

## Appendix A

## A Brief Note on Pronunciation

Dis iz à séntëns dêzînd tü hêlp ù wiþ prônünsëâSHən in äll ðë bôks.

Although, of course, it would be impossible for one to correctly pronounce *Low Dwarvan* 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 Elvan* 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 Dwarvan 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 Dwarvan name for King Thêzêon 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 Elvan 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, “*Lê Sérêng-Lêb*,” the *Keen-edged One*, the Elvan blade presented to *Châmpêan the Valiant* by *Vitälânêús Lôrnalon* as a dowry for his daughter, *Ärqüävêä*. Notice the affinity for long vowels in both High Elvan words and given names.)

Note: Although almost all *Indrêlêan* 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 Elvan and Low Dwarvan, as recorded herein, every letter is pronounced; there are never any silent vowels or consonants. (The exclusive exception is \TH\ in Low Dwarvan words and names, which represents the single character “thorn” \þ\ described below.)

a (â) = care

à (ã) = at

ä (ä) = father

â (ā) = ape

e or è (ë) = ever

ë (ə) = earth

ê (ē) = eel

1 or î (ī) = in

ï (î) = pier

î (ī) = I

o (ö) = on

ó (ō) = took

ö (œ) = schön

ô (ō) = open

u (ū) = up

ù (ũ) = up

ü (ū) = zoo

û (ū) = union

y (y) = yes

ÿ (ÿ) = wine





which was called “thorn.” The voiced \th\ sound in the word “**that**” 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 Elves of Indrêl and the dwarves in Middle Earth, the thorn glyph is \þ\ and eth glyph is \ð\.

In both the Runic and Angerthas cirth, there are many letters that combine the sounds of two or more English letters. The \ŋ\ sound in the word “**sing**” is \ŋ\; and the \ng\ sound in “**song**” is \ng\.

\M\ represents the \qu\ sound in, “**queen**.” And \V\ is the Germanic guttural sound of the \ch\ in “**Bach**.” \V\ is a more voiced version of the same sound, as in “**Hanukkah**.” This latter enunciation does not appear in most Western European languages, but does occur in both Low Dwarvan and in the languages of several of the *Lesser monster races* of Indrêl. \K\ is as \ch\ in “**church**.” \A\ is as \sh\ in “**shut**.” \J\ is as \zh\ in “**measure**.” \P\ is as \wh\ in “**what**.”

*Continental Pentadic* numbers have been adapted to represent the digits 0-20 for Runic 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: \1492\ while the number 14 might also be represented by the single rüne \14\.

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

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 Indrêl and Middle Earth, for example, the glyph \K\ is pronounced like the English letter \b\, though the same Futhark rune is pronounced like the English letter \r\; \P\ is the equivalent of \r\ in the cirth, but again equivalent to \t\ in the Futhark.

A table of pronunciation follows:

Rünic cirth	Pronunciation
Ʒ	p
Ʒ	b
Ʒ	f
Ʒ	v
Ʒ	hw ( <b>wh</b> ale)
Ʒ	m
Ʒ	mb
Ʒ	t
Ʒ	d
Ʒ	th [p] ( <b>th</b> in)
Ʒ	dh [ð] ( <b>th</b> at)
Ʒ	r ( <b>R</b> ome)
Ʒ	rr ( <b>R</b> oma)
Ʒ	ch ( <b>ch</b> in)
Ʒ	j ( <b>J</b> oe)
Ʒ	sh ( <b>sh</b> in)
Ʒ	zh (vision)
Ʒ	z (z <b>ion</b> )
Ʒ	k
Ʒ	g ( <b>g</b> o)
Ʒ	kh ( <b>loch</b> )
Ʒ	gh ( <b>Hanukkah</b> )
Ʒ	n
Ʒ	kw ( <b>qu</b> ick)
Ʒ	gw ( <b>G</b> wen)
Ʒ	khw ( <b>crêpe</b> )
Ʒ	ghw
Ʒ	ngw
Ʒ	nw ( <b>noir</b> )
Ʒ	y

