

The Saga of the Fellowship of the Ring Road

Chapter 1

There was a woman named Gloriana. She was the daughter of Glen, who had done many great deeds in the battle for Middle-earth. Their family were all descended from a soldier of William the Conqueror, who had made him Baron Strange for his strength and prowess in the battle for Anglecynn in 1066. All the men in that family balded in the same manner. Gloriana's mother was also a significant woman known for her baking and her quilting. Her quilts were so beautiful that many were hung on the walls of nobles. Her name was Doris, and she was the daughter of Elsie, whose foremothers were from Danmark. Gloriana, whom people called the Deepminded, was a powerful gothi in Vinland. She was unlucky in her husbands. When her fourth husband, Roger Ganger, a keeper of Mjolnir, died, she gathered her companions and set out to circumnavigate Iceland. At the time of this story, she was infirm and old, heavy set, but open handed and generous. She was fair of skin and hair and had green eyes. Her laugh was famous and the companions often laughed together. She was a devotee of Othin because she was a powerful story teller, but when travelling, she called on Thor. She was also a Christian and had fostered both Gunnhildur and Dan the Lucky in Vinland.

There was a man named Dan. He was the son of Rory, who was wise in many manners, the affairs of Middle-earth, the doings of the seers. He was farsighted, and his father Paul had many wives and children. Rory and Dan were both great sorcerers. Dan's mother was also a sorcerer, and Dan's sister does not come into the saga. The Rorysons were descended from the Kings of Ireland. At the time of this saga, Rory was doing all the magic for the great international ten year games and could not join the fellowship. Dan was lucky in all things. He was one of the most promising men of his time. When he was only nine years old, he had begun a great magic enterprise to honor the sagawriter J.K. Rowling. He had many companions in that work, but they are not part of this saga. Dan was a shapeshifter with dark hair and blue eyes, but his gaze was often concealed and his farsightedness cloaked.

For this trip, Othin had lent Sleipnir to his daughter Gloriana. Sleipnir was the son of Loki from his congress with the giantess. As the sagamaster, JRR Tolkien observed, Othin roamed ever over the earth with Loki at his side. Loki's magic and wicked tricks enter this saga many times. Othin had also lent his eagles to transport the companions from Vinland to Iceland.

To carry the fellowship around Iceland, Thor lent his goat chariot with Tangnjostr and Tangrisner to pull it. They were mighty beasts and much beloved of the companions. They went over many mountains and dales and forged great rivers in this saga.

A woman named Gunnhildur is now named to the saga. She was the daughter of Jon the mighty. He was a great horsemaster and a mighty apothecary. He was descended from Egill Skallagrimson and also wrote verse. Gunnhildur was also a powerful woman. She had three

children named Gudrun, Jon Emil, and Julia. She had been a teacher on Hreimsey island where many people called her the Fosterer. She was the niece of that Skallagrimson who made statues honoring Egil.

The daughter who was a member of the Fellowship is named Gudrun half-elven. Gudrun was known for her riding and in this saga she rode many creatures. In the Akureyri district, she rode the Mithgarth serpent three times, climbed aboard Sleipner, and flew on the dragon Mirmulnir. She rode often in Thor's chariot, but Tangnjost and Tangrisner would not abide her control, only that of Dan the Lucky and Gunnhildur Jonsdaughter.

Chapter 2

Now to tell more about Roger Ganger. He was the son of Banis, the son of Sorrell. He was a large and strong man with red hair and a red beard, but he had an even temper. The Sorrellsons were men who sought the wisdom of the earth. His mother's name was Maureen the short. She taught music to children. Although Roger looked and acted like Thor and had Thor's hammer, he worshipped neither Thor nor Christ but relied on his own might and knowledge. Roger had one daughter Alexandra, who also had red hair and who was also an artist and a horsewoman. When she was twenty, a drunken berserker killed her with his goat cart. Roger's companions said that it like to have killed him. He prosecuted the berserker at the quarter thing and had him declared a lesser outlaw for three years, but he would rather have used Mjolnir. He was depressed and moody until he met Gloriana the Deepminded, and they had many adventures together. In his old age, Roger died from the shaking sickness. Gloriana gave him to the fire, held many great feasts and games in his honor, and installed him in the church at Chautauqua, the learning place. Dan the lucky asked, "Is Roger pissed that you put him in the church?" Gloriana replied, we agreed that ever we should share the same fate, and we will be together again soon.

