

DWARVEN DICTIONARY

FROM THE "DWARVES DEEP" FR11 ACCESSORY

A

ae: gold
aelin: gold-work
agland: sword
alagh: battle-glory, valor
ar: to cut, slash, or lay open
arglar: to butcher; "a proper arglary" means a proper butchering, or a good fight, and is often used to describe vicious struggles with orcs
arau: great, huge, gigantic
auraglor: sea, ocean (literally, 'great lake')

B

barak: backbone, strength, shield
bedorn: disbelief, lies, mistakes, exaggeration, distortion
beldarak: treachery (hence, "beldarakin" means treacherous beings)
burakin: way through, passage

C

calass: thief, miscreant, untrustworthy one
caurak: cavern (large size, underground only)
corl: to kill
coral: killer

D

daern: familiar, known (place, feature, or being)
dauble: treasure or valuable (plural "daubles")
deladar: to descend, go down (hence, "deladaraugh" means to die in battle, literally, 'to go down to the death')
delvar: to dig (hence, "delve" means a digging; mine; tunnel; or underhome)
donnar: metal ore
dunglor: underground lake
dunlur: underground river

E

endar: cave (surface world; one not linked to extensive underways)

F

faern: home
findar: good luck, good fortune, favorable chances

G

glor: lake
gordul: gods forfend, or gods, look at this! (an oath of amazement or despair)
glander: gems, including uncut natural stones

H

halaur: gift
hurnden: payment

I

ilith: deal, agreement, trust of one's word of honor

J

jargh: jokester, idiot (often applied to halflings)

K

kuldjargh: a berserker, or one who is reckless in any battle (literally, "axe-idiot")
kuld: axe
kuldar: warrior (literally, "axe-cutter")

L

levasst: passage linking surface to underground
lhar: gap, (mountain) pass
llargh: loose stone, bad to work or unsafe
lur: river, creek, stream
llur: large (wide) river
lurgh: marsh, fen
lurmurk: bog, muskeg (concealed waters)



M

morndin: peak, height (especially of mountains, but sometimes used to speak of high ledges, ranks of individuals, or tall creatures)
mrin: to climb (hence, "mrinding" means climbing)
mur: to disagree (hence, "murmel" means to argue, debate)
murmelings: arguments, criticism, words of dissension)

N

norogh: monsters, evil or dangerous beings or forces (especially unknown or unidentified)
noror: enemies (known)
noroth: enemy land, area, or lair (plural is "norothin")

O

ol: magic, magical power or items ("olara" refers to natural magic, not used or influenced by beings)
olor: world, all lands, the entire territory of Toril seen by, and known to the dwarves

P

parlyn: clothing, especially usual or expected (proper or fitting) adornment

R

raugh: death, an ending, it's over (especially feuds or love-affairs)
rrin: over, above
ror: destruction, devastation, war (thus, "rorntyn" means battlefield)
rune: familiar, known
runedar: home, familiar place, haven

S

sabrak: crack, flaw
samman: trusted friend, shield-brother (battle companion)
samryn: trustworthy, honest, honorable, or favorable
sargh: disgusting thing or occurrence; filth; orcs or orc-work
sonn: good stone
splendarr: bright, shining, beautiful, hopeful

T

taerin: love (true love, 'deep' love)

thalorn: kindness, caring, good deed
tharn: love, lust (hence "aetharn" means gold-lust)
thord: bone ("thorden" means bones)
thork: death, excrement, decay, carrion
thudul: fate, doom, ill luck, or (spoken in irony) everyday cheery tidings or good fortune
tindul: clumsiness, clumsy work (especially smithcraft)
tor: hill, knoll (especially if bare rock in places, smaller than a mountain or krag)
torst: adventure, fun, welcomed danger
tyn: field, open place (aboveground)

U

ultok: meeting-place, coming together, rendezvous
ultokrinlur: ford (literally 'meeting place over river')
undivver: hope, future plan, strategy

V

veltel: romance, courtship, social games and manners
vallahir: mountain-meadow (high valley, especially a 'hanging valley' or alpine plateau)
vudd: wood, forest
vruden: wood (thus, "vrudenla" means wooden or of wood)

