

**A treatise on
Spruar**

by **Sable**

reatise on spruar

A Field Study of the Elven Language in the Forgotten Realms

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Version 1.0



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Espruar: an



ntroduction

The elvish of the Realms is an interesting and complicated language. Perhaps one of the oldest languages in the Realms, Espruar, the elegant tongue of the Tel'Quessir, still lends its alphabet to many commonly spoken Realms languages, including Aglarondan, Dambrathan, and the common language of the Realms Below, known to surface Realm scholars as Undercommon. So elegant and yet so simple, many other beings have also come to look to the Elves for their source of written inspiration, including creatures of the Elemental Plane of Water (who use the Espruar script for their Aquan tongue,) and the fey (who write Sylvan in Espruar.)

There is much debate concerning Espruar's origins as it was invented several thousand years ago. Most scholars theorize that it was originally created by the moon elves and adopted by the other elven subraces, including the drow (though sun elven scholars will be quick to claim that it was first conceived by their own subrace.) In

turn, Espruar may have been derived of Hamarfae, the unique and elegant alphabet that portrays Seldruin (the language of Elven High Magic,) or perhaps from a combination of Celestial and Draconic, to which it bears a passing resemblance.

Interestingly, there is surprisingly little difference in the Espruar spoken from region to region, or between the different subraces; or even, for the discerning planar traveler, from world to world. The one exception to this is, of course, the language of the drow, which still draws upon the Espruar alphabet (and has lent this same alphabet to the writing of Undercommon,) but sounds much different from the surface elven tongue when spoken. There is some disagreement between scholars as to why this is the case; some say that the long separation from the other elvenkind has led to a divergent evolution of language, while another school of thought suspects that the drow tongue is simply Elvish corrupted by Abyssal influences.¹

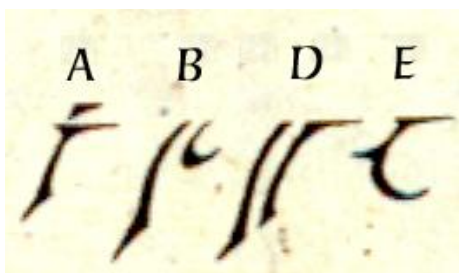


Espruar Alphabet²

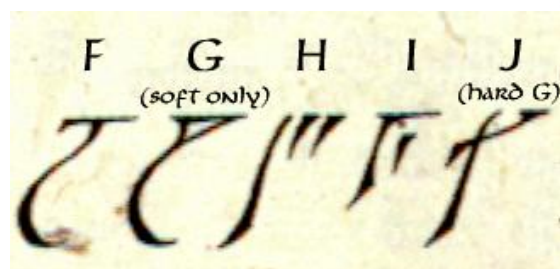


The alphabet of the Tel'Quessir is flowing, elegant, and given to ornament that slightly alters the sound of the character. Not being at all related to the Common alphabet, it is a language based on phonetics.³ When writing, elves prefer to use natural materials such as wood, and their alphabet, composed of curving lines and gentle arcs, reflects this. Elven artisans master the technique of cutting script into the natural grain of wood in ways that might be clearly visible from one angle and entirely invisible from another. Having also discovered papyrus centuries before the Mulhorandi, the Espruar script also lends itself easily to a painted rather than written medium, which looks as lovely on paper as it does in woodcarving.

Espruar Characters⁴



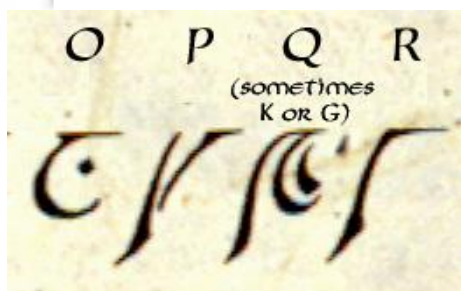
There is no corresponding character for the letter C. Like many runic scripts, Espruar expresses the "C" sounds as either hard "K" sounds, or soft "S" sounds, in which case it is written accordingly. Occasionally, where we might use a C, the Elves might also use an "X" character, but this would depend upon word flow and context.



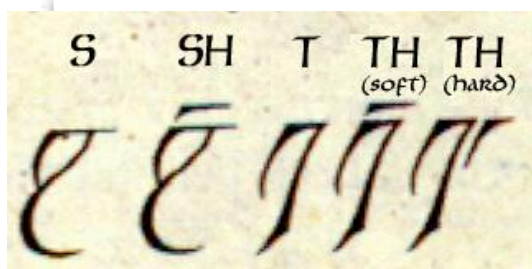
A "G" sound is always soft, as in "general," when a "G" character is written in Espruar. When it is what we would consider to be a hard "G" sound, such as in "gold," the Elves would write their "J" character instead. This seems unusual, in that the similar sounds are separated, and one would suspect that a "J" character has come to represent a similar function to our own "g" character.



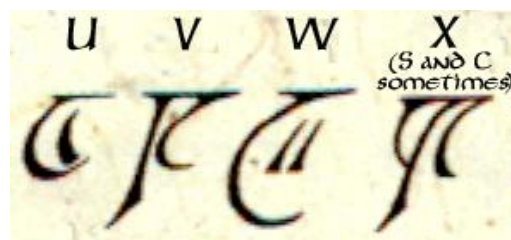
"K" and hard "C" characters are interchangeable, as explained previously.



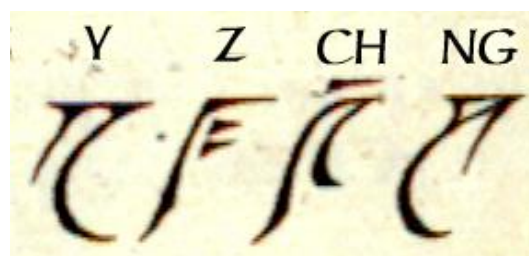
A "Q" character in the Espruar tongue is much more versatile than our own equivalent. Depending upon the letters it is combined with, it might be pronounced as a "K" sound or a hard "G" sound. This is actually because the true Elvish pronunciation of the "Q" character is a lilting, throaty mixture of the two sounds that is nearly impossible for the human tongue, or even the half-elven tongue, to imitate. It is often by this that a non-native speaker of Espruar is revealed. If one looks closely at the "Q" character, one can see that it is a slightly ornamented "K".



Being a phonetic language rather than a symbology, Espruar is entirely concerned with sound. A "sh" sound, such as in "wash" or "shutter," is an accented "S" character. A soft "th" sound, as in "with," is written as a "T" character with a softening accent, similar to the ornament for the "sh" sound. A hard "th" sound, such as in "those" or "thing," is a "T" character with another differencing ornament.



The Espruar "X" character is a wonderful example of the complex phonetic nature of the alphabet. Studied closely, it is revealed to be a hybrid of the "S" and "K" characters.

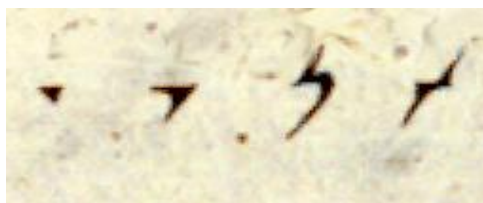


In addition to characters that are similar to our own alphabet structure, Espruar has a "ch" sound character (a "K" character with a softening accent,) and an "ng" character (which is, in turn, a hybrid of the "N" character and the character for the soft "G".)



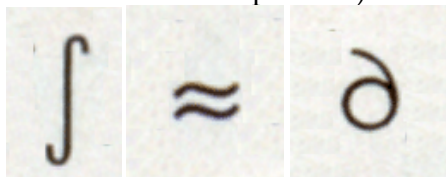
Espruar Punctuation

Espruar punctuation has a reputation for being very involved, but the truth is that in and of itself, it is relatively simple and straightforward. Where it becomes involved is in the relation of the punctuation to the existing words, which often have numerous multiple meanings based on context and word relationships, as the later text will illustrate. There are some simple, essential marks, most of which has a correlation to the punctuation indicators of the Common tongue.



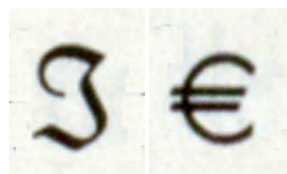
From left to right: Espruar period, comma, question mark, and exclamation mark.

The most easily understood equivalent punctuation is presented above. Espruar has characters for periods, commas, question marks, and exclamations, used in roughly the same way that the Common marks are used. These marks, rather than being written along the bottom of a line, as common punctuation is, are written at the top of a line, beside the tops of the other characters (see initial Espruar illustration for comparison.)



From left to right: Old Espruar period, question mark, and exclamation mark.

Ancient Espruar, which is perhaps more similar to Seldruin, used different markings⁵. A period was a line with curved ends, questions were flanked by a pair of curving lines, representing the turns of a river, and an exclamation was concluded with a loop that vaguely resembles a backwards "6". It is possible that punctuation changed to its present form to make the written language more easily understood by non-elves, or perhaps it simply evolved into its present form over time. Elves of other worlds sometimes use these ancient marks still.



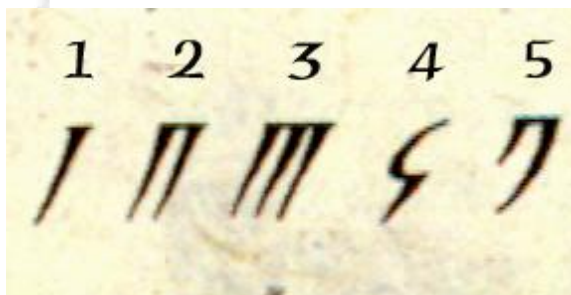
From left to right: Espruar possessive, and "cren" mark.

Possessives and plurals are usually indicated in commonly written and spoken Espruar by language prefixes or suffixes (explained later in the lexicon.) But ancient Espruar, and modern poetic expression, uses the cord-like possessive mark. Also used in ancient and poetic Espruar is the "cren" mark, unique to Elvish and with no Common equivalent. It is used as a prefix to indicate something important or sometimes magical, especially if the item has been described earlier in the writing.



Espruar Numerals

Espruar numerals are a ten-numeral system including a character for zero; which is actually a very significant development in mathematics. It is unclear whether the Elves learned this concept from the draconic species (who are very concerned with accurate counting,) or whether they conceived of this great development on their own and taught it to others. Like the remainder of Espruar characters, they are written from the top of a line down, rather than the Common format that we are familiar with, which is the reverse of this.



The characters for "one," "two," and "three" are rather straightforward. The character for "four" is differenced. "Five," "six," and "seven" are also very similar to one another, and again differ in structure from the others. The character for "eight" is indicated as perhaps two "fours." "Nine" is interesting in that it is an amalgamation of "four" and "five." The character for "zero" is entirely unique of the others and may indicate that it was developed later.

It is unclear why the Tel'Quessir seemed to focus on their "four" character, which is unique. Perhaps it is because the Elves are such a nature-oriented people, and the number four is extremely significant in nature. However, this is mere speculation, and is not grounded in much supporting research.

The names for the numerals⁶ are as follows:

- 0 = ki
- 1 = enna
- 2 = aia
- 3 = khov
- 4 = pye
- 5 = deshu'pye
- 6 = khovaia
- 7 = deshu'khovaia
- 8 = pye'aia
- 9 = khovakhov
- 10= ennakeshaki
- 11= aia'enna
- 12= ennakeshaia
- 20=aiakeshaki
- 100= ennakeshaiaki



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spruar⁷

Elvish is often confusing to non-native speakers, who are expecting a linear language with simple symbology and not much room for interpretation. Espruar is an intuitive language. Each "word" has a general meaning, with specific clarifications of definition dependent upon how they are combined with other words in the sentence, who is saying them, whether they are written or spoken, and any number of other factors. Rather than seeking a literal translation of Espruar, the serious scholar is better served to read Espruar much like Tarot; to consider the individual meanings, then the wider implications, then to interpret how they all fit together. If there is a multiplicity of meanings one could glean from the message, chances are that the writer meant ALL of them. An example:

Cormanthor

Translated literally as "legendary-oath-realm" or "King's Oath Realm," this word has been translated by scholars as The King's Vow Forest, Place of Great Promise, King of the Oathlands, Ruler of the Forest True, the Fulfillment of Promise, and Culmination of Hope and Faith - and all of these are correct, depending on context and inflection.

spruar lexicon⁸

While it would be a misnomer to include a precise, accurate translation of an Elvish to Common lexicon, this list may suggest possibilities that will encourage a reader to develop a greater appreciation and understanding of how the language combines. Some of these "words" are actually parts of words that are never used alone, but have a consistent meaning when applied.

Elvish - Common



-a - 1. a pluralizer - used as a suffix, it indicates multiples of the word it is added to, like our own "s" 2. make, maker; see also *-an, -ana, -ani, uann, uanna, -uanna*

-aar - a place (append)

aasterinian - quicksilver, mercury (the metal)

Aasterinian - "Quicksilver" - 1. another name for *Avachel* 2. the name for a priest of *Erean Ilesere*; see *Syoluanna*.

abrar - craftsman

-adar - world; see *dar, -odar, tel'adar*

adoe - ages, aeons (a long period of time)

Adoessuor - "the Reverie of Ages," "Blessing of the Ages" - a High Magic ritual that puts an elf into a sort of

temporal stasis state of reverie (see also *reverie, suor*).

Adom'gisir - Peacekeeper - one of two types of *Dukars* (elven dualist mages); plural *Adom'gisiae*. See *Dukar*; see also *Tel'gisir*.

adomhaor - unrest, malaise "corruption of peace" (see *adon, mhaor*)

Adomhaora - "the Haunted" - an acolyte of *Shevarash*. See *Dhaeroawathila*.

adon - peace

adoness - peacekeeper

Adoness - "Peacekeeper" - a priest of *Corellon Larethian* who has achieved the second rank. See *Aegis'shee*.

-ae - whisper; see *-nae*

aegis - protection, to protect

aegisess - protector

Aegisess - "Protector" - a priest of *Corellon Larethian* who has achieved the first rank. See *Aegis'shee*.

Aegis'shee - "Feywarden" - a priest of *Corellon Larethian*; the ranks within the Church are known as follows:

Faerna - "those who serve Art" - acolytes

Aegisess - "Protector" - first rank

Adoness - "Peacekeeper" - second rank

Kerynsuoress - "Holy Warrior" - third rank

Ivae'ess - "Lightbringer" - fourth rank

Avae'ess - "Joybringer" - fifth rank

Syolkiir - "Wildstar" - sixth rank

Lateusuoress - "Crescent-Moonblessed" - seventh rank

Araegisess - "Great Protector" - eighth rank

Aradoness - "Great Peacekeeper" - ninth rank

Arkerynsuoress - "Great Holy Warrior" - tenth rank

Very high-ranking priests are known as *Cormiira* "high blessings of Corellon" as a term of deep respect. See also *Aegisess*, *Aradoness*, *Araegisess*, *Arkerynsuoress*, *Avae'ess*, *Cormiira*, *Faerna*, *Faernsuora*, *Ivae'ess*, *Kerynsuoress*, *Lateu'suoress*, *Syolkiir*.

ael - 1. knight 2. great

Aelavellin Corellon - "Sword Knights of Corellon" - a knightly order sworn to the service of *Corellon Larethian*

ael'cor'avar - plural *ael'cor'avarn* - "great-legend- father" - great-grandfather. See *cor'avar*, *ael'cor'avara*, *cor'avara*.

ael'cor'avara - plural *ael'cor'avarae* - "great-legend-mother" - great-grandmother. See *cor'avara*, *ael'cor'avar*, *cor'avar*.

aeleth - yet

aelo - to meet

aelou - a meeting

Aeloulaev - "when peaces meet" - an elven slang term for Shieldmeet (see also *Pyesigen*, *Cinnaelos'Cor*)

Ael'teukacha - "Silver-haired Knight" - a priest or priestess of *Eilistraee* who is part of a faction within the Church that redeems drow by accepting their sins upon themselves. Also known as *Mhaor'wenta*.

aer - 1. law, order 2. song, singer (*male*)

aera - song, singer (*female*)

Aerakiir - "Starsinger;" a priest of *Sehanine Moonbow*, also known as *Surinya'suor*. Ranks within the Church are as follows:

Teu'suoress - "Mooncalled" - an acolyte

Rua'darness - "Stargazer" - first rank

Teu'quaress - "Moondancer" - second rank

Ther'darness - "Sky Seer" - third rank

Teu'revar'shaness - "Vision Seeker" - fourth rank

Suorevar'vuorless - "Omen Teller" - fifth rank

Revar'shaness - "Dream Walker" - sixth rank

Surinyar - "Celestial Being, Transcendentalist" - seventh rank

Suor'revaress - "Reverent Dreamer" - eighth or higher rank

See also *Revar'shaness*, *Rua'darness*, *Suor'revaress*, *Suorevar'vuorless*, *Surinyar*, *Surinya'suor*, *Teu'quaress*, *Teu'revar'shaness*, *Teu'suoress*, *Ther'darness*.

Aerdrie Faenya - "healing song charm" or "keeper of the healing aerie" - the elven goddess of air, weather, avians, rain, fertility, and the avariel; one aspect of *Angharradh*; one of the *Seldarine*. Priests of Aerdrie Faenya are known as *Halcyons*.

aerie - aerie

aerister - teacher

aes - hunted

aestar - together; see *Aestar*



Aestar - "one heart" - marriage, which to the elves is a sacred bonding of heart and soul. It is always capitalized, and often preceded in poetic expression by the "cren" mark.

Aestar'Khol - "marriage stone" - a stone created to symbolize the vow between a married couple

aethas - harp, harper (female); see also *aethus*, *-thas*

aethus - harp, harper (male); see also *aethas*, *-thus*

af - ring, circle

Afaera - "Circle Singer" - a priestess of *Angharradh*; see also *Quarlaninar*.

-afel - lake; see also *-efel*, *-fel*

ageas - guard, to guard

ah - crafty, sly, clever

aha - wand

-ahal - pale, weak; see also *hal*, *-ihal*

-ahel - sadness, tears; see *hel*, *-ihel*

ahkiilor - place of duty - the central district of any given elven community in which the basic buildings of government are built, or an elven court - "Parliament Hill," as it were.

Ahrmaesuol - "The High Revival, Restoration" - High Magic ritual that heals a large area of damage, both plants and animals.

aillesel - blessing, protection, salvation

Aillesel Seldarie - "May the Seldarine save us" - a prayer or oath meant to invoke the protection of the *Seldarine*.

aia - mate, wife

aias - mate, husband

-aira - home; see also *-aith*

-aith - home; see also *-aira*

akh - duty, oath, promise, a sacred charge

Akh'Aegis - a significant medal awarded in the days of Myth Drannor "Duty of Protection"

akhan - a dutiful person, dutiful one

Akh'Faen - "life of duty" - a sacred oath or vow given to serve in a certain

capacity for a lifetime, or even beyond a single lifetime. This is an archaic term now rarely used, and was associated with great sacrifice in the call of duty, such as an elf who takes up a moonblade that bears the elfshadow power (which requires that an elf be denied Arvandor until their blade has become inert.)

Akh'Faen'Tel'Quess - "Life of Duty, Form of the People's Need" - a High Magic ritual that alters an elf from one subrace into another.

Akh'Faer - "duty of Art" - once used to describe the army of wizards and sorcerers employed by the elves during the time of Cormanthyr and Myth Drannor as a whole; an *akh'faern* serves in the *Akh'Faer* (see also *akh*, *faer*, *Akh'Faern*)

akh'faern - "one who serves the duty of Art" - used to describe a member of the army of wizards and sorcerers employed by the elves during the time of Cormanthyr and Myth Drannor; *akh'faerna* serve in the *Akh'Faer* (see also *Akh'Faer*)

akh'velahr - "one who serves the duty of Arms" - a soldier in the army of warriors employed by the elves during the time of Cormanthyr and Myth Drannor as a whole; an *akh'velahr* serves in the *Akh'Velaehr* (see also *akh*, *velahr*, *Akh'Velaehr*)

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collectively; *Akh' Velahrn* serve in the *Akh' Velahr* (see also *Akh' Velahr*)

al- of the sea, ocean, or water; sea-colored (see also *alu-*)

-al/-ala - harmony, harmonious; see also *-la*, *-lae*, *-llae*

ala - harmony

-ali - shadow

alu- of the sea, ocean, or water; sea-colored (see also *al-*)

Alu'mara - "sea priest, sea druid, Aquarian" - the name for most priests of *Deep Sashelas*, also known as a *Delphion*. Ranks in the Church, such as they are, are as follows:

N'avae - "Impure" - an acolyte

Qu'alushtasa - "Bathed" - a priest

Delphite - "Dolphin-servant" - a high priest

See also *Delphite*, *Delphion*, *N'avae*, *Qu'alushtasa*.

Alu'Quess - sea elven, sea elves (informal); see *Alu'Tel'Quessir*

alura - dynamics, change

alurashe - tempo, beat, rhythm

Alurakar - a dualist wizard of ancient Cormanthor who focused exclusively on the schools of Abjuration and Alteration.

alurashe - tempo, beat, rhythm "time dynamics"

alus - water

alushfaen - blood "water of life"

Alushfaen'ela - "Blood Hawk" - a priestess of *Solonor Thelandira* who has reached the sixth rank. See *Eladarn/Eledarn*.