Now to say more about Dan the Lucky and his adventures in the kingdom of Utopia. He was young, only seven, when he began his conquests in that land. He was most valued among his teammates for his strategies, his wit, and his wisdom. He fought many battles there, but of greater moment were the battles he did not fight, choosing not to betray his friends, not to slay women and children, and not to take revenge. As his twenty-third birthday approached, those whom he counted his friends undertook a great conquest without his counsel. Like Njal in Burnt saga, Dan Roryson was not in on their planning. It was revealed to him by his far sightedness at the last instance, but he ruled there no longer. Now he is the mightiest and most sought after of advisors and rules Utopia from its witan. Many other stories of Dan's adventures in Utopia remain to be told in some other saga.

Chapter 3

Sleipnir caused great difficulties before they left Vinland. Sleipnir refused to go properly and had to be taken to the blacksmith shop for two different repairs before he agreed to mount the eagle, and that is not the end of Slepnir's mischief in this saga.

Othin's eagle landed on the Rekjanesbaer peninsula where Gloriana and Dan received Thor's goat cart and began to explore. Gloriana was a mighty swimmer, and they went first to the blue lagoon, which they circumnavigated twice. Sleipnir was slow to cross the Bifrost on the way to the hot springs and Dan had to prod him on, and Sleipnir balked at some parts of the path also. Yet no trolls could be seen.

In the Keflavik district, Loki attacked Dan the Lucky with a bolt of Othin's lightning, but that Roryson laughingly turned it aside. That was not the last of Loki's tricks.

When Gloriana was in the hot springs the next day, she heard many tales from other wise women about their adventures in Iceland. One was preparing to be lowered down a volcano to honor the gods of the earth, and one other told prodigious tales about her good works for her neighbors. Gloriana remarked that all the gods approve such efforts.

The two companions then sought for another hot spring and began their search for the viking ship Islendingur, which Gloriana and Roger had seen twice before, once in Iceland and once in Vinland. When they found Islendigarheim, the Islendingur was indeed at home, although suspended in the air, not the water. Dan the Lucky stood at the prow looking every bit a viking.

There they met the gothi and blacksmith, Bothvar Gunnarson, received Thor's hammer, properly blessed, as he is a high priest of the old gods in all of Iceland. He told them many stories of his work as a blacksmith, as a priest, and as an Icelander. He sent the companions on towards Viking Loft so that Dan the Lucky could acquire his cloak of invisibility. The loft was closed, another trick of Loki's.

Chapter 4

Now Gunnhildur and Gudrun were ready to enter the saga and the journey on Hringvegur began. They headed towards Borg to visit the ancestral home of the Skallagrimdaughters. As they went into the feasting hall, Sleipnir attempted to throw Gloriana against the wall, even though there were no trolls visible. Dan and Gunnhildur restrained the unruly son of Loki. The fellowship signed in officially for the first time and Gudrun began to draw some pictures, which ornament this saga.

The companions come now to two statues by the great uncle of the Skallagrimdaughters. Dan the Lucky sees those beautiful women honoring their uncle and records it with his magic. It is not often that those daughters exhibit the famous Skallagrim scowl.

The fellowship now moved on down Hringvegur. They stop to eat at Bifrost where they are powerful enough to eat a bubbling volcano, even though Loki has smashed an earlier one. Gudrun acquires here that bowtie that causes Gloriana to speak this poem

You must pay the rent
I can't pay the rent
I'll pay the rent.

Thor's chariot carries them down many treacherous but beautiful roads. Dan the lucky is a mighty driver and many Loki tricks are averted by his judgment and magical powers. That son of Rory is one of the most skillful charioteers in all of Middle-earth.

Chapter 5

The fellowship comes now to Laugar, where that famous Gudrun entertained Bolli and Kjartan. Gloriana recites a verse from the Anglecynn poet Christopher Marlowe. "Twas that the face that launched a thousand ships and burned the topless towers of Illium," for Gudrun of old was a mighty beauty and her daughter Gudrun half-elven will continue the tradition. Gloriana and Dan renew their stones on points gaming and bring it to a tie of 10 wins each. Dan the lucky was not so lucky that night.