W

wurgym: ugliness, ugly thing or being
wurlur: current, racing water (danger)
wurn: water (especially useful or drinking water)

X

xoth: knowledge (especially dwarf-lore and secret or special knowledge)
xunder: secrets, dark deeds, or treasure-talk

Y

yaugh: a climb (thus: "yaughadar" means stairs or steps, "yauthlin" means rope, "yauthmair" means handholds or no clear way, and "yauthtil" means an elevator (if magical it is an "olyauthil"))

Z

zander: adventurer, rogue, foolish youth, happy-go-lucky or reckless being



— DWARVEN DICTIONARY (REVERSED) —

A

above (over): rrin
 adventure (fun, welcomed danger): torst
 adventurer (as in; rogue, foolish youth, happy-go-lucky or reckless being): zander
 arguments (criticism, words of dissension): murmelings
 axe: kuld

B

backbone (strength, shield): barak
 battle-glory: alagh
 battlefield: rorntyn
 beautiful (shining, bright, hopeful): splendarr
 below (as in 'under' or underground): dun
 berserker (or one who is reckless in battle): kuldjargh (literally 'axe-idiot')
 bog (muskeg, concealed waters): lurmurk
 bone: thord; 'thorden' means bones.
 bright (shining, beautiful, hopeful): splendarr
 butcher (to butcher): arglar; "a proper arglary" means a proper butchering, or a good fight, and is often used to describe vicious struggles with orcs.

C

cave: endar (surface world; one not linked to extensive underways)
 cavern (large size, underground only): caurak
 climb (as in 'a climb'): yaugh
 (thus: "yaughadar" means stairs or steps, "yauthlin" means rope, "yauthmair" means handholds or no clear way, and "yauthtil" means an elevator (if magical it is an "olyauthil")
 climb (as in 'to climb'): mrin; hence, "mrinding" means climbing.
 clothing (especially usual or expected (proper or fitting) adornment): parlyn
 clumsiness, clumsy work (especially smithcraft): tindul
 crack, flaw: sabrak
 creek (river, stream): lur
 criticism (arguments, words of dissension): murmelings
 current (racing water (danger)): wurlur
 cut (to cut or lay open): ar

D

deal (agreement, trust of one's word of honor): ilith
 death (an ending, it's over (especially feuds or love-affairs)): raugh
 death (excrement, decay, carrion): thork
 descend (to go down): deladar; hence, "deladaraugh" means to die in battle, (literally, 'to go down to the death').

destruction (devastation, war): rorn; thus, 'rorntyn' means battlefield.
 dig (as in 'to dig'): delvar hence, "delve" means a digging; mine; tunnel; or underhome.
 disagree (as in 'to disagree'): mur; hence, "murmel" means to argue, debate.
 disbelief (lies, mistakes, exaggeration, distortion): bedorn
 disgusting thing or occurrence; filth; orcs or orc-work: sargh
 distortion (disbelief, mistakes, exaggeration, lies): bedorn
 doom (fate, ill luck, or if spoken in irony, everyday cheery tidings or good fortune): thudul

E

elevator: yauthtil
 enemies (as in known enemies): noror
 enemy land, area, or lair: noroth; (plural is "norothin")
 evil or dangerous beings or force: norogh
 exaggeration (disbelief, mistakes, lies, distortion): bedorn

F

familiar (known place, feature, or being): daern
 familiar (known): rune
 fate (doom, ill luck, or if spoken in irony, everyday cheery tidings or good fortune): thudul
 fen (marsh): lurch
 field (open place aboveground): tyn
 filth; orcs or orc-work: sargh
 flaw, crack: sabrak
 ford: rinlur; hence 'ultokrinlur' is literally 'meeting place over river'.
 forest (as in woods): vudd
 friend (trusted shield-brother or battle companion): samman
 from: ar
 fun (adventure, welcomed danger): torst

G

gap (mountain pass): lhar
 gems (including uncut natural stones): glander
 gift: halaur
 gigantic (great, huge): arau
 gods forfend (or 'gods, look at this!'): gordul (an oath of amazement or despair)
 gold-work: aelin
 gold: ae
 good luck (good fortune, favorable chances): findar
 good stone: sonn
 great (huge, gigantic): arau