Alushfaen'ele - "Blood Hawk" - a priest of *Solonor Thelandira* who has reached the sixth rank. See *Eladarn/Eledarn*.

alushtasa - rain, bathing

Alu'Tel'Quessir - sea (blue or water) elves (see *alu*, *Alu'Quess*, *Eil'Quess*, *Tel'Quessir*)

am - 1. swan, swanlike 2. stride, strider (male)

ama - 1. beauty, beautiful, flower 2. stride, strider (female)

amarillis - "flame-flower" - the name of an elven clan

amne - oak

Amnes - "Oakheart" - a priest of *Rillifane Rallathil*. See *Celoralanalath*.

an - hand

-an - 1. one who (adjective) 2. make, maker (male name suffix); see also *-a*, *-ana*, *-ani*, *-uanna*

-ana - make, maker (female name suffix); see also *-a*, *-an*, *-ani*, *-uanna*

ang - glitter, sparkle

Angharradh - "glittering leaf of wisdom" - the elven goddess of spring, fertility, planting, birth, defense, and wisdom, believed to be the unified force of *Aerdrie Faenya*, *Hanali Celanil*, and *Sehanine Moonbow*; *Corellon Larethian's* consort; one of the *Seldarine*. Priestesses of Angharradh are known as *Afaera* or *Quarlaninar*.

anharad - leather

-ani - make, maker; see also *-a*, *-an*, *-ana*, *uann*, *uanna*, *-uanna*

anil - nefarious, malicious, vile

aniless - a nefarious or malicious being

-anis - dawn; see also *-nis*

ansr - rune

ansrivarr - memory

antha - fortress

ar- high, above, great, gold

-ar - 1. forest of (append) 2. male, a male

-ara - female, a female

Aradoness - "Great Peacekeeper" - a priest of *Corellon Larethian* who has achieved the ninth rank. See *Aegis'shee*.

Araegisess - "Great Protector" - a priest of *Corellon Larethian* who has achieved the eighth rank. See *Aegis'shee*.

Araestar - "Goldheart" - a priest of *Hanali Celanil*; ranks in the Church are as follows:

Lani - "the Beauteous" - an acolyte

Jar - "Dove" - first rank
Thiramindil - "Suitor" - second rank
Thiraminitae - "Lover" - third rank
U'haess - "Free-thinker or Libertine" - fourth rank

Seharan - "Soft Touch" or "Soft Caress" - fifth rank

Kerradunes - "Want of the Heart" or "Heart's Desire" - sixth rank

Evael - "Firey Ardor" - seventh rank
Any priest of Hanali Celanil past the level of acolyte is also referred to as *Evael'dil* "Devoted to Passion" or "Paramour." See also *Evael*, *Evael'dil*, *Jar*, *Kerradunes*, *Lani*, *Seharan*, *Thiramindil*, *Thiraminitae*, *U'haess*.

arakhor - "one who protects the forests" or "tree warden," a sort of elemental tree being that may have been an ancient ancestor to the treants, such as Grandfather Tree in the High Forest (plural *arakhora*)

aral - hunter

-aral - hunt, hunter; see also *rail*, *ria*, *-ral*, *-ryl*

Araushnee - "highest beside my heart" - Lolth's name before she betrayed the *Seldarine* and fell from grace. She was known at that time as the goddess of weavers, tapestries, and destiny, especially dark elven destiny.

aravae - great happiness, ecstasy, supreme joy

Ar'Cor'Kerym - "high-legendary-blade," "Great King's Sword" or "the Ruler's Blade" - one of the three elfblades of Cormanthyr, which chooses the *Coronal* (king) of the nation.

Arfaern - "high practitioner of Art" - a rank in the *Akh'Faer* just below a Spell-Captain.

ar'hakavarn - scro "high orc". See also *hakavarn*.

ari - 1. silver 2. Spring

ar'iorwe - leaps, jumps

ar'iorwi - leap, jump

ari're - "great silver bear" - a grizzly bear

Ari're - "Grizzly Bear" - a priest of *Solonor Thelandira* who has reached the fifth rank. See *Eladarn/Eledarn*.

Arkan - "Gold Eagle" - a priest of *Solonor Thelandira* who has reached the eighth rank or higher. See *Eladarn/Eledarn*.

Arkerym - "high elven blade" - an officer's title in the *Akh'Velahr*, given to the commander of a regiment - higher than *Kerym* but lower than the Arms-Captain (second in command of the *Akh'Velahr*)

Arkerynsuoress - "Great Holy Warrior" - a priest of Corellon Larethian who has achieved the tenth rank. See *Aegis'shee*.

arkhol - great stone - a monolith

armathor - one of the elite guard of Myth Drannor proper, usually a wizard or a fighter/wizard "high-mage-armor"

arn - south, southern

aro - summer

Ar'Quess - gold elf (informal), gold elven; see *Ar'Tel'Quessir*, *Sha'Quess*

arran - heroic, brave

arraness - a person of great courage, a brave soul; a hero

arranaseer - courage, bravery

arnn - great storm (ie. hurricane, tornado)

Arrn'Tel'Orar - "Storm Erosion" - a High Magic ritual that reduces entire cities to their natural component states.

Ar'Selu'Taar - High Mage - a practitioner of High Magic, fantastic rituals that defy the standard limitations of magic (see *Arselu'Tel'Quess*, see also *Cor'Selu'Taar*)

Arselu'Tel'Quess - "great High Lore of the People" - High Magic, the greatest of elven magics, reputedly granted to them by the gods (see also *Ar'Selu'Taar*)

Arshaalth - "high axe" - a rank within the *Akh'Velahr* between *Nikerym* and *Kerym*.

Ar'Sha'Quessir Keryth - "The Great Friends' Crusade" - a name given to a major campaign during the fall of Myth Drannor in which several *Sha'Quessir* held Myth Drannor and its mythal against the Army of Darkness (see also *Usal-Keryth*)

arsurinya - deity "high celestial" (see also *Iquar'Tel'Quessir*)

arta - on

Ar'Tel'Quessir - gold (sun) elves (see *ar, Tel'Quessir*)

Arthuen'Saerlooniasa - "golden yellow wine of Saerloon" - see *Saerloonian Topaz*

-aruil - noble (virtuous); see also *-eruil, ruil*

Arvador - "high-forest-world" - the High Forest - a term used to describe the Elven paradise in the Heavens, to which all Elves will be called to dwell with the *Seldarine* (their gods.)

ary - noble, big (slightly less than *ar*)

Arykerym - "noble elven blade" - a title given to an officer in the *Akh'Velahr*, given to the commander of a brigade, just below an *Arkerym* but above a *Penaal*.

Ary'Faern'Kerym - "noble-Art-blade," "Noble Sorcerer's Sword" or "the Artblade" - one of the three elfblades of Cormanthyr, traditionally wielded by the Spell-Major (commander of the *Akh'Faer*.)

Ary'Velahr'Kerym - "noble-war-blade," "Noble Warrior's Sword," or "the Warblade" - one of the three elfblades of Cormanthyr, traditionally wielded by the Arms-Major (commander of the *Akh'Velahr*.)

-as - bow, fletcher; see also *-ash, -sah*

-asar - quest, seeker; see also *-isar, sar*

Asathalfinare, The - an alliance of good, non-human Undersea deities. It includes *Deep Sashelas, Trishina, Surminare* (goddess of selkies,) *Persana* (god of the tritons,) *Eadro* (god of the

merfolk and locathah,) *Water Lion*, and strangely, *Syranita* (goddess of the aarakocra.)

-asel - mountain, like a mountain; see also *-isel, -sel*

ash - fletcher

Ash - "Fletcher" - a priest of *Solonor Thelandira* who has reached the first rank. See *Eladarn/Eledarn*.

-ash - bow, fletcher; see also *-as, -sah*

-ashk - fate; see also *kash, -okash*

ashanelath - year

atamar - adamantine

ath - by, of

-ath - end, ending

ath tel'quiet - "of me" - mine

atha, athal - pit

athel - bow (weapon for hunting etc.)

athel'uanna - bowyer "bow crafter, bow maker"

Athel'uanna - "Bowyer" - a priest of *Solonor Thelandira* who has reached the second rank. See *Eladarn/Eledarn*.

-ather - armor, protection; also *-ther, -thir*

-athil - a suffix meaning "bane" or "nemesis," often used in the naming of swords

-atri - dance, dancer; see also *-atril, -atria, -tril, -tria*

atria - dancer (female); see also *-tria*

atril - dancer (male); see also *-tril*

auglathla - winterbreeze

aul - in

aulor - into

ausa - beside, with

av- winged

avae - 1. true, pure 2. joy, happiness - for the elves, they are one and the same

Avae'ess - "Joybringer" - a priest of *Corellon Larethian* who has achieved the fifth rank

avae'mhaor - suffering, pain "corruption of happiness"

avain - spirit; see *vain*

avar - father; plural *avarn*; see *-var*

avara - mother; plural - *avarae*

Avariel - an informal descriptor of the winged elves (literally "winged hawk person"); also, winged elven. See *Av'Tel'Quessir*.

avavaen - yes

avel - sword

avia - good fortune, luck; see also *via*

avin - storm; see *vin*

Avinar - "Winged Brother or Sister" - a priest of *Aerdrie Faenya*; see also *Halcyon*.

Av'Tel'Quessir - winged elves (formal) (see *av*, *Tel'Quessir*)

aza - life, lives

azae - live



bael - guardian

baelnorn, **bael'norn** - "guardian lich" - an elven lich; created through High Magic, or through simply choosing not to answer the call of Arvandor, the baelnorn give up their final reward to serve the elven people.

baelreth - "guardian arcane" - an elf who undertakes a sacred vow to protect the elven people and their needs. Some are open about their vow and affiliation, some keep the knowledge of their purpose a well-guarded secret. A baelreth is marked by his *tahlemar*, which is hidden or displayed as the baelreth sees fit. It is said that the baelrethi share an empathic link that allows them to feel the emotional state of all other baelreth. In most elven cultures, baelrethi are accorded almost complete autonomy in their dealings, and their deeds and rulings can only be gainsaid by a *Coronal*, though the empathic link is said to prevent corruption (see also *tahlemar*)

Baelshe - "Time Sentinel" - a priest of *Labelas Enoreth* who is active in the world around him, going forth to

adventure and right wrongs, concerned with preserving knowledge of the world. A more research and book-oriented priest of *Labelas* is known as a *She'teless*. Ranks within the Church are the same under both titles, and are as follows:

Urspliniu'ess - "Tyros" - an acolyte

Wylint'ess - "Observer" - first rank

Soless - "Recorder" - second rank

Ursplindaaress - "Librarian" - third rank

Teless - "Lorist, Lorekeeper" - fourth rank

Urspliness - "Scholar" - fifth rank

Sol'teless - "Historian" - sixth rank

Throess - "Sage" - seventh rank

U'teless - "Philosopher" - eighth rank

Haress - "Wizened, One Who is Wise" - above eighth rank

See also *Haress*, *She'teless*, *Soless*, *Sol'teless*, *Teless*, *Throess*, *Ursplindaaress*, *Urspliness*, *Urspliniu'ess*, *U'teless*, *Wylint'ess*.

be-inway - wake, funeral

belath - tomorrow

belluth - "hand power, gifts of Art" - ancient magical and elaborate rings once

worn in Myth Drannor, that function more as wands than rings, but do not interfere with spellcasting.

benerel - city (loose translation "place of humans")

beryn fin - Time of Discovery - a time of learning and spiritual seeking among elves, most commonly referred to by other races as adolescence (ages 50 - 100

approximately). *Beryn finess* - an adolescent

bes - oath

bhen - human

bhin - young human (often an insult)

biir - ugly, filth, garbage

brar - craft

bren - this



cael - archer, arrow, relating to archery

caerilcarn - council or senate

Caerilcarn - "The Council of the Wood" - a council of moon elven nobles and wood elven elven elders, which passes news between, and loosely, unifies the elves of the High Forest

cal - faith

cas - herald

cath - cat, feline

cath shee - elven cat "fey cat"

cath'sigen - snow tiger or snow leopard "snow cat"

Cath'sigen - "Snow Tiger" - a priest of *Solonor Thelandira* who has reached the fourth rank. See *Eladarn/Eledarn*.

celoralanalath - "those who sing the trees" - an old elven term of respect for druids or bards

Celoralanalath - "those who sing the trees" - the name for a druid of *Rillifane Rallathil*; priests are known as *Amnes* "Oakhearts". Ranks within the Church follow:

Nainiffi - "Acorn" - an acolyte

Felsul - first rank (a kind of tree)

Teu'trakai - "Silverbark" - second rank

Laspar - third rank (a kind of tree)

Hiexel - fourth rank (a kind of tree)

Eilrahd - "Blueleaf" - fifth rank

Phandar - sixth rank (a kind of tree)

Rilisira - "Duskwood" - seventh rank

Seldhaer - "Shadowtop" - eighth rank

Rilisafel - "Weirwood" - ninth rank

Note that on other worlds with differing flora, an entirely different system of ranks and naming may exist, in accordance with the sorts of trees that are native to that world.

See also *Amnes*, *Eilrahd*, *Felsul*, *Hiexel*, *Laspar*, *Nainiffi*, *Phandar*, *Rilisafel*, *Rilisira*, *Seldhaer*, *Teu'trakai*.

cerlyn - black

cha- green (a hue such as emerald green, as opposed to nature's forest or leaf-greens - see also *sy-*, *el-*).

chas - green (a hue such as emerald green, as opposed to nature's forest or leaf-greens - see also *sy-*, *el-*)

Cha'Tel'Quessir - jungle elves - a name given to a long-extinct tribe of mixed dark and green elves, which existed before the Separation (see *Tel'Quessir*)

Cinnaelos'Cor - the Day of Corellon's Peace, or literally, "Legendary Sabbath" or "Legendary Alliance-Meeting" - the formal elven term for Shieldmeet (see also *Aeloulæv*, *Pyesigen*)

cint'nias - alliance

cla - rose

col - not

coo - dog, canine

cooshee - elven dog "fey dog"

cor - legend, legendary, of rulership, king, of kings

coraar - kingdom

cor'avar - plural *cor'avarn* - "legend-father" - grandfather. See *ael'cor'avar*, *ael'cor'avara*, *cor'avara*.

cor'avara - plural *cor'avarae* - "legend-mother" - grandmother. See *ael'cor'avara*, *ael'cor'avar*, *cor'avar*.

Corellon Larethian - "King-chief, arcane lord of the night" - the leader of the *Seldarine*, creator of the elves; the elven god of magic, especially High Magic, music, arts, crafts, war, the elven race (especially gold elves,) poets and poetry, bards, and warriors. Priests of Corellon Larethian are known as *Aegis'shee*.

cormanth - king's vow; or loosely, "noblesse oblige"

Cormiira - "Blessings of Corellon" - title of respect for very high ranking priests of Corellon Larethian. See *Aegis'shee*.

Coronal - "ruler harmonious" or "legendary keeper of harmony" - an ancient title given to a great elven King or Queen. It is perhaps more equivalent to our own concept of "Emperor," though the elves would not attach the same tyrannous associations with the term. In the Sea of Fallen Stars, many small sea elven city-states have rulers that have taken the title "Coronal."

Cor'Rysar'Keryth - "legendary dynasty war" - "The Crown Wars" - a series of wars in the ancient history of the elves concerning elven rulership and attempts by various elven Coronals to establish empires under their own rule. These ancient wars nearly destroyed the Elven race, and resulted in a number of horrors, including the Dark Disaster that destroyed Miyeritar, the Descent of the Drow, and the creation of the fey'ri.

Cor'Selu'Taar - "Grand High Mage" - the leader of the High Mages of an area, sort of the same as an Archmage of a city (see *Ar'Selu'Taar*)

cren - a mark of punctuation in some elven cultures that indicates something of great importance, such as an artifact, divine revelation, or true love.

cryshal - crystal

cy - onyx



d' - a possessive; belonging to someone - equivalent to our own "'s"

dae - white

dalsien - thunder

daoine - starshine, starlight

Daoine Teague Feer - "Starshine Upon the People" - a High Magic ritual of

rejuvenation that heals and cleanses body and spirit with starlight.

daquin - danger

dar - world

darach - shape; to shape or change form

darn - sight, vision; see also *linta*

dath - end

Deep Sashelas - "deep below the wild ocean" - the elven god of oceans, sea elves, creation, knowledge, underwater and sea elven beauty, and water magic; primary deity of the *Alu'Tel'Quessir*; one of the *Seldarine*. More properly, the Espruar is "*Nim'Sashelas*." Priests of Deep Sashelas are known as *Alu'mara* or *Delphions*.

Delphite - "Dolphin-servant" - a high priest of *Deep Sashelas*. See *Alu'mara*.

Delphion - "Dolphinite" - a priest of *Deep Sashelas*. See also *Alu'mara*.

desha - so

deshu - after

deth - endure, tolerate, bear

-deth - eternal; see also *-eth*, *eath*

dhaer - shadow, darkness, of the night (see also *Dhaeraow*)

Dhaeraow - "face of shadow, heart of night" - a traitor. It came to describe the dark elves, who betrayed the elves of the surface world centuries ago, and over time this term has become corrupted to its present form, "drow." (see also *Drow*.)

Dhaeraowathil - "Traitorbane" - the name of Shevarash's sword; one of five sacred weapons wielded by *Shevarash*. See also *Korathel*, *Maelat*, *Shama*, *Ukava*.

Dhaeraowathila - "Dark Avengers" or "drowbanes" - the priests of *Shevarash*. Acolytes of the faith are known as *Adomhaora*. It is customary for *Dhaeraowathila* to organize themselves into warbands of five members, each wielding the five sacred weapons of

Shevarash, in order to hunt *drow*. See also *Adomhaora*.

Dhaer'Quess - dark elven; see

Dhaeraow, *Drow*, *Ilythiiri*, *Ssri'Tel'Quessir*

dharasha - destiny

dho - falcon

diir - stone (as a substance, like a stone wall) - see also *khol*.

dijak - dimensions, worlds, planes

Dijakkar - a dualist wizard from ancient Cormanthor who focused exclusively on the schools of Conjunction/Summoning and Divination)

-dil - devotion to, lover of (append)

don - silver

drag - hatred

Dragathil - "bane of hatred" - one of the banes of Myth Drannor, this sword, which promotes peace and compassion, had powers of defense and protection.

dre - 1. Hound (a dog) 2. charm (of personality), charming; see also *encik*

drii - air

drim, **drimme** - flight, flyer

Drow - dark elves or a singular dark elf, or of dark elves; a Common corruption of the traditional word "*dhaeraow*," which has now become elven slang as well (see *Dhaeraow*)

du - crescent

Dukar - a sea elven specialist mage, evolved from the elven dualist mages of Cormanthyr. There are two types - *Tel'gisiae* (Lorekeepers) and *Adom'gisiae* (Peacekeepers) - and there are four Orders; *Jhimari*, *Kupavi*, *Maalirni*, and *Numosi*. See also *Adom'gisir*, *Tel'gisir*.

dul - glade

dun - hill, mound

-dur - belief in, faith in (append)

durr - way, gate

Durathil - "faithful nemesis" - the name of a distinguished noble gold elven House



e - as, like, similar to; **e** ____ **eso** ____ - "as ____, also ____" - vice versa

-ean - ride, rider

eath - eternal, endless; see also **-deth**, **-eth**

eath'she - all times, forever, always

-efel - lake; see also **-afel**, **-fel**

ehalaer - staff, usually describing a wizard's staff or other staff of magical power

eil - azure, blue

Eilistraee - "azure elven exile" or "azure beast" - the drow goddess of the elven values; song, beauty, dance, swordwork, hunting, and moonlight; this name is a rare combination of Espruar and Drow language elements.

Eil'Quess - blue elven, blue elves (informal); see *Alu'Quess*, *Alu'Tel'Quessir*

eilrahd - blueleaf - a type of tree native to the Realms, especially common in the forest of Cormanthyr. The leaves, which are an eerie blue color with many points like a maple's, have healing properties, and are also used along with the sap for dyeing. The trees bend rather than break under ice, and the wood is burned to produce a beautiful blue flame.

