Valid



					<p>nickname “Floki the Boatbuilder.” So, in here Floki also connected with the sea. Thus Laguz came to be known as a rune of love, and indeed this rune is a good sign if a question concerns affairs of the heart. The wisdom of Laguz reveals that his love life is now safe from the stormy turbulence of unfettered emotions, and he will find a haven in the arms of the one he loves.</p>	
48.	48/Nauthiz/Gif-Cha/19:40/Vik:S5:Eps06	✚		Nauthiz: The rune of necessity	<p>Nauthiz expresses the concept of need. Therefore Nauthiz suggests a timely warning and strongly suggests that a dose of reality will soon be injected into life. Real life can be harsh, so often a little luck can help overcome it. In this case, this rune signifies life lessons, the force of growth, the consequence of past actions, and short-</p>	Valid


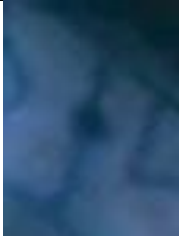
					term pain for long-term gain to Floki's character. In this sense, Nauthiz can protect Floki from himself, but its lessons are often harsh. The force of the past exerts its effect on him in the present. The previous action catches up with him and attempts to restrain and restrict future action.	
49.	49/Nauthiz/Gif-Cha/39:44/Vik:S5:Eps14	✚		Nauthiz: The rune of necessity	Nauthiz expresses the concept of need. Therefore Nauthiz suggests a timely warning and strongly suggests that a dose of reality will soon be injected into life. Real life can be harsh, so often a little luck can help overcome it. In this case, this rune signifies life lessons, the force of growth, the consequence of past actions, and short-term pain for long-term gain to Floki's character. In this sense, Nauthiz can	Valid


					protect Floki from himself, but its lessons are often harsh. The force of the past exerts its effect on him in the present. The previous action catches up with him and attempts to restrain and restrict future action.	
50.	50/Kaunaz/Kno- Cha/19:40/Vik:S5:Eps06			Kaunaz: The rune of passion and insight	Kaun is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, Kaun signifies the knowledge possessed by the character Floki in the film. Floki is described as a character who has a lot of knowledge and is someone who always has the desire to seek knowledge and share knowledge with others. Then this rune is associated with the torch as a symbol of knowledge and intellect,	Valid



					illumination, searching for enlightenment, shedding light on matters, quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity from the character Floki.	
51.	51/Kaunaz/Kno- Cha/39:38/Vik:S5:Eps14	ƿ		Kaunaz: The rune of passion and insight	Kaun is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, Kaun signifies the knowledge possessed by the character Floki in the film. Floki is described as a character who has a lot of knowledge and is someone who always has the desire to seek knowledge and share knowledge with others. Then this rune	Valid

					is associated with the torch as a symbol of knowledge and intellect, illumination, searching for enlightenment, shedding light on matters, quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity from the character Floki.	
52.	52/Kaunaz/Kno- Cha/39:38/Vik:S5:Eps14			Kaunaz: The rune of passion and insight	Kaun is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003).. In this case, Kaun signifies the knowledge possessed by the character Floki in the film. Floki is described as a character who has a lot of knowledge and is someone who always has the	Valid

					<p>desire to seek knowledge and share knowledge with others. Then this rune is associated with the torch as a symbol of knowledge and intellect, illumination, searching for enlightenment, shedding light on matters, quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity from the character Floki.</p>	
53.	53/Hagal/Pow-Cha/19:40/Vik:S5:Eps06			Hagal: The rune of disruption	<p>Hagal represents things that are beyond our control, its literal meaning is “hail”, when the weather gets crazy and rains down on the ground and anyone who gets in its way. Hagal’s onslaught can be painful and inappropriate, but there is a great</p>	Valid


					<p>reward to be gleaned from this rune. Hagal has a literal meaning as the rune of disruption, but in this case, this rune signifies Floki's character who is ready to go through all the challenges in his life. Hagal appears at the point where the Floki is ready to be tested, fate takes hold and he steels himself to weather the storm, knowing that it is only through testing and challenges that he can grow and develop.</p>	
54.	54/Hagal/Pow-Cha/39:38/Vik:S5:Eps14			Hagal: The rune of disruption	<p>Hagal represents things that are beyond our control, its literal meaning is “hail”, when the weather gets really crazy and rains down on the ground and anyone who gets in its way. Hagal's onslaught can be painful and inappropriate, but there is great reward to be gleaned from this rune. Hagal has</p>	Valid


					a literal meaning as the rune of disruption, but in this case this rune signifies Floki's character who is ready to go through all the challenges in his life. Hagal appears at the point where the Floki is ready to be tested, fate takes hold and he steel himself to weather the storm, knowing that it is only through testing and challenges that he can grow and develop.	
55.	55/Tiwaz/War- Cha/35:34/Vik:S4:Eps19	↑		Multiple Tiwaz: The rune of commitment	Tiwaz is a warrior rune named after the god Tyr who is the Northern god of law and justice. Tiwaz is a masculine rune, indicated by its phallic shape, so the contracts it signifies tend to favor men rather than woman (Mountfort, 2003). As seen in this case, this rune was drawn on the front of Floki's head when he was about to fight against the	Valid


