# -DWARVET 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 describle vicious struggles with

arau: great, huge, gigantic

auraglor: sea, ocean (literally, 'great lake')

В

barak: backbone, strength, shield

bedorn: disbelief, lies, mistakes, exaggeration,

distortion

beldarak: treachery (hence, "beldarakin"

means treacherous beings) burakin: way through, passage

 $\mathbf{C}$ 

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

F

**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

Ι

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, streamllur: large (wide) riverlurgh: marsh, fen

lurmurk: bog, muskeg (concealed waters)



#### М

**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")

# $\mathbf{O}$

**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

rorn: 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)

7

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

#### $\mathbf{V}$

**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

#### Υ

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")

#### 7

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

# DWARVET 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

#### В

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 describle 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):

bedorr

doom (fate, ill luck, or if spoken in irony,

everyday cheery tidings or good fortune): thudul

#### E

elevator: yauthtil

enemies (as in known enimies): 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): lurgh

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

#### Η

handholds: yauthmair

haven (familiar place): runedar

hill, knoll (especially if bare rock in places, smaller than a mountain or krag): tor

home (familiar place, haven): runedar

home: faern

honest (honorable, trustworty): samryn hope (future plan, strategy): undivver

huge (great, gigantic): arau

# J

jokester, idiot (often applied to halflings): jargh

#### K

kill (as in 'to kill'): corl

killer: coral kin: samman

kindness (caring, good deed): thalorn

knowledge (especially dwarf-lore and secret or

special knowledge): xoth known (familiar): rune

#### L

lake: glor

large (wide) river: llur

lay open: ar

lies (disbelief, mistakes, exaggeration, distortion):

bedorn

loose stone (bad to work or unsafe): llargh

love (as in 'lust'): tharn; hence 'aetharn' means gold-lust

goiu-iusi

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

lust: tharn; hence 'aetharn' means gold-lust

#### M

magic, magical power or items: ol; "olara" refers to natural magic, not used or influenced by

beings.

marsh (fen): lurgh

meeting-place (coming together, rendezvous):

ultok

metal ore: donnar

miscreant (untrustworthy one): calass

mistakes (disbelief, lies, exaggeration, distortion):

bedorn

monsters (evil or dangerous beings or force): norogh (especially unknown or unidentified) mountain-meadow (high valley, especially a 'hanging valley' or alpine plateau): vallahir muskeg (bog, concealed waters): lurmurk

#### O

over (above): rrin

#### P

pass (mountain pass or gap): lhar

passage linking surface to underground: levasst passageway (passage way through): burakin

payment: hurnden

peak, height: morndin; especially of mountains, but sometimes used to speak of high ledges, ranks of individuals, or tall creatures.

plan (strategy, hope): undivver

#### R

reckless (as in reckless being, foolish youth,

rogue): zander

reckless in battle(or a berserker): kuldjargh

(literally 'axe-idiot')

rendezvous (meeting-place): ultok

river (creek, stream): lur (llur 'wide river')

 $rogue \ (foolish \ youth, \ happy-go-lucky \ or \ reckless$ 

being): zander

romance (courtship, social games and manners):

veltel

rope (as in climbing rope): yauthlin

#### $\mathbf{S}$

sea (ocean): auraglor (literally, 'great lake') secrets (dark deeds, or treasure-talk): xunder

shield (backbone strength): barak

shield-brother: samman; usually refering to

another dwarf.

shining (bright, beautiful, hopeful): splendarr

slash, or lay open: ar

stairs, steps: yaughadar

strategy (future plan, hope): undivver

stream (creek, river): lur

strength (backbone, shield): barak

sword: agland

#### T

thief (miscreant, untrustworthy one): calass treachery: beldarak; hence, "beldarakin" means treacherous beings.

treasure or valuable (plural "daubles"): dauble trustworthy (honest, honorable, or favorable): samryn

#### U

ugliness (uglu thing or being): wurgym

underground lake: dunglor underground river: dunlur

underground river, during

untrustworthy (miscreant): calass

#### $\mathbf{V}$

valor: alagh

#### W

warrior: kuldar (literally, 'axe-cutter')

water (especially useful or drinking water): wurn

wood (as in forest): vudd

wood: vruden; thus, 'vrudenla' means wooden or

world (all lands, all of Toril seen by, and known to the dwarves): olor