Eilrahd - "Blueleaf" - a priest or druid of *Rillifane Rallathil* who has reached the fifth rank. See *Celoralanalath*.

eir - sharp

eisliesen - killing, murder

el - green, esp. forest green; compare *cha*, *sy*.

elrad - green leaf

ela - hawk (female)

-ela - gift, giver; see also **-il**, **-ila**, **-lie**

Eladarn/Eledarn - "hawk-vision" or "Hawkeye" (female/male) - a priest of *Solonor Thelandira*. Ranks within the Church are as follows:

Ni'ela'dho (female) or *Ni'ele'dho* (male)

- "Fledgling" - an acolyte

Ash - "Fletcher" - first rank

Athel'uanna - "Bowyer" - second rank

Lydhaer - "Shadowwolf or Grey Wolf"

- third rank

Cath'sigen - "Snow Tiger" - fourth rank

Ari're - "Grizzly Bear" - fifth rank

Alushfaen'ela (female) or *Alushfaen'ele* (male) - "Blood Hawk" - sixth rank

Maskan'dho - "Fire Falcon" - seventh rank

Arkan - "Gold Eagle" - eighth rank or higher

See also *Alushfaen'ela*, *Alushfaen'ele*, *Ari're*, *Arkan*, *Ash*, *Athel'uanna*, *Cath'sigen*, *Lydhaer*, *Maskan'dho*, *Ni'ela'dho*, *Ni'ele'dho*.

ela'dho - female raptor or bird of prey (see *dho*, *ela*)

elandi - arrow

Elaorman - "Place from All Around and Nowhere, Home of Summoning" - a High Magic ritual that causes a building to grow; also used to create elven spelljamming ships.

eldritch - eldritch

ele - hawk (male)

ele'dho - male raptor or bird of prey (see *dho*, *ele*)

-elis - breeze; see also **-lis**, **-lys**

Elikarashe - "bowshot like a hawk" - see *Shevarash*.

ella - strike

elladyr - "starstrike" - a comet or falling star

ellathil - parry, counterstrike, counterattack

ellon - chief; see also *lon*

Elquesstria - a type of elven wine, often also called feywine in the Common tongue - translated literally, "green-wine-dancer".

Elvarquesst - a sacred elven wine, used for ceremony and ritual by the elves but prized by all for its quality. It is ruby-colored and magically distilled from sunshine and rare fruits. "Utterly smooth, the liquor is nonetheless flecked with gold and has an iridescence of both color and flavor. It is highly prized at all times, but in the autumn rituals it is savored as if it is the gift of one final, perfect summer day." ⁹ Translated literally, "green-father-wine," perhaps implying a correlation to *Rillifane Rallathil*.

emar - honor

en - autumn

encik - influences, charm, glamour (enchantment over the mind or heart); compare *dre*

Encikkar - a dualist wizard from ancient Cormanthor who focused exclusively on the schools of Enchantment/Charm and Invocation/Evocation.

enial - home

enna - one, each, first (as in the first one, not first among)

ennama - "first flowering" - birth, dawn (see *Tel'Ennama*)

ennamar - few, only

ent - and

enyor - battle

er - boar

-er - one who is (with adjective)

erek - earth (as in dirt, soil, or stone; not in terms of "the world")

Erevan Ilesere - "stag of the winter forest, mist of winter" - the elven god of mischief, change, and rogues - a very chaotic and free-spirited deity who

often gets into trouble; one of the *Seldarine*.

erkatam - dwarf - evidently derived from the words for "earth" and "adamantine," perhaps loosely translated as "salt-of-the-earth"; surprisingly, a very complimentary name for a race that often does not see eye-to-eye with the elves.

erl - winter

ern - winter

-eruil - noble (virtuous); see also *-aruil*, *ruil*

ernath - under

eshaal - through

esk - bag, sack

eso - also

-ess - one (a person, a being; not "one" as a number)

esti - elven, of the elves

estierran - dweomer, enchantment

estierran nha morden - part of a spell intended to undo other spells, "dweomer-end"

-eth -eternal; see also *-deth*, *eath*

etha - healer (female); see also *tha*

ethal - healer (male); see also *thal*

-ethar - friend; see also *-ithar*, *-thar*

ethil - wing

-eti - eye, sight; see also *ti*, *-til*

etriel - 1. a noble elf-sister, a term of respect used for a noble elven lady or maid 2. she 3. female, a female

ev - stag

evael - passion - used to describe any firey, intense emotion

Evael - "Firey Ardor" - a priest of *Hanali Celanil* who has reached the seventh rank. See *Araestar*.

Evaelathil - "bane of passions" - one of the baneblades of Myth Drannor, forged to defend against angry or enraged foes; also known as the "Halfling's Blade"

evael'dil - paramour, lover

Evael'dil - "Devoted to Passion" or "Paramour" - a fully recognized priest of *Hanali Celanil*. See *Araestar*.

evaliir - "great song" - music of a bard or elven minstrel, or a great ballad

Evaliir'Enevahr - "the Song of Enevahr" - a High Magic ritual that inspires legendary courage among a battle group.

Evaliir'kerym - "bladesong" - the martial and arcane art of the bladesinger. See *kerymaer/kerymaera*; see also *hinu'kerym*.

evar - flute

ever- elven place, home of the People

everae - of the People

Evermead - the foremost of elven meads, reputed to be second to none. Brewed on Evermeet.

exanimos - extra, surplus, surfeit

-ezair - lightning (male name suffix); see also *-ezara, zair*

-ezara - lightning (female name suffix); see also *-ezair, zara*



faen - life

faenya - heal, medicine

Faer - "Art" - magic in its highest, Mystra-sacred form (see also *quideh, lerret*); also, lifeforce - Faer is used to describe the energy that is the Weave that powers all life, as the elves see life and magic as essentially one and the same (see also *Selu*.)

faerie - "magical" - 1. magical, touched by magic 2. a term used to describe a gold elf with violet eyes and silver hair, usually accompanied by a particularly pale complexion. This is thought to be a mark of favor and exceptional intelligence by many elven cultures, being the most rare of gold elven coloring. Perhaps it marks

Rua'Tel'Quessir ancestry. See *Ar'Tel'Quessir, Rua'Tel'Quessir*.

Faerna - "those who serve Art" - acolytes in the church of Corellon Larethian (singular *Faern*). See *Aegis'shee*.

Faernsuora - "Art-blessed" - the priests of Corellon Larethian (singular *Faernsuor*). See also *Aegis'shee*.

Faerûn - "One Land"

Faervian - "Boon of Art" - a legendary sword, one of the baneblades of Myth Drannor

fanil - fail, failure

feer - us

-fel - lake; see also *-afel, -efel*

felsul - "mountain lake" - a type of tree native to the Realms. The leaves are an eerie blue color and have many points like maple leaves, which are used with

the sap for dyeing. Felsul bends rather than breaks under ice. The wood, when burned, produces a blue flame.

Felsul - a priest or druid of *Rillifane Rallathil* who has reached the first rank. See *Celoralanalath*.

fendil - known, known to exist, real

Fenmarel Mestarine - "champion of honor, brother of the lonely" - elven god of feral elves, outcasts, scapegoats, isolation and isolationists; one of the *Seldarine*.

fera - champion

fete - fire

fey'ri - a race of tieflings that are half gold elven, half demon, created when

the exiled Vyshaari clan mated with demons to increase their own power and the power of their bloodline.

Commonly known as daemonfey.

fhaor - gift, tribute; the opposite of *khaor*

fhoel - thousand

fhoeldin - thousandfold

Fhoeldin Durr - "The Thousandfold Way" also known as the Waymeet; a place where several elfgates meet

fi, fi- rain, of or like rain

fir, fir- dark, darkness, of or like darkness

firvain - beyond

fis, fis- 1. light, or or like light; 2. depth

foqal - shield, screen, window



gael - pegasus

gala - whisper

gar - owl

ghaatiil - gate, elfgate

Ghaatiil - "The Traveling Path" - a High Magic ritual that establishes permanent portals between two or more given areas.

ghaatil'ren - "to pass west" - the journey that an elf makes when he travels to Arvador

giir - brooch, pin

giiraegis - "brooch of guardianship" or more literally, "protection-brooch".

Plural is *giiraegir*. A special brooch or pin worn in Myth Drannor to provide magical force-armor and other protective effects such as teleport, haste, or invisibility.

gil - griffin

gis - keep

gisir - keeper; plural *gisiae*



ha - free, freedom

hakar - enemy

hakarmaskannar - dragon - literally translated as "enemies bearing fire," one can get an excellent picture of the first elven encounter with dragons centuries past.

hakavarn - orc - literally translated as "enemy-evil," the elven opinion of the orcish race becomes quite clear

hal - pale, weak; see also *-ahal, -ihal*

halan - battle

halantrad - battlecraft

Halcyon - "halcyon" - A priest of *Aerdrie Faenya*; ranks within the Church are as follows:

Nikan - "little eagle, Eaglet"; also known as *Kerradun'drimme* "without flight; the Tethered" - an acolyte

Avinar - "Winged Brother or Sister" - a full priest of *Aerdrie Faenya*
See also *Avinar, Kerradun'drimme, Nikan*.

Hanali Celanil - "freedom's shadow, highest gift of a beautiful daughter" - the elven goddess of love, romance, beauty, fine art and artists, and to some degree moon elves; one of the aspects of *Angharradh*; one of the *Seldarine*.

har - 1. to join 2. wisdom, wise; see also *-ihar, -uhar*

haran - "join hand" - touch, hold hands, caress

Haress - "Wizened, One Who is Wise" - a high priest of *Labelas Enoreth*. See *Baelshé*.

harkess - "joined breath" - kiss

harsan - red

hel - sadness, tears

heri - stern

heriryar - horse, steed

heriryarean - ride, rider

hied - hold; *held* - hiedoso

hiexel - "green freedom and fate" - a type of tree native to the Realms.

Hiexel - a priest or druid of *Rillifane Rallathil* who has reached the fourth rank. See *Celoralanalath*.

hiine - your, yours

hin - sound, listen, hear

hinual - speak; evidently considered by the Tel'Quessir to be a variation of singing (see also *hinue*)

hinuallae - poetry, poem "harmonious speech". See also *hinual, hinue*.

hinue - song (see also *hinual*)

hithar - armor

hoarth - chamber, labyrinth

holl - dew

holme - haven, sanctuary

hu - horselike, equine



-i - a pluralizer - used as a suffix, it indicates multiples of the word it is added to, like our own "s"

ia, ia- day, a day; daylight, or or like daytime or daylight; *days* - *iaa*

-ia - noble, a noble; see also *-ian, -ianna, -ii, -ion*

ialyshae - blessing, blessed - this is a hands-on kind of blessing, direct from the gods, or a direct blessing "go with my blessing," as opposed to a more passive blessing "you are blessed."

Ialysae'Seldar'Wihylos - "Sacraments of Seldarine Blessing" - a High Magic ritual that creates a large amount of normal magical items at once.

-ian - lord; see also *quessir, -ia, -ii, -ion*

-ianna - lady; see also *etriel, -ia, -ii, -ion*

iasa - wine (see also *quesst*)

-iat - fire

-ihal - pale, weak; see also *-ahal, hal*

-ihar - wisdom, wise; see *har, -uhar*

-ihel - sadness, tears; see *-ahel, hel*

-ii - noble, a noble; see also *-ia, -ian, -ianna, -ion*

ik - might, mighty (physical strength)

il- mist, misty

-il - gift, giver; see also *-ela, -ila, -lie*

-ila - gift, giver; see also *-ela, -il, -lie*

ilaer - invader; plural *ilaeri*

ilaerothil - "sentinel" or, more accurately, "bane of invaders" - also Ilaerothil "The Sentinel," a mountain in Evereska.

-ilam - fair; see also *lam, -ulam*

ili - give, gives

iltem - one (figurative,) someone

ilphu - blossom

ilyran - an opal of rare beauty

Ilythiir - "noble folk of the mist at dusk" - the name of a dark elven nation that eventually became corrupted and made war on the other elven nations

Ilythiiri - "noble folk who walk the mist of dusk" - 1. the formal name of the dark elves of Ilythiir 2. a semi-formal name used for all dark elves (drow)

-im - duty

-imil - bond, promise; see also *-mil, -umil*

-inal - far, distant; see also *-nal, -onal*

inar - sibling (brother or sister); plural - *inarn*

inorum - within

inti - both

iolaa - knife

Iolaa - "knife" - a title within the *Akh' Velahr*, given to the commander of a detachment; just above *Nilaa* and below *Nikym*.

ion - noble, a noble; see also *-ia, -ian, -ianna, -ii*

iorwe - step, "step aside"; also, the elven name for the spell *blink*; plural *iorwi*

iqua - creation, beginning, origin

iquar - creator, original

Iquar'Tel'Quessir - "Creator-People" - the elven term for the Creator races (a term used to refer collectively to the gods that created them and the other races that they share the world with.) It is most commonly used in reference to the gods of the dwarves, the halflings, the gnomes, the humans, and their own gods (the *Seldarine*.) (See also *arsurinya, Seldarine*)

ir, ira, ire - dusk

irasku - ale

iridor - ruby

is - scribe
-is - scribe, scroll; see *-iss, -ist*
isal - honey, sweet; see also *sal, sali*
-isar - quest, seeker; see also *-asar, sar*
-isel - mountain, like a mountain; see also *-isel, -sel*
-iss - scribe, scroll; see *-is, -ist*
-ist - scribe, scroll; see *-is, -iss*
itae - beloved; a term of endearment, sometimes used as a suffix (also *-tae*)
itas - ward
iten - spinner
-ithar - friend; see also *-ethar, -thar*
Ityak-Ortheel - "the Elf-Eater" - a terrible creature created by the beast-

god Malar to destroy the elves. It is unclear whether this name is an Elvish phrase or the name Malar gave to it.
ium - lit, illuminated
ivae - light, white, glow
ivaebhin - "boy filled with brightness" - a nickname for Khelben Blackstaff as a boy
Ivae'ess - "Lightbringer" - a priest of Corellon Larethian who has achieved the fourth rank. See *Aegis'shee*.
Ivae'rillis'Saerloonia - "Glowfire wine of Saerloon" - see *Saerloonian Glowfire*



ja - staff, stick
jar - dove
Jar - "dove" - title given to a first rank priest of *Hanali Celanil*. See *Araestar*.

jen - how
jharren - rope
Jhimari - the "red dukars" - members of the Dukar Order of Jhimar



ka - dragon, draconic
kacha - hair
kai - skin
Kai'Soeh'takal - "Skin and Breath of the Wyrms" - a High Magic ritual that transforms an elf into a dragon, with all the accompanying natural abilities.
kan - eagle, eagle-like
kar - act, create, do

karask - demon
kash - fate; see also *-ashk, -okash*
kathan - branch
ke' - a pluralizer (like "s" in the Common tongue); used as a prefix. See also *-i*.
kekuel - smart, clever
ker - spell, enchantment

Keraera - "Spellsinger" - a priestess of *Eilistraee*. See also *Kerym'quaress*, *Nevaetriel*.

kerradun - privation, going without, want

kerradunath - "the end of privation and want" - used once to describe a district in Myth Drannor

Kerradun'drimme - "without flight, the Tethered" - an acolyte of *Aerdrie Faenya*; see also *Halcyon*, *Nikan*.

Kerradunes - "Want of the Heart" or "Heart's Desire" - a priest of *Hanali Celanil* who has reached the sixth rank. See *Araestar*.

keryfaer - battle magic

keryfaern - war wizard; one who specifically studies spells that are of use on a field of battle (plural - *keryfaerna*).

Keryfaertel - "the Lore of Battle Magic" - a "manual" of a sort once written for the *armathors*, including shared spells.

kery- of or relating to warfare, destruction, or battle

kerym - "blade," most often used to refer to a sword, or "elfblade"; also, a title for an officer within the *Akh' Velahr*.

Kerym - "elven blade" - 1. an elven blade, usually a sword of noteworthy power 2. a title for an officer within the *Akh' Velahr* who is the commander of a company, below *Penaal* and above *Nikerym*.

kerymaer/kerymaera - "bladesinger" (*male/female*) - an elven warrior who combines magical power and grace with a sword into a deadly martial art. Bladesingers are highly respected and admired in elven society. It takes at least a human lifetime of training to be one, requiring both arcane and martial skill and musical and acrobatic talent. Orders of kerymaer and/or kerymaera mark their students with a distinctive tattoo representing the order upon

graduation. See also *querimhinu'keryness*, *Evaliir'kerym*.

kerymeth - weapon ("sword-kin" or "war-tool"); also, a claw or tooth

kerymhoarth - dungeon "chamber of war, chamber of blades"

Kerym'quaress - "Sword Dancer" - a priestess of *Eilistraee*. See also *Keraera*, *Nevaetriel*.

keryness - warrior

kerynsuoress - holy warrior - a word for a paladin or a holy liberator

Kerynsuoress - "Holy Warrior" - a priest of Corellon Larethian who has achieved the third rank. See *Aegis'shee*.

keryth - warfare, war

Keryvian - "Boon of Battle" - a legendary sword, one of the baneblades of Myth Drannor, which contained powers that enhanced the abilities of its wielder.

kesha - before

kesir - elf; see *Quessir*

kessuk - stupid, gullible

keth- wind, like the wind

kess - breath, life, wind

Khalreshaar - "harmonious binding of earth, sea, and Man" - the elven name for Mielikki. Some say that in this aspect she serves *Rillifane Rallathil* and not *Silvanus*; some say that a human druid was elevated to the ranks of the *Seldarine* for great deeds; and some say that she is actually the half-elven deific offspring of *Silvanus* and *Hanali Celanil*. She is one of the *Seldarine*.

khaor - a curse, forbiddance, banishing; the opposite of *phaor*

khol - (a) stone; see also *diir*

kholiast - an elven card game consisting of a 1000 card deck and a very difficult method of counting points, favored by sun elves.

khol'maniith - "oath stone" - a stone that is created by the ritual of *Quamaniith* (see *Quamaniith*)

khov - three, trio

Khov'Aniless - "the Trio Nefarious" - the name given to the three mycaloths Aulmpiter, Gaulguth and Malimshaer who helped to rally the Army of Darkness that destroyed Cormanthor and Myth Drannor.

ki - 1. void 2. zero

kiin - keep, reserve, hoard, hold (connotation of greed); also *kiins* (keeps, reserves, hoards, holds)

kiir - a gem, a jewel, a bright star

kileaarn - unjoin

kilearnna - unjoining

Kileaarna Reithirgir - "Unjoining the Mystic Weave" - a High Magic rite that negates other spells

Kintiara - a famous elven marine unit in the Elven Imperial Navy

klatha - food

klathmor - meat - literal translation: "death-food"

koeh - earth, earthy

kor - black

Korathel - the "Black Bow;" one of the five sacred weapons of *Shevarash*. See also *Dhaeraowathil*, *Dhaeroawathila*, *Maelat*, *Shama*, *Ukava*.

kukisha - bribe

kulaa - bread

Kupavi - the "blue dukars" - members of the Dukar Order of Kupav

ky - ruby

kyshuf - "on birds' wings to silver" - speed, celerity, quick, quickness



la - night

Labelas Enoreth - "guardian of the wild night, arcane flower of autumn" - the elven god of time, longevity, the moment of choice, and history; one of the *Seldarine*.

lae, llae - harmony; see also *-al/-ala*

laf - moonlike

lahr - name

lam - 1. east, eastern 2. fair; see also *-ilam*, *-ulam*

-lan - son; see *olan*

lani - beautiful

Lani - "the Beauteous" - an acolyte of *Hanali Celanil*. See *Araestar*.

-lanna - daughter; see *ola*

lar - shine

laran - regal, one who is regal

laranlas - "regal lady" - a title used by female rulers of Ardeep

laranlors - "regal lord" - a title used by male rulers of Ardeep

lareth - nightfall, twilight

las - wild

laspar - "night fist" - a type of tree native to the Realms.

Laspar - a priest or druid of *Rillifane Rallathil* who has reached the third rank. See *Celoralanalath*.

lateu - 1. crescent moon, holy to *Corellon Larethian* 2. a moonbow - a silvery crescent that appears in the eyes of the most ancient of elves when they are called home to Arvandor, sacred to *Sehanine Moonbow*.

lateu'ivae - 1. crescent-moonlight - differenced from moonlight in that this is the special, faint light of the crescent moon, thought sacred to *Corellon Larethian* and *Sehanine Moonbow* (see also *nodel'ivae*, *teu'ivae*). 2. a rainbow

Lateu'quor - "crescent-here," "Forest Communion of the Crescent Moon" - a sacred celebration to *Corellon Larethian* that takes place each month at the crescent moon, celebrating song, dance and art.

Lateu'suoress - "Crescent-Moonblessed" - a priest of *Corellon Larethian* who has achieved the seventh rank

lath - tree

lathanyll - sunlight

laev - a time of peace, peacetime

le - I

-lean - child (as in son or daughter, one's child); see *lyth*

leha - but

le'lorinel tel'e'brenequiette - "I to you as you to me" - a common elven expression - from *le lor nehel tel'e'bren'quiet* "I to you as this one of the People"

len - ever

lerret - magic; implies applied spell knowledge, such as a directly-cast written spell from one's spellbook or scrolls or the like; practical magic. See also *Faer*, *quideh*.

lersaat - scroll

leshere - thief

lia - 1. frond 2. mistress

lian - master

lida - strength (spiritual or inner strength)

-lie - gift, giver; see also *-ela*, *-il*, *-ila*

-lihn - bolt, ray; see also *lyn*, *-llinn*

linta - to see (verb); see also *pellinta*, *wylinta*

lirr - shine

-lis - breeze; also *-elis*, *-lys*

-llae - harmony, harmonious; see also *-al/-ala*, *-la*, *-lae*

-llinn - bolt, ray; see also *lyn*, *-lihn*

lo - night

lon - chief; see also *ellon*

lor - to (in relation to someone, in order to) - see also *nae*.

losi - frost

lothos - behind

-lua - holy; see also *-ual*

lue - riddle

-luth - lance; see also *-uath*, *-uth*

ly, **ly-** wolf, wolven, lupine

Lydhaer - "Shadowwolf or Grey Wolf" - a priest of *Solonor Thelandira* who has reached the third rank. See *Eladarn/Eledarn*.

