A Brief Note on Pronunciation

Đis ız à sėntëns dëẕïnd tü hėlp ů wiþ prŏnünsëâs̄ħən ïn äl ðë bȯks.

Although, of course, it would be impossible for one to correctly pronounce *Low Dwärvȧn* without actually hearing the gruff words directly from the thick lips of a stout old fellow of that illustrious race, nor would it be possible to correctly intone the lyrically-musical *High Ėlvȧn* speech without spending some many seasons in the Forest in duteous study and practice among the *Star Children* themselves, I will, nevertheless, attempt here to give some direction for those curious enough to wish to pronounce, as closely to the original as possible, the names and foreign words recorded in *The Hero Sagas.*

It may help the reader to think of *Low Dwärvȧn* as something akin to a "Germanic Tongue," with an emphasis on the consonants and guttural tonality, voiced with a deep nasal resonance. (As for example, with *"**NHÖRIN-BHÜRR,**"* the Low Dwärvȧn name for *King Thëżëon the Vengeful*'s great battle axe—*Bone-Cleaver.* The double Rs **RR**\ roll heavily over the tongue, and there is a strong nasal emphasis on the first syllables, [as indicated by the double consonants at the beginning of each word].)

The pitch-accented, more delicate, and lyrical High Ėlvȧn Tongue might, in likewise, be thought of as something of a "Romance Language," more like French, or even like Japanese, with its rich musical cadence and softer smoother consonants. (Take for example, "*Lë Sėrëng-Lëb,*" the *Keen-edged One,* the Ėlvȧn blade presented to *Chämpëän the Valiant* by *Vïtälånëüs Lŏrnälŏn* as a dowry for his daughter, *Ärqüåvëä*. Notice the affinity for long vowels in both High Ėlvȧn words and given names.)

Note: Although almost all *İndrëlëän* words are in their own tongues spelled phonetically, for simplicity's sake, even when this is not the case, all songs, names, spells, and direct quotes found in *Rüneglaive, Rüneguard,* and *Rünehelm,* are presented phonetically to make correct pronunciation as simple and easy as possible. Follow the key below and note that in all languages, including both High Ėlvȧn and Low Dwärvȧn, as recorded herein, *every* letter is pronounced; there are never any silent vowels or consonants. (The exclusive exception is **TH**\ in Low Dwärvȧn words and names, which represents the single character "thorn" \þ\ described below.)

a (â) = c**a**re
ȧ (ă) = **a**t
ȧü (ʊ) = ab**ou**t
ä (ä) = f**a**ther
å̇ (ā) = **a**pe
e (ê) = s**e**t
ė (ĕ) = **e**ver
ë (ə) = n**e**farious
e̊ (ē) = **ee**l
ı (ĭ) = f**i**t
i (ĭ) = **i**n
ï (î) = p**ie**r
i̊ (ī) = **I**

o (ŏ) = **o**n
ȯ (ŏ) = h**o**t
ȯȯ (o͝o) = t**oo**k
ö (ô) = **o**r
öö (œ) = sch**ö**n
o̊ (ō) = **o**pen
o̊ë (ɔɪ) = b**oy**
u (û) = b**u**rn
u̇ (ŭ) = **u**p
ü (o͞o) = fr**u**gal
ů (ū) = **u**nion
ẏ (y) = **y**es
ÿ (ȳ) = **wi**ne

Pronunciation of the Rünic Cirth

In *Rüneglaive*, *Rüneguard*, and *Rünehelm*, the original mono-phonemic *Rünic cirth* characters used by *Zôrwınd the Silver* to record the events in İndrël leading up to the end of the *Fifth Age of Man* are quit similar in appearance to both the *Elder Futhark runes* (used from 100 BCE–1300 AD by the Germanic tribes of Europe) as well as the *Angerthas Moria cirth* copied by J.R.R. Tolkien in his translations of the *Middle Earth* texts. The surprising similarity between some of the characters is thought by many linguistic archaeologists of ancient writing systems to be the result of a common origin, although now lost to us in the mists of antiquity. The earliest extant examples from Europe, Middle Earth, and İndrël were no doubt used by culturally different, genealogically distinct, and geographically distant kindreds; but because of their general similarity and probable common etymology, and in order to prevent as much confusion as is possible for readers of both *The Lord of the Rings* and *The Hero Sagas*, I have chosen to adopt, for the most part, the characters used by Tolkien and apply his pronunciations to them, (as very few people still read Futhark runes and only an elite few are currently familiar with the İndrëlëän Rünic cirth).

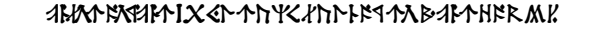
Following are examples of the three different forms:

> ***Futhark runes:*** Here is the sixth strophe of *The Poetic Edda—Sigrdrifumal*, in which the Valkyrie, *Sigdrifa*, (one of Odin's former chosen battlemaidens) gives the mortal, *Sigurth*, secret knowledge concerning runes and their magical significance:
>
> "Sigrúnar þú skaltu kunna,/ef þú vilt sigr hafa,/ok rista á hjalti hjörs,/
> sumar á véttrinum,/sumar á valböstum,/ok nefna tysvar Týr."