Rünic cirth	Pronunciation
Ʒ	rh
Ʒ	l
Ʒ	lh
Ʒ	nd
Ʒ	h
Ʒ	s
Ʒ	ŋ ( <b>sing</b> )
Ʒ	ng ( <b>song</b> )
Ʒ	nj
Ʒ	i or i, i (i, e)
Ʒ	î (i)
Ʒ	hy ( <b>h</b> uge)
Ʒ	u, ù (û)
Ʒ	ü (oo)
Ʒ	û (ü)
Ʒ	w
Ʒ	e or è, ë (ë, e)
Ʒ	ê (ē)
Ʒ	a, á, ä (a, ä, ä)
Ʒ	â (ā)
Ʒ	o, ó (ö, oo)
Ʒ	ö (œ)
Ʒ	ô (ō)
Ʒ	ȳ
Ʒ	e in 'the'
Ʒ	*
Ʒ	ps
Ʒ	ts
Ʒ	+h
Ʒ	&

Rünic cirth	Numerals
l	0
┆	1
┆┆	2
┆┆┆	3
┆┆┆┆	4
┆┆┆┆┆	5
┆┆┆┆┆┆	6
┆┆┆┆┆┆┆	7
┆┆┆┆┆┆┆┆	8
┆┆┆┆┆┆┆┆┆	9

Rünic cirth	Numerals
†	10
†┆	11
†┆┆	12
†┆┆┆	13
†┆┆┆┆	14
†┆┆┆┆┆	15
†┆┆┆┆┆┆	16
†┆┆┆┆┆┆┆	17
†┆┆┆┆┆┆┆┆	18
†┆┆┆┆┆┆┆┆┆	19
†┆┆┆┆┆┆┆┆┆┆	20



Dwarvic cirth	Pronunciation
ƒ	<b>P</b>
ℓ	<b>B</b>
Ƶ	<b>F</b>
Ⅱ	<b>V</b>
ƶ	<b>M</b>
ƒ	<b>T</b>
Ƨ	<b>D</b>
ƒ	<b>TH</b> [p] ( <b>thin</b> )
ƒ	<b>DH</b> [ð] ( <b>that</b> )
Ƨ	<b>R</b> ( <b>Rome</b> )
Ƨ	<b>RR</b> ( <b>Roma</b> )
Ⅱ	<b>CH</b> ( <b>chin</b> )
Ƨ	<b>J</b> ( <b>Joe</b> )
Ƨ	<b>SH</b> ( <b>shin</b> )
ƒ	<b>ZH</b> ( <b>vision</b> )
ƒ	<b>Z</b> ( <b>zion</b> )
⊕	<b>X</b>
ℓ	<b>K</b>
ℓ	<b>KH</b> ( <b>loch</b> )
∟	<b>G</b> ( <b>go</b> )
≠	<b>N</b>
Ƨ	<b>KW</b> ( <b>quick</b> )
Ƨ	<b>GW</b> ( <b>Gwen</b> )
Ƨ	<b>KHW</b> ( <b>crêpe</b> )
Dwarvic cirth	Numerals
⊙	<b>0</b>
Ⅰ	<b>1</b>
Ⅱ	<b>2</b>
Ⅲ	<b>3</b>
Ⅳ	<b>4</b>

Dwarvic cirth	Pronunciation
⊥	<b>LH</b>
ƶ	<b>H</b>
⊥	<b>S</b>
≠	<b>ŋ</b> ( <b>sing</b> )
≠	<b>ng</b> ( <b>song</b> )
⊙	<b>I</b> (ī)
⊙	<b>İ</b> (ə)
⊙	<b>Ī</b> (ī)
Ƨ	<b>Y</b>
Ƨ	<b>ÿ</b> (ȳ)
Ⅰ	<b>U, Ū</b> (ū, ū)
Ⅰ	<b>Ü</b> (ü)
Ⅰ	<b>Ū</b> (ū)
Ƨ	<b>W</b>
Ƨ	<b>WH</b>
⊥	<b>E</b> <i>or</i> <b>É</b> (ě)
⊥	<b>Ě</b> (ě)
⊥	<b>Ě</b> (ě)
Ⅱ	<b>A, Ā</b> (a, ā)
Ⅱ	<b>Ä</b> (ä)
Ⅱ	<b>Ā</b> (ā)
+	<b>O, Ō</b> (o, ō)
±	<b>Ö</b> (œ)
±	<b>Ō</b> (ō)
Dwarvic cirth	Numerals
⊥	<b>5</b>
⊥	<b>6</b>
⊥	<b>7</b>
⊥	<b>8</b>
⊥	<b>9</b>