Lyenna - "lone wolf" - the title for a priest of *Fenmarel Mestarine*; ranks in the Church, such as they are, are as follows:
Tarkhal - "the Lost" - an acolyte
N'relos - "the Unbowed" - a full priest
 See also *N'relos*, *Tarkhal*.

lyn - bolt, ray; see also *-llinn*, *-lihn*

-lys - breeze; see also *-lis*, *-elis*

Ly'Tel'Quessir - the formal name for the *Lythari* (see *ly*, *Lythari*, *Tel'Quessir*)

lyth - child, young elf, young, youthful; see *-lean*

lythi - children

Lythari - "wolf-friend; great wolf" - the common name of the *Ly'Tel'Quessir*, elves who can take the form of wolves; also, of the *lythari* "wolf elven" (see *Ly'Tel'Quessir*)



Maarlirni - the "green dukars" - members of the Order of Maalirn

Maelat - a club; one of five sacred weapons wielded by *Shevarash*; see also *Dhaeraowathil*, *Korathel*, *Shama*, *Ukava*.

maernthor - homeland

ma - mage (female); plural - *mahs*

mah - mage (male); plural - *mahs*

mil - bond, promise; see also *-imil*, *-umil*

mai, **maie** - death, slayer

mal - war

malawain - "the unawakened" - those who have not experienced the spiritual epiphany that other elves usually do at the end of adolescence. They tend to feel as though they are outcasts among their people and often take to a life of wandering, and they are often regarded with some pity by other elves.

maniith - the effects of a vow, the result of an oath

manth - a great oath, a sacred vow

mara - priest, priestly

maravar - "priest of the trees" - a druid

maskan - fire

Maskan'dho - "Fire Falcon" - a priest of *Solonor Thelandira* who has reached the seventh rank. See *Eladarn/Eledarn*.

maskaulat - steel; perhaps derived from a descriptor "fire-tempered-iron"

mault - iron

meli - heel

menartu - knowledge

mertel - killed, slain

mestar - lonely, alone (from *Fenmarel Mestarine*)

meth - tool

mhaor - corruption, plague, or any great death-bringing force (life-draining magics, genocidal destruction, necromancy)

Mhaorathil - "plaguebane" or "bane of corruption" - one of the baneblades of Myth Drannor, this one given to warriors or paladins, that had powers against sickness and corruption, including that of undead.

Mhaor'wenta - "Sin-Eaters" - priests or priestesses of *Eilistraee*, otherwise known as *Ael'teukacha*.

miir - a great blessing, directly from a divine source

millentu - know, known

mion - diamond

mithral - mithral; this is one of the few words that Common has taken from the *Espruar* tongue

Mithral'Quess - mithral elf (informal), mithral elven; see *Rua'Quess*, *Rua'Tel'Quessir*

mor - die, death

morenial - tomb ("home of death")

morimatra - a spiced wine favored by the drow

mormhaor - undead "the corrupted dead"

Mormhaor'Sykerylor - "The Killing Storm" - a legendary High Magic ritual that causes mass destruction of life and magic on a cataclysmic scale. No one knows if it ever actually existed or not. It is said that its use is considered a sacrilege by the elves, and its use has been forbidden since the early days of the Crown Wars.

Morvian - known as "Darkbane," its name more correctly translates to "boon against darkness." One of the baneblades of Myth Drannor, it has powers against dark forces and chaos and evil.

muden - blunt(ed)

mus - ally, companion

my - emerald

myth - a title given to a city protected by a mythal, to honor the great magic embodied there

Mythaalniir - "Mythal Rite" - a High Magic spell that creates a mythal; this

can refer to both the more recently developed and slightly corrupted, lesser version of this rite, or to its more powerful predecessor ritual

Mythaalniir Darach - "Mythal-shaping Rite" - a High Magic spell that alters the form and function of an existing mythal to work according to the caster's desires

mythal - a mythal; a web of magic that creates several incredibly powerful, permanent spell effects through an area, usually created for its protection.



N' - un-, not, no - a prefix used to negate whatever it is connected to, much like our own prefix "un-".

na- ancient

nae - to (go to a place) - see *lor*

-nae - whisper; see *-ae*

nai- oak, oaken

nai - breeze

nainiffi - acorn "oaken-seed"

Nainiffi - "Acorn" - an acolyte of *Rillifane Rallathil*. See *Celoralanalath*.

-nal - far, distant; see also *-inal*, *-onal*

nar - nameless, without a name (often a curse or term of banishment)

nars - nor (as in neither nor)

N'avae - "Impure" - an acolyte of *Deep Sashelas*. See *Alu'mara*.

ne, nee - heart

neh - no

nehel - you

neheless - yourself

nehel'feer - them "you-us"

nehel'quen - they "you-we"

nekra - sheath

nelluon - veils, concealment, shadows

Nelluonkkar - a dualist wizard from ancient Cormanthor who focused exclusively on the schools of Illusion/Phantasm and Necromancy.

nes - heart

nesh - for

neshanas - stop

neshyrr - spellsong

nesirtye - "elsewhere;" also, the elven word for the spell *dimension door*

nevae - dark, darkness "not light"

nevaedarn - darkvision

Nevaetriel - "Dark Lady" - a priestess of *Eilistraee*. Also known as *Kerym'quaress* or *Keraera*. Acolytes of the faith are

known as *Etriel* "Maid." There is also a faction of the Church known as the *Ael'teukacha* "Silver-haired Knights" or the *Mhaor'wenta* "Sin-Eaters," which accepts males as well as females. See also *Kerym'quaress*, *Keraera*.

nha - is

nharaigh - noon

nharaigh lathanyll - "noontime sunlight - part of a powerful light spell

ni- little, short

nie- un, not (prefix)

niefendil - unknown, known to none

nielen - never

niemel - unseen

ni'ela'dho - fledgling "little raptor" (female)

ni'ele'dho - fledgling "little raptor" (male)

Ni'ela'dho/Ni'ela'dho - "Fledgling" (female/male) - an acolyte of *Solonor Thelandira*. See *Eladarn/Eledarn*.

nievana - no matter, regardless

niffi - seed

ni'hinuallae - "little poem" - a verse or stanza

nikan - eaglet

Nikan - "little eagle, Eaglet" - an acolyte of *Aerdrie Faenya*; see also *Halcyon*, *Kerradun'drimme*.

nikerym - short sword

Nikerym - "short sword" - a title of rank in the *Akh'Velahr* given to the commander of a unit, below *Kerym* and above *Shaalth*.

nikym - dagger

Nikym - "dagger" - a title of rank in the *Akh'Velahr* given to the commander of a section, below *Shaalth* and above *Iolaa*.

Nilaa - "little knife" - a title in the *Akh'Velahr* given to the common foot soldier; just below *Iolaa*.

nilaamen - perilous

nim - deep

Nim'Sashelas - Proper Espruar for the deity commonly known as *Deep Sashelas*. See *Deep Sashelas*.

nin - rite, ritual; see also *-nine*, *-nyn*

-nine - rite, ritual; see also *nin*, *-nyn*

-nis - dawn; see also *-anis*

N'Maernthor - "Hidden Homeland,"

"the homeland that is not" - a High Magic ritual that conceals an elven settlement from view and teleports them around the area so protected.

noarun - far

nodel - moon

nodel'ivae - light from the moon, the light that the moon gives off - as differenced from moonlight itself, thought an intangible thing, this word refers specifically to the radiant moon's light in the sky (see also *lateu'ivae*, *teu'ivae*).

noresh - day, daytime

norn - lich (see *baelnorn*)

N'Quor'Khaor - "The Banishing, Binding Outside of the People's Lands," "Not-here curse" - a High Magic ritual that binds or banishes extraplanar entities, creating a condition for their release.

N'relos - "Not-coward," unafraid, uncowed, "the Unbowed" - a name for a priest of *Fenmarel Mestarine*. See *Lyenna*.

N'Tel'Orar - "Corrosion/Erosion" - a High Magic ritual that induces centuries of natural erosion in a moment.

N'Tel'Quess - "not-People" - a term used to describe both other, non-elven races, and outcasts of the Elven People (see *N'*, *Tel'Quess*, *Tel'Quessir*)

N'tel-que'tethira - city dweller (green elven term only) - loosely translated, "Not-People of eternal dusk"

nu - hope, hopeful

Numosi - the "white dukars" - members of the Dukar Order of Numos

nuvendi - understanding

N'Velahr - "Shadow Soldiers" - a covert operations faction within Cormanthyr before its fall, who worked in secret against inner corruption.

N'Velahrn - one or more members of the *N' Vela*
ny - diamond
-nyn - rite, ritual; see also *nin*, *-nine*



oacil - to join together, for separate things to merge together into one
Oacil'Quevan- "The Forms of Unity and Age Among the Forests" - a High Magic ritual that shapes great trees and other plant life into different forms, including houses, barriers, and buildings.

-odar - world; see *-adar*, *dar*, *tel'adar*

odelhir - dark of the moon

-okash - fate; see also *kash*, *-ashk*

ola - daughter; see *-lanna*

olan - son; see *-lan*

Ol'Iirtal'Eithun - "Flights of True Mark, Arrows of Art"; a High Magic ritual that forms a large number of magical arrows with varying effects.

olin - secret

Olin Gisir - "Secret-Keeper" - a mage tradition among the elves, where the members learn secret and potentially dangerous knowledge, and work to keep it out of the hands of the unworthy; plural - *Olin Gisiae*

-on - keep, keeper (male); see also *-onna*

-onal - far, distant; see also *-inal*, *-nal*

ondreier - potency, power

Ondreier Ysele - "Potent Declamation" or "Word of Potency" - a High Magic spell that adds power to the next spell cast by the High Mage who invokes it

-onna - keep, keeper (female); see also *-on*

op - either, or; see *quin*

-or - 1. a suffix meaning "realm" 2. flower; see also *-oro*

orar - erosion, entropy, decay, corrosion

orisa - grow, growth

-oro - flower; see also *-or*

Or'Tel'Quessir - translated in one source as "people of the woods," it perhaps more accurately translated as "people of the realm" - a tribe of feral, barbaric green and moon elves who survived the destruction of *Eillur* in the Crown Wars, enslavement by the *Ilythiiri*, and unspeakable horrors unleashed in the jungle territory they were given to inhabit. They universally worship *Fenmarel Mestarine*.

oth - gate; plural *othi*



pellinta - look, to look; see also *linta*, *wylinta*

penaal - polearm

Penaal - "polearm" - a title in the *Akh' Velahr* given to the commander of a battalion, between *Kerym* and *Arykerym*.

phandar - "blossom maker of the world" - a tree native to the Realms, prized for its beauty

Phandar - a priest or druid of *Rillifane Rallathil* who has reached the sixth rank. See *Celoralanalath*.

piir - valuable item, treasure

py - sapphire

pye - four

Pyesigen - "four snows" - an alternative name in elven slang for *Shieldmeet*, which happens every four years (see also *Aeloulæv*, *Cinnaelos' Cor*)



qua - tangible, palpable, solid

Qu'alushtasa - "Bathed" - a fully recognized priest of *Deep Sashelas*. See *Alu'mara*.

Quamaniith - "The Vow Tangible" - a High Magic ritual that creates a stone embodying a vow or pact made between two or more parties; if the oath is broken, the stone is shattered.

quar - dance, to dance

quaress - dancer

quarlani - soul (from the words for "beautiful dance")

quarlani'har - "soul-bond" - friendship

Quarlaninar - "Totem Sister" - one of the rare priestesses of *Angharradh* who studies the art of totemic magic; see also *Afaera*.

que - 1. lake 2. forgotten, lost

quen - we

querimhinue - "bladesong" - the lesser form of the bladesong martial art known as *Evaliir'kerym*, which teaches only martial arts maneuvers and not the combined mastery of arcane and warrior's arts that mark the greater form. See *querimhinu'keryness*; see also *Evaliir'kerym*.

querimhinu'keryness - "bladesong warrior" - a student of the lesser form of the bladesong martial art, who practices the maneuvers but not the arcane and martial study. Plural *querimhinu'kerynessi*. See *Evaliir'kerym*, *querimhinue*; see also *kerymaer/kerymaera*.

quess - "of the People"

Quess'Ar'Teranthvar - "the Golden Grove of Hidden Knowledge" - a sacred but mysterious treasure of lost Myth Drannor that is said to have contained great magical knowledge "High Sacred Grove of the People".

quessir - 1. people 2. a term of respect used for an honorable elven male, often of noble lineage 3. he 4. male, a male

quesst - 1. wine of extremely great quality, ambrosia 2. nectar

quesstiasa - "nectar-wine" strong elven spirits distilled from fruit nectar and honey under moonlight

quevan - the greatest accumulated wisdom of the forests, "wisdom of the trees" - from *Oacil'Quevan* "forms of unity and age among the forests" and

Codex Quevan (great books of accumulated magical knowledge)
quideh - magic, implying that it is of a relatively minor or spontaneous nature, as opposed to a formal study (see also *Faer, lerret*)
quin - or; see *op*

quinpah - a light, flaky honey pastry
quis - chant, chanting
quor - here, the place that one is currently in (from *N'Quor'Khaor*)
quor'she - now, in the present moment "here-time"



radh - leaf
-rae - beast; see also *rah, -raee*
-raee - beast; see also *-rae, rah*
raer - unicorn
rah - beast; see also *-rae, -raee*
reth - arcane
rail - hunter (male); see also *aral, ria, -ral, -ryl*
-ral - hunter; see also *-aral, -ral, rail, ria, -ryl*
ran - binding, shackles; see also *-re, -reen*
ravan - forest; see also *-van, -vanna, -var*
ravanthas - friend (obviously derived from "forest-dwellers")
re - bear, ursine
-re - binding, shackles; see also *ran, -reen*
-reen - binding, shackles; see also *ran, -reen*
reithirgir - exceptionally powerful magic
rel - cow, force to submit, subjugate; something thought of as a vile thing by elvenkind
rell - many
rellos - coward
reloseer - cowardice, fear
ren - west, western
resoshi - grant(s), bestow(s)
revar - rest
reverie - sleep, meditation, daydreaming, reflection; the meditative, dreamlike state that is the elven form of sleep, which has made its way in limited

form into the Common tongue as a synonym for reflection or daydreaming
reverie'lateu - "dream of the moonbow" - a holy vision, a psychic flash
Revar'sehaness - "Dream Traveler" or "Dream Walker" - a priest of *Sehanine Moonbow* who has reached the sixth rank. See *Aerakiir*.
-ri - 1. spring; see *ari* 2. walker, walks; see *ro, -ron*
ria - huntress; see also *aral, rail, -ral, -ryl*
rid - spear
rilis - wood (as a part taken from a tree, not as a woodland grove)
rilisafel - weirwood "wood of the lake" - a type of tree native to the Realms which resembles oak, but has silvery-brown leaves with black velvet undersides. The wood will not burn in natural fire and is favored in the making of musical instruments. It is very rare and actively protected by druids.
Rilisafel - "Weirwood" - a priest or druid of *Rillifane Rallathil* who has reached the ninth rank. See *Celoralanalath*.
rilisira - duskwood "wood of dusk" - a type of tree native to the realms, dark in color and exceptionally hard but lightweight. It is prized by the elves as armor and building material, and

weapons and shields of duskwood are highly prized by adventurers.

Rilisira - "Duskwood" - a priest or druid of *Rillifane Rallathil* who has reached the seventh rank. See *Celoralanalath*.

Rillifane Rallathil - "wood-father, nemesis of fire" - the elven god of woodlands, nature, wild elves, druids and trees, especially oaks; one of the *Seldarine*.

rillis - burning, flaming, aflame

ro - walker, walks; see *-ri, -ron*

-ro - summer; see *aro*

-ron - walker, walks; see *-ri, ro*

ru - dream, dreamlike

rua - star, starlike

Rua'darness - "one who sees stars" or "Stargazer" - a priest of *Sehanine Moonbow* who has reached the first rank. See *Aerakiir*.

Rua'Quess - star elf (informal), star elven; see *Rua'Tel'Quess, Mithral'Quess*

Rua'Tel'Quessir - star elves - elves that dwell in *Sildeyuir*, an extraplanar refuge connected to the *Yuirwood*. They have

pearly gray or faintly violet overtones to their pale skin, gold, red, or silver-white hair, and gray or violet eyes, often with gold flecks. Star elven blood may be what causes faerie elves to appear among the gold elves. Also called *mythral* elves. See *Mithral'Quess, Rua'Quess, Tel'Quessir*.

ruathar - "star-friend" - a being of another race (usually human) who serves and aids Elvenkind, who is granted special blessings by the *Seldarine* in order to do this, including elf-sight and an extended lifespan

ruil - noble (virtuous); see also *-aruil, -eruil*

rum - meadow

ry - jade

-ryl - hunter; see also *aral, rail, ria, -ral, -ryl*

rysar - an important span of time, an elven generation, a ruler's reign; roughly equivalent to our term "aeon" or "dynasty"



saaden - below

sae - wood, of or like the wood

saelas - wildwood - wood that continues to grow and heal damage to itself, even after it has been shaped into other items

Sae'Quess - wood elf (informal), wood elven; see *Sy'Quess, Sy'Tel'Quessir*

Saerloonian "Glowfire" - a pale, luminous wine with a taste reminiscent

of pears; the true Elvish form would be *Ivae'rillis'Saerlooniasa*.

Saerloonian "Topaz" - a yellow amber wine with a nutty quality and bold fruit overtones; the true Elvish form would be *Arthuen'Saerlooniasa*.

-sah - bow, fletcher; see also *-as, -ash*

sal, sali - honey, sweet; see also *isal*

saloh - gift, blessing, tribute

Saloh'Cint'Nias - "Gift of Alliance" - a High Magic ritual that calls upon the ancient allies of the elves, be they natural or extraplanar, to assist them.

san - drink, wine

sanerek - cave, cavern ("below-earth")

sar - quest, seeker; see also *-asar*, *-isar*

sarash - small

savalir - murderer, killer

scennel - inn or pub; generally one of low quality (see also *aul*)

scient - gold (metal)

seanchai - a bard of great talent and power

seh - soft

Sehanine Moonbow - "soft-maker-sister" or "soft creator-sister" - elven goddess of mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens, and moon elves, who protects against madness and who guides the aged and those who have died to *Arvandor*; one of the aspects of *Angharradh* and one of the *Seldarine*. The more proper elven form of her name would be *Sehanine Lateu*.

Sehanine Lateu - the proper Espruar for the deity commonly known as *Sehanine Moonbow*. See *Sehanine Moonbow*.

sehan - travel, journey, walk

sehan'maniith - quest "journey as a result of an oath or vow"

seharan - caress, soft touch

Seharan - "Soft Touch" or "Soft Caress" - a priest of *Hanali Celanil* who has reached the fifth rank. See *Araestar*.

sekkar - flee

sel - high

-sel - mountain, like a mountain; see also *-asel*, *-isel*

Seldar - of the *Seldarine*

Seldarine - "brothers and sisters of the high wood" - the name given collectively for the elven deities. Since they are all related in some way according to mythology, perhaps it can

be thought of as a sort of "family name."

The *Seldarine* includes *Aerdrie Faenya*, *Angharradh*, *Corellon Larethian*, *Deep Sashelas*, *Erevan Ilesere*, *Fenmarel Mestarine*, *Hanali Celanil*, *Khalreshaar*, *Labelas Enoreth*, *Rillifane Rallathil*, *Sehanine Moonbow*, *Shevarash*, *Solonor Thelandira*, and *Zandilar the Dancer*; and once also included *Araushnee*, *Eilistraee*, and *Vhaeraun*. See also *arsurinya*, *Iquar'Tel'Quessir*.

seldhaer - shadowtop "high shadow" - a type of tree native to the Realms, respected for its thick, green, almost impenetrable foliage. It has high, feathery leaves with copper undersides, and its fibrous wood is used in ropemaking.

Seldhaer - "Shadowtop" - a priest or druid of *Rillifane Rallathil* who has reached the eighth rank. See *Celoralanalath*.

selu - high knowledge, great Art, High Magic

Selu - the Weave

Selu'Kiira - "high lore gems" (see *Tel'Kiira*) - these larger, more ornate and multi-faceted crystals were used in much the same fashion as the *Tel'Kiira*, containing memories and knowledge of the previous wearers, only they passed on the knowledge of High Magic. It is thought that at one time all High Mages possessed these great gems, and it was even speculated that at one time, one could not perform High Magic without one. They changed coloration with age and accumulated knowledge, beginning in hues of blue, and then changing to green, black, brown, orange, and finally, a brilliant red. There were also said to be disastrous consequences to the wearing of one by those not considered worthy. Again, as with the *Tel'Kiira*, the last of them is believed to have been lost

with the fall of Myth Drannor. Singular form - *Selu'Kiir*.

Selu'Taar - High Mages

sen - what

sennivi - lovely

sherekir - halfling - perhaps related to the words for "jewel rogue" or "thief of jewels," one must wonder at the initial contact between the elves and the halflings, and whether they meant this in an affectionate or exasperated reference!

sha - 1. sun 2. friend

-sha - ocean; see also *-she*, *-shor*

shaalth - axe

Shaalth - "axe" - a rank within the *Akh' Velahr*, given to the commander of a platoon, below *Nikerym* and above *Nikym*.

shaar - plain, savannah

shalaquin - a long-necked elven instrument somewhat akin to a vielle. It is plucked or strummed like a lute, and string tension (tuning) is controlled by a ratcheting wheel.