					<p>English Saxons, where this rune signifies his courage as a true Viking warrior and will win that battle. Tiwaz's message is to maintain a sense of faith. As long as Floki believed in his heart that what he was doing was right, he would have the strength of purpose to succeed in his endeavors. The most powerful insight that can be seen from Tiwaz is that he must target his energies in the single most correct place, just as the arrow or spear symbolized by the rune must. Call upon Tiwaz for justice.</p>	
56.	56/Othila/Gif-Cha/41:03/Vik:S6:Eps02			Othila: The rune of authority	<p>Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and</p>	Valid


					<p>devotion to a cause or religious path (Mountfort, 2003). In this case, this rune is given to a character in the film on the right side of the temple as a sign that he has betrayed the king of Kattegat and he must receive punishment and be expelled from his residence in Kattegat to be given another chance at life. Othila is therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid and dated, yet it is somehow strangely comforting.</p>	
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The Lord of the Rings


Num	Data Coding	Operative Data	Visual Data	Types of Runes	Explanation	Valid/Invalid
57.	57/Raido/Tim- Cha/2:11:13/LoTRT:TfotR	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. in this case, the runes engraved on the tomb of Balin's character here signify the journey that Balin has traveled until the end of his life. Balin is the king of Moria, the kingdom of the Dwarfs who has traveled a lot in his life. One of them is here he is one of the thirteen Dwarves who accompanied Thorin II Oakenshield on the quest to regain the Lonely Mountain. Thus it developed a secondary set of associations, with	Valid



					transport and wheeled vehicles in particular. The word raido means “riding,” so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted.	
58.	58/Raido/Tim- Cha/2:11:13/LoTRT:TfotR	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. in this case, the runes engraved on the tomb of Balin’s character here signify the journey that Balin has traveled until the end of his life. Balin is the king of Moria, the kingdom of the Dwarfs who has traveled a lot in his life. One of them is here he is one of the thirteen Dwarves who accompanied Thorin II Oakenshield on the quest to regain the Lonely Mountain. Thus it developed a	Valid


					secondary set of associations, with transport and wheeled vehicles in particular. The word raido means “riding,” so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted.	
59.	59/Raido/Tim- Cha/2:11:13/LoTRT:TfotR	R		Raido: The rune of time	Raido is associated with time and the rotation of the heavens, which was thought to be like a great cartwheel, eternally revolving. in this case, the runes engraved on the tomb of Balin’s character here signify the journey that Balin has traveled until the end of his life. Balin is the king of Moria, the kingdom of the Dwarfs who has traveled a lot in his life. One of them is here he is one of the thirteen Dwarves who accompanied Thorin II Oakenshield on the quest to regain the	Valid


					Lonely Mountain. Thus it developed a secondary set of associations, with transport and wheeled vehicles in particular. The word raido means “riding,” so it is easy to see that when Raido is present in a reading, journeys of all kinds are highlighted.	
60.	60/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	n		Uruz: The rune of irresistible force	Uruz is considered to be a rune of great and primordial power (Mountfort, 2003). The meaning of Uruz here signifies the power possessed by Balin. He was a Dwarf nation and this nation was renowned for its formidable strength. Even though Balin has died here, this rune illustrates that Balin is a formidable king. Featured in the battle of the five armies, Balin fought and survived the battle, where he helped drive the dwarven war chariot and	Valid


					transported Dwalin, Fíli, and Kíli to Ravenhill. Thus this rune is emblematic of a powerful, unstoppable force.	
61.	61/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	n		Uruz: The rune of irresistible force	Uruz is considered to be a rune of great and primordial power (Mountfort, 2003). As the meaning of Uruz here signifies the power possessed by Balin. He was a Dwarf nation and this nation was renowned for its formidable strength. Even though Balin has died here, this rune illustrates that Balin is a formidable king. Featured in the battle of the five armies, Balin fought and survived the battle, where he helped drive the dwarven war chariot and transported Dwalin, Fíli, and Kíli to Ravenhill. Thus this rune is emblematic of a powerful, unstoppable force.	Valid


62.	62/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	n		Uruz: The rune of irresistible force	Uruz is considered to be a rune of great and primordial power (Mountfort, 2003). As the meaning of Uruz here signifies the power possessed by Balin. He was a Dwarf nation and this nation was renowned for its formidable strength. Even though Balin has died here, this rune illustrates that Balin is a formidable king. Featured in the battle of the five armies, Balin fought and survived the battle, where he helped drive the dwarven war chariot and transported Dwalin, Fíli, and Kíli to Ravenhill. Thus this rune is emblematic of a powerful, unstoppable force.	Valid
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63.	63/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	n		Uruz: The rune of irresistible force	Uruz is considered to be a rune of great and primordial power (Mountfort, 2003). As the meaning of Uruz here signifies the power possessed by Balin. He was a Dwarf nation and this nation was renowned for its formidable strength. Even though Balin has died here, this rune illustrates that Balin is a formidable king. Featured in the battle of the five armies, Balin fought and survived the battle, where he helped drive the dwarven war chariot and transported Dwalin, Fíli, and Kíli to Ravenhill. Thus this rune is emblematic of a powerful, unstoppable force.	Valid
64.	64/Uruz/Pow-Cha/2:15:08/ LoTRT:TFotR	n		Uruz: The rune of irresistible force	Uruz is considered to be a rune of great and primordial power (Mountfort, 2003). As the meaning of Uruz here signifies the power possessed by Balin.	Valid


