2025/11/11 16:42 1/2 Ezekiel 7:11

Ezekiel 7:11

Hebrew	הָחָמֵס קָם לְמַפֵּה רֻשַּׁע לֹא מֵהֶׁם וְלָא מֵהַמוֹנֵם וְלָא מֶהֶמֵהֶם וְלֹא לָהַ בְּהֶם
ESV	Violence has grown up into a rod of wickedness. None of them shall remain, nor their abundance, nor their wealth; neither shall there be preeminence among them.
NIV	Violence has grown into a rod to punish wickedness; none of the people will be left, none of that crowd-no wealth, nothing of value.
NLT	Their violence has grown into a rod that will beat them for their wickedness. None of these proud and wicked people will survive. All their wealth and prestige will be swept away.
LXX	καὶplugin-autotooltip_default plugin-autotooltip_bigκαί
	greek
	Meaning
	* And * Also * Both * Even * Too * So
	ls a conjunction that connects single words or terms or sentences. IT is most frequently translated as "and" συντρίψει στήριγμα ἀνόμου καὶplugin-autotooltip_default plugin-autotooltip_bigκαί
	greek
	Meaning
	* And * Also * Both * Even * Too * So
	Is a conjunction that connects single words or terms or sentences. IT is most frequently translated as "and" οὐ μετὰ θορύβου οὐδὲplugin-autotooltip_default plugin-autotooltip_bigoὐδέ
	greek
	Meaning
	* Not * Nor * Neither * Not even
	A combination of the words οὐ (meaning no) and δέ (meaning however or but). The word οὐδέ adds another negative element to a sentence that already has one. οὐδέ can join words, phrases, or whole clauses. It often functions like English Matthew 6:20John 7:5Romans 3:10 μετὰ σπουδῆς
KJV	Violence is risen up into a rod of wickedness: none of them shall remain, nor of their multitude, nor of any of theirs: neither shall there be wailing for them.

Ezekiel 7:10 ← Ezekiel 7:11 → Ezekiel 7:12

Return to: Home Page \rightarrow Christianity \rightarrow Bible \rightarrow Old Testament \rightarrow Ezekiel \rightarrow Ezekiel 7

Last update: 2025/10/23 00:28

From:

https://groveserver.com/bible/ - BibleWiki

Permanent link:

https://groveserver.com/bible/doku.php?id=ezekiel_7:11

Last update: 2025/10/23 00:28