Shama - a spear; one of the five sacred weapons wielded by *Shevarash*. See also *Dhaeraowathil*, *Korathel*, *Maelat*, *Ukava*.

shan - go

Sha'Quess - sun elf (informal), sun elven; see *Ar'Quess*, *Ar'Tel'Quessir*

Sha'Quessir - "elf-friend" or "friend of the People" - a non elf honored by a place of status and respect in elven society, usually by virtue of some great deed done for the Elven People or their allies.

sharatam - gnome

Sharess - "one who is a friend" - a goddess of joy, ecstasy and pleasure, who is an amalgamation of the elven deity once known as *Zandilar the Dancer* and the Mulhorandi goddess called Bast. See also *Zandilar the Dancer*.

sharti - where

she - age, time

-she - ocean; see also *-sha*, *-shor*

shee - fey, of the fey, of elvenkind (adjective)

she'kyshuf - a split second, a moment "time-quick"

shesh - place

she'teless - chronologist

She'teless - "Chronologian" - a priest of *Labelas Enoreth*, one more focused on the lore of study than on the lore of worldly things. See *Baelshe*.

Shevarash - "timeless archer-father" - the elven god of hatred of the drow, vengeance, military crusades, loss and revenge; one of the *Seldarine*. Also known as *Elikarashe* by the elves of the Yuirwood. Priests of Shevarash are known as the *Dhaeroawathila*.

shirell - contentment

-shor - ocean; see also *-sha*, *-she*

shunti - when

si - cat, feline

sian - brook

siffi - fool, idiot

sigen - snow

siilen - that, which

sikki - equal, equally

sil - still (as in "even still"), yet

silath - mountain

sillevi astraedh - a password used to open the magically-protected door to the Elven Court

sim - north, northern

Sindiath Line - a spelljamming trading company loyal to the Elven Imperial Navy

skiimer - soon

soeh - breath, breath weapon

sofema - lament, mourn

sol - history, memory

soless - loremaster

Soless - "Recorder," "one who remembers" - a priest of *Labelas Enoreth* who has reached the second rank. See *Baelshe*.

Solonor Thelandira - "keeper of the memory of flowers, son of the dusky sky" - the elven god of archery, hunting, and wilderness survival, and patron of rangers; one of the *Seldarine*. See *Eladarn*.

sol'teless - "keeper of the lore of memory or history" - a historian

Sol'teless - "Historian" - a priest of *Labelas Enoreth* who has reached the sixth rank. See *Baelshe*.

spar - fist

Srinnala - an order dedicated to defending the ideals of the dream of the Coronals of Cormanthyr, who desired peace and harmony for all peoples, named for a legendary individual known as the *Srinshee* (see *Srinshee*; see also *Telessrin*)

Srinshee - a title used as a name by a great and noble High Mage who served the Coronal Eltargrim Irithyl in Cormanthyr, who also was the last known possessor of the *Ar'Cor'Kerym*. The title was taken from the ancient name of her noble House, of which she was the last (see also *Srinnala*, *Telessrin*)

ssri- silk, silent

Ssri'Tel'Quessir - "silk elves" or "silent elves" - an ancient term used to refer to the drow before the Descent (see *Dhaer'Quess*, *Dhaeroaw*, *drow*, *Ilythiiri*, *ssri*, *Tel'Quessir*)

stacia - star

staleen - luck

sum- water, of water

suor - bless, a blessing, holy, blessed by

suoress - one who is blessed, a holy person, a deity's Chosen or prophet (in that case, usually capitalized)

Suor'revaress - "holy or blessed dreamer," "Reverent Dreamer" - a priest of *Sehanine Moonbow* who has reached eighth or higher rank. See *Aerakiir*.

Suorevar'vuorless - "messenger of holy visions" or "Omen Teller" - a priest of

Sehanine Moonbow who has reached the fifth rank. See *Aerakiir*.

suor'reverie - "holy dream" - a holy vision

surinya - celestial, of the heavens

Surinyar - "Celestial Being, Transcendentalist" - a priest of *Sehanine Moonbow* who has reached the seventh rank. See *Aerakiir*.

Surinya'suor - "Heavenly blessed" or "the Heavenly" - another name for a priest of *Sehanine Moonbow*. Plural *Surinya'suora*. See *Aerakiir*.

sumnar - cleric ("one touched by the heavens")

suyoll - great renewal or revival, resurrection, restoration

Suyoll - "The Revival" - a High Magic ritual that restores an elf's natural harmony (rids curses, poisons, spell effects like petrification, etc.)

sy - faerie, wild, sylvan, green (a natural leaf green, or referring to "green" under its associations with nature); also, copper (color or metal)

sykerylor - maelstrom, hurricane, tornado, killing storm

syl - faerie, wild, sylvan, green (a natural leaf green, or referring to "green" under its associations with nature)

syldritch - ancient and magical, faerie

Sylvanesti - "faerie wood elves" - a term used to refer to the green elves of the world of Krynn

Sy'Quess - copper or green elf (informal), copper or green elven; see *Sy'Tel'Quessir*.

Syol'Quess - wild elf (informal), wild elven; see *Sy'Quess*, *Sy'Tel'Quessir*

syol - wild, chaos

syolkiir - a shooting star

Syolkiir - "Wildstar" or perhaps more accurately "shooting star" - 1. the title given to the liaison/messenger of the Arms-Major of the Akh'Velahr in the last days of Myth Drannor 2. a title

given to any runner between divisions in the Cormanthor military 3. a title given to a priest of Corellon Larethian who has achieved the sixth rank of priesthood.

Syolkiira - "wild stars" - Wildspace (see also *Ther'noarun*)

Syoluanna - "Mischiefmakers, Makers of Chaos" - priests of *Erevan Ilesere*; there are only a few ranks within the Church, which are as follows:

Kessuk - "The Gullible" - an acolyte
Aasterinian - "Quicksilver" - a full priest

sy'quideh - "green magic" - magic associated with nature or the forest

Sy'Tel'Quessir - green or copper elves. This race name refers to both green or wild elves, and copper or wood elves. See *Sae'Quess*, *sy*, *Sy'Quess*, *Syol'Quess*, *Tel'Quessir*.



ta - fox

tae - love, beloved; a term of endearment, often used as a suffix (see *itae*)

tahl - blade

tahleamar - "blade of honor" - a blade sacred to the *baelreth*, which is bonded to their spirit and grants them special abilities, the embodiment and symbol of their vows (see also *baelreth*)

tahl'nodel - moonblade (see also *teu'kerym*)

tarine - animal

tarkhal - lost

Tarkhal - "the Lost" - an acolyte of *Fenmarel Mestarine*. See *Lyenna*.

tas - wall

tasa - flow, run, wash, dripping

teague - upon

tel' - the

tel - ancient, lore

Tel'Adar - the World

Tel'Ennama "The First Flowering" - the creation of the world and the first elves.

teless - lorekeeper, chronicler

Teless - "Lorist, Lorekeeper" - a priest of *Labelas Enoreth* who has reached the fourth rank. See *Baelshie*.

Telessrin - "keeper of the Srinshie's lore" - a title given to the leader of an order known as the Eternal *Srinнала* that existed in the days of Myth Drannor right before its fall (see *Srinнала*, *Srinshie*)

Tel'gisir - Lorekeeper - one of two types of *Dukars* (elven dualist mages); plural *Tel'gisiae*. See *Dukar*; see also *Adom'gisir*.

Tel'Kiira - "lore gems" - magical gems once worn on the forehead in Cormanthyr and other elven nations by the lords or ladies of noble houses. They were semi-sentient and contained the knowledge and memories of all previous wearers, handed down through elven generations as family heirlooms. After the fall of Myth Drannor, all known *Tel'Kiira* disappeared (see also *Selu'Kiira*)

telmiirkara – transfiguration, transformation

Telmiirkara Neshyrr – “Transfiguring Spell-Song” – a spell that changes the essential nature of a caster to that of some form of outsider

Tel'Quess – of the People (adjective)

Tel'Quessir – The People (elves)

tel'quiet – me “a part of the People”

telthukiilir – “High Seeing Orb” or “great gem of lore” – effectively, a very powerful crystal ball, capable of piercing even the most powerful magical defenses; a relic of Aryvandaar. One was housed in the Tower of the Moon in Evermeet, and another was acquired by the fey'ri who invaded Myth Drannor.

ten – spin

tenya – clothing

teranth – secret knowledge, the occult

teranthvar – a sacred or magical grove

teshuel – take

teu – tear, moon, silver, spirit (referring to Sehanine's Tears, by which the Elven spirit is said to have been created)

Teu'dhaer “Silver Shadows” – a euphemism for the Lythari as used by the green elves.

teu'heriryar – moonhorse

teu'ivae – moonlight – the intangible radiance of the moon (see also *lateu'ivae*, *nodel'ivae*).

teu-kelytha – legendary moonhorse of Evermeet; formal name for the moonhorses and a formal form of address

teu'kerym – moonblade (see also *tahl'nodel*)

teukiir – moonstone

Teu'quaess – “Moondancer” – a priest of *Sehanine Moonbow* who has reached the second rank. See *Aerakiir*.

Teu'revar'sehaness – “one who quests for visions” or “Vision Seeker” – a priest

of *Sehanine Moonbow* who has reached the fourth rank. See *Aerakiir*.

teushtasa – “rain of tears” – cry, crying, tears, weeping

Teu'suoress – “Mooncalled,” “Moon-blessed” – an acolyte of *Sehanine Moonbow*. See *Aerakiir*.

Teu'Quess – moon/silver elf (informal), moon/silver elven; see *Teu'Tel'Quessir*

Teu'Tel'Quessir – silver (moon) elves (see *teu*, *Tel'Quessir*)

teu'trakai – silverbark – a type of tree native to the Realms, prized for its beauty

Teu'trakai – “Silverbark” – a priest or druid of *Rillifane Rallathil* who has reached the second rank. See *Celoralanalath*.

tha, tha- 1. blue 2. vigil, vigilance 3. healer (female); see also *etha*

thaes – “young stranger-elf,” an archaic form of address expressing a neutral stance towards a younger elf whom one has just met.

thal – healer (male); see also *ethal*

tham – near

thar – good

-thar – friend; see also *-ethar*, *-ithar*

thas – those

-thas – harp, harper (female name suffix); see *aethas*

thearn – thorn

theur – summoned, conjured, invoked, evoked – conjured by magic, magical
Theur'foqal – “Summoned Shield, Conjured Screen” – a High Magic ritual that creates a sheet of magical energy to be used as a really high quality window.

ther – sky, of the sky

-ther – armor, protection; also *-ather*, *-thir*

Ther'darness – “one who sees/observes the sky,” “Sky Seer” – a priest of *Sehanine Moonbow* who has reached the third rank. See *Aerakiir*.

Ther'noarun - "far sky" - Wildspace; see also *Syolkiira*

-thi - wing, winged

-thir - armor, protection; also *-ather*, *-ther*

thiramin - love, soul-mate

thiramindil - suitor "devoted to soul-mate"

Thiramindil - "Suitor" - a priest of *Hanali Celanil* who has reached the second rank. See *Araestar*.

thiraminitae - lover, betrothed "beloved of soul-mate"

Thiraminitae - "Lover" - a priest of *Hanali Celanil* who has reached the third rank. See *Araestar*.

tho - true, truth

thosel - pool (of water)

thro - lore, sage

throess - "sage one" - a sage

Throess - "Sage" - a priest of *Labelas Enoreth* who has reached the seventh rank. See *Baelshe*.

thuen - yellow

-thus - harp, harper (male name suffix); see *aethus*

ti - eye, sight; see also *-eti*, *-til*

tia - magic, magical

-til - eye, sight; see also *-eti*, *ti*

tirith - tower

tra - tree

trad - craft, art, tradition

trakai - bark "tree skin"

-tria - dancer (female); see also *atria*

-tril - dancer (male); see also *atril*

Trishina - "dancer of the ocean's heart" - ally to the *Seldarine*, goddess of dolphins and consort to *Deep Sashelas*.

trea - grove

ty - crystal, crystalline



u - thought, mind

ua - family, kin, cousin, kinswoman (female); plural *uai*; see also *us*

u'aestar'kess - communion - a unique spirit bond of the elven people, that all elves may enter into with one another if they succeed in the proper preparation, which involves complete and total trust. This bond of the spirit creates an empathic link.

U'Aestar'Kess - "one heart, one mind, one breath" - an ancient High Magic ceremony, which was once the standard of marriage ceremonies among the elven people. It created an empathic and partially telepathic link between the newly-bonded couple. It is perhaps a

testament to the tragic state of the elvenkind that they have lost the knowledge of this ritual now, except among a select few, and it has become very dangerous to perform.

-ual - holy; see also *-lua*

uann - make; see also *-a*, *-an*, *-ana*, *-ani*, *uanna*

uanna - maker, builder, crafter; see also *-a*, *-an*, *-ana*, *-ani*, *uann*

uath - lance; see also *-luth*, *-uth*

uaul - against, opposed to

Uaul'Selu'Keryth - "The Sundering, at War With the Weave" - a High Magic ritual that causes a temporary rift in the Weave, causing all kinds of mass

destruction. Once used to create the island of Evermeet.

-udrim - flight, flyer; see also *-drim*, *drimme*

U'haess - "Free-thinker or Libertine" - a priest of *Hanali Celanil* who has reached the fourth rank. See *Araestar*.

-uhar - wisdom, wise; see *har*, *-ihar*

Ukava - a sling; one of the five sacred weapons wielded by *Shevarash*. It is traditional amongst some priests of *Shevarash* to assign one of the five sacred weapons - sword, bow, spear, sling, and club - to each member of a Drow-hunting party. See also *Dhaeraowathil*, *Dhaeraowathila*, *Korathel*, *Maelat*, *Shama*.

-ulam - fair; see also *-ilam*, *lam*

-umil - bond, promise; see also *-mil*, *-imil*

ursplin - learning, study, attainment of knowledge; compare *wyталіmen*

ursplindaar - library "place for study and the attainment of knowledge"

ursplindaaress - librarian

Ursplindaaress - "Librarian" - a priest of *Labelas Enoreth* who has reached the third rank. See *Baelshe*.

urspliness - scholar "one who studies"

Urspliness - "Scholar" - a priest of *Labelas Enoreth* who has reached the fifth rank. See *Baelshe*.

urspliniqu'ess - "one who is at the beginning of study" - apprentice, novice, acolyte, tyros.

Urspliniqu'ess - "Tyros" - an acolyte of *Labelas Enoreth*. See *Baelshe*.

us - family, kin, cousin, kinsman (male); plural *usi*; see also *ua*

usal - chase, hunt, pursuit

Usal-Keryth - "the Chasing War" - an alternative name for the *Ar'Sha'Quessir Keryth*

u'tel - philosophy "the lore of thought"

u'teless - "keeper of the lore of thought" - a philosopher

U'teless - "Philosopher" - a priest of *Labelas Enoreth* who has reached the eighth rank. See *Baelshe*.

uth - wizard

-uth - lance; see also *-luth*, *uath*



vaarn - evil

vain - spirit; see *avain*

-van, **-vanna**, **-var** - "of the trees"; see *ravan*

-var - father; see also *avar*

vara - mother; plural *varae*

vel - arms

velahr - of the army or military; also, a soldier

velahrn - the army or military

venishu - counselor, confidant, vizier, advisor

ver - peace

veri - live, living

veritam - a life, one's life

via - good fortune, luck; see also *avia*

-vian - a suffix meaning "boon," often used in the naming of swords

vil - finger, point

vin - storm; see *avin*

vivendi - clear

von - ice

vuorl - message

Vuorl'Kyshuf - "A Message on Birds' Wings to Silver" - a High Magic ritual

that allows communication between people at a distance, speaking to images of one another.



welsa - open, openly

wihylos - sacraments - sacred objects, artifacts, items directly blessed by the divine; singular *wihylo*.

wy- experience; experienced directly, personally understood (prefix)

wylinta - see(n) for oneself (from *wy-* "experience" and *linta* "to see")

wylint'ess - watcher, observer

Wylint'ess - "Observer," "one who watches or sees" - a priest of *Labelas Enoreth* who has reached the first rank. See *Baelshe*.

wytailimen - firsthand knowledge, knowledge gained by experience (compare *ursplin*)

wyn - music, musician



xilo - petal



ya - 1. bridge, path, way 2. helm

yewl - give

yn - bringer; see also *yr*

yr - bringer; see also *yn*

yrrin - faith
yrrinnam - (the) faithful

ysele - word, declamation
yth - folk, people



za - royal, of royalty
za'af - crown "circlet of royalty"
zair - lightning; see also *-ezair, zara*
Zandilar the Dancer - "Princess of generosity and creation," more properly called *Zandilar tel'Quaress* in Espruar. One of the *Seldarine*. See *Sharess*.
Zandilar tel'Quaress - the proper Espruar for *Zandilar the Dancer*.

zara - lightning; see also *-ezara, zair*
zel - during, in the meantime
zenar - half, less than half
zenar'bhen - "half-human" - a half-elf
zenar'hakavarn - a half-orc (rarely used, as elves are wont to think of anyone with orcish blood as an orc)
zenar'quess - half elven
zy - ivory



ommon -



lvish



above - ar
 acolyte - urspliniqu'ess
 acorn - nainiffi
 act - kar
 adamantine - atamar
 adolescence - beryn fin
 adolescent - beryn finess
 advisor - venishu
 aeon - rysar
 aeons - adoe
 aflame - rillis
 after - deshu
 against - uaul
 age - she
 ages - adoe
 air - drii
 ale - irasku
 alike - e
 alliance - cint'nias
 ally - mus
 also - eso
 alone - mestar
 always - eath'she

ambrosia - quesst
 ancient - na, tel
 and - ent
 animal - tarine
 apprentice - urspliniqu'ess
 arcane - reth
 archer - cael
 armor - hither; -ther, -ather, -thir
 arms (as in "taking up arms") - velahr
 arms (weapons) - kerymeth
 army - velahrn
 arrow - elandi
 art - trad
 Art - Faer
 artifact - wihylo; *plural* wihylos
 as - e
 at all times - eath'she
 attack, strike - ella
 autumn - en
 awake, awakened - awain
 axe - shaalth
 azure - eil



badge - giir
bag - esk
ballad - evaliir
bane - athil
banish, banishment - khaor
bard - celoralanalath, *also* seanchai
(really talented or skilled)
bark - trakai
battle - enyor, halan
battlecraft - halantrad
battle magic - keryfaer
bear (*animal*) - re; *grizzly bear* - ari're
bear (*carry, endure*) - deth
beast - rah; -rae, -raee
beat (*rhythm*) - alurashe
beautiful - ama, lani
beauty - ama
before - kesha
beginning - iqua
beginner - urspliniqu'ess, iqua'ess
behind - lothos
belief, believe - yrrin
believer - yrrinnam
beloved - tae, itae, thiramen
below - saaden
beside - ausa
bestow(s) - resoshi
betrothed - thiramindil, thiraminitae
beyond - firvain
big - ary
binding - ran; -re, -reen
birth - ennama "first flowering"
black - cerlyn; kor-
blade - tahl; *also* kerym
bladesinger - kerymaer (*male*),
kerymaera (*female*)
bladesong - Evaliir'kerym
bless - suor
blessing - miir, suor; *also* ialyshae "go
with my blessing"; saloh "blessed gift"

blessed - suor; *also* ialyshae "directly
blessed from the hands of the gods"
blink - iorwe (spell)
blood - alusfaen
blossom - ilphu
blue - eil, tha
blue elven - Eil'Quess; see *also sea elven*
blue elves - Alu'Tel'Quessir; Eil'Quess
(informal); see *also sea elves*
blueleaf - eilrahd
blunt, blunted - muden
boar - er
bolt - lyn; -llinn, -lihn
bond - mil; -imil, -umil
boon - vian
both - inti
bow - athel; -as, -ash, -sah; *moonbow* -
lateu
bowyer - athel'uanna
branch - kathan
bravery - arranaseer
bread - kulaa
breath - kess, soeh (dragon's breath)
breathe - soeh
breeze - nai; -lis, -elis, -lys
bribe - kukisha
bridge - ya
bring - yn
bringer - yr, yn
bright - fis
brooch - giir
brook - sain
brother - inar
build - uann
builder - uanna
burning - rillis
but - leha
by - ath



canine - coo
caress - seharan
carry - deth
cat - cath; *elven cat* - cath shee; *catlike* - si
cave, cavern - sanerek
celerity - kyshuf
celestial - surinya; *celestial being* - surinyar
chamber - hoarth
champion - fera
change - alura
chant, chanting - quis
chaos - syol
charge (*something one is charged to do*) - akh
charm - encik (*a magical charm, enchantment*); dre (*charm of personality*); *charming* - dre
chase - usal
chief - lon, ellon
child - lyth; *one's child* -lean (as a suffix to a name)
childhood - lith
children - lythi
chronicler - teless
chronologist - she'teless
circle - af
city - benerel
city dweller - N'tel-que'tethira
clear - vivendi
cleric - surnar
clever - kekuel
clothing - tenya
comet - elladyr
command - akh
communion - u'aestar'kess
companion - mus
concealment - nelluon
confidant - venishu