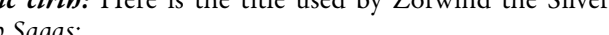
Translated into English the verses read: "Victory Runes should you know/If you want to have victory/carve them upon the sword's hilt/some upon the sheath/some upon the blade/then twice utter the name of Tiwaz." Using Futhark runes, the strophe would be written thus:

ᛊᛁᚷᚱᚢᚾᚨᚱ·ᚦᚢ·ᛋᚲᚨᛚᛏᚢ·ᚲᚢᚾᚾᚨ᛬ᛖᚠ·ᚦᚢ·ᚹᛁᛚᛏ·ᛋᛁᚷᚱ·ᚺᚨᚠᚨ᛬ᚩᚲ·ᚱᛁᛋᛏᚨ·ᚨ·ᚺᛃᚨᛚᛏᛁ·ᚺᛃᚩᚱᛋ᛬
ᛋᚢᛗᚨᚱ·ᚨ·ᚹᛖᛏᛏᚱᛁᚾᚢᛗ᛬ᛋᚢᛗᚨᚱ·ᚨ·ᚹᚨᛚᛒᚩᛋᛏᚢᛗ᛬ᚩᚲ·ᚾᛖᚠᚾᚨ·ᛏᛃᛋᚹᚨᚱ·ᛏᛉ᛬

Angerthas cirth: Here is Bilbo's inscription from the front of *The Lord of the Rings*, which is written with Angerthas of Moria cirth characters:



Rünic cirth: Here is the title used by Zörwınd the Silver for *The Hero Sagas:*



(The two book titles, of course, are modern English translations written with the cirth characters, not actual Middle Earth dwarvish or İndrëlëä n Low Dwärvàn, and are, respectively, written with the English alphabet: "*The Lord of the Rings* translated from the *Red Book*" and "*The Hero Sagas.*")

The Red Book was written by Bilbo, Frodo, and Sam, and was Tolkien's source for his book: *The Lord of the Rings*, while *The Hero Sagas* were translated by Michael Reed McLaughlin from the original texts recorded by Zörwınd the Silver.

Rünic cirth was the oldest extant form of writing still to be found in İndrël during the Fifth Age of Man, with examples predating even the Ancient Skrit developed by Magic Users for the recording of spells and charms. The earliest examples described by Zörwınd were only quantitative lists etched in ivory or on stone tablets, usually recorded vertically from top to bottom and dating from about the Second Age of Ėlves. They were probably records of taxes or trade transactions. It is unknown for certain whether the *Lôrêän* Themselves invented writing and/or Rünic cirth; but Zörwınd believed that it was rather the *Drîad* or the *Elder Ė lves* who initially devised at least this particular form of writing. (It should be noted, however, that both the *Chî-Hô Vänëän Ėlves* and the *High Ėlves* also claim the Rünic cirth as their invention.) Whoever its originators, it is certain that this early form of *line-writing* continued to be used by all of the Ėlves—even after the development of the various forms of *Skrit* writing that came with the invention of ink and parchment—but usually only for engraving in stone or wood.

In both Rünic and Angerthas cirth, separating dots are used instead of spaces between words. These dots are kerned with the preceding character in the original texts from Middle Earth; and in the manuscripts from İndrël the characters themselves are strongly kerned, as well. In both forms of writing, there is usually no distinction between upper and lower case (although capital letters are sometimes generated by doubling

the vertical stems). A phrase break is indicated with a double dot \, while the stronger pause of a sentence break is marked with four dots arranged thus: \. Paragraphs are noted with four dots arranged in this configuration: \, and section breaks are separated with a blank line.

For those who are not familiar with Old English or Icelandic orthography, a few points may help to explain some of the characters used by the Ėlves and Dwärves of Índrël. In Old English (also called Anglo-Saxon) the \th\ sound in the word, "**th**ing," was represented by the single letter \þ\ which was called "thorn." The voiced \th\ sound in the word "**th**at" was represented in Old English by the single letter \ð\, called "eth." Instead of writing "thing," they wrote "þing" in Old English and likewise spelled "that" as "ðat." In the cirth used by the Ėlves of Índrël and the dwarves in Middle Earth, the thorn glyph is \ and eth glyph is \.