					<p>He was a Dwarf nation and this nation was renowned for its formidable strength. Even though Balin has died here, this rune illustrates that Balin is a formidable king. Featured in the battle of the five armies, Balin fought and survived the battle, where he helped drive the dwarven war chariot and transported Dwalin, Fíli, and Kíli to Ravenhill. Thus this rune is emblematic of a powerful, unstoppable force.</p>	
65.	65/Ehwaz/Joy- Cha/2:11:13/LoTR:TFotR	✚		Ehwaz: The rune of ideas	<p>The trials and tribulations indicated a time of joy after worthwhile effort. Here Ehwaz signifies the joy of the victory achieved by Balin and his people after fighting to get back their kingdom. Shown with Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led</p>	Valid


					by Bolg, after tensions with the Lake-men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of his company. In this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life (Dee, 2021).	
66.	66/Ehwaz/Joy- Cha/2:11:13/LoTR:TFotR	✚		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Here Ehwaz signifies the joy of the victory achieved by Balin and his people after fighting to get back their kingdom. Shown with Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led	Valid



					by Bolg, after tensions with the Lake-men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of his company. In this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life (Dee, 2021).	
67.	67/Ehwaz/Joy- Cha/2:11:13/LoTR:TFotR	✚		Ehwaz: The rune of ideas	The trials and tribulations indicated a time of joy after worthwhile effort. Here Ehwaz signifies the joy of the victory achieved by Balin and his people after fighting to get back their kingdom. Shown with Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led	Valid


					by Bolg, after tensions with the Lake-men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of his company. In this case Eh is signified as the rune of law, horse, court, marriage, and the concept of lasting love based on marriage, two bound by the primal law of life (Dee, 2021).	
68.	68/Isa/Pow- Cha/2:11:13/LoTR:TFotR	I		Isa: The rune of danger	Isa is the rune of ice and cold. Isa is signified by the rune of pause and slow expansion. In this case, Isa indicates that there is a not-so-fast expansion by Balin and his people, but over time the expansion will be successful with the struggle that is being carried out. In this case, it is shown by Balin fought and	Valid

					<p>survived the subsequent battle of the five armies, which fought the Orcs led by Bolg, after tensions with the Lakemen and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of the group. The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021).</p>	
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69.	69/Isa/Pow- Cha/2:11:13/LoTR:TFotR	I		Isa: The rune of danger	Isa is the rune of ice and cold. Isa is signified by the rune of pause and slow expansion. In this case, Isa indicates that there is a not-so-fast expansion by Balin and his people, but over time the expansion will be successful with the struggle that is being carried out. In this case, it is shown by Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led by Bolg, after tensions with the Lake-men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of the group. The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most	Valid
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					descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021).	
70.	70/Isa/Pow- Cha/2:11:13/LoTR:TFotR	I		Isa: The rune of danger	Isa is the rune of ice and cold. Isa is signified by the rune of pause and slow expansion. In this case, Isa indicates that there is a not-so-fast expansion by Balin and his people, but over time the expansion will be successful with the struggle that is being carried out. In this case, it is shown by Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led by Bolg, after tensions with the Lakemen and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the	Valid


					<p>surviving members of the group. The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021).</p>	
71.	71/Isa/Pow-Cha/2:11:13/LoTR:TFotR			<p>Isa: The rune of danger</p>	<p>Isa is the rune of ice and cold. Isa is signified by the rune of pause and slow expansion. In this case, Isa indicates that there is a not-so-fast expansion by Balin and his people, but over time the expansion will be successful with the struggle that is being carried out. In this case, it is shown by Balin fought and survived the subsequent battle of the five armies, which fought the Orcs led by Bolg, after tensions with the Lake-</p>	Valid

					men and Wood-elves came to a head, due to a dispute over the division of Smaug's treasure. Afterward, he stayed in the Lonely Mountain with the surviving members of the group. The symbolism of Isa extends beyond a single icicle, representing snow and ice in all its forms. Perhaps the most descriptive comparison is with great prehistoric glaciers, carving out the forms of the Norwegian fjords with infinite slowness (Dee, 2021).	
72.	72/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Y		Algiz: The rune of self interest	Algiz is a rune that is intimately connected with magical power. Traditionally, it was worn as a charm by those in need of healing and protection. Its power was considered to be so great that it was said not only to protect its possessor but also his family,	Valid


					<p>friends, and property. In this case, Algiz indicates that Balin is a strong, brave, and kind king, who not only thinks about himself but also thinks deeply about the condition of his people. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
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73.	73/Algiz/Pow- Cha/2:11:13/LoTR:TFotR	Y		Algiz: The rune of self-interest	Algiz is a rune that is intimately connected with magical power. Traditionally, it was worn as a charm by those in need of healing and protection. Its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In this case, Algiz indicates that Balin is a strong, brave, and kind king, who not only thinks about himself but also thinks deeply about the condition of his people. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated	Valid
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					for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).	
74.	74/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Y		Algiz: The rune of self interest	Algiz is a rune that is intimately connected with magical power. Traditionally, it was worn as a charm by those in need of healing and protection. Its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In this case, Algiz indicates that Balin is a strong, brave, and kind king, who not only thinks about himself but also thinks deeply about the condition of his people. In many ways, Algiz can be	Valid

					seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).	
75.	75/Algiz/Pow-Cha/2:11:13/LoTR:TFotR	Y		Algiz: The rune of self interest	Algiz is a rune that is intimately connected with magical power. Traditionally, it was worn as a charm by those in need of healing and protection. Its power was considered to be so great that it was said not only to protect its possessor but also his family,	Valid