conjure, conjured - theur
contentment - shiorell
copper - sy
copper elven - Sy'Quess; see also *wood elven*
copper elves - Sy'Tel'Quessir; Sy'Quess (informal); see also *wood elves*
corrosion - orar
corruption - mhaor
council - caerilcarn
counselor - venishu
counter - athil, -thil
counterattack, counterstrike - ellathil
courage - arranaseer
court - ahkiilor
cousin - us (*male*), ua (*female*)
covert operations - N'Velahr
covert operative - N'Velahrn
cow (frighten) - rel
coward - rels
cowardice - reloseer
craft - brar, trad; *to craft* - uann
crafty - ah
craftsman - abrar, uanna "maker"
create - kar, uann
creation - iqua; *the Creation* - Tel'Ennama "The First Flowering"
creator - iquar
crescent - du
crescent moon - lateu; *crescent moonlight* - lateu'ivae
crown - za'af; *of the Crown* - za'
Crown Wars - Cor'Rysar'Keryth
crusade - keryth
cry - teushtasa
crying - teushtasa
crystal - ty, cryshal; *crystalline* - ty
curse - khaor
cyclone - arrn, sykerylor



dagger - nikym
dance - quar; -atri
dancer - quaress; -atri; -tril, atril (*male*); -tria, atria (*female*)
danger - daquin
dark, darkness - nevae, dhaer, fir;
darkness (spiritual) - mor; *dark of the moon* - odelhir
dark elven - Dhaer'Quess, drow, Ilythiiri
dark elves - dhaeroaw, drow, Ilythiiri, Ssri'Tel'Quessir
dark/green elves - Cha'Tel'Quessir
darkvision - nevaedarn
daughter - ola; -lanna (as a term of affection added to a name)
dawn - ennama; -nis, -anis
day, daytime - noresh; *a day* - ia; *days* - iaa
daydream - reverie
daylight - ia
daylightlike - ia
death - mor; *of death* - mai-; ghaatil'ren *death of old age*, though the meaning of that phrase is really "passing west," which is thought to be a journey to Arvandor as opposed to a true death
decay - orar
declamation - ysele
deep - nim
deity - arsurinya; *creator deities* - Iquar'Tel'Quessir; *elven deities* - Seldarine
demon - karask

destiny - dharasha
destruction - orar; mhaor (terrible genocidal destruction)
devour - went; *devourer, to devour* - wenta
dew - holl
diamond - mion; *of diamond or diamondlike* - ny-
die - mor
dimension door - nesirtye
dimensions - dijak
dirt - erek
distant - noarun; -nal, -inal, -onal
do - kar
dog - coo; *elven dog* - cooshee
dove - jar
draconic - ka
dragon - hakarmaskannar; *also* takal
dream - revar, reverie, ru; *dreamlike* - ru-
drink - san
drow - drow, dhaeroaw, Ilythiiri, Ssri'Tel'Quessir
druid - maravar, celoralanalath; *sea druid* - alu'mara
dungeon - kerymhoarth
during - zel
dusk - ir; -ira, -ire; *see also twilight*
duskwood - rilisira
duty - akh; -im
dwarf - erkatam
dweomer - estierran
dynamics - alura
dynasty - rysar



each - enna
eagle - kan
eaglelike - kan-
earth - erek; *earthy* - koeh
eat - went; *to eat* - wenta
east - lam
eastern - lam
ecstasy - aravae
eight - pye'aia
eighth - pye'aia
either - op
elf - kesir, quessir
elf maid - etriel
elfblade - kerym
Elf-Eater - Ityak-Ortheel
elf-friend - Sha'Quessir
elfgate - ghaatiil
elsewhere - nesirtye
elven - quess, esti
Elvenkind - Tel'Quessir; *of the elvenkind*
- Tel'Quess, shee, ever-

Elves - Tel'Quessir; *of the Elves* -
Tel'Quess, shee
emerald - my
enchantment - ker, encik (*enchantment of
the mind or heart*)
end - dath
ending - dath
endless - eath
endure - deth
enemy - hakar
entropy - orar
equal, equally - sikki
equine - hu
erosion - orar
eternal - eath; -deth, eth
ever - len
evil - vaarn
evoke, evoked - theur
extra - exanimos
eye - ti; -eti, -til



faerie - syl, shee, sylldritch
fail, failure - fanil
fair - lam, -ilam, -ulam
faith - yrrin, cal
faithful - yrrinnam
falcon - dho
falling star - elladyr
family - ua

fate - kash; -ashk, -okash
father - avar; -var
far - noarun; -nal, -inal, -onal
fear - reloseer
feline - si
female - etriel (*noun*), -ara (*adjective*)
few - ennamar
fey - shee, sylldritch

feywine - Elquesstria
field - rum
fiend - karask
fifth - deshu'pye
fighter - keryness
filth - biir
finger - vil
fire - maskan; -iat; *afame* - rillis
first - enna; *first among* - Cor
fist - spar
five - deshu'pye
flaming - rillis
flee - sekkar
fletcher - ash; -as, -sah
flight - drimme; -drim, -udrim
flow - tasa
flower - ama; -or, -oro
flute - evar
fly (to fly) - drim
folk - yth
food - klatha
fool - siffi

foolish - kessuk
for - nesh
forbidden - khaor
forever - eath'she
forgotten - que
forest - ravan, -van, -vanna, -var; *ancient forest, wisdom of the forest* - quevan
fortress - antha
fortune - via, avia
four - pye
fourth - pye
fox - ta
free - ha
free thinker - u'haess
freedom - ha
friend - sha, ravanthas; -ethar, -ithar. -thar
friendship - quarlani'har
frond - lia
frost - losi
funeral - be-inway



gale - keth
garb - tenya
garbage - biir
gate - oth; *plural* othi
Gate - ghaatiil
gem - kiir
gift - fhaor, saloh; -il, -iel, -ila, -lie
give - yewl
giver - yewless; -il, -iel, -ila, -lie
glade - dul
glamour - encik "charm, enchantment", nelluon "illusion"
glitter - ang
glow - ivae
gnome - sharatam
go - shan

god - arsurinya
goddess - arsurinya
gold - ar (color), scient (metal)
gold elven - Ar'Quess; see also *sun elven*
gold elves - Ar'Tel'Quessir; Ar'Quess (informal); see also *sun elves*
good - thar
good fortune, good luck - via, avia
grandfather - cor'avar "legend-father"; *grandfathers* - cor'avarn
grandmother - cor'avara "legend-mother"; *grandmothers* - cor'avarae
grant(s) - resoshi
great - ael

great-grandfather - ael'cor'avar "great-legend-father"; *great-grandfathers* - ael'cor'avarn

great-grandmother - ael'cor'avara "great-legend-mother"; *great-grandmothers* - ael'cor'avarae

green - chas; *also* sy or syl (natural); *also* el- (forest green)

green elven - Sy'Quess; see *also* *wild elven*

green elves - Sy'Tel'Quessir; *also* Cha'Tel'Quessir; Sy'Quess (informal); see *also* *wild elves*

griffon - gil

grove - teranthvar, trea

grow, growth - orisa

guard (verb) - ageas

guardian - bael; see *protector*

gullible - kessuk



hair - kacha

half, less than half - zenar

half-elf - zenar-bhen; *half-elven* - zenar'quess

half-orc - zenar'hakavarn

halfling - sherekir

hand - an

happiness - avae

happy - ava

harmony - ala; *harmonious* - llae; -al/-ala, -la, -lae, -llae

harp, harper - aethus (*male*), aethas (*female*); -thus (*male*), -thas (*female*)

hatred - drag

haunted - adomhaor

haven - holme

hawk - el, ela (*female*), ele (*male*)

he - quessir

heal - faenya

healer - thal, ethal (*male*), tha, etha (*female*)

hear - hin

heart - ne, nee, nes "one heart" - aestar

heavenly - surinya; *heavenly-blessed* - surinya'suor

heel - meli

held - hiedoso

helm - ya

her - etriel

hers - d'etriel

here - quor

herald - cas

here - quor

hero - arraness

heroic - arran

hibernation - adoessuor

hide (*skin*) - kai

hide, hiding - nelluon

hidden - n', nelluon

high - sel

High Mage - Ar'Selu'Taar; *Great High Mage* - Cor'Selu'Taar

High Magic - Arselu'Tel'Quess

hill - dun

his - d'quessir

history - sol

historian - sol'teless

hoard - kiin; *hoards* - kiins

hold - hied; *also* kiin (connotation of greed)

holy - suor; -ual, -lua; *of the Seldarine* - Seldar; *of Corellon Larethian* - Cor'

holy liberator - kerynsuoress

holy person - suoress

holy warrior - kerynsuoress
home - enial; -aith, -aira
homeland - maernthor
honey - sal, sali, isal
honor - emar
hope, hopeful - nu
horse - heriryar
horselike - hu
how - jen

hound - dre, coo
human - bhen; *young human* - bhin
hunt - usal; -rail/-ria, -aral, -ral, -ryl
aes - hunted
hunter - aral, rail (male), ria (female); -
ral, -ryl
hurricane - arrn, sykerylor
husband - aias



I - le
ice - von
idiot - siffi
idiotic - kessuk
illusion - nelluon
illuminated - ium
in - aul
influences - encik

inn - scennel
into - aulor
invader - ilaer; plural *ilaeri*
invoke, invoked - theur
is - nha
iron - mault
ivory - zy



jade - ry
jewel - kiir
join - har
joining - oacil

journey - sehan
joy - avae
jump - ar'iorwi; iorwe "jumps"
jungle elves - Cha'Tel'Quessir



keep - gis, kiin (connotation of greed);
keeps - gis, kiins; -on/-onna
keeper - gisir; *plural* - gisiae; -on (*male*), -
onna (*female*)
kill - mai, mor
killed - mertel
killer - mai, savalir
killing - eisliesen
kin - us (*male*), ua (*female*)
king - Cor'Quessir; Coronal
kingly - cor

kingdom - coraar
kiss - harkess
knife - iolaa
knight - ael
know - thro, millentu
known - fendil, millentu
knowledge - menatu, tel, thro, ursplin
"knowledge acquired through study",
wytalimen "knowledge acquired
through experience"; *high knowledge* -
selu



labyrinth - kerymhoarth
lady - etriel; -ianna; *noble lady* - laranlas
lament - sofema
lance - uath; -luth, uth
land of the elves - ever
lake - que; -fel, -afel, -efel
law - aer
leaf - radh; *green leaf* - elrad
leap - ar'iorwi; ar'iorwe "leaps"
learning - ursplin; *learning by experience* -
wytalimen
leather - anharad
legendary - cor
libertine - u'haess
library - ursplindaar; *librarian* -
ursplindaaress
lich - norn; *elven lich* - baelnorn
lie - n'avae
life - faen, kess; *a life, one's life* - veritam
lifeforce - faer
light - ivae, fis (*bright*)

lightning - zair, zara; -azair/-ezara
like (*similar to*) - e
listen - hin
lit - ium
little - ni
live - azae, veri, veris
living - veri
loaf - kulaa
lone - enna
lonely - mestar
look - pellinta
lord - quessir; -ian; *noble lord* - laranlors
lore - tel, thro; *high lore* - selu
lorekeeper - teless
loremaster - soless
lost - tarkhal, que
love - aestar "marriage, the love of a
couple", thiramen "love, beloved,
soulmate", u'aestar'kess "soul-bond,
communion", quarlani'har "soul-bond,
friendship"; tae, itae

lovely - sinnivi
lover - thiraminitae, evael'dil

luck - staleen; via, avia "good fortune, luck"
lupine - ly



maelstrom - sykerylor
mage - faern, mah (*male*), ma (*female*), uth; *dualist mage* - Dukar; *High Mage* - Selu'Taar; *plural* - mahs
magic - faer "art," quideh (*spontaneous magic*), lerret (*spell-magic*); *battle magic* - keryfaer; *powerful magic* - reithirgir
magical - tia, tia-
make - uann; -a, -ani, -uanna
maker - uanna; -an (*male name suffix*), -ana (*female name suffix*); -a, -ani
malaise - adomhaor
male - quessir (*noun*), -ar (*adjective*)
malicious - anil
many - rell
marriage - aestar
master - lian
mate - aia, aias
mausoleum - morenial
me - tel'quiet
meadow - rum
meat - klathmor
medicine - faenya
meditation - reverie
meet - aelo
meeting - aelou
memory - sol, ansrivarr
mercury - aasterinian
message - vuorl
might - ik (*strength & power*)
mighty - ik
military - velahrn
mind - u
mine - ath tel'quiet

mist - il
mistress - lia
misty - il
mithral - mithral
mithral elven - Mithral'Quess; see also *star elven*
mithral elves - Rua'Tel'Quessir; Mithral'Quess (*informal*); see also *star elves*
moment - she'kyshuf "time-quick"; *in the moment* - quor'she "here-time"
monolith - arkhol "great stone"
moon - nodel; *crescent moon* - lateu; *as an adjective* - teu
moon elven - Teu'Quess; see also *silver elven*
moon elves - Teu'Tel'Quessir; Teu'Quess (*informal*); see also *silver elves*
moonblade - teu'kerym, tahl'nodel
moonbow - lateu
moondark - odelhir
moonhorse - teu'heriryar; teu-kelytha (*formal*)
moonlight - teu'ivae; *light of the moon* - nodel'ivae; *crescent-moonlight* - lateu'ivae
moonlike - laf, teu
moonstone - teukiir
mother - vara, avara
mound - dun
mourn - sofema
mountain - silath; -sel, -asel, -isel (*like a mountain*)
move - iorwe (*a command*)
movment, movements - iorwi

murder - eisliesen
murderer - savalir
music - wyn

musician - wyn
must - akh
mythal - mythal



name - lahr
nameless - nar
near - tham
nectar - quesst
nefarious - anil
nemesis - athil
never - nielen
night - lo; *of the night* - la
nightfall - lareth
nine - khovakhov
nineth - khovakhov
no - neh

no matter - nievana
noble - ary; ruil; -aruil, -eruil; -ia, -ii, -ion "a noble, a lord or lady"
noblesse oblige - cormanth
nocturnal - lo-
noon - nharaigh
nor - nars
north - sim
northern - sim
not - col, n'
novice - urspliqu'ess
now - quor'she "here-time"



oak - amne; *oaken* - nai-
oath - manth
oathgiver - akhan
oathstone - khol'maniith
observer - wylint'ess
occult - teranth
ocean - alu; -sha, -she, -shor
of - ath
of the People (*elves*) - everae; quess
omen - reverie'lateu, suor'reverie
on - arta
one - enna; *also ess (a person); iltem*
(*figurative "one", someone*)

only - ennamar
onyx - cy
opal - ilyran
open, openly - welsa
opposed (*to*) - uaul
or - quin, op
orc - hakavarn
order - aer
origin - iqua
original - iquar
owl - gar



pain - avae'mhaor
pair - aia
paladin - kerynsuoress
pale - hal; -ahal, -ihal
palpable - qua
parliament (*buildings*) - ahkiilor
parry - ellathil "counterstrike"
passing West - ghaatil'ren; which is how Elves pass out of this world at the end of their natural lifespans; see *death*
passion - evael
pastry - quinpah
path - ya
peace - adon, ver
peacekeeper - adoness
peacetime - laev
pegasus - gael
people - yth, quessir
People, the - Tel'Quessir; *of the People* - quess, Tel'Quess
perilous - nilaamin
person - quess, ess
petal - xilo
philosophy - u'tel; *philosopher* - u'teless
pin - giir
pit - athal
place - shesh
plague - mhaor
plain - shaar
plane (*as in Outer Plane*) - dijak
point - vil
polearm - penaal
pool (of water) - thosel
portal - ghaatiil
potency - ondreier
power - ik (*temporal, ie. strength*), ondreier
preceed, preceeding - kasha
prey - aes

priest - mara, surnar
priest of Corellon Larethian - Aegis'shee "feywarden" - ranks within the Church are given different titles, see the entry for *Aegis'shee* in the Elvish - Common section.
priestess of Angharradh - Afaera "Circle Singer"; or Quarlaninar "Totem Sister."
priest of Aerdrie Faenya - Halcyon "Halcyon" - ranks within the Church, such as they are, are given different titles, see the entry for *Halcyon* in the Elvish - Common section. Priests of Aerdrie Faenya are likely to take individual titles such as Aquiline Hunter, Cloud Walker, Feathered Dancer, Rain Bringer, Rising Thermal, Silent Screech, Sky Diver, Soaring Spirit, or Windchaser.
priest of Deep Sashelas - Delphion "dolphinite"; or Alu'mara "sea druid, sea priest, Aquarian". Sashelas priests in the Great Sea use individual titles such as Sea Otter, Seal, Sea Lion, Walrus, Delphinus, Narwhal, and Balaenas; in the Inner Sea they use such individual titles as Clam, Oyster, Nautilus, Argonaut, Trophon, Cowrie, Abalone, Conch and Pearl. There are names for the Acolytes, the full priests and the High Priests; see *Alu'mara* in the Elvish - Common section.
priestess of Eilistraee - Nevaetriel "dark lady," Keraera "spellsinger" or Kerym'quaress "sword dancer." See the entry for *Nevaetriel* in the Elvish - Common section. There is also a faction within the Church known as Ael'teukacha "silver-haired knights" or

Mhaor'wenta "sin-eaters" which is also open to males. See the entry for *Ael'teukacha* in the Elvish - Common section.

priest of Erevan Ilesere - Syoluanna "mischiefmaker". See the entry for *Syoluanna* in the Elvish - Common section. Priests of Erevan use individual titles too varied to count, which may change randomly by day or even hour.

priest of Fenmarel Mestarine - Lyenna "lone wolf". See the entry for *Lyenna* for individual ranks, such as they are, in the Elvish - Common section. Priests of Fenmarel have very little use for fancy or flowery titles.

priest of Hanali Celanil - Araestar "goldheart" or Evael'dil "paramour." See the entry for *Araestar* for individual ranks in the Elvish - Common section. High ranking priests of Hanali often use individual titles.

priest of Labelas Enoreth - Bael'she "time sentinel" or She'teless "chronologist." See the entry for *Bael'she* in the Elvish - Common section for individual ranks. Which of the titles uses depends on how proactive and worldly a priest of Labelas is.

priest of Rillifane Rallathil - Amnes "oakheart" or Celoralanalath "druid;

those who sing the trees." See the entry for *Celoralanalath* in the Elvish - Common section for individual ranks within the Church, mostly named for trees of the Realms.

priest of Sehanine Moonbow - Aerakiir "starsinger," also known as Surinya'suor "the Heavenly." See the entry for *Aerakiir* in the Elvish - Common section for individual ranks within the Church.

priest of Shevarash - Dhaeraowathila "dark avenger, drowbane." See the entry for *Dhaeraowathila* in the Elvish - Common section.

priest of Solonor Thelandira - Eladarn/Eledarn "hawkeye." See the entry for *Eladarn/Eledarn* for individual ranks within the Church in the Elvish - Common section, most of which are named for aspects of archery, birds of prey, or carnivorous hunters.

privation - kerradun

promise - manth; -mil, -imil, -umil

prophet - suoress

protect - aegis

protection - aegis; -ther, -ather, -thir

protector - aegisess

pub - scennel

pure - avae

pursuit - usal



queen - Cor'Etriel; Coronal

quest - sar, sehan'maniith; -asar, -isar

quick, quickness - kyshuf

quit - neshanas



rain - alushtasa
rainbow - lateu'ivae
rainlike - fi-
raptor - ela'dho (*female*), ele'dho (*male*)
ray - lyn, -llinn, -lihn
real - fendil
realm - or
red - harsan
regal - laran
regardless - nievana
reign - rysar
reserve - kiin; *reserves* - kiins
rest - revar
restoration - suyoll, ahrmaesuol (*a great restoration*)
resurrection - suyoll
revival - suyoll, ahrmaesuol (*a great revival*)

rhythm - alurashe
riddle - lue
ride - heriryarean; -ean
rider - heriryarean; -ean
ring - af
rite - nin; -nine, -nyn
ritual - nin; -nine, -nyn
rope - jharren
rose - cla
royal - za
Royal Guard - armathor
ruby - iridor, ky; *ruby red* - ky-
rules - aer
run (*move quickly*) - sehan'kyshuf
run (*running water*) - tasa
rune - ansr