In both the Rünic and Angerthas cirth, there are many letters that combine the sounds of two or more English letters. The \ŋ\ sound in the word "si**ng**" is \; and the \ɳ\ sound in "so**ng**" is \. \ represents the \qu\ sound in, "**qu**een." And \ is the Germanic guttural sound of the \h̲\ in "Ba**ch**." \ is a slightly more voiced version–the sound \ḫ\, as in "**H**anukkah." This latter enunciation does not appear in most Western European languages, but does occur in both Low Dwärvàn and in the languages of several of the *Lesser monster races* of Índrël. \ is as \č\ in "**ch**ur**ch**." \ is as \š\ in "**sh**ut." \ is as \ž\ in "mea**s**ure." \ is as \ƀ\ in "**wh**at."

Continental Pentadic numbers have been adapted to represent the digits 0-20 for Rünic cirth, but an Arabic-style place value (as in the system used in English today, where collocations increase exponentially right to left for tens, hundreds, and thousands, etc.) is used to represent numbers larger than 20. For example 1492 would be written: \ while the number 14 might also be represented by the single rüne \.

In the Rünic and Angerthas cirth, linguistic principles are applied to the progression of the symbols from one sound to another (voice, aspiration, et cetera).

Although two cirths do bear a quite close resemblance to the Futhark runes in appearance, as with Tolkien's Angerthas Moria cirth, few of their pronunciations correspond to any of the Futhark runes of the same shape. In the cirth used in both Índrël and Middle Earth, for example, the glyph \ is pronounced like the English letter \b\, though the same

Futhark rune is pronounced like the English letter \r\; \ᛏ\ is the equivalent of \r\ in the cirth, but again equivalent to \t\ in the Futhark.

A table of pronunciation follows:

Rünic cirth	Pronunciation
ᚠ	p
ᚡ	b
ᚢ	f
ᚣ	v
ᚤ	hw [ɧ] (**wh**ale)
ᚥ	m
ᚦ	mb
ᚧ	t
ᚨ	d
ᚩ	th [þ] (**th**in)
ᚪ	dh [ð] (**th**at)
ᚫ	r [ɹ] (**R**ome)
ᚬ	rr [ɾ] (**R**oma)
ᚭ	ch (**ch**in)
ᚮ	j [ʤ] (**J**oe)
ᚯ	sh [š] (**sh**in)
ᚰ	zh [ž] (vi**si**on)
ᚱ	z (**z**ion)
ᚲ	k
ᚳ	g (**g**o)
ᚴ	kh [ẖ] (lo**ch**)
ᚵ	gh [ḫ] (**H**anukkah)
ᚶ	n
ᚷ	kw (**qu**ick)
ᚸ	gw (**Gw**en)
ᚹ	khw [ẖ] (**cr**êpe)
ᚺ	[ʰu] ghw
ᚻ	ngw
ᚼ	nw (**noi**r)
ᚽ	y
ᚾ	rh

Rünic cirth	Pronunciation
ᚿ	l
ᛀ	lh
ᛁ	nd
ᛂ	h
ᛃ	s
ᛄ	[ɲ] (si**ng**)
ᛅ	[ɳ] (so**ng**)
ᛆ	ɪ *or* i (ĭ)
ᛇ	ï (ə)
ᛈ	ı̈ (ī)
ᛉ	hy (**h**uge)
ᛊ	u, u̇ (ŭ)
ᛋ	ü (o͝o)
ᛌ	u̇̈ (ū)
ᛍ	w
ᛎ	e *or* ė (ĕ, ə)
ᛏ	ë (ə)
ᛐ	ė̈ (ē)
ᛑ	a, ȧ (ə, ă)
ᛒ	ä (ä)
ᛓ	ȧ̈ (ā)
ᛔ	o, ȯ (ŏ, o͝o)
ᛕ	ö (œ)
ᛖ	ȯ̈ (ō)
ᛗ	ÿ (ȳ)
ᛘ	e in ‘the’
ᛙ	*
ᛚ	[ᵽ] ps
ᛛ	[ʦ] ts
ᛜ	+h
ᛞ	&

Rünic cirth	Pronunciation
Rünic cirth	Numerals
ᛁ	0
ᛁᛚ	1
ᛁᛚᛚ	2
ᛁᛚᛚᛚ	3
ᛁᛚᛚᛚᛚ	4
ᛁᛚᛚᛚᛚᛚ	5
ᛁᛚᛚᛚᛚᛚᛚ	6
ᛁᛚᛚᛚᛚᛚᛚᛚ	7
ᛁᛚᛚᛚᛚᛚᛚᛚᛚ	8
ᛁᛚᛚᛚᛚᛚᛚᛚᛚᛚ	9

Rünic cirth	Pronunciation
Rünic cirth	Numerals
ᛏ	10
ᛏᛁ	11
ᛏᛁᛁ	12
ᛏᛁᛁᛁ	13
ᛏᛁᛁᛁᛁ	14
ᛏᛁᛁᛁᛁᛁ	15
ᛏᛁᛁᛁᛁᛁᛁ	16
ᛏᛁᛁᛁᛁᛁᛁᛁ	17
ᛏᛁᛁᛁᛁᛁᛁᛁᛁ	18
ᛏᛁᛁᛁᛁᛁᛁᛁᛁᛁ	19
-	20