					<p>friends, and property. In this case, Algiz indicates that Balin is a strong, brave, and kind king, who not only thinks about himself but also thinks deeply about the condition of his people. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).</p>	
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76.	76/Algiz/Pow- Cha/2:11:13/LoTR:TFotR	Y		Algiz: The rune of self interest	Algiz is a rune that is intimately connected with magical power. Traditionally, it was worn as a charm by those in need of healing and protection. Its power was considered to be so great that it was said not only to protect its possessor but also his family, friends, and property. In this case, Algiz indicates that Balin is a strong, brave, and kind king, who not only thinks about himself but also thinks deeply about the condition of his people. In many ways, Algiz can be seen as the rune of self-interest. Its appearance shows that selfishness is not a sin; it is an indicator that at this time, you must put yourself first. Other people's concerns, no matter how important they seem, must be relegated	Valid
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					for a while. There may well be a pressing, practical reason for this, such as an illness or a general feeling of mental exhaustion due to the constant and excessive demands of other people (Blum, 2012).	
77.	77/Wunjo/Joy- Cha/2:11:13/LoTR:TFotR	P		Wunjo: The rune of joy, happy endings	This is the rune of romance, fun, amorous dalliance, an active social life and, most importantly of all, it is the rune of happy endings. It seems that this rune signifies the joy of Balin, that at the end of his life, he feels happy because he has brought his people to victory and out of the dark times. The Anglo-Saxon Rune Poem has this to say about Wunjo: “He lives well who knows not suffering, sorrow nor anxiety, and has prosperity and happiness and good enough house.”	Valid



					Wunjo is also associated with the number three.	
78.	78/Othila/Pow-Cha/2:11:13/LoTR:TFotR			Othila: The rune of authority	Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and devotion to a cause or religious path (Mountfort, 2003). In this case, Othila signifies the power that Balin has as the king of Moria, and he is a king who has loyalty to his people. In this case, it is shown that Balin was part of the company formed by Thorin Oakenshield that traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. Balin led an expedition in an attempt to reclaim the	Valid

					<p>ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Balin, along with his companions, traveled through Trollshaw and the Lone-lands towards Rivendell, including encounters with trolls Tom, Bert, and William. Othila is therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid and dated, yet is somehow strangely comforting.</p>	
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79.	79/Othila/Pow- Cha/2:11:13/LoTR:TFotR			Othila: The rune of authority	Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and devotion to a cause or religious path (Mountfort, 2003). In this case, Othila signifies the power that Balin has as the king of Moria, and he is a king who has loyalty to his people. In this case, it is shown that Balin was part of the company formed by Thorin Oakenshield that traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. Balin led an expedition in an attempt to reclaim the ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule	Valid
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					and reclaim the last of the Seven Rings of the Dwarves. Balin, along with his companions, traveled through Trollshaw and the Lone-lands towards Rivendell, including encounters with trolls Tom, Bert, and William. Othila is therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid and dated, yet is somehow strangely comforting.	
80.	80/Othila/Pow-Cha/2:11:13/LoTR:TFotR			Othila: The rune of authority	Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and devotion to a cause or religious path	Valid



					<p>(Mountfort, 2003). In this case, Othila signifies the power that Balin has as the king of Moria, and he is a king who has loyalty to his people. In this case, it is shown that Balin was part of the company formed by Thorin Oakenshield that traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. Balin led an expedition in an attempt to reclaim the ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Balin, along with his companions, traveled through Trollshaw and the Lone-lands towards Rivendell, including encounters with trolls Tom, Bert, and William. Othila is</p>	
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					therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid and dated, yet is somehow strangely comforting.	
81.	81/Othila/Pow-Cha/2:11:13/LoTR:TFotR			Othila: The rune of authority	Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and devotion to a cause or religious path (Mountfort, 2003). In this case, Othila signifies the power that Balin has as the king of Moria, and he is a king who has loyalty to his people. In this case, it is shown that Balin was part of the company formed by Thorin	Valid

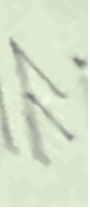
					<p>Oakenshield that traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. Balin led an expedition in an attempt to reclaim the ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Balin, along with his companions, traveled through Trollshaw and the Lone-lands towards Rivendell, including encounters with trolls Tom, Bert, and William. Othila is therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid</p>	
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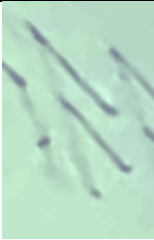
					and dated, yet is somehow strangely comforting.	
82.	82/Othila/Pow-Cha/2:11:13/LoTR:TFotR			Othila: The rune of authority	Othila is associated with the clan, the family, and the nation. It represents patriotism, family loyalty, proper respect for authority, law, established customs, hallowed tradition, and devotion to a cause or religious path (Mountfort, 2003). In this case, Othila signifies the power that Balin has as the king of Moria, and he is a king who has loyalty to his people. In this case, it is shown that Balin was part of the company formed by Thorin Oakenshield that traveled to the Lonely Mountain with Bilbo Baggins and Gandalf to defeat Smaug and reclaim the kingdom of Erebor. Balin led an expedition in an attempt to reclaim the	Valid