The next day, Thor's goats head off towards the West Fjord district. As they drawn near to the museum of magic and sorcery, the local sorcerers send out their spirits to attack Dan the Lucky. Dan reaches into that bag of tricks supplied by Jon the mighty to counter their spells. Sleipnir behaves badly with the encouragement of the local wizards. Victorious over their foes, the fellowship drives onwards to Akureyri.

The companions travel now over many districts. They see many beautiful waterfalls, birds, fjords, crops, and other sights. Loki throws against them many obstacles and challenges, but Dan Rorison drives over all of them.

Chapter 6

To speak now of the hot springs at Akureyri. Gloriana, Gunnhildur, and Gudrun had several adventures there. Gudrun rode the Mythgarth serpent and said this stave "Whoopee." She also said "Bitte, bitte, bitte." Gloriana asked what that meant. Gudrun answered "Nothing." Gloriana replied in the words of the Anglecynn poet Shakespeare, "Nothing will come of nothing."

Meanwhile, Gunhilldur brooded long over the affairs of her husband and their children, and she was wearing the Skallagrim brow. They had two encounters with troll wives in that place.

Now it must be said that the three women sat in the hot spring remembering the words of the bard “Bubble, bubble, toil and trouble.” They stirred there the caldron, gathering their powers, to see far, to weave the fates, and to cut the strings of life. They are the norns—the crone, the mother, the virgin. The poet and sagawriter Robert Graves calls them the triple goddess. They give birth, foster, and bury. They laugh and cry and love and mourn. They have done this before time and through chaos. They will do this in the Ragnarok and into the regeneration.

In the Akureyri district, the companions rode Mirmulnir, the dragon, of the kinship of Shine Hammer Runner and Phantom Sky Hunt from the Skyrim saga. Axel was the driver of Mirmulnir. They flew down to Landsvirkjun and then circled over around lake Myvatn. On this trip, they saw many wonders of the earth from the time of chaos. Volcanoes were throwing down new lava, folk were going to hot springs, Loki’s sulfur was covering Middle-earth, green valleys were lying before them. The companions were ensorcelling all of these wonders on their palintir, seeing them in the present, preserving them for the future, but that was not to be. Gudrun said again her stave “Whooppee.” And Dan Roryson swore never to become a dragon rider. Gloriana swore a mighty oath never to return to Iceland without Dan the Lucky.

When they returned to the Fjord, Kjartan and Kalf’s trading ship had just come in from Norway. The fellowship bought many goods from it—some cloaks, many ells of cloth, some books, and gifts for their kin in Vinland. Dan the Lucky came into his magic shoes. The Fellowship meet Strider at the Green Dragon and that famous ganger provided new direction for the cloak of invisibility. There the fellowship were equipped with new runes which would protect them as they moved into new districts in their travels on Hringvegur.

Chapter 7

The fellows fare now into the northeast quarter of Iceland contending there with many forces of Loki and battling with his servants. Early, they are searching for their palantir and word warring over who last possessed it, but Loki the trickster has sent a thief to wrest it from the fellowship. The triple Gs have captured on the palantir some secret rites of Loki, who must repossess them to weave his own fate. His revenges against the fellowship will be terrible.

They come now to the hot spring near Myvatn where the triple Gs bathe and weave the fates of many, but Loki eggs on the troll wives there to heat the cauldron, and boil the water, and sap the strength of those wise women. They are forced to flee the spring and the consequences are the second great travail of the northeast firthing.

Now to speak more of Guthrun. She was of the kin of Vinland cayotes, great tricksters of the native Vinlanders. Folk sometimes called her Guthrun Cayote because of her cleverness. She spoke often with gods and spirits and has the power to cast great spells, but also the inclination

to do many tricks and speak many poems and staves. Guthrun Laxdaela is 25 times removed the great grandmother of Guthrun Cayote. Guthrun Gunnhildsdaughter and Dan the lucky were often in word war with each other, and she declared him Dan the Not-best, but also called him Dan culbanth. Gunnhildur wondered what revenge he might wreck on her for her insults, but he bides.

Guthrun Cayote plans now her revenge on Loki trickster. She rides Milmurnir to the quarter thing and goes to the law rock and accuses him of thievery of the palantir and of the many seeings recorded there, most precious to the Fellowship. She names her witnesses and asks the Thing to sentence Loki to greater outlawry and to banish him from Iceland. She is the youngest ever to have gotten such a sentence at the quarterthing. Many say that she might be the greatest seer of her generation.