## Pronunciations of the Skrit

There are three forms of Skrit used in *Rüineglaive* and the other translations of Zôrwind 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 *Indrêl*. They speculate that it was possibly seen on ancient scripts and texts that were no longer comprehensible 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 Magi

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 Indrêl, 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 single 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 Elves and very likely *does* predate the earliest examples of Runic cirth; (however, usually being written on less durable mediums than either bone or stone, there simply no longer exist any pre-Runic examples to confirm this hypothesis). Though the creator of this writing system was already unknown, even to the most wise and learned historians in Indrêl, even at the time of Zôrwind's writings, the Ancient Skrit characters are sometimes called: the *Letters of Lënalôrnalon*, after *Lëbënlânëûs Lôrnalon the Father of All Elves*. 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 \ŷ\ and one for the soft \w\, which was \ŵ\.

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 Indrêlêan works translated by Michael M<sup>c</sup>Laughlin to help retain and represent some of the flavor of the original tomes written down by Zôrwind, (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:

𑌕𑌖𑌗𑌘𑌙 𑌚𑌛𑌜𑌝 𑌞𑌟 𑌠𑌡𑌢 𑌣𑌤𑌥𑌦𑌧𑌨𑌩

which is an indirect translation of the book’s subtitle found on the title page of the original tome recorded in Zôrwind’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 ĀNTĒ TŌ XIL ZŌDĒR ŌSKŌSŌ**

which would have been a literal translation of the subtitle found on the first page of Zôrwind’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:

𑌠𑌡𑌢𑌣𑌤 𑌥𑌦𑌧𑌨𑌩 𑌪𑌫𑌬𑌭𑌮𑌯𑌰𑌱𑌲𑌳𑌴𑌵𑌶𑌷𑌸𑌹𑌺𑌻𑌼𑌽𑌾𑌿

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	Typed Character	Pronunciation
𐌱	P	p
𐌲	B	b
𐌳	F	f
𐌴	V	v
𐌵	M	m
𐌶	T	t
𐌷	D	d
𐌸	R	r (Rome)
𐌹	J	j (Joe)
𐌺	Z	z
𐌻	X	x
𐌼	K	k

Ancient Skrit	Typed Character	Pronunciation
𐌾	G	g (go)
𐌿	N	n
𐍀	L	l
𐍁	H	h
𐍂	S	s
𐍃	I	i, í, î, ï (ī)
𐍄	U	u, ù, ü, û (ū)
𐍅	W	w
𐍆	Y	y
𐍇	E	e or è, ë, ê (ē)
𐍈	A	a, à, ä, â (ā)
𐍉	O	o, ó, ö, ô (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 Indrêl in their *Languages of Magic*. Adapted by the High Elves, 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 Dwarves 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 Zôrwind'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 Indrêl and his close acquaintance with Härbôr Bräkstôn, who most certainly argued persuasively on the behalf of his proud folk.) Certainly it was the Dwarves 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 Zôrwind's writings are in Arabic base ten equivalents; that is, the age of Hîanthêlus the Young at the end of the Fifth Age would be written thus: \۱۸۷\, (which would be: "187 s.f." or one hundred and eighty-seven seasons in the Forest), with a "1", or \۱\, in the hundreds position, an "8", \۸\, in the tens position, and a 7, or \۷\, 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
𐌱	p
𐌲	B
𐌳	F
𐌴	V
𐌵	hw ( <b>wh</b> ale)
𐌶	M
	mb
𐌷	T
𐌸	D
𐌹	th [p] ( <b>thin</b> )
𐌺	dh [ð] ( <b>that</b> )
𐌻	r ( <b>R</b> ome)
𐌼	ch ( <b>chin</b> )
𐌽	j ( <b>J</b> oe)
𐌾	sh ( <b>sh</b> in)
𐌿	zh ( <b>vision</b> )
𐍀	z ( <b>zion</b> )
𐍁	X
𐍂	K
𐍃	Q
𐍄	g ( <b>go</b> )
𐍅	kh ( <b>loch</b> )
𐍆	gh ( <b>Hanukkah</b> )
𐍇	N
𐍈	kw ( <b>quick</b> )
𐍉	gw ( <b>Gwen</b> )
Middle Skrit	Numeration
𐍊	0