					ancient Dwarf kingdom of Moria, hoping to re-establish Dwarven rule and reclaim the last of the Seven Rings of the Dwarves. Balin, along with his companions, traveled through Trollshaw and the Lone-lands towards Rivendell, including encounters with trolls Tom, Bert, and William. Othila is therefore intimately connected with questions of identity. The rune also represents something that stands the test of time. A set of values that are rarely questioned may seem to be staid and dated, yet is somehow strangely comforting.	
83.	83/Hagal/Pow- Cha/2:11:13/LoTR:TFotR	*		Hagal: To enclose, the all hedge, hail, to destroy	The Hagal rune means to enclose, all hedge, hail, to destroy, introspective consciousness, and to bear qualities of God within (Mountfort, 2003). In this	Valid


					case, Hagal signifies the destruction experienced by Balin and his people at the end of Balin's life, because the kingdom they had captured was again destroyed by the orcs who wanted to dominate their kingdom.	
84.	84/Hagal/Pow-Cha/2:11:13/LoTR:TFotR			Hagal: To enclose, the all hedge, hail, to destroy	The Hagal rune means to enclose, all hedge, hail, to destroy, introspective consciousness, and to bear qualities of God within (Mountfort, 2003). In this case, Hagal signifies the destruction experienced by Balin and his people at the end of Balin's life, because the kingdom they had captured was again destroyed by the orcs who wanted to dominate their kingdom.	Valid


85.	85/Yr/Pow- Cha/2:11:13/LoTR:TFotR			Yr, eur: To enclose, the all hedge, hail, to destroy	Yr or eur is associated with bow, rainbow, yew wood bow, anger, the inverted man rune, mutability of the moon, or feminine of essence (Mountfort, 2003). The meaning of this rune signifies the strength of Balin and his people because the destruction of their kingdom and the breakup of their nation makes them angry and will take revenge for what has happened to their people.	Valid
86.	86/Yr/Pow- Cha/2:11:13/LoTR:TFotR			Yr, eur: To enclose, the all hedge, hail, to destroy	Yr or eur is associated with bow, rainbow, yew wood bow, anger, the inverted man rune, mutability of the moon, or feminine of essence (Mountfort, 2003). The meaning of this rune signifies the strength of Balin and his people because the destruction of their kingdom and the breakup of their	Valid



					nation makes them angry and will take revenge for what has happened to their people.	
87.	87/Ansuz/Ins- Cha/2:11:13/LoTR:TFotR	F		Ansuz: The rune of the divine	Ansuz is considered to be the rune of divine inspiration. It is associated with the power of speech, the ability to express in words our thoughts and needs. In this case, this rune indicates that during his lifetime Balin was a wise king, and was able to exert a good influence on his people. Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated us from the animal kingdom and shared with the gods themselves. Ansuz is therefore symbolic of thought, words, and sudden flashes of insight.	Valid





88.	88/Ansuz/Ins- Cha/2:11:13/LoTR:TFotR	F		Ansuz: The rune of the divine	Ansuz is considered to be the rune of divine inspiration. It is associated with the power of speech, the ability to express in words our thoughts and needs. In this case, this rune indicates that during his lifetime Balin was a wise king, and was able to exert a good influence on his people. Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated us from the animal kingdom and shared with the gods themselves. Ansuz is therefore symbolic of thought, words, and sudden flashes of insight.	Valid
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89.	89/Ansuz/Ins- Cha/2:11:13/LoTR:TFotR	ƒ		Ansuz: The rune of the divine	Ansuz is considered to be the rune of divine inspiration. It is associated with the power of speech, the ability to express in words our thoughts and needs. In this case, this rune indicates that during his lifetime Balin was a wise king, and was able to exert a good influence on his people. Throughout history, this ability has been considered proof of the divine spark in humanity, a trait that separated us from the animal kingdom and shared with the gods themselves. Ansuz is therefore symbolic of thought, words, and sudden flashes of insight.	Valid
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90.	90/Kaunaz/Kno- Cha/2:11:13/LoTR:TFotR	ƿ		Kaunaz: The rune passion and insight	Kaunaz means sore or ulcer. Sore is a curse to someone and a painful spot and abode of mortification. Sore is fatal to someone; death makes a corpse pale. In this case, this rune signifies that at the end of Balin's life, he left with the state of the kingdom which was in big trouble. This also can be seen after ruling as Moria's Lord for about five years, Balin was slain by Orcs, after going to look upon the Mirromere alone. His body was recovered after a battle, and entombed in the Chamber of Mazarbul. The attempt to retake Moria ultimately failed afterward, as the rest of his kin were eventually trapped and killed.	Valid
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91.	91/Kaunaz/Kno- Cha/2:11:13/LoTR:TFotR	◀		Kaunaz: The rune of passion and insight	Kaunaz is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). It can be likened to beacon fires, which in ancient times were used to pass messages over great distances. Here Kaunaz signifies that all the services and knowledge that Balin has given to his people will not be forgotten and will be remembered throughout history. Therefore the basic meaning of Kaunaz is the receiving and passing on of knowledge. However, the knowledge represented by this rune has little to do with anything that could be learned in a book, and everything to do with the lessons that life teaches us.	Valid
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92.	92/Inguz/Hea- Cha/2:11:13/LoTR:TFotR			Inguz: The rune of potential	Inguz is a rune possessed of great potential, and it is symbolically connected to health, well-being, and fertility, particularly for men. This rune signifies that after Balin died over time there would be a time for a new beginning for his nation after the destruction happened to his people. As a rune of new beginnings, it often indicates great originality and fertility of mind and shows that reserves of energy are available for new projects and ideas. With no inverted meaning, the message of Inguz is always positive.	Valid
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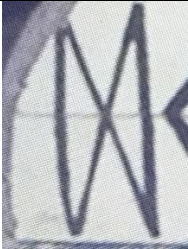
93.	93/Berkana/Gif- Cha/2:11:13/LoTR:TFotR			Berkana: The rune of birth	Berkana can be described as the rune of birth. It is symbolically associated with infancy and maternal feelings. In this case, Berkana signifies life that one day there will be a new generation who will continue the struggle of Balin. Berkana is also linked with the birch tree, which was used in springtime fertility festivals. A birch branch was also once hung outside a dwelling to indicate that a woman was in labor there, a symbol of birth associated with midwives and wise women that has been passed down the centuries as the witch's broom.	Valid
94.	94/Ar/Pow- Cha/2:11:13/LoTR:TFotR			Twig-Ar A: The rune of bounty of frey or the rune of nobles	Ar, sun, or ar-yans are runes that is associated with nobles, the sun and light destroy spiritual and physical darkness, doubt, uncertainty, primal fire, and god (Mountfort, 2003). In this	Valid