Tangnjost and Tangrisner now hunger, and Dan the Chariot Driver begins a mighty drive to a green pasture. The memory of that will long be celebrated in poem and song like the hunt of the three companions, Aragorn, Gimle, and Legolas in the Middle-earth sagas.

Loki now sends a frost giant to bargain with the fellowship. Driving a huge Middle-earth wrecker, that giant intercepts them and tries to steal time from Gloriana the Deepminded, but she thwarts him and forces him to provide the companions with many powerful tokens. Dan the Lucky acquires his Culbanth; he is the foster son of Roger Ganger. Dan wears also the ring of Barahir from his kin the Feanorsons. In Ragnarok, Dan will be able to wield Mjolnir against the Fenris wolf.

Gunnhildur acquires there a purse of arts, allowing her always to be creating new images and songs and stories and staves for all of Middle-earth. She puts that into her golden bag, which is the sister to that bag of Hermione from the Harry Pottersaga. Many tokens and tricks come in and out of that bag in this saga, and she will use it in the last battle.

Gloriana Glensdaughter sheds blood to win a palantir from Loki giantson and that was the third sorrow of the Northeast firthing. Gunhilldur will pull forth the medicines of Jon the mighty from the goldenbag to heal her. Gloriana bargains with the frost giant for the fairskinned book which holds now the arts of the Skallagrimdaughters. Gloriana's first scholarly saga comments on the saga of Hrafnkatla Freysgothi, which is a story of the Northeast firthing.

The triple Gs now wear their rose colored clothing to feast on gillemot and reindeer and wolf's mead and to wage a word war with Dan Culbanth, who now leads in the game of stones and points 14 to 13. And Guthrun Cayote spoke this stave "whooppee."

Chapter 8

Great was the faring of the companions in the southeast firthing. Now Dan was a shape shifter and a mighty evening wolf like Beorn from hobbit saga. In his prowling now, he meets Romulus and Remus From near micklegard. Those travelers racing along Hringvegur clockwise, having

come many leagues in search of mead. They swap many stories of their magic and of their adventures on the Hringvegur. Some said that Dan was the most impatient man in Iceland, especially in his faring, but others said when there was man matching, he was the most impatient man in Middle-earth.

They stop at Diupvogul, where Jon the mighty ruled the trading of herbs. There Dan the impatient saw with the egilstatir palantir the game field of the Vinland law speaker Michael, friend of Gloriana Glensdaughter, gothi in danstathir.

The companions were lucky in their fjord faring. Thor's goats carry them quickly with the wind pulling on the reins. They passed the mighty fortress of Gondor and the Eru granted them the music of the Ainur as told of in the Silmarillion. Magnificent mountains were on their right, the endless sea on their left, hundreds of swans bobbed in the fjord, and fields of flowers bloomed under their feet, as seen in the Eigla palantir. Dan the Impatient spoke of his great sea longing, Othin sent his reindeer to lead them on.

Now to tell of the homecoming of Gunnhildur, Guthrun's daughter, Guthrun's mother to Hofn. That wicked filter that had terrified Gunnhildur in her youth had been turned to stone: no longer would it terrify the virgins of the east firthing. The hearty herb trading of Jon and Guthrun Gunnhildur's mother/father stand still healing the folk of Hofn, and that was a mighty deed and long remembered. The triple Gs bathe now in a new hot spring, where Guthrun rides a lobster and a flounder.

Gunnhildur Fosterer now combs out her hair and all saw that it was long and red, like that of Melkorka Laxdaela. Dan eats the greatest of sandwiches in the stead of that Gunnhildur companion who was praised for his sewing in their youth. Laughing and joking, the companions fare on jumping rivers, climbing mountain passes, and crossing plains of grain.

As foreseen by Dan, they come now to a harbor where they meet Gunnhildur's cousin who is leading a party on the Hringvegur. Wonderful and laughter filled was the greeting of these Skallagrimdaughters. There the companions take ship to greet icebergs, one carved by a skallagrimson. Guthrun Gunnhildur's daughter now devours a thousand-year-old clacker, and that was not the end of her clacker-eating either.