Middle Skrit	Pronunciation
𐍋	khw ( <b>crêpe</b> )
𐍌	ñ
𐍍	nw ( <b>noir</b> )
𐍎	l
𐍏	h
𐍐	s
𐍑	ŋ ( <b>sing</b> )
𐍒	ng ( <b>song</b> )
𐍓	1 or i, î (ĩ, ə)
𐍔	î (ī)
𐍕	u, ù, ü (ũ, ũ, oo)
𐍖	û (ū)
𐍗	w
𐍘	e or è, ë (ě, ə)
𐍙	ê (ē)
𐍚	a, á, ä (ə, ă, ä)
𐍛	â (ā)
𐍜	o, ó, ö (õ, oo, œ)
𐍝	ô (ō)
𐍞	y
𐍟	(ȳ)
𐍠	,
𐍡	.
𐍢	'
Middle Skrit	Numeration
𐍣	5

┘	1
┘┘	2
┘┘┘	3
┘┘┘┘	4

┘	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\ (a)—\a\ and \ā\ (ā)—\ā\ were the variants for \ā\ (ā)—\ā\ and ä (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 “ॐ” as apposed to “ॐ.”

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:

ॐॐॐॐ ॐॐॐॐ ॐॐ ॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ ॐॐॐॐ

1. Single consonants are transcribed character for character; for example: \r\ with \r\, \n\ with \n\, \c\ with \c\, 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 Dwarvan words, which indicates a special character for the “trilled r”, i.e. \r\ rather than \r\.
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,” \t\ and \n\, 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 \v\ (normally \v\ ) is written above and below the \n\ or \r\ thus: \ü\.
5. The “silent e,” as for example in “one” and “same,” is a dropped, since words are spelled phonetically in Modern Skrit.

6. Two vowel monophthongs, such as the \ai\ in “remains” is pronounced as a single long “a” \ā\ or \ā̄\, 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” (bōē), the first vowel is written as usual, with the second written beside it or below (and above) the following coda, such as in “boys” . Indrêlêan words, especially the Elvan Tongues, often have doubled, triple, even quadruple vowels, and each is always pronounced; i.e., “Ōëä,” the High Elvan words for “eyes,” written .
8. To make a noun possessive, (singular or plural, as with, “Heroes’,” where the \es\ is pluralizing), the possessive diacritic \ʼ\ 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	Typed Character	Pronunciation
	<i>P</i>	p
	<i>B</i>	b
	<i>F</i>	f
	<i>V</i>	v
	<i>w</i>	hw ( <b>wh</b> ale)
	<i>M</i>	m
		mb
	<i>T</i>	t
	<i>D</i>	d
	<i>P</i>	th [p] ( <b>th</b> in)
	<i>D</i>	dh [ð] ( <b>th</b> at)
	<i>R</i>	r ( <b>R</b> ome)
	<i>r</i>	rr ( <b>R</b> oma)
	<i>c</i>	ch ( <b>ch</b> in)
	<i>J</i>	j ( <b>J</b> oe)
	<i>s</i>	sh ( <b>sh</b> in)
	<i>z</i>	zh ( <b>zh</b> vision)
	<i>Z</i>	z
	<i>K</i>	k
	<i>Q</i>	qu
	<i>G</i>	g ( <b>g</b> o)
	<i>h</i>	kh ( <b>kh</b> loch)