Pronunciation of the Dwärvic cirth

The Dwärvic cirth recorded by Zȯrwınd in *The Hero Sagas* is again quite similar to a character set already familiar to modern readers. In R. A. Salvatore's Forgotten Realms, the *Dethek cirth* used by dwarves is almost identical in appearance, with a few alterations, to the Dwärvic cirth used by the Low Dwärves of İndrël, as far back as the *First Dwärvän Epoch*. It is no coincidence, of course, that the characters first developed by *Kagär Khäzrrögan* for the recording of his family's history resemble those used later by the dwarves described by Salvatore; the two kindreds are certainly related and share a common ancestry, culture, and language, if not geography. The Dwärvic cirth, from which the Dethek was later derived, is a much older writing system, however, and still retains the early forms developed by Low King Khäzrrögan himself, including being written alternately from top to bottom *or* from left to right depending upon which would be more conducive to the needs of the author.

A long vowel is indicated by a diacritic line under the soft equivalent of the vowel \ ◌̲ \, and umlauted vowels have a dashed diacritic line beneath them\ ◌̳ \. For example, "**NHȮRIN-BHÜRR**," spelled, "ᚼᛏᚦᚢᚼᛁᛈᚱ" in Low Dwärvic cirth, has a long **Ō**\ or \ᛏ\ and a Germanic-like **Ü**\ or \ᛈ\. The two vowels have, respectively, a solid and a dashed diacritic line under the usual symbols for **O**\ and **U**\—the symbols \ᛏ\ and \ᛈ\. Notice that the two **H**'s\ useful for pronunciation in English, are not written down in Low Dwärvän. This is because the aspirated nasal pronunciation of the initial consonants in many Dwärvän words and compound words is understood. The double-Rs **RR**\ or \ᚱ\, indicating that they should be trilled, is represented by the rüne for an **R**\, the \ᚦ\, with a solid diacritic under it, \ ◌̲ \. Also note that the addition of an **H**\ after certain consonants such as after the **K**\ in "**KHWÄGÈN**, the Low Dwärvän word for "Dwärf" (which is represented with rüne \ᚴ\), is another instance of indicating the aspirated nasal enunciation of many Dwärvän consonants; thus the word is pronounced (k^h·wā′gən) and not (kwā′gən). This is most readily discernable by the instance of three consonants in a row; but in words in which it would be more confusing than helpful, such as, "**TȮR**," which is Low Dwärvän for "lord," the **H**\ is usually left out of the English spelling entirely (as it might be confused with a thorn or an eth), even though it is pronounced (t^h·ōr).

Again, as in Old English, the two \th\ sounds: thorn \þ\ and eth \ð\, have single character representations in the Dwärvic cirth. Thorn is \ᚹ\,

and eth is \𐑞\. Therefore, "thing," would be spelled, "𐑔𐑦𐑙," and, "that," would be spelled, "𐑞𐑨𐑑." (Notice that the \ŋ\ sound in "thing" is also again only one character \𐑙\.)
A table of pronunciation follows:

Dwärvic cirth	Pronunciation
	P
	B
	F
	V
	M
	T
	D
	TH [þ] (**th**in)
	DH [ð] (**th**at)
	R (**R**ome)
	RR (**R**oma)
	CH (**ch**in)
	J [ʤ] (**J**oe)
	SH (**sh**in)
	ZH (vi**s**ion)
	Z (**z**ion)
	X
	K
	KH (lo**ch**)
	G (**g**o)
	N
	KW (**qu**ick)
	GW (**G**wen)
	KHW (**cr**êpe)

Dwärvic cirth	Pronunciation
	LH
	H
	S
	ŋ (si**ng**)
	ŋ (so**ng**)
	I (ĭ)
	Ï (ə)
	Î (ī)
	Y
	Ŷ (Ȳ)
	U, **U̇** (ŭ, o͞o)
	Ü (ü)
	Û (ū)
	W
	WH
	E *or* **Ė** (ĕ)
	Ë (ə)
	Ê (ē)
	A, **Ȧ** (ə, ă)
	Ä (ä)
	Â (ā)
	O, **Ȯ** (ŏ, o͞o)
	Ö (œ)
	Ô (ō)

Dwärvic cirth	Numerals
𝍠	0
𝍡	1
𝍢	2
𝍣	3
𝍤	4

Dwärvic cirth	Numerals
𝍥	5
𝍦	6
𝍧	7
𝍨	8
𝍩	9

Pronunciations of the Skrit

There are three forms of Skrit used in *Rüneglaive* and the other translations of Zȯrwınd the Silver's histories: Ancient Skrit, Middle Skrit, and Modern Skrit. Here, the wizened wizard recorded parts of his history in characters very different from those found in the works describing Middle Earth. Much closer to being a precursor to Sanskrit (an invention attributed to the Indian goddess *Sarasvati*), some linguists now believe that Sanskrit instead evolved based on the various forms of Skrit found in ancient *İndrĕl*. They speculate that it was possibly seen on ancient scripts and texts that were no longer comprehendible to anyone but served as the impetus for the *idea* of a writing system at all. If this is true, they were certainly reading the characters upside-down, though Sanskrit also developed as a left-to-right system.