's - d' (possessive; prefix); ni (possessive; suffix)
-s - -i (pluralizer; suffix), ke' (pluralizer; prefix)
sack - esk
sacraments - wihylos
sadness - hel; -ahel, -ihel
sage - thro
salvation - aillesel
sanctuary - holme
sapphire - py
savannah - shaar
scholar - urspliness

screen - foqal
scribe - is; -iss, -ist
scro - ar'hakavarn
scroll - lersaat; -is, -iss, -ist
sea - alu
sea elven - Alu'Quess; see also *blue elven*
sea elves - Alu'Tel'Quessir; Alu'Quess (informal); see also *blue elves*
second - aia (*the second in a series*)
secret - olin
see - linta "to see," wylinta "see, see for oneself"; *seen* - mel

seed - niffi
seeker - sar; -asar, -isar
senate - caerilcarn
seven - deshu'khovaia
seventh - deshu'khovaia
shackles - ran; -re, -reen
shadow - dhaer; -ali;
shadows/concealment - nelluon; *of shadow* - n'
shadowtop - seldhaer
shape - darach; also *to shape*
sharp - eir
she - etriel
sheath - nekra
shield - foqal
Shieldmeet - Aeloulaev, Cinnaelos'Cor, Pyesigen
short - ni
short sword - nikerym
shine - lar, lirr
sibling - inar
sight - darn; -ti, -eti, -til
silent - ssri
silk - ssri
silver - ari, teu (*as a color*); don (*as a metal*)
silver elven - Teu'Quess; see also *moon elven*
silver elves - Teu'Tel'Quessir; Teu'Quess (*informal*); see also *moon elves*
silverbark - teu'trakai
similar (to) - e
simple - siff; see *idiot*
singing - aer, hinual
singer - aer (*male*), aera (*female*)
sister - inar
six - khovaia
sixth - khovaia
skin - kai
sky - ther
slain - mertel
slayer - mai
sleep - reverie
sly - ah
small - sarash, ni-
smart - kekuel

snow - sigen
so - desha
soft - seh
solid - qua
soldier - velahr; *soldiers* - velahrn
someone - item
son - olan; -lan (*as a term of affection added to a name*)
song - hinue, aer, aera
soon - skiimer
soul - quarlani
soulmate - thiramin
sound - hin
south - arn
southern - arn
sparkle - ang
speak - hinual
spear - rid
speed - kyshuf
spell - ker
spell song - neshyrr
spin - ten
spinner - iten
spirit - teu (*spirit as substance or an intangible thing*), quarlani (*a spirit or soul*); vain, avain
spirits (*alcohol*) - quesstiasa
spring - ari; -ri
staff - ja, ehalaer (*usually a mage's or druid's staff or a magical staff of some kind*)
stag - ev
stanza - ni'hinuallae
star - stacia; rua- ; *bright star* - kiir; *shooting star* - syolkiir
star elven - Rua'Quess; see also *mithral elven*
star elves - Rua'Tel'Quessir, Rua'Quess (*informal*); see also *mithral elves*
starlight, starshine - daoine
starlike - rua
steed - heriryar
steel - maskaulat
step - iorwe
step aside - iorwe
stern - heri
stick - ja

still - sil (even still)
stone - khol (*a stone*), diir (*made of stone*)
stop - neshanas
storm - sykerylor; arrn (*great storm*), vin, avin
strength - ik (*physical strength*), lida (*spiritual or inner strength*)
stride, strider - am (*male*), ama (*female*)
strike, attack - ella
string - nijharren
study - ursplin
stupid - kessuk
subjugate - rel
suffering - avae'mhaor
suitor - thiramindil
summer - aro; -ro

summon, summoned - theur
sun - sha
sun elven - Sha'Quess; see also *gold elven*
sun elves - Ar'Tel'Quessir; Sha'Quess (informal); see also *gold elves*
sunlight - lathanyll
surface - kai
surfeit, surplus - exanimos
swan - am
sweet - sal, sali, isal
sword - kerym, avel; *short sword* - nikerym
sylvan - sy or syl
sylvan elves - Sy'Tel'Quessir



taboo - khaor
take - teshuel
talk - hinual
tangible - qua
teacher - aerister
tear- teu
tears - hel; teushtasa; -ahel, -ihel
tempo - alurashe
that - siilen
the - tel'
them - nehel'feer
they - nehel'quen
thief - leshere
third - khov
this - bren
thorn - thearn
those - thas
thought - u
thousand - fhoel
thousandfold - fhoeldin
three - khov
through - eshaal

thunder - dalsien
time - she
to - lor (*in relation to someone*), nae (*to a place*)
together - aestar
tolerate - deth
tomb - morenial
tomorrow - belath
tool - meth
top - sel
tornado - arrn; sykerylor
touch - haran
tower - tirith
tradition - trad
traitor - dhaeroaw
transfiguration - telmiirkara
transformation - telmirrkara
travel - sehan
treasure - piir
tree - lath, tra
tribute - fhaor, saloh
trio - khov

true - avae, tho-
true love - thiramin
truth - tho

twig - ja
twilight - lareth
two - aia; *the two of them, both* - inti



ugly - biir
un- n'
unawakened - malawain
undead - mormhaor
under - ernath
understanding - nuvendi
unicorn - raer

unjoin - kileaarn
unjoining - kileaarna
unknown - niefendil
unrest - adomhaor
upon - teague
us - feer



veil - nelluon
verse - ni'hinuallae
versus - uaul
vice versa - e __ eso __ "as __, also __"
vigil, vigilance - tha
vile - anil
villain - aniless
visage - kai

vision - darn; *psychic or holy vision* -
reverie, suor'reverie, reverie'lateu
vizier - venishu
void - ki
vow - manth; *the result of a vow* - maniith
vowkeeper - akhan
vulpine - ly-



wake - be-inway
walk - sehan
walker - sehaness, ro; -ri, -ron
walks - ro; -ri, -ron

wall - tas
wand - aha
want - kerradun
war, warfare - keryth, mal

ward - itas
warrior - keryness
wash - tasa
water - alus, sum-
way - ya; durr (*a path or gate*)
we - quen
weak - hal; -ahal, -ihal
weapon - kerymeth
Weave, the - Selu; *the energy that is the Weave that is also life* - Faer
weep - teushtasa
weeping - teushtasa
weirwood - rilisafel
west - ren
western - ren
what - sen
whatever - nievana
when - shunti
where - sharti
which - siilen
whisper - gala; -ae, -nae
white - ivae; dae (*daylight-white*)
wife - aia
wild - syol, sy or syl, las
wild elven - Syol'Quess; see also *green elven*
wild elves - Sy'Tel'Quessir; Syol'Quess; see also *green elves*
Wildspace - Syolkiira "wild stars", Ther'noarun "far sky"
wind - keth, kess
window - foqal
wine - iasa, san (*drink, wine*), quesst (*nectar*); quesstiasa (*strong elven spirits distilled under moonlight from fruit nectar and honey*); *types of wine* - Arthuen'Saerlooniassa (*Saerloonian*

"Topaz",) Elquesstria (feywine,) Elvarquesst (rare elven wine only for special occasions,) Ivae'rillis'Saerlooniassa (Saerloonian "Glowfire",) morimatra (spiced drow wine).
wing - ethil; -thi
winged - av, -thi
winged elven - avariel
winged elves - avariel, Av'Tel'Quessir (formal)
winter - erl, ern
winterbreeze - auglatha
wisdom - har; -ihar, -uhar; quevan "tree wisdom, woodcraft"
wise - har, ihar, uhar
with - ausa
within - inorum
without - kerradun
wizard - uth; *war wizard* - keryfaern; see *High Mage, mage*
wolf, wolflike - ly; lone wolf - lyenna
wolf elven - lythari
wolf elves - lythari, Ly'Tel'Quessir, Teu'dhaer "Silver Shadows"
wood - rilis; a wood - var, van; like or of the wood - sae-; see *Grove*
wood elven - Sae'Quess; see also *copper elven*
wood elves - Sy'Tel'Quessir; Sae'Quess (informal); see also *copper elves*
woodcraft - quevan
word - ysele
world - dar; -adar, -odar *the world* - tel'adar
wyrm - takal



year - ashanelath
yellow - thuen
yes - avavaen
yet - aeeth. sil (*still*)
you - nehel
yourself - neheless
young - lyth

young elf, child - lyth
your, yours - hiine
youth (*a person*) - beryn finess; thaes
(polite but neutral form of address; archaic)
youth (*a time in one's life*) - lith, beryn fin
"adolescence"



Forms of Address



Family & Friends

beloved - *tae, itae* - when speaking of, or addressing, one's lover, the suffixes "-tae," or "-itae" are added to the end of the elf's first name, depending on whether or not it ends in a vowel (ie. Amalanatae "my beloved Amalana," Laerolithae "my beloved Laerolith"). This is a term of endearment.

brother - *inar*, plural *inarn* - when speaking of, or addressing, one's brother, the suffix "-in" is added to the end of the elf's first name (ie. Laerolithin "my brother Laerolith." This is a term of endearment. When speaking of another elf's brother, the suffix "-inar" is added to the end of that elf's first name, and the name is preceded by the possessive prefix "d'" (ie. d'Arilyninar "Arilyn's brother.")

child - *lyth*, plural *lythi* - when speaking of, or addressing, one's child, regardless of gender, the suffix "-lean" may be added to the end of the elf's first name in the place of the "daughter" or "son" suffixes (ie. Arilynlean "my child Arilyn." This is a term of endearment. When speaking of another elf's child, the same suffix is used, and the name of the elf whose child is being discussed is preceded by the possessive prefix "d'" (ie. d'Laerolithlean "Laerolith's child.")

cousin - *ua*, plural *uai* (female), or *us*, plural *usi* (male) - when speaking of, or

addressing, one's cousin or other family, the suffixes "-ua" or "-us" may be added to the end of the elf's first name (ie.

Laerolithus "my cousin Laerolith," Arilynua "my cousin Arilyn.") This is a term of endearment. When speaking of another elf's cousin, the same suffixes are used, and the name of the elf whose cousin is being discussed is preceded by the possessive prefix "d'" (ie. d'Laerolithus "Laerolith's cousin.") Plural forms are the same as the singular.

daughter - *ola* - when speaking of, or addressing, one's daughter, the suffixes "-lanna" or "-ola" are added to the end of the elf's first name (ie. Arilynola "my daughter Arilyn." This is a term of endearment. When speaking of another elf's daughter, the same suffixes are used, and the name of the elf whose daughter is being discussed is preceded by the possessive prefix "d'" (ie. d'Laerolithlanna "Laerolith's daughter.")

family - see cousin

father - *avar*, plural *avarn* - when speaking of, or addressing, one's own father, the suffixes "-var" or "-avar" may be added to the end of the elf's first name (ie. Laerolithavar "my father Laerolith"). This is used as a term of endearment; notice that it marks a more equal relationship between parent and child than humans are used to. This can also be added to the end of an elf's name to refer to that elf's father; this is a term always used in the third person, and the elf's name is always preceded by the prefix possessive "d'" (ie. d'Arilynavar "Arilyn's father.")

grandfather - *cor'avar*, plural *cor'avarn* - "legend-father" - when speaking of, or addressing, one's own grandfather, one uses this title of deep respect, which is never matched with an elf's proper name. When speaking of one's grandfather in the third person, an elf simply uses *cor'avar*; it is assumed that the "grandfather" referred to is one's own. If an elf needs to differentiate between two grandfathers (say, in the case of his mother's father and his father's father,) the elf would differentiate in that very way (ie. *avar'avar* "my father's father," *vara'avar* "my mother's father;" this form of address is always in the third person, when discussing one's grandparents with others, and is never used to address one's grandfather directly. One may also speak of another elf's grandfather in a similar fashion to Common references, by pairing the word *cor'avar* with a name and possessive (ie. *cor'avar d'Arilyn* "Arilyn's grandfather.")

grandmother - *cor'avara*, plural *cor'avarae* - "legend-mother" - when speaking of, or addressing, one's own grandmother, one uses this title of deep respect, which is never matched with an elf's proper name. When speaking of one's grandmother in the third person, an elf simply uses *cor'avara*; it is assumed that the "grandmother" referred to is one's own. If an elf needs to differentiate between two grandmothers (say, in the case of his mother's mother and his father's mother,) the elf would differentiate in that very way (ie. *avar'avara* "my father's mother," *vara'avara* "my mother's mother;" this form of address is always in the third person, when discussing one's grandparents with others, and is never used to address one's

grandmother directly. One may also speak of another elf's grandmother in a similar fashion to Common references, by pairing the word *cor'avara* with a name and possessive (ie. *cor'avara d'Arilyn* "Arilyn's grandmother.")

great-grandfather - *ael'cor'avar*, plural *ael'cor'avarn* - "great-legend-father" - when speaking of, or addressing, one's own great-grandfather, one uses this title of deep respect, which is never matched with an elf's proper name. When speaking of one's great-grandfather in the third person, an elf simply uses *ael'cor'avar*; it is assumed that the "great-grandfather" referred to is one's own. If an elf needs to differentiate between two great-grandfathers (say, in the case of his mother's grandfather and his father's grandfather,) the elf would differentiate in that very way (ie. *avar'cor'avar* "my father's grandfather," *vara'cor'avar* "my mother's grandfather;" this form of address is always in the third person, when discussing one's great-grandparents with others, and is never used to address one's great-grandfather directly. One may also speak of another elf's great-grandfather in a similar fashion to Common references, by pairing the word *ael'cor'avar* with a name and possessive (ie. *ael'cor'avar d'Arilyn* "Arilyn's great-grandfather.") Note that this title is used to refer to any male ancestor of a particular elf's past great-grandfathers, back through any number of generations.

great-grandmother - *ael'cor'avara*, plural *ael'cor'avarae* - "great-legend-mother" - when speaking of, or addressing, one's own great-grandmother, one uses this title of deep respect, which is never matched with an elf's proper name. When speaking of one's great-grandmother in the third

person, an elf simply uses *ael'cor'avara*; it is assumed that the "great-grandmother" referred to is one's own. If an elf needs to differentiate between two great-grandmothers (say, in the case of his mother's grandmother and his father's grandmother,) the elf would differentiate in that very way (ie. *avar'cor'avara* "my father's grandmother," *vara'cor'avara* "my mother's grandmother;" this form of address is always in the third person, when discussing one's great-grandparents with others, and is never used to address one's great-grandmother directly. One may also speak of another elf's great-grandmother in a similar fashion to Common references, by pairing the word *ael'cor'avara* with a name and possessive (ie. *ael'cor'avara d'Arilyn* "Arilyn's great-grandmother.") Not that this title is used to refer to any female ancestor of a particular elf's past great-grandmothers, back through any number of generations.

husband - *aias*, plural *aiasi* - when speaking of, or addressing, one's own husband, the suffix "-aias" is added to the end of the elf's first name (ie. *Laerothaias* "my husband Laeroth"). This is used as a term of endearment. This can also be added to the end of an elf's name to refer to that elf's husband; this is a term always used in the third person, and the elf's name is always preceded by the prefix possessive "d'" (ie. *d'Arilynaia* "Arilyn's husband.") Notice that since elves of different cultures may accept multiple marriages or same-sex marriages, this is not limited other than by the gender of the spouse in question (it might be perfectly correct to speak of *d'Laerothaias* "Laeroth's husband" or even *d'Laerothaiasi* "Laeroth's husbands").

kin, kinsman - see cousin

mother - *vara*, *avara*, plural *varae*, *avarae* - when speaking of, or addressing, one's own mother, the suffixes "-vara" or "-avara" may be added to the end of the elf's first name (ie. *Arilynavara* "my mother Arilyn"). This is used as a term of endearment; notice that it marks a more equal relationship between parent and child than humans are used to. This can also be added to the end of an elf's name to refer to that elf's mother; this is a term always used in the third person, and the elf's name is always preceded by the prefix possessive "d'" (ie. *d'Laerothavara* "Laeroth's mother.")

siblings - *ine* - This is only used as a suffix when speaking of another elf's brothers and sisters collectively, and therefore, it is only used in the third person. The elf's name is always preceded by the prefix possessive "d'" (ie. *d'Laerothine* "Laeroth's siblings.")

sister - *inar*, plural *inarn* - when speaking of, or addressing, one's sister, the suffix "-in" is added to the end of the elf's first name (ie. *Arilynin* "my sister Arilyn." This is a term of endearment. When speaking of another elf's sister, the suffix "-inar" is added to the end of that elf's first name, and the name is preceded by the possessive prefix "d'" (ie. *d'Laerothinar* "Laeroth's sister.")

son - *olan*, plural *olani* - when speaking of, or addressing, one's son, the suffixes "-lan" or "-olan" are added to the end of the elf's first name (ie. *Laerothlan* "my son Laeroth." This is a term of endearment. When speaking of another elf's son, the same suffixes are used, and the name of the elf whose son is being discussed is preceded by the possessive prefix "d'" (ie. *d'Arilynolan* "Arilyn's son.")

wife - *aia*, plural *aiae* - when speaking of or addressing, one's own wife, the suffix

"-aia" is added to the end of the elf's first name (ie. Arilynaia "my wife Arilyn"). This is used as a term of endearment. This can also be added to the end of an elf's name to refer to that elf's wife; this is a term always used in the third person, and the elf's name is always preceded by the prefix possessive "d'" (ie. d'Laerotheraia "Laerother's wife.") Notice that since elves of different cultures may accept multiple marriages or same-sex marriages, this is not limited other than by the gender of the spouse in question (it might be perfectly correct to speak of d'Arilynaia "Arilyn's wife" or even d'Arilynaiae "Arilyn's wives").



oble & Formal Titles

dame - *ael* - when addressing an elven knight directly, this prefix is added to the beginning of her name (ie. Ael'Arilyn "Dame Arilyn"), or simply used alone (ie. ael "Dame.") See also *knight*, *sir*.

Emperor or Empress - *Coronal*; also occasionally King or Queen; a great ruler; see also *royalty*.

High Mage - Selu'Taar

King - *Cor'Quessir*; see also *royalty*.

knight - to speak of a knight, one uses the term "ael." When addressing a knight directly, one may do so by title (ie. Ael'Laerother "Sir Laerother," Ael'Arilyn "Dame Arilyn"), or may simply refer to him or her as Ael "Sir" or "Dame"; or, one may also substitute the respectful forms of address for a noble elven lord or lady "quessir" or "etriel." It is not appropriate, however, to add the suffix for Lord or Lady to an elven knight's

name, as that is reserved for a different title. See also *dame*, *Lady*, *Lord*, *noble elven lady*, *noble elven male*, *sir*.

Lady - *laranlas* "regal lady" - to address an elven Lady directly, the suffixes "-ianna" or "-ia" are added to the end of the elf lady's first name; or, if she is the Lady of a House, it can also be added to her surname (ie. Arilynia or Arilynianna "Lady Arilyn"; Durothilianna "Lady Durothil.") Note that unlike human cultures, this form of address is equal to that of Lord on an Order of Precedence, even in implication. See also *noble*, *noble elven lady*.

Lord - *laranlors* "regal lord" - to address an elven Lord directly, the suffix "-ian" is added to the end of the elf's first name; or, if he is the Lord of a House, it can also be added to his surname (ie. Laerotherian "Lord Laerother"; Durothilian "Lord Durothil.") See also *noble*, *noble elven male*.

noble - any member of the nobility may have the suffixes -ia, -ii, -ion added to their names as a term of respect (ie. Laerotherii "Laerother, the noble elf", Arilynia "Arilyn, the noble elf") - this is commonly used to address the scions of noble families, who are not entitled to "Lord" or "Lady". See also *Lady*, *Lord*, *noble elven lady*, *noble elven lord*.

master - *lian* - to address one's master directly, the suffix "-lian" can be added to the end of his first or last name (ie. Laerotherlian "Master Laerother," Durothillian "Master Durothil"). When speaking of another elf's master, the same suffix is used, and the name of the elf whose master is being discussed is preceded by the possessive prefix "d'" (ie. d'Arilynlilian "Arilyn's master." See also *mistress*.

mistress - *lia* - to address one's mistress directly, the suffix "-lia" can be added to the end of her first or last name (ie.

Arilynlia "Mistress Arilyn," Durothillia "Mistress Durothil".) When speaking of another elf's mistress, the same suffix is used, and the name of the elf whose mistress is being discussed is preceded by the possessive prefix "d'" (ie. d'Laerotherlia "Laerother's mistress." See also *master*.
noble elven lady - *etriel* (a term of respect); see also *Princess*
noble elven male - *quessir* (a term of respect); see also *Prince*
Prince - *Za'quessir*, *Zalaranlors*; see also *noble elven male*, *royalty*.
Princess - *Za'etriel*, *Zalaranlas*; see also *noble elven lady*, *royalty*.
Queen - *Cor'Etriel*; note that unlike human cultures, this form of address is equal to that of King on an Order of Precedence, even in implication. See also *royalty*.
royalty - *Za* or *Cor* - when addressing royalty, the prefix "za" is added to the

beginning of the name of the royal person (ie. *Za'Laerother* "Your Highness Laerother"); this is also true when speaking of the royal personage in the third person (ie. *Za'Arilyn* "Her Highness Arilyn.") This is applicable regardless of the actual royal title, be it Prince, Princess, King, Queen, Emperor, or Empress. Anyone below that - Duke, Duchess, Count, Countess, and so forth - is addressed as Lord or Lady. In the case of a King, Queen, or Coronal, one may also use the prefix "Cor", which has a higher implication (ie. *Cor'Zaor* "Your Majesty Zaor" or "His Majesty Zaor.")
sir - *ael* - when addressing an elven knight directly, this prefix is added to the beginning of his name (ie. *Ael'Laerother* "Sir Laerother",) or simply used alone (ie. *ael* "Sir.") See also *dame*, *knight*.



laces¹⁰



Adofhaeranede - "city of the gift of ages" - the original name of *Myth Adofhaer* before the mythal was formed

Adoivaealumanth - "ages-light-ocean-vow" or "light of ages promised to the ocean" - a sea elven community off the coast of Telflamm in the Easting Reach - a great temple city to the ocean deities, especially Deep Sashelas and Trishina.