Modern Skrit	Typed Character	Pronunciation
		rh
	<i>L</i>	l
		lh
		nd
	<i>H</i>	h
	<i>S</i>	s
	<i>η</i>	η ( <b>si</b> ng)
	<i>[</i>	ng ( <b>so</b> ng)
	<i>I or ir</i>	i (ī)
	<i>Í or ir</i>	ı (î)
	<i>Ï or ir</i>	ï (ə)
	<i>İ or ir</i>	î (î)
	<i>U or ur</i>	u (ū)
	<i>Û or ur</i>	ù (ù)
	<i>Ü or ür</i>	ü (öo)
	<i>Û or ür</i>	û (ū)
	<i>W</i>	w ( <b>w</b> in)
	<i>W</i>	wh ( <b>w</b> hen)
	<i>Y</i>	y
	<i>ÿ or yr</i>	ÿ (ÿ)
	<i>E or er</i>	e (ë)
	<i>É or èr</i>	è (è)

	ε	gh (Hanukkah)
	N	n
	Q	kw (quick)
	g	gw (Gwen)
	k	khw (crêpe)
		ghw
		ngw
	n	ñ
		nw (noir)
	,	,
	;	;
	:	:
	.	.
Modern Skrit	Typed Character	Numeration
	0	0
	1	1
	2	2
	3	3
	4	4

	Ë or ër	ë (ə)
	Ê or êr	ê (ē)
	A or ar	a (ə)
	Á or ár	à (ā)
	Ä or är	ä (ä)
	Å or år	å (ā)
	O or or	o (ō)
	Ó or ór	ò (oo)
	Ö or ör	ö (œ)
	Õ or õr	ô (ō)
		&
		()
		!
Modern Skrit	Typed Character	Numeration
	5	5
	6	6
	7	7
	8	8
	9	9

Combined Character Map

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwarvic cirth	Pronunciation
ƿ	𐌵	𐌵	𐌵	𐌶	p
ᚋ	𐌷	𐌷	𐌷	𐌸	b
ƒ	𐌹	𐌹	𐌹	𐌺	f
ᚋ	𐌻	𐌻	𐌻	𐌼	v
ᚋ		𐌽	𐌽		hw (whale)
ᚋ	𐌿	𐌿	𐌿	𐌾	m
ᚋ					mb
ᚋ	𐌾	𐌾	𐌾	𐌿	t
ᚋ	𐌾	𐌾	𐌾	𐌿	d
ᚋ		𐌿	𐌿	𐌿	th [p] (thin)
ᚋ		𐌿	𐌿	𐌿	dh [ð] (that)
ᚋ	𐌿	𐌿	𐌿	𐌿	r (Rome)
ᚋ			𐌿	𐌿	rr (Roma)
ᚋ		𐌿	𐌿	𐌿	ch (chin)
ᚋ	𐌿	𐌿	𐌿	𐌿	j (Joe)
ᚋ		𐌿	𐌿	𐌿	sh (shin)
ᚋ		𐌿	𐌿	𐌿	zh (vision)
ᚋ	𐌿	𐌿	𐌿	𐌿	Z (zion)
	𐌿	𐌿	𐌿	𐌿	x
ᚋ	𐌿	𐌿	𐌿	𐌿	k
	𐌿	𐌿	𐌿		q
ᚋ	𐌿	𐌿	𐌿	𐌿	g (go)