					case, this rune signifies that the evil and troubles that have befallen Balin during his life and his people will surely be destroyed and lost over time. Because all the struggles that Balin and his people have done will not be in vain.	
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Norsemen TV Series


Num	Data Coding	Operative Data	Visual Data	Types of Runes	Explanation	Valid/ Invalid
95.	95/Dagaz/Joy-Plo/07:22/Nor:S1:Eps1			Dagaz: The rune of the sun	Dagaz is the rune of the sun and it represents the sun at noon and the long hours of glorious sunshine at midsummer. Dagaz is also related to the word “day”, and is the rune of happiness and light. Dagaz is also associated with laughter, fun, and wonderful times (Dee, 2021). In this case, these runes that appeared were drawn on a shield that was in the Norheim chief’s Great Hall. By the meaning and significance of the runes, this rune signifies calm and joyfulness, because it is assumed that the runes drawn on this shield are used for protection in war. This rune indicates that	Valid


					Norheim is now a safe place where the people there also feel safe. The runes drawn on this shield also signify that the great hall is the chief's place where it is also a place of refuge and a place where everyone rejoices to celebrate all of the joy and goodness.	
96.	96/Dagaz/Joy-Plo/17:20/Nor:S3:Eps3			Dagaz: The rune of the sun	Dagaz is the rune of the sun and it represents the sun at noon and the long hours of glorious sunshine at midsummer. Dagaz is also related to the word “day”, and is the rune of happiness and light. Dagaz is also associated with laughter, fun, and wonderful times (Dee, 2021). In this case, these runes that appeared were drawn on a shield that was in the Norheim chief's Great Hall. By the meaning and significance of the runes, this rune signifies calm and joyfulness,	Valid

					because it is assumed that the runes drawn on this shield are used for protection in war. This rune indicates that Norheim is now a safe place where the people there also feel safe. The runes drawn on this shield also signify that the great hall is the chief's place where it is also a place of refuge and a place where everyone rejoices to celebrate all of the joy and goodness.	
97.	97/Dagaz/Joy- Cha/3:48/Nor:S3:Eps5			Dagaz: The rune of the sun	Dagaz is the rune of the sun and it represents the sun at noon and the long hours of glorious sunshine at midsummer. Dagaz is also related to the word “day”, and is the rune of happiness and light. Dagaz is also associated with laughter, fun, and wonderful times (Dee. 2021). In this case, these runes that appeared were drawn on a war shield that	Valid

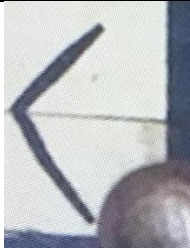
					<p>was to the Froya. By the meaning and significance of the runes, this rune signifies calm and joyfulness, because it is assumed that the runes drawn on this shield are used for protection in war. This rune indicates that the condition is now safe where the people there also feel safe. In this case, the rune is depicted on the war shield of Froya, one of the female knights from Norheim who was about to fight against Jarl Bjorn's army. This indicates that this rune is used to show the confidence of a warrior that they believe they will survive and win in battle. It is shown here that Froya fought the enemy bravely like a true knight and won the victory at the end.</p>	
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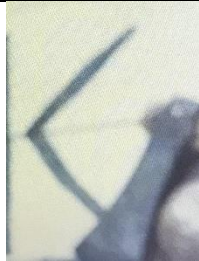
98.	98/Dagaz/Joy- Cha/27:11/Nor:S3:Eps5			Dagaz: The rune of the sun	Dagaz is the rune of the sun and it represents the sun at noon and the long hours of glorious sunshine at midsummer. Dagaz is also related to the word “day”, and is the rune of happiness and light. Dagaz is also associated with laughter, fun, and wonderful times (Dee, 2021). In this case, these runes that appeared were drawn on a war shield that was to the Froya. By the meaning and significance of the runes, this rune signifies calm and joyfulness, because it is assumed that the runes drawn on this shield are used for protection in war. This rune indicates that the condition is now safe where the people there also feel safe. In this case, the rune is depicted on the war shield of Froya, one of the female knights from Norheim who was about to	Valid
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					<p>fight against Jarl Bjorn's army. This indicates that this rune is used to show the confidence of a warrior that they believe they will survive and win in battle. It is shown that here Froya fought against the enemy bravely like a true knight and finally she and other warriors won victory at the end of the battle and it is shown that in the end, Froya survived the battle.</p>	
99.	99/Kaunaz/Gif-Plo/07:22/Nor:S1:Eps1	◀		<p>Kaunaz: The rune of passion and insight</p>	<p>Kaunaz is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, the runes drawn on this shield signify a gift. Just as it means, that essentially a shield is an object used to protect oneself in war that must always be carried, just like a torch which must</p>	Valid