Skrit is plural and written with a capital "S" when referring to one of the three Skrit writing systems, while the rünes themselves are called skrits; a single character is a skrit. The Languages of Magic, both Dark and Light, use an entirely phonographic written form of Skrit.

Ancient Skrit or Skrit of the Mägï

As its name implies, *Ancient Skrit* is the oldest form of the Skrit character sets. Originally only used for recording spells and incantation, it is, like all other forms of writing in İndrël, a purely phonetic alphabet system. Being one of the oldest forms of writing known to any of the races, it is likewise the crudest, with only characters for simple consonants and long vowels. It has no representations for *short* or soft vowels and lacks singe symbols for many of the sounds created in English by combining consonants, such as \sh\, \th\, \ch\, and others. Although not the earliest of all the written forms extant to-day, it was most likely developed by the Elder Ė lves and very likely *does* predate the earliest examples of Rünic cirth; (however, usually being written on less durable mediums than either bone or stone, there simply no longer exist any pre-Rünic examples to confirm this hypothesis). Though the creator of this writing system was already unknown, even to the most wise and learned historians in İndrël, even at the time of Zörwınd's writings, the Ancient Skrit characters are sometimes called: the *Letters of Lënälörnälön*, after *Lëbënlänëüs Lörnälön the Father of All Ėlves* . The earliest extant examples come from incantations written down on prehistoric parchment spell scrolls that have survived down through the ages more readily than texts of either history or verse.

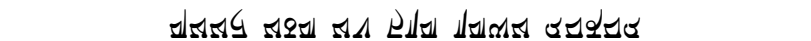
Written exclusively from left to right, Ancient Skrit was simple and concise. There was little punctuation—usually merely line breaks—and no diacritics, quotation marks, or upper and lower character distinctions.

Unlike the modern English Alphabet, in which a single vowel can be pronounced in various ways, it is believed that all Ancient Skrit vowels had only one pronunciation—probably long—although, of course, it is impossible to know this for certain, today. Whether the language itself was as primitive as the method employed for recording it or not, it is thought that vowel combinations did *not* alter the pronunciation of individual vowels. What we do know, is that there were only five vowel glyphs, with an additional glyph for \y\, which was \ᛇ\ and one for the soft \w\, which was \ᛠ\.

When translating English words into Ancient Skrit glyphs, the different modern vowel sounds are, by necessity, created by using the same combinations of the various single vowel characters used in their English spellings, including the customary retaining of silent vowels, etc.; (i.e. a

vowel in this method may be assumed to be *short* but can be made *long* by adding a "silent e" to the end of the word or by doubling the vowel, etc.). The same is true for consonant combinations as stated above.

Ancient Skrit is sometimes used in the İndrëlëä n works translated by Michael Reed McLaughlin to help retain and represent some of the flavor of the original tomes written down by Zörwınd, (though it is usually used to render words which are already Modern English translations of the original manuscripts—that is to say, the characters are those which were used in the original records, but the words are not written in their original languages). For example, on the foot of the title page is an inscription that reads:



which is an indirect translation of the book's subtitle found on the title page of the original tome recorded in Zörwınd's own hand. The characters are Ancient Skrit, and the words are Modern English. When transcribed into our modern alphabet, character for character, they spell out:

Book One of The Hero Sagas

and not:

TÖZÖ ÄNTË TÖ XIL ZÖDËR ÖSKÖSÖ

which would have been a literal translation of the subtitle found on the first page of Zörwınd's record. If written in the Skrit characters of the Language of Magic used by the ancient author (phonographically representing the words as they would have sounded when spoken aloud) the script would have read thus:

Ancient Skrit is often used this way for translations in *The Hero Sagas* because of its simplicity as a character set—there is a one-to-one correlation between the Skrit and the English Alphabet, with only one character for each English consonant or vowel.

A table of pronunciation follows:

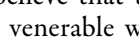
Ancient Skrit	Pronunciation
	p
	b
	f
	v
	m
	t
	d
	r (**R**ome)
	j (**J**oe)
	z
	x
	k

Ancient Skrit	Pronunciation
	g (**g**o)
	n
	l
	h
	s
	ɪ, i, ï, i̇ (ī)
	u, u̇, ü, u̇ (ū)
	w
	y
	e *or* ė, ë, e̊ (ē)
	a, ȧ, ä, å (ā)
	o, ȯ, ö, o̊ (ō)

Middle Skrit

Middle Skrit is a form of writing that evolved from the earlier Ancient Skrit used by the magic users and *sorcerers* of İndrël in their *Languages of Magic*. Adapted by the High Ėlves, the Middle Skrit added several new sounds, including a distinction between hard and soft vowels. It is still considered to be a fairly primitive form of writing, however, since there are only two glyph variations per vowel. Nevertheless, Middle Skrit marked a clear improvement over the limitations of its older form, adding characters for phonemes such as thorn and eth, as well as a few other consonant variations and combinations.