Frey, carrying a small hammer, laughs with the companions. He wields now that mighty sword with which Beowulf slew Grendel's mother. From it he feeds Dan drops of ensorcelled water making Dan now the greatest bard in Iceland and opening to him the Bifrost. In his mortal disguise Frey is as handsome as that Bolli Bolluson who sat in the hot spring with Guthrun of old and will sit there again, if the gods permit it.

The companions now stay in crowded hostel beside the glacier. Loki returns from exile stealing now the evening glasses of Gloriana, sagawriter, the damagi, and the saga writing pen told of in Harrypottersaga. In his hubris, impatience, and mischief making, Dan Roryson had summoned

him. Gloriana, gothi of Danstaethi, erupts like a volcano, and the fellowship abruptly flees from that Lokiplace.

Chapter 9

Dan the lucky now drives the Goat chariot down the mountainside next to the mighty glaciers trodding slowly down to the sea. They stop to feed Tangriser and Tangjost. The Allfather, speaks with Gunnhildur Fosterer, about feeding Shadowfax, loaned to him by Gandalf Greyhame. Othin chastens his companion Loki and restores the lost gifts. His ravens Hugin and Muthin appear to guide the companions as the reindeer had the day before.

As they fare on, Othin inspires them to create a company to assist others needing guiding, guarding, grooming, greeting, grinding, goading, and grinning in their travels. Such is often the fostering provided by the fifth quarter thing at Carnegie Mellon, whose talents as traders and lawspeakers are often backed with the perspiration of measuring combined with the inspiration of the Muses. The ballad of Elizabeth Reed floats through the aether towards the creation of a perfect company.

Recently arrived from Norway is the trading ship Vikurpjon where the companions find many gifts for their friends. The Shamoses are remembered in their new kin, the Skallagrim kin are clothed, Gloriana finds her golden hair. Othin now blesses his children with new and powerful tokens—rings, helmets, armor, magic, poetry, and laughter.

Dan drives their goats forward to the hot springs for the triple Gs to bathe. There, Guthrun rides the great Sand Worm of the Dunesaga, as told by Frank Herbert and his son Brian Herbertson and his saga wriiting friend. Those long stories tell many fine adventures of Middle-earth as it might have been. Here, in the southwest firth, they see the sworn brother of Roger Ganger and question whether they are fated for more meetings with that stranger in Njal and Gunnar's district.

At long last Guthrun and Dan come into their horses, kin of those in the Middle-earth. Guthrun loves a goldenhorse, like that Trigger, from the Vinland sagas of Roy Rogers, Dale Evans, and the sons of the Pioneers. Dan rides a horse of Rohan, granted him by Theoden, uncle of Eomer and Eowyn, kin of Gloriana the deep minded. Guthrun's goldenhorse will come into other sagas of Guthrun and will come always when she calls, bearing her all around Iceland, and carrying her through many adventures. Always in the riding of Guthrun, the spirit of Alexandra, Rogersdaughter, talented horsewoman, travels with her and protects that half-elven daughter of Gunnhildur from trolls, and dwarves, and other Loki friends. The parting of Guthrun from the goldenhorse is filled with sorrow and tears, but those two beloved friends will meet again within the circles of the world.

Gloriana the deepminded now dreams that a fly plagues her, and she recalls this verse from the Vinland poet Emily Dickinson:

I heard a Fly Buzz—when I died—
The Stillness in the Room
Was like the Stillness in the Air—
Between the Heaves of Storm

Othin's brother Zeus sends a family of swans to lead the company in their exploration of Njals land. The swans are seven in their number in accordance with the great mysteries, the seven wonders of the ancient world, the seven wonders of the modern world, the seven deadly sins, the seven brides for seven brothers. They make the three Gs laugh and give Dan the Impatient a lowered brow, even though that Othinson is little kin of the Skallagrims.

Chapter 10

All that day, the companions make a mighty homage to the Njalssaga. Tangjost and Tangriser drive them to Otkelstaethi where those mean handed men insulted Gunnar and began the tale of his killing. Many were the wise counsels of Njal, but more powerful was Gunnar's pride and his fate. The slayers were unworthy sons of Loki and their names live on in infamy. Dan charioteer sports now in his driving. He fords rivers, slides down glaciers, and careens over the flower-filled field. He earns here his nickname Hardrider, from Harald of old, and the triple G yell "whooppee."