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwarvic cirth	Pronunciation
ᚋ					rh
ᚋ	ᚋ	ᚋ	ᚋ		l
ᚋ				ᚋ	lh
ᚋ					nd
ᚋ	ᚋ	ᚋ	ᚋ	ᚋ	h
ᚋ	ᚋ	ᚋ	ᚋ	ᚋ	s
ᚋ		ᚋ	ᚋ	ᚋ	ŋ (sing)
ᚋ		ᚋ	ᚋ	ᚋ	ng (song)
ᚋ					nj
			ᚋ or ᚋ		i (i)
ᚋ		ᚋ	ᚋ or ᚋ	ᚋ	i (i)
			ᚋ or ᚋ	ᚋ	ï (ə)
ᚋ	ᚋ	ᚋ	ᚋ or ᚋ	ᚋ	î (i)
ᚋ					hy (huge)
ᚋ		ᚋ	ᚋ or ᚋ	ᚋ	u (ü)
			ᚋ or ᚋ		û (ü)
ᚋ			ᚋ or ᚋ	ᚋ	ü (ü)
ᚋ	ᚋ	ᚋ	ᚋ or ᚋ	ᚋ	û (ü)
ᚋ	ᚋ	ᚋ	ᚋ	ᚋ	w (win)
			ᚋ	ᚋ	wh (when)
ᚋ		ᚋ	ᚋ or ᚋ	ᚋ	e (ë)
ᚋ			ᚋ or ᚋ	ᚋ	è (ë)

𐌵		𐌵	𐌵	𐌵	kh (loch)
𐌶		𐌶	𐌶		gh (Hanukkah)
𐌷	𐌷	𐌷	𐌷	𐌷	n
𐌸		𐌸	𐌸	𐌸	kw (quick)
𐌹		𐌹	𐌹	𐌹	gw (Gwen)
𐌺		𐌺	𐌺	𐌺	khw (crêpe)
𐌻					ghw
𐌼					ngw
		𐌽	𐌽		ñ
𐌾		𐌾	𐌾		nW (noir)
:		𐌿	𐌿		,
:			𐍀	𐍀	;
:			𐍁	𐍁	[:]/[-]
::		𐍂	𐍂	𐍂	.
				𐍃	!
❖				𐍄	¶

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwarvic cirth	Pronun-ciation
𐌰		𐌰	𐌰	𐌰	0
𐌱		𐌱	𐌱	𐌱	1
𐌲		𐌲	𐌲	𐌲	2
𐌳		𐌳	𐌳	𐌳	3
𐌴		𐌴	𐌴	𐌴	4
𐌵		𐌵	𐌵	𐌵	5
𐌶		𐌶	𐌶	𐌶	6
𐌷		𐌷	𐌷	𐌷	7

			𐌸 or 𐌹	𐌰	ë (ə)
𐌸	𐌸	𐌸	𐌸 or 𐌹	𐌰	ê (ē)
𐌹		𐌹	𐌹 or 𐌺	𐌱	a (ə)
			𐌹 or 𐌺		â (ā)
𐌺			𐌹 or 𐌺	𐌱	ä (ä)
𐌻	𐌻	𐌻	𐌻 or 𐌼	𐌱	â (ā)
𐌼		𐌼	𐌼 or 𐌽	𐌲	o (ö)
			𐌼 or 𐌽		ô (oo)
𐌽			𐌼 or 𐌽	𐌲	ö (œ)
𐌾	𐌾	𐌾	𐌾 or 𐌿	𐌲	ô (ō)
𐌿	𐌿	𐌿	𐌿	𐌳	y
𐍀		𐍀	𐍀 or 𐍁	𐌳	ÿ (ÿ)
𐍁					ps
𐍂					ts
𐍃					+h
𐍄				𐍄	()
𐍅			𐍅		&

Rünic cirth	Ancient Skrit	Middle Skrit	Modern Skrit	Dwarvic cirth	Pronun-ciation
𐍆					10
𐍇					11
𐍈					12
𐍉					13
𐍊					14
𐍋					15
𐍌					16
𐍍					17

*Rüineglaiue: Sword of Heroes*

*Michael M'Laughlin A-xvi*

𐌹		𐌺	𐌻	𐌼	8
𐌹		𐌺	𐌻	𐌼	9

𐌹					18
𐌹					19
𐌹					20