The most significant addition that arrived with the Middle Skrit was the addition of a numbering system. Before that time, all numbers and fractions had to be phonetically spelled out. (The Low Dwärves would insist that it was, in fact, they who first invented the idea and use of numbers. There is literally no physical evidence to support their argument, however, for both written numbers and arithmetic were kept rigorously secret by them for the first many hundreds of years. It was Zörwınd's believe that their claim was a just one, and the author will refer to the venerable wizard's judgment in this matter, relying on his vast personal knowledge on the history of İndrë l and his close acquaintance with Härbör Bråkstön, who most certainly argued persuasively on the behalf of his proud folk.) Certainly it was the Dwärves who first developed mathematics and geometry, for their engineering calculation. Nevertheless, numbers were referred to even in Ancient Skrit texts, (though written out).

The representation of Middle and *Modern* Skrit numbers found in the English translations of Zörwınd's writings are in Arabic base ten equivalents; that is, the age of Hïänthėlüs the Young at the end of the Fifth Age would be written thus: \  \, (which would be: "187 s.f." or one hundred and eighty-seven seasons in the Forest), with a "1", or\ \, in the hundreds position, an "8", \\, in the tens position, and a 7, or \ \, in the ones place.

All of the Skrit forms or *modes* are written from left to right using a pen or brush to create the scrolling characters.

A table of pronunciation follows:

Middle Skrit	Pronunciation
	p
	b
	f
	v
	hw (**wh**ale)
	m
	mb
	t
	d
	th [þ] (**th**in)
	dh [ð] (**th**at)
	r (**R**ome)
	ch [č] (**ch**in)
	j [ʤ] (**J**oe)
	sh [š] (**sh**in)
	zh [ž] (vi**si**on)
	z (**z**ion)
	x

Middle Skrit	Pronunciation
	khw (**cr**êpe)
	ñ
	nw (**noi**r)
	l
	h
	s
	ŋ (si**ng**)
	ɳ (so**ng**)
	ɪ *or* i, ï (ĭ, ə)
	ΐ (ī)
	u, u̇, ü (ŭ, o͞o)
	ΰ (ū)
	w
	e *or* ė, ë (ĕ, ə)
	ë̄ (ē)
	a, ȧ, ä (ə, ă, ä)
	ǟ (ā)
	o, ȯ, ö (ŏ, o͞o, œ)

Middle Skrit	Pronunciation
	k
	q
	g (**g**o)
	kh (lo**ch**)
	gh (**H**anukkah)
	n
	kw (**qu**ick)
□	gw (**Gw**en)

Middle Skrit	Numeration
	0
	1
	2
	3
	4

Middle Skrit	Pronunciation
	ö (ō)
	y
	(ȳ)
	’
	.
	’

Middle Skrit	Numeration
	5
	6
	7
	8
	9

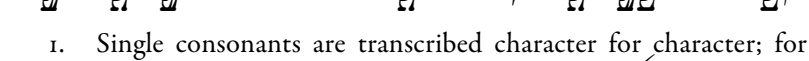
Modern Skrit

As the name implies, Modern Skrit is the most advanced form the Skrit writing systems. Building upon Middle Skrit and the characters added to it, representations were appended for vowel variations in addition to just the long and short pronunciations. For example, added to \a\ (ə)—\ \ and \å\ (å)—\ \ were the variants for \ȧ\ (ȧ)—\ \ and ä (ä)—\ \. Another difference was the stylistic addition of a pronounced right-to-left slant to the characters. But the most striking innovation was the adoption of a second version of each vowel that allowed for placing the glyph below the coda (the consonant that would ordinarily follow it), with its associated diacritic mark (if applicable) placed above the coda's glyph.

For example, "on" would be written *"* as apposed to *"* *"*

Nucleus vowels that are followed by a consonant coda became a sort of elaborate diacritic that could be placed either simply below (in the case of a soft vowel) or above and below the following consonant, however double vowels and diphthongs are handled differently, as described below.