Now Dan drives the company to that great rock where Skarphedin, Grim, and Helgi killed their enemies on the river Ranga and where Skarphedin slid down the ice floe to the death of many. They read there of his mighty feat. Guthrun rider and Dan hardrider race up the rock. Loki chastens Dan for his daring, but that Hardrider reaches into Jon the mighty's bag to counteract the spell. Guthrun eats forest berries to strengthen her. She says they were the ripest, and richest, and most delicious forest berries in all of Middle-earth, and the most infused with magic.

The fellowships rides now to Gunnarstaethi, where later and lesser men have now built a church. That was not a worthy monument for that mighty man. Gloriana the deep minded reads there the tale of Gunnar's death, of Hallgerth's shame, and of Rannveig's wisdom. Indeed, all Othin's daughters would have given more land to spare the life of that famous, generous, heroic man. If only he had kept his blood safely in his brain, then he would have lived to old age, but ever are men driven by their lust and hubris through all the past, in the present, and into time. Women are wiser, sometimes.

The companions fare now to Bergthorsvoll: she was a wise woman. Dan, fostered for many years by Gloriana, reads of the burning, one of the most shameful stories of Iceland, if not of all of Middle-earth. The sagawriters made of that evil many stories and songs, which weave through other sagas and poems. Bergthora and their kin are remembered and retold in the Tolkiensaga and many other worthy works. Gloriana Glensdaughter first earned her renown by writing this in her saga *Tolkien's Cauldron*, magically open for all the world's children to read.

Gloriana battles now on the side of the gods in that great struggle against the authors guild prodded on by Loki, and all his companions—the frost giants, wolves, serpents, trolls, Skamellkin, and other forces of the dark lord. Her words, ruled by that Dave, who lays down the law in Vinland, giving her only four sentences for her defense and requiring blood payment to unlock Smaug's word hoard, are few and can be read by all the children of all the gods on this day and into the time of Ragnarok and the regeneration. Her companion Dan the Lucky was beside her on that day, and he fostered her in her speaking as Othin smiled down on their work. For that magnificent weaver of word, the greatest maker of poetry, the author of story and song power wishes that the words be free so that all children may learn and grow and prosper. And all the gods wish that also so that their wisdom can lead their kin to a better way of life. Shirley, a priest of the white Christ, a woman wise as Bergthora, the fosterer of Gloriana, says that all our lives are prayers to God, and this work is a prayer of Gloriana for the healing of the world.

Now the triple G go to the hot springs at Hella where Guthrun rides a whale. It took her seven tries to mount that troublesome beast and he bore her riding for a short time only. She rode then a small wyrm, red in its color, and that went on as long as she pleased. Quickly then, she rode two other mighty serpents, saying over and over her stave "Whooppee." Radagast sends two hawks to show the heroes on their way as they ride on to Thingvellir. Dan, also known as the Hawkster, would harness them for his chariot, but Othin prevents it.

The wisdom of Njalsaga is deep. The companions have only slid across its surface. Each will remember long this day and will delve again and again into the wisdom of that tale, for from story, folk learn much of the wisdom of this world, of the pain caused by wickedness, of the will of all gods about kindness to others. And the companions say Amen.

Chapter 11

The fellowship fares now to Thingvellir, magnificent monument to democracy from the year 930. Their journey takes not so long as that of Hrafenkel, Njal, Gunnar, Aud the deepminded, and Guthrun of old. Gunhilldur and Dan see the booths, the law rock, the assembly benches, where Dan did and does and will counsel gothi. The spirit of Thingvellir, of the rule of law, spreads now over all of Middle-earth. Would that it might spread more quickly.

Loki magic rules the day's events. That mischievous one causes many tokens to appear and others to be left behind for further confusion. In Vinland, Loki's work necessitates a horrific race from eagle to eagle, only then to stop time and create delay. All world goods are lost in Danstaethir until Othin commands their return. Time runs on, despite the companions' desire to stop it.

The fellowship feasts together at Norukrain where Bothvar Gunnarson, gothi of Vikingaheimur, joins them. In celebration of the fellowship circumnavigation, he plays his magic flute, his nose flute, and other instruments. The bard sings, Guthrun dances, and Dan becomes

Heithursvikingur, a soldier of the Viking army. Great was the laughter of all the company. Dan Roryson eats meat from a beached whale, and Bothvar says this stave, "I ate whale meat and it sucks."