					also be carried when in the dark. Kenaz is a symbol of controlling and harnessing fire for warmth and light. It represents greater power and energy than anything else. Then this rune signifies the torch as a symbol of knowledge and intellect, illumination, searching for enlightenment, shedding light on matters, the quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity.	
100.	100/Kaunaz/Gif-Plo/17:20/Nor:S3:Eps3	◀		Kaunaz: The rune of passion and insight	Kaunaz is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, the runes drawn on this shield	Valid


					<p>signify a gift. Just as it means, that essentially a shield is an object used to protect oneself in war that must always be carried, just like a torch which must also be carried when in the dark. Kenaz is a symbol of controlling and harnessing fire for warmth and light. It represents greater power and energy than anything else. Then this rune signifies the torch as a symbol of knowledge and intellect, illumination, searching for enlightenment, shedding light on matters, the quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity.</p>	
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101.	101/Kaunaz/Gif- Cha3:48/Nor:S3:Eps5	◀		Kaunaz: The rune of passion and insight	Kaunaz is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, the runes drawn on this shield signify a gift. Just as it means, that essentially a shield is an object used to protect oneself in war that must always be carried, just like a torch which must also be carried when in the dark. Kenaz is a symbol of controlling and harnessing fire for warmth and light. It represents greater power and energy than anything else. In this data, all these things are shown that in the end Froya and the other warriors won the battle against Jarl Bjorn's army. Froya uses the shield in battle which indicates that the shield is needed by her and should always be	Valid
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					carried to protect herself, just like the pure benefits of the shield itself. Then this rune signifies the torch as a symbol of knowledge and intellect, illumination, searching for enlightenment, shedding light on matters, the quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity.	
102.	102/Kaunaz/Gif- Cha27:11/Nor:S3:Eps5	◀		Kaunaz: The rune of passion and insight	Kaunaz is regarded as the rune of enlightenment. Symbolically, it is connected to a bright, steady flame, as of a candle or torch (Mountfort, 2003). In this case, the runes drawn on this shield signify a gift. Just as it means, that essentially a shield is an object used to protect oneself in war that must always	Valid


					<p>be carried, just like a torch which must also be carried when in the dark. Kenaz is a symbol of controlling and harnessing fire for warmth and light. It represents greater power and energy than anything else. In this data, all these things are shown that in the end Froya and the other warriors won the battle against Jarl Bjorn's army. Froya uses the shield in battle which indicates that the shield is needed by her and should always be carried to protect herself, just like the pure benefits of the shield itself. Here it is also shown that this rune indicates that as long as the shield is still carried in the end it will definitely have a good impact on the user as the basic meaning of this rune itself. Then this rune signifies the torch as a symbol of knowledge and</p>	
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					intellect, illumination, searching for enlightenment, shedding light on matters, the quest for truth, skills and abilities, creativity, art, craftsmanship, cunning, acquisition and application of knowledge, intuition, enthusiasm in teaching or learning, study and opportunity	
103.	103/Tiwaz/War-Cha/10:56/Nor:S1:Eps1	↑		Tiwaz: The rune of commitment	Tiwaz is a warrior rune named after the god Tyr who is the Northern god of law and justice. Tiwaz is a masculine rune, indicated by its phallic shape, so the contracts it signifies tend to favor men rather than women (Mountfort, 2003). In this case, this rune is also drawn on a war shield of a Viking warrior, this rune indicates that he is a true Viking warrior who will always fight like a warrior. This rune also signifies the identity of the	Valid

					<p>character. Tiwaz's message is to maintain a sense of faith. As long as the character believed in his heart that what he was doing was right, he would have the strength of purpose to succeed in his endeavors. The most powerful insight that can be seen from Tiwaz is that he must target his energies in the single most correct place, just as the arrow or spear symbolized by the rune must. Call upon Tiwaz for justice.</p>	
104.	104/Tiwaz/War-Cha/10:56/Nor:S1:Eps1	↑		Tiwaz: The rune of commitment	<p>Tiwaz is a warrior rune named after the god Tyr who is the Northern god of law and justice. Tiwaz is a masculine rune, indicated by its phallic shape, so the contracts it signifies tend to favor men rather than women (Mountfort, 2003). In this case, this rune is also drawn on a war shield of a Viking warrior, this rune</p>	Valid



					<p>indicates that he is a true Viking warrior who will always fight like a warrior. This rune also signifies the identity of the character. Tiwaz's message is to maintain a sense of faith. As long as the character believed in his heart that what he was doing was right, he would have the strength of purpose to succeed in his endeavors. The most powerful insight that can be seen from Tiwaz is that he must target his energies in the single most correct place, just as the arrow or spear symbolized by the rune must. Call upon Tiwaz for justice.</p>	
105.	105/Tiwaz/War-Cha/19:04/Nor:S1:Eps6	↑		Tiwaz: The rune of commitment	<p>Tiwaz is a warrior rune named after the god Tyr who is the Northern god of law and justice. Tiwaz is a masculine rune, indicated by its phallic shape, so the contracts it signifies tend to favor men</p>	Valid