Here are a few simple rules for writing in "Common" with Middle Skrit characters using, as an example, "Whether one cares to see the truth or no, Truth remains the same," written thus:



1. Single consonants are transcribed character for character; for example: \r\ with \\, \n\ with \\, \c\ with \\, etc. (Note: there is no distinction between capital and lower case letters.)
2. Double consonants, such as the \ll\ in "ball" are reduced to a single consonant, with the exception of the **RR**\ in Low Dwärvȧn words, which indicates a special character for the "trilled r", i.e. \ṛ\ rather than \\.
3. Single vowels that do not have a letter that follow them (either one-letter words or vowels at the ends of words) are written normally; i.e., "to" and "no," \\ and \\, respectively.
4. Single vowels with a consonant that follows them become diacritics written below the consonant, with the vowel variation

diacritic written above. Here the \ü\ or \ \ (normally \ \) is written above and below the \n\ or \ \ thus: \ \.

5. The "silent e," as for example in "on**e**" and "sam**e**," is a dropped, since words are spelled phonetically in Modern Skrit.

6. Two vowel monophthongs, such as the \ai\ in "rem**ai**ns" is pronounced as a single long "ä" \ā\ or \ \, so this pure vowel is written thus: \ \, above the \n\ that follows it. The same is the case for vowel doubling (or two identical vowels together), such as \ee\ in "see." Here, one glyph is used \ \, and it follows the \s\, thus: \ \.

7. When a word has two (or more) dissimilar vowels together that are both (or all) sounded (diphthongs, triphthongs, etc.), such as the Common Language diphthong "boy" (bɔɪ), the first vowel is written as usual, with the second written beside it or below (and above) the following coda, such as in "boys" \ \. İndrëlëän words, especially the Ėlvàn Tongues, often have doubled, triple, even quadruple vowels, and each is always pronounced; i.e., "*Öëä,"* the High Ėlvàn words for "eyes," written \ \.

8. To make a noun possessive, (singular or plural, as with, "Hero**es'**," where the \es\ is pluralizing), the possessive diacritic \ \ is inscribed after the \s\ \ \.

9. Note: unlike the Cirth translations and transcriptions using the later forms of Skrit that take into account various vowel and consonant variations in pronunciation, transcriptions done with Ancient Skrit characters are literal character-for-character substitutions for corresponding Roman letters and not phonetic substitutions, (e.g., \of\ is \ \ and not \ \ [\uv\]).

A table of pronunciation follows:

Modern Skrit	Pronunciation
	p
	b
	f
	v
	hw (**wh**ale)
	m
	mb
	t
	d
	th [þ] (**th**in)
	dh [ð] (**th**at)
	r (**R**ome)
	rr (**R**oma)
	ch (**ch**in)

Modern Skrit	Pronunciation
	rh
	l
	lh
	nd
	h
	s
	ɲ (si**ng**)
	ɳ (so**ng**)
or	i (ĭ)
or	ɪ (ĭ)
or	ï (ə)
or	ï̆ (ī)
or	u (ŭ)
or	u̇ (ŭ)

Modern Skrit	Pronunciation
	j [ʤ] (**J**oe)
	sh (**sh**in)
	zh (vi**si**on)
	z
	k
	qu
	g (**g**o)
	kh (lo**ch**)
	gh (**H**anukkah)
	n
	kw (**qu**ick)
	gw (**Gw**en)
	khw (**cr**êpe)
	ghw

Modern Skrit	Pronunciation
or	ü (o͞o)
or	ů (ū)
	w (**w**in)
	wh (**wh**en)
	y
or	ÿ̊ (ȳ)
or	e (ĕ)
or	ė (ĕ)
or	ë (ə)
or	ë̊ (ē)
or	a (ə)
or	ȧ (ă)
or	ä (ä)
or	å (ā)

Modern Skrit	Pronunciation
	ngw
	ñ
	nw (**noi**r)
	’
	;
	:
	.

Modern Skrit	Numeration
	0
	1
	2
	3
	4

Modern Skrit	Pronunciation
or	o (ŏ)
or	ȯ (o͝o)
or	ö (œ)
or	ȫ (ō)
	&
	()
	!

Modern Skrit	Numeration
	5
	6
	7
	8
	9

Combined Character Map

Pronunciation	glyph	Dwarvicarth	Modern Skrit	Middle Skrit	Ancient Skrit	Runic ārth
l						
lh	ł					
nd	ŋ					
h	h					
s	s					
ɲ (sing)	ɲ					
ɳ (song)	ɳ					
nj [ɳ] (binge)	ɳ					
ɪ (ĭ)	I *or* iR		*or*			
i (ĭ)	İ *or* iR		*or*			
ï (ə)	Ï *or* ïR		*or*			
ĭ̈ (ĭ)	Î *or* îR		*or*			
hy (huge)						

Pronunciation	glyph	Dwarvicarth	Modern Skrit	Middle Skrit	Ancient Skrit	Runic ārth
p	p					
b	b					
f	f					
v	v					
hw [ɦ] (whale)	ɦ					
m	m					
mb	ɯ					
t	t					
d	d					
th [þ] (thin)	þ					
dh [ð] (that)	ð					
r (Rome)	r					
rr (Roma)	ɾ					