The parting sorrows well up. Mighty were the farewell hugs and tears of Guthrun rider and the words of Gunnhildur Fosterer. Guthrun said no more her stave "whooppee." As that wizard, Gandalf the white says "Not all tears are an evil." Better to have company on the road home as Dan the impatient and Gloriana the deep minded do. Their game of tables ends with Dan the Lucky winning by 35 to 28. Oaths are taken to return to Iceland, to ride her roads again, to remember and recite the sagas and stories, and to feast once more in Iceland's hallowed halls.

And here I end the saga of the Fellowship of the Ring Road.

Notes

1.1 Unlike the famed "Notion Club Papers" of J.R.R. Tolkien, this saga was created on an iPad and has been in the care of the heirs of the sagawriter, who is thought to be Gloriana St. Clair, Dean of University Libraries at Carnegie Mellon University. Her companions are widely believed to have been her students Dan Ryan, Gunnhildur Jonsdaughter, and Gunhilldur's daughter Guthrun. St. Clair took many trips to Iceland, but this work seems to have derived from a trip taken in July 2012. The details of ancestry in the first paragraph parallel St. Clair's own. Her family name was Strange, a family descended from Baron le Strange with correlating physical attributes. She had been married three times, but had been the beloved companion of Roger Sorrells who appears in this work as Roger Ganger.

1.2 Internal documentary evidence suggests with a probability of 99.9999 that Dan the Lucky is her student and colleague Dan Ryan. They had studied Tolkien together for many years and Dan was her coauthor on works related to the Olive project, a potential home for this work and its affiliates. The reference to the 2012 summer Olympics provides a substantive dating clue as Rory Ryan, Dan's father, was at that time in charge of the computers that kept the show online at NBC.

The saga scholar Bjarni Herjolfson has written that the references to concealed gaze refer to Dan's habit of wearing sunglasses. Authorities differ on whether he was farsighted or not.

1.3 Herjolfson also thinks that the goat Chariot was in fact a four wheel drive Toyota.

1.4 The Icelandic commentator Bergthora Skallagrimsdaughter identifies Gunnhildur and her daughter Gudrun as these two characters. Gunnhildur was in the summer of 2012 between projects and could have undertaken this trip.

1.5 Skallagrimsdaughter thinks that the details about Guthrun match those of the early life of Guthrun Gunnhildursdaughter.

2.1 Scholars generally agree that these details reflect the life of Roger Sorrells and his daughter Alexandra, who was killed by a drunk driver at age 20. The quote is thought to be from Sorrells' friend Hal Manzke. The shaking sickness is very likely Parkinson's disease. The final quote appears to echo Bergthora's words to the burners in Njalssaga.

2.2 Michael Coder, a close companion of Dan the Lucky, argues compellingly that these observations reflect Dan's involvement with the online game Utopia, but Dan's companions there have not verified the reference.

3.1 Herjolfson thinks that Sleipnir is Gloriana's playful reference to her 3 wheeled GoGo scooter, which proved to be inadequate to traverse the raised door sills and gravel pathways of Iceland.

3.2 These details seem consistent with their staying at the Blue Lagoon Clinic and taking the path over to the Blue Lagoon proper. The path has wooden bridges.

3.3 Coder thinks that the lightening reference may refer to difficulties in porting their electronic equipment into Iceland's different wattage. Perhaps something electronic blew out.

3.4 This paragraph remains a mystery.

3.5, 3.6 Photographs confirm that Dan and Gloriana visited Viking world and met there Bothvar Gunnarson. The shop Viking Loft did close in the summer of 2012 and the companions search for Viking dress was thwarted.

4.1 Loki's mischief is a major factor in the saga. Scholars disagree on the relative influence of luck, fate, divine intervention, and poor judgment in many of these incidents.

4.2 The identity of the sculptor is still being debated, but the photographic evidence suggests that it was ...

4.3 This poem came down through Gloriana's ancestry from her mother Doris Simsdaughter. If the video were ever made, it has been lost.

4.4 According to Coder, Ryan was an expert driver, both farsighted and lucky.

5.1 The game alluded to appears to be tables, or backgammon. Several sets were bequeathed by Gloriana, but it is also possible they were playing on one of their computer devices.

