

The 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 dispair)

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 dissention)

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
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)
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

The reverse dwarven dictionary modified from "Dwarves Deep" FR11 accessory

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 dissention): 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 dissention): 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)): rough
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 dis-pair)

gold-work: aelin

gold: ae

good luck (good fortune, favorable chances): findar

good stone: sonn

great (huge, gigantic): arau

H

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, trustworthy): 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

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): lurch

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

N

over (above): rin

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

S

sea (ocean): auraglor (literally, 'great lake')
secrets (dark deeds, or treasure-talk): xunder
shield (backbone strength): barak
shield-brother: samman; usually referring 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 (ugly thing or being): wurgym
underground lake: dunglor
underground river: dunlur
untrustworthy (miscreant): calass

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 of wood.

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