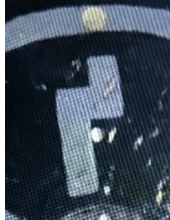
					<p>rather than women (Mountfort, 2003). In this case, this rune is also drawn on a war shield of a Viking warrior, this rune indicates that he is a true Viking warrior who will always fight like a warrior. This rune also signifies the identity of the character. In this data, it is shown that these runes are drawn on a war shield and used by a Norheim soldier. This is also reinforced by the scene in the movie that shows the fight between Arvid and Jarl Varg. Tiwaz's message is to maintain a sense of faith. As long as the character believed in his heart that what he was doing was right, he would have the strength of purpose to succeed in his endeavors. The most powerful insight that can be seen from Tiwaz is that he must target his energies in the single most</p>	
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					correct place, just as the arrow or spear symbolized by the rune must. Call upon Tiwaz for justice.	
106.	106/Tiwaz/War-Cha/19:04/Nor:S1:Eps6	↑		Tiwaz: The rune of commitment	Tiwaz is a warrior rune named after the god Tyr who is the Northern god of law and justice. Tiwaz is a masculine rune, indicated by its phallic shape, so the contracts it signifies tend to favor men rather than women (Mountfort, 2003). In this case, this rune is also drawn on a war shield of a Viking warrior, this rune indicates that he is a true Viking warrior who will always fight like a warrior. This rune also signifies the identity of the character. In this data, it is shown that these runes are drawn on a war shield and used by a Norheim soldier. This is also reinforced by the scene in the movie that shows the fight between Arvid and Jarl	Valid

					Varg. Tiwaz's message is to maintain a sense of faith. As long as the character believed in his heart that what he was doing was right, he would have the strength of purpose to succeed in his endeavors. The most powerful insight that can be seen from Tiwaz is that he must target his energies in the single most correct place, just as the arrow or spear symbolized by the rune must. Call upon Tiwaz for justice.	
107.	107/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on	Valid


					<p>Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain but is later able to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate</p>	
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					victory in athletic events and sports (Dee, 2021).	
108.	108/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1			Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able	Valid


					to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).	
109.	109/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always	Valid

					<p>wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).</p>	
110.	110/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	<p>Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify</p>	Valid


					<p>that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate</p>	
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					victory in athletic events and sports (Dee, 2021).	
111.	111/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able	Valid


					to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).	
112.	112/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always	Valid

					<p>wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).</p>	
113.	113/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	<p>Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify</p>	Valid

					<p>that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It's all can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain, but is later able to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate</p>	
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					victory in athletic events and sports (Dee, 2021).	
114.	114/Sowelo/Vic-Cha/13:51/Nor:S1:Eps1	N		Sowelo: The rune of the sun	Sowelo is the rune of the sun, expressing the life-giving brightness, glory, and good fortune associated with our parent star. In this case, the runes drawn on Arvid's character's battle shield signify that he and his fellow Viking warriors have recently succeeded in their conquest of the eastern lands. This rune also signifies Arvid's strength, toughness, and courage, where Arvid is one of the great Viking warriors in Norheim and always wins in every battle. It can be seen also that Arvid is a Viking warrior, and later Chieftain, of the Viking village of Norheim. First introduced as a Viking leader, Arvid struggles to assume his rightful place as Chieftain but is later able	Valid

					to usurp Orm. The shape of the rune also resembles a flash of lightning, symbolizing personal illumination, and, on a literal level, its association with the sun suggests an enjoyable holiday to come. The rune is also said to indicate victory in athletic events and sports (Dee, 2021).	
115.	115/Gebo/Pow-Cha/11:11/Nor:S1:Eps3	X		Gebo: The rune of generosity	Gebo represents gifts, generosity, and willingness to help. Gebo symbolizes love, but in this case, love of a universal, rather than a purely personal, nature; the rune emphasizes humanitarianism and charitable impulses rather than intimate romantic love (Dee, 2021). In this case, the runes drawn on sword shield of a Viking warrior signify his generosity and honor as a warrior. He uses the rune to signify his Self-sacrifice (for honor in	Valid

					<p>battle or the greater good) because it is a common theme with the death of warriors. Here Gebo brings credit and honor to the character which supports one's dignity, it furnishes help and subsistence to all broken men, devoid of aught else.</p>	
116.	116/Gebo/Pow-Cha/3:48/Nor:S3:Eps5	X		Gebo: The rune of generosity	<p>Gebo represents gifts, generosity, and willingness to help. Gebo symbolizes love, but in this case, love of a universal, rather than a purely personal, nature; the rune emphasizes humanitarianism and charitable impulses rather than intimate romantic love (Dee, 2021). In this case, the runes drawn on the sword shield of a Viking warrior signify his generosity and honor as a warrior. He uses the rune to signify his Self-sacrifice (for honor in battle or for the greater good) because it</p>	Valid

					<p>is a common theme with the death of warriors. Here Gebo brings credit and honor to the character which supports one's dignity, it furnishes help and subsistence to all broken men, devoid of aught else. This rune can also signify a God-given gift, such as an innate talent, ability, or simply good luck. When Gebo appears in a reading, good fortune comes as a result of the generosity of others. In this case, the rune is depicted on the war shield of Arvid, a Norheim warrior who was carried during a war against the enemies of Jarl Varg. It is then shown that Arvid fought well with the shield and was granted the good fortune to survive the war.</p>	
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