5.2 Coder notes that Ryan suffered from migraine.

5.3 Photographic evidence corroborates these statements.

6.1 Skallagrimsdughter believes that many of the references to Guthrun riding actually reflect water slides at swimming pools. Gloriana quotes the fool in King Lear.

6.2 Gloriana is here quoting the witches in MacBeth and alluding to Robert Graves' works, which she knew very well. Graves argues that the indigenous worship of the earth goddess in her three forms was more intuitive than the worship of the sky gods (Othin, Jupiter, Zeus) that tried to supplant it.

6.3 Coder remembers that Ryan was proficient at Skyrim. This puzzling incident, according to Herjolfson, may refer to a flight from Akureyri over central evidence. Photographic evidence is lacking for that theory.

6.4 The noted photographer Charlee Professor has studied the sequence of the photographic trove and notes the appearance on many new garments after Akureyri. Kjartan and Kalf from Laxdaela do bring a shipload of goods from Norway. Included in their cargo was the fated golden headdress.

7 Pam Vestry, a long time and close companion of Gloriana, believes that most of the incidents in this chapter are consistent with the loss of a camera and the purchase of a new one. The photographic evidence indicates that the fellowship's palantir capabilities moved to one with a superior ability to capture distance images, for instance, the reindeer and the Icelandic swans.

7.3 Guthrun's desire to revenge herself against the Loki's mischief are wholly consistent with the tenor of Icelandic saga.

7.5 The photographic evidence suggests that at some refueling place in the northeast quarter of Iceland, they saw an enormous lava wrecking off land vehicle.

7.6 Bothvar relates that, in this decade, Othin a reindeer had been slain and its hide appropriated to make several items. Among them may be the fairskinned book, the Hermione bag, and the Culbanth. According to legend, the reindeer baby was nursed to a long, happy, and blessed life.

7.9 All scholars agree that the Fellowship often used the riddling phraseology "Is there any?"

8 This chapter appears to relate their adventures in Diupvogul, Eriksstadir, etc. That region was the home of Jon the Mighty.

8.1 This allusion may be to the game of billiards.

8.3 Those familiar with the childhood of Gunnhildur report that one of the companions of her youth was at that time the owner of a restaurant in the area—that restaurant being noted for its sandwiches.

8.7 Gunnhildur of the Skallagrim clan was destined by the laws of long and complex stories to meet one of her kin on the Ring Road. Apparently, that occurred at the glacial lagoon.

8.8 The photographic evidence on this encounter between Dan the lucky and Frey, who has a miniature version of Thor's hammer, is particularly high in quality and quantity.

9.1 This encounter with the Allfather is a brief but healing one. The photographic evidence shows him as a motorcyclist. Gunnhildur recalled in later life that he was speaking French. Like the sworn brother of Roger, referenced below, the fellowship continued to watch for his reappearance.

9.3 Gloriana's goldenhair was another famous artifact. Although she loved it dearly, neither Dan the lucky nor Gunnhildur really approved of it. Thus, the goldenhair has moved into the land of legend.

9.5 As in many great stories, the horses were a much anticipated and much sung of episode. Gudrun rider's dreams were fulfilled and she plans again for other encounters with her horse friend. Dan the impatient was impatient.

9.6-7 These may have occurred at the hotel Ranga. The photographic evidence for the family of eight Iceland swans is strong.

10 According to Pam Vestry, the essence of the trip was for Gloriana to experience again the power of the Njalsaga. With many directions from the Gudrun collective, the companions were able to visit several places where incidents in that story took place. There they read the story and remembered its power.

10.4 The Shirley mentioned here, most scholars think, was that Shirley Andrews, a guide and director for Gloriana for many years.

10.5 Authorities believe that this purple passage recounts the work that Gloriana and Dan had done in a legal case during the spring and early summer of 2012. Gloriana was a well known advocate for all causes related to bringing information to the web. That was her passion and one of her legacies.

11 Most scholars think that the reappearance of Bothvar creates a fitting end to this saga, giving it a pleasing artistic arc. His talents in music, in discourse, and in magic are well known. Many magical worlds are referenced in this work and in them, the companions would return to Iceland to feast again together and to have more adventures.

The creators of this work of community art are Gudrun Hilmarsdottir, Gunnhildur Jonsdottir, Daniel Ryan, and Gloriana St. Clair. The circumnavigation began on 21 July 2012, and ended on 31 July 2012. This work is available under a creative commons license. Please use if for your

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