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwärvic cirth	glyph	Pronunciation
ᚳ		ᚳ	ᚳ	ᚳ	č	ch (**ch**in)
ᚴ	ᚴ	ᚴ	ᚴ	ᚴ	ʤ	j [ʤ] (**J**oe)
ᚵ		ᚵ	ᚵ	ᚵ	š	sh (**sh**in)
ᚶ		ᚶ	ᚶ	ᚶ	ž	zh (vi**si**on)
ᚷ	ᚷ	ᚷ	ᚷ	ᚷ	z	z (**z**ion)
ᚸ	ᚸ	ᚸ	ᚸ	ᚸ	x	x
ᚹ	ᚹ	ᚹ	ᚹ	ᚹ	k	k
	ᚺ	ᚺ	ᚺ		q	q
ᚻ	ᚻ	ᚻ	ᚻ	ᚻ	g	g (**g**o)
ᚼ		ᚼ	ᚼ	ᚼ	ḫ	kh [ḫ] (lo**ch**)
ᚽ		ᚽ	ᚽ		ḫ	gh (**H**anukkah)
ᚾ	ᚾ	ᚾ	ᚾ	ᚾ	n	n
ᚿ		ᚿ	ᚿ	ᚿ	q	kw (**qu**ick)
ᛀ		ᛀ	ᛀ	ᛀ	ǧ	gw (**Gw**en)

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwärvic cirth	glyph	Pronunciation
ᛁ		ᛁ	ᛁ or ᛁ	ᛁ	U *or* uR	u (u̇)
			ᛁ or ᛁ		U̇ *or* u̇R	u̇ (u̇)
ᛂ			ᛂ or ᛂ	ᛂ	Ü *or* üR	ü (ü)
ᛃ	ᛃ	ᛃ	ᛃ or ᛃ	ᛃ	Ů *or* ůR	ů (ů)
ᛄ	ᛄ	ᛄ	ᛄ	ᛄ	W	w (**w**in)
			ᛄ or ᛄ	ᛄ	Ŵ *or* ŵR	wh [ŵ] (**wh**en)
ᛅ		ᛅ	ᛅ or ᛅ	ᛅ	E *or* eR	e (ė)
			ᛅ or ᛅ	ᛅ	Ė *or* ėR	ė (ė)
ᛆ			ᛆ or ᛆ	ᛆ	Ë *or* ëR	ë (ə)
ᛇ	ᛇ	ᛇ	ᛇ or ᛇ	ᛇ	Ë̇ *or* ë̇R	ë̇ (ë̇)
ᛈ		ᛈ	ᛈ or ᛈ	ᛈ	A *or* aR	a (ə)
			ᛈ or ᛈ		Ȧ *or* ȧR	ȧ (ȧ)
ᛉ			ᛉ or ᛉ	ᛉ	Ä *or* äR	ä (ä)
ᛊ	ᛊ	ᛊ	ᛊ or ᛊ	ᛊ	Å *or* åR	å (å)

Pronunciation	glyph	Dwarric cirth	Modern Skrit	Middle Skrit	Ancient Skrit	Runic cirth
o (ȯ)	O *or* oR	+				
ȯ (o͞o)	Ȯ *or* ȯR					
ö (œ)	Ö *or* öR	±				
ő (ő)	Ő *or* őR	±				
y (y)	Y *or* yR	⊢				
ẏ	Ẏ *or* ẏR	⊢				
ÿ (ȳ)	Ÿ *or* ÿR	⊨				
ps (ƥ)	ƥ					
ts (ʦ)	ʦ					
+h	|					
()	( )	[ ]				
&	&					

Pronunciation	glyph	Dwarric cirth	Modern Skrit	Middle Skrit	Ancient Skrit	Runic cirth
khw [ħ] (**crêpe**)	ħ					
[ʜu] ghw	ʜu					
ngw	ɣ					
ñ	ñ					
nw (**noir**)	ɳ					
,						
;						
[:]/[–]						
.						
!						
¶		–				
rh	ŕ					

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwärvic cirth	glyph	Pronunciation
𐌉		𐌋	𐌋	𐌏		0
𐌊		𐌋	𐌋	𐌐		1
𐌋		𐌋	𐌋	𐌑		2
𐌌		𐌋	𐌋	𐌒		3
𐌍		𐌋	𐌋	𐌓		4
𐌎		𐌋	𐌋	𐌔		5
𐌏		𐌋	𐌋	𐌕		6
𐌐		𐌋	𐌋	𐌖		7
𐌑		𐌋	𐌋	𐌗		8
𐌒		𐌋	𐌋	𐌘		9

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwärvic cirth	glyph	Pronunciation
𐌓						10
𐌔						11
𐌕						12
𐌖						13
𐌗						14
𐌘						15
𐌙						16
𐌚						17
𐌛						18
𐌜						19
𐌝						20