Aelinthaldaar - "realm of the healer knight brothers" - formerly the capital of *Illefarn*, located where present-day Waterdeep now stands

Ahkiilor - "place of duty" - the central buildings of old *Myth Drannor*, including the major buildings of the High Mages and the ruler

Akhageas - "duty to guard" - a sea elven garrison in the Sea of Fallen Stars

Akhanmyr - "realm of the dutiful one" - a sea elven city now lying in ruins in the Sea of Fallen Stars.

Aluchambolsunvae - "greatest joy of the deep green sea" - a sea elven community that is the center of the Dolphin Throne.

Aluianti - an elven city in the forest of *Cormanthor*

Aluwand - capitol city of the sea elven kingdom of *Selu'Maraar*, located 10

miles east of the Scar in the Sea of Fallen Stars.

Alysyrr - resettled ruins in the former sea elven kingdom of *Aryselmalyn* in the Sea of Fallen Stars

Arcorar - "high legendary realm" - the Great King's Forest (first name of *Cormanthor*)

Arkeym - "great sword" - a citadel once on the border of *Aryvandaar* and *Miyeritar*

Aryselmalyr - "noble high war realm" - the name of a lost sea elven kingdom that was located in the Sea of Fallen Stars around the Year of the Oaths Forsaken (-626 DR).

Aryvandaar - "noble forest kingdom" - an elder gold elven nation, one that was heavily involved in the Crown Wars and which also was instrumental in the founding of *Cormanthyr*. It later became known as the *Vyshantaar Empire*.

Ascalhorn - an outpost city built at the top of Ascal's Horn to defend the northeastern corner of the High Forest, which was the frontier of *Eaerlann*. Elves gave it to refugee Netherese after Netheril's fall. Centuries later, their descendants summoned devils and demons, which wiped out *Eaerlann* in

882 DR. It then became the site of Hellgate Keep.

Athalmault - "Iron Pit" - a fortress of the Ilythiiri during the Third Crown War, near the Lake of Steam.



Cormanthor - "forest of the king's vow" - name of the forest of *Cormanthyrr*, site of the ruins of *Myth Drannor*.

Cormanthyrr - "realm of the king's vow" - perhaps the greatest elven civilization, the capital of which was *Myth Drannor*, where elves and most of the other goodly races dwelled together. It was destroyed by hubris and a horde of devils in the Year of Doom.

Cormyr - "realm of legend" - this now human-ruled nation was once an elven

realm, and needs no introduction to one familiar with the Realms.

Corselmal - "legend of the high war" - the Coral Capital; formerly the capital of the destroyed sea elven nation of *Aryselmalyr*, which was destroyed by a great tidal wave.

Corsuor - "Corellon's Blessing" or "legendary blessing" - a city in the sea elven realm of *Naramyr*



Daoine Dun - "Hill of the Stars, Starlight Hill" - a sacred elven haven in the forest of *Shilmista*

Duathamper - 1. a river running through the forest of *Cormanthor* 2. an elven city on the shores of that river

Dysrisa - an elven city in the forest of *Cormanthor*



Eaerlann - a nation founded by *Sharroven* nobles to check the ambitions of *Siluvanedé* (-4700 DR)

Eerienne - an elven city in the forest of *Cormanthor*

Eiellur - one of the ancient elven kingdoms destroyed by the Crown Wars, a green elven nation located in the woodlands that stretched from the present day Thornwood to the Chondalwood.)

Eredruie - an elven city in the forest of *Cormanthor*

Everahkiilor - "the Elven Court" - a site of considerable elven history in the forest of *Cormanthor*. It was founded when the elves were called together in council during the Crown Wars by Corellon Larethian to resolve their differences, later becoming part of the

nation of *Cormanthyr*, and in the present day, the sanctuary of surface-dwelling Vhaeraunite drow.

Everantha - "the Watchful Fortress" - a fortress protecting the town of *Ty'anthalael*

Evereska - "sack of the People" - founded south of Netheril (now the Anaurach Desert,) though not nearly what it once was, this last bastion of Elven civilization on *Faerun* still remains to this day, safely sequestered in a mountain range.

Evermeet - "moot of the People" - a sacred, secret island that houses the present-day elven court and the Elven Retreat, protected by powerful magic, mysterious creatures, and some say, the Seldarine themselves.



Faenasuor - "life of blessing" - a city from the former sea elven kingdom *Aryselmalyr*, once known for its great artwork, recently excavated by the High Mages of *Sylkiir*.

Faerie - "Art-place, Weave-source" - ancient homeland, place of origin, the First Forest

Faerlorin - "sibling to the Weave" - an elven city in the forest of *Cormanthor*

Faerûn - "One Land" - the world - "homeland of our choosing" which, according to legend, was named by the elves when they came to the Realms from *Faerie*.

Fhaoralusyolkiiir - "the ocean's tribute to a shooting star" - a sea elven community near the mouth of the Vilhon Reach



Glauachydaar - "realm of Glauach" - a fallen gold elven nation that was corrupted by demonic forces, resulting

in, among other things, the creation of the fey'ri.

Glaemril - a river in the forest of *Cormanthor*



Hyaline - a sea elven city in the forest of *Cormanthor* (Lake Sember)



Ilaerothil - "The Sentinel" - a mountain in Evereska.

Illefarn - a moon elven nation that sheltered refugees from *Miyeritar* during the Crown Wars; also, a short lived alliance between the moon elves of the Ardeep and the shield dwarves of Durdath, formed 342 DR.

Iliyarbruen - a small elven nation that existed in the time of *Illefarn* and *Eaerlann* (north of *Illefarn* beneath the Spine of the World)

Ilythiir - "noble folk of the mist at dusk" - an ancient dark elven nation that swept through *Faerun* enslaving and destroying the other elven races during the Crown Wars. Dark elves were often known through *Faerun* as *Ilythiiri* as a result of the fame, and then infamy, of this nation.

Iumathiashae - "illuminated by the blessing of the gods" - a sea elven community off the coast of *Evermeet*





Jhyrennstar – one of the realms of the forest of *Cormanthor*, which united with

Semberholme and the Elven Court to become the nation of *Cormanthyr*



Keltormir - a peaceful moon elven nation whose withdrawal from their own eastern lands during the Fourth Crown War brought the Ilythiiri and the *Vyshantaar Empire* into direct conflict

Kerradunath - "the end of privation and want" - used once to describe a district in *Myth Drannor*

Kirthol Erdel - the Thunder Peaks mountain range

Kraanfhaor - "Kraan's tribute" - a great wizard school of *Miyeritar*



Lhuve – a ruined city in the nation of *Sharroven*, reachable through a portal in *Teu'noarun* "Farsilver"

Lothen – a city that was once a center of learning in *Silvoanede* on its southern border, later annexed by *Eaerlann*. It

was known for its beautiful silver spires. It still stands but is populated by Malar-worshipping orcs.

Lyrathil - "wolfbane" - former sea elven garrison in the Sea of Fallen Stars once controlled by vodyanoi and drow.



Mhilamnir - once a city filled with temples in *Eaerlann* that was the seat of power for elven clergy, it was razed by the demons of Hellgate Keep.

Miyeritar - a dark and wood elven nation, the conquering of which was the impetus for the First Crown War.

Aryvandaar's ruling family, the Clan Vyshaan, citing a distant relation to the ruling family of Miyeritar, used this as an excuse to launch aggressions, then a war, against the nation. It was eventually destroyed by the Dark Disaster, resulting in the creation of the High Moor.

Myth Adofhaer - "mythal of the gift of ages" - this sun elven mythal was removed from Faerun, and it waits in stasis until some unknown condition is met.

Myth Drannor - "mythal of Drannor" - capital city of the lost nation of *Cormanthyrr*, home of one of the Realm's most famous mythals. It was named for an elf who loved a dwarf ages ago.

Myth Dyraalis - this mythal somewhere in the Forest of Mir can only be found

by elves, gnomes, and perhaps some fey creatures.

Myth Glaurach - "mythal of Glaurach" - capital city of the destroyed elven nation of *Glaurachydaar*, located near the High Forest and what is now Hellgate Keep.

Myth Lharasi - "mythal of Lharasi" - this mythal, created for a sanctuary for unorthodox Selune worshippers, was removed from Faerun by the power of Selune.

Myth Nantar - a mythal located in the Sea of Fallen Stars, sustaining the sea elven communities there.

Myth Ondath - built on the ruins of *Ondathel*, dedicated to Eldath, this city was destroyed by the Ice Queen in a magical winter.

Myth Rhynn - this mythal was a tomb city for elven heroes; now the corrupted mythal makes elves nauseated and animates dead creatures. It was built by the elves of *Keltormir*.

Myth Unnohyr - a former elven stronghold in the Forest of Mir, this dangerous corrupted mythal is now known to be a wild magic zone by day and a dead magic zone by night.



Nalufaen - "life in the shadow-sea" - a city in the sea elven realm of *Naramyr* known for its artisans

Nar Kerymhoarth - "the Nameless Dungeon" - an underground prison to hold the fey'ri on the edge of the High Forest

Naramyr - a sea elven realm in the Dragonmere, in the Sea of Fallen Stars, off the coast of *Cormyr*

Nikerymath - "short sword's end" - an elven nation in the Chondalwood, founded by refugees from *Syorpiir*

Nimlith "deepstone" - a city on Evermeet's southwestern shores.

Nordahaeril - a moon and wood elven settlement in the High Forest



Ondathel - "bow-keeper" - the city of peace - a lost elven city that later became the site for *Myth Ondath*

Onthrilaenthor - "keeper - nemesis - whisper -end - realm" or "bulward against whispers of the end" - a mostly underground city carved into the Star Mounts by the dwarves of Ammarindar

for the elves of *Eaerlann*, and abandoned since the nation's fall.

Orishaar - "Realm of the Plains" - a moon elven nation destroyed in the Crown Wars by *Ilythiir*, located in the forests that now make up the Duskwood and the plains of the Shaar.



Phalagiir - "brooch" - a ruined sea elven fortress in the Sea of Fallen Stars



Quamaniith - "The Vow Tangible" - the Oathstone in the Cormanthyr Forest



Raumauthar - a nation in the Great Wastes which existed around the Year of the Oaths Forsaken (-626 DR)

Reiltheillaethor - a moon and wood elven settlement in the High Forest

Rilithar - "friend to the wood" - a small elven nation that existed between *Illefarn* and *Eaerlann*

Ruathym - "bringer of a star's end" - a sea elven realm between *Faerun* and *Evermeet*.

Rucien Xan - a city in the nation of *Nikerymath*

Rulovar - "father of a night's dream" - a ruined sea elven fortress in the Sea of Fallen Stars



Sar Andathal - "seeker of the hand's pit" - an elven city in the forest of *Cormanthor*

Selu'Maraar - "kingdom of ancient sacred lore" - a sea elven kingdom within the Dragon Reach in the Sea of Fallen Stars that ranges from about 170 ft to 250 ft below the surface.

Sember - a lake in the forest of *Cormanthor*

Semberholme - "Sember's Haven" - an elven city in the forest of *Cormanthor*

Shantel Othreier - "those who are bound to go to the ancient gate" - a sun and moon elf kingdom that surrendered

to the *Vyshantaar Empire* during the Third Crown War after their Coronal mysteriously died

Shaeradim - a mountain range surrounding Evereska, concealing it from the outside world.

Sharrven - a moon elf nation founded in the southern reaches of the High Forest from Siluvaneden immigrants

Sheshyrinnam - "the homes of the faithful" - the former Temple District of the city of *Myth Drannor*

Shilmista - "Forest of Shadows" - a forest nation of elves



Sildeyuir - "stillness of Yuir" - an extraplanar refuge, which can be reached by a portal in the *Yuirwood*; ethereal home of the star elves (Rua'Tel'Quessir), which concealed its existence for more than 2000 years.

Siluvanede - "forest of the High Art" - a sun and moon elven nation founded in the High Forest 600 years after the end of the Fifth Crown War

Ssrenshen - an elven city in the forest of *Cormanthor*

Syldritch Trea - "The Most Ancient of Trees" - a sacred grove within the forest of Shilmista

Sylkiir - "faerie gem" or "fey star" - a temple city in the sea elven kingdom of *Selu'Maraar*, from which the last High Mages known to the sea elves of the Sea of Fallen Stars came.

Syorpriir - "treasure of the wild" - a green elven kingdom destroyed in the Crown Wars, once located in the woodlands that covered what is the present day Thornwood to the present day Chondalwood.



Tarkhaldale - "the Lost Dale" - a region near the Spiderhaunt Woods

Tarkhaldan - "place of the lost" - a city in *Tarkhaldale*

Telardon - "high silver lore" or "ancient high silver" - a city of *Siluvanede* on the western edge of the Silverwood, overlooking the High Moors, known for its emerald spires and its unusual magical artifacts. It was leveled by the combined forces of *Sharrven* and *Eaerlann*.

Telvanlu - "riddle of the ancient forest" - capital of *Naramyr*, a sea elven realm

Tethir - "ancient armor" - a forest just north of Calimshan, now called the Wealdath

Tethyr - "bringer of the ancient armor" - a nation that formed in and around the forest of *Tethir*

Teuveamanthaor - "realm of the vow of the vigilant silver trees" - the capital of *Eaerlann*, a tree city founded on the present-day site of Talltrees

Teu'noarun - "Farsilver" - an ancient fortress from the nation of *Sharrven* located in the southeastern portion of the High Forest

Thearnytaar - "Thornwood" - a green elven nation that was destroyed in the Crown Wars, which was located in the area between the present day Thornwood and the present day Chondalwood.

Tsornyl - an elven city in the forest of *Cormanthor*

Ty'athalael - "the peace attained through the absolute beauty of nature and harmony with one's surroundings" - a valley community on *Evermeet*

Tynathiir - a sea elven garrison in the Sea of Fallen Stars



Ursplindaar - "place of learning and knowledge" - the *Myth Drannor* library

Uvaeren - "thought of the whispers of the west" - a settlement inhabited by

drow that was the site of a famous battle that claimed the life of Coronal Sakrattars of *Cormanthyr*



Velyraar - "place of the bringer of arms" - a fortified sea elven city in the Sea of Fallen Stars that serves as a bastion of Undersea defense.

Verire - "peaceful dusk" - a river in the forest of *Cormanthor*

Vyshantaar Empire - "realm of the Vyshaan clan" - formerly the nation of

Aryvandaar, which changed its name during the Third Crown War, this conquering nation subjugated all the other elven nations of *Faerun* during the Crown Wars, under the leadership of the demon-tainted and corrupt Vyshaan clan.



Yuireshanyaar - "Yuir-binding-go-bridge-realm" or "Yuir's realm of passage" - the old name for the *Yuirwood*, when it was strictly an elven

nation (around the Year of the Oaths Forsaken, -626 DR)

Yuirwood - "Yuir's wood" - a forest in Aglarond, named for the elven nation of *Yuireshanyaar* which once existed there.



*Ilphu e d'aestarath tel'quiet
Ausa tel'ennamath enna stacia?
Quessir'deth tel'rillis?*

referred to as "the Lady," probably implying that she (the Moon) represents Sehanine; the stars are likened to children, and one gets the impression that the author is speaking of the stars as "children of the Sun and Moon," or the children of Corellon and Sehanine.)

Noarun Quessir'kerradun

Far, he goes without (this refers to how far the Sun is from the Moon and Stars, as day's appearance drives away the visible Moon and Stars, and implies that this is a great deprivation, something essential that is painfully denied. The capitalization of Quessir implies a great Lord; in this case, Corellon as the Sun.)

*Leha thro'Quessir thiramen
nehel'feer ivae*

But His lore/knowledge bond-of-love they light (this sounds broken in the direct translation, but it suggests that light is brought to His family by His love and that He knows this; the choice of *thro*, meaning lore, implies that this knowledge is a point of deep and great wisdom, and the choice of *thiramen* means that the love He feels for His family is the intense, true bond of the spirit. This is also the first suggestion that this is a romantic poem, because by selection of the word *thiramen*, the author does not limit the love to that of the partnership or marriage, but does suggest that romantic love is at the heart of the love of the family.)

Ent usal nevae.

And chases darkness (this would be "chase" in the sense of "hunt" or "pursuit," inferring a relentless hunt that pursues darkness to its destruction.)

Bren u'aestar'kess d'Corellon

This, deep spiritual love that is Corellon's (the use of *u'aestar'kess* refers to the unique, complete bond of the spirit that is a special vow when a couple is married, or refers to the transitory union of elven communion, both of which create either an empathic or an empathic/telepathic bond that is truly on a spiritual level. The love of the author, which is compared to a love that belongs to Corellon Larethian, is no small thing. It is deep and pure and all-encompassing; a true soul-mate bond beyond description.)

Nesh Sehanine'itae?

For Sehanine-beloved? (this completes the previous line's phrase; now we see that the author believes his love for his wife to be akin to that of Corellon's love for Sehanine. The greater implication of this is in the legend of the Seldarine, in which the love between Sehanine and Corellon sustained him and gave him strength in his most desperate and dark moment, and then from that love and the spilled intermingled blood and tears the first elves were formed. In this simple phrase the author proclaims that his wife's love has sustained him in his most desperate and dark moments, and he believes that with the power of the love between them, they can create great things by accident almost, and can truly conquer all. It also suggests that he likens the creation of their children to the creation of the original elves; a cosmic accident of love that was a true and beautiful miracle.)

Ilphu e d'aestarath tel'quiet

Blossom like the love that is mine (*ilphu* is a gentle blossoming; again it is the true bond of marriage of spirit, in

this case his own, that the author refers to.)

Ausa tel'ennamath enna stacia?

With the birth of each star?

(*tel'ennama* implies not only a special birth, but refers to the creation of the first elves once again in the phrase "the First Flowering." By this he suggests that as Corellon's love for Sehanine must have grown with the creation of each elf/star, so his love for his wife has grown with the birth of each of their children. The phrasing also suggests a metaphor that is common to elven theology, that each star in the sky represents an elven spirit.)

Quessir'deth tel'rillis?

He endures the burning? (phrased as a question; it shows admiration for Corellon, that he can endure the burning flames of the power of his love, which the author feels and is not sure that he can withstand himself.)

Translated loosely into Common, it would read as follows:

*The Sun gazes upon the Moon
Stars play about her as children
He is farther from them than he
would wish
But he knows that his love
illuminates them
And chases darkness away.
Is this the love that Corellon holds
For His dear Sehanine?
Does it blossom like mine
With the birth of each star?
How does he endure the flames?¹¹*



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ootnotes

¹ Most of this information comes directly from the 3rd edition Forgotten Realms sourcebook, though the Abyssal and Celestial connections are my own personal theory.

² Graphics adapted from the third edition Forgotten Realms sourcebook, and from "An Elven Lexicon." Dragon Magazine, Issue 279, Volume XXV, Number 8, p. 56 - 59.

³ From "An Elven Lexicon." Dragon Magazine, Issue 279, Volume XXV, Number 8, p. 56 - 59.

⁴ From Forgotten Realms: Dungeons & Dragons Campaign Setting

⁵ This is my attempt to explain contradictory information from two sources; the Forgotten Realms sourcebook and "An Elven Lexicon" (Dragon #279). The official standard given by WoTC is that when two sources differ, a primary source (in this case, the Forgotten Realms sourcebook) takes precedent over a secondary source (such as the Dragon Magazine,) but as Sean Reynolds, one of the three listed authors for the Forgotten Realms sourcebook, wrote the article, I don't feel that in this case I could just ignore it, especially when I draw upon it so extensively for the lexicon.

⁶ Coming up with these was probably the greatest challenge I faced in this compilation, being as no source I could find anywhere was kind enough to list the proper names of the numerals for me, not even the recent article "An Elven Lexicon"! So this is, to a large extent, educated guesswork on my part. I'll explain how I arrived at this terminology.

a) The only proper number I could find was enna "one," listed in "An Elven Lexicon" (but it didn't list any of the other numbers!)

b) The closest thing I could find to the mention of any other numbers was Khov "Trio," given as part of the phrase Khov'Aniless "the Trio Nefarious," in Cormanthyr, Empire of the Elves. It was logical to assume they would use the same word for "three."

c) Pyesigen, a name for Shieldmeet, meant "four snows." It is entirely a guess on my part that the pye part is the part that meant "four," but it would be consistent with the names of numbers being simple words, as the other numbers thus far seemed to be.

d) Ki, as listed in "By Any Other Name," Dragon Magazine, Issue 251, Volume XXIII, Number 4, p. 52 - 54, means "void." By the holistic, naturalist approach of elven culture and language, it seemed a good name for "zero."

e) The same article "By Any Other Name" lists the suffix aia as meaning "mate" as in a wife or a husband. Again, it seemed a logical assumption that it might also mean "pair," or "two."

f) The rest of the names of the numbers combine these in ways which seemed to make sense based on the emphasis that was placed on individual Espruar numerals in their differencing features when written:

deshu'pye - after-four - "five"

khovaia - mated (paired) threes - "six"

deshu'khovaia - after mated threes - "seven"

pye'aia - mated fours - "eight"

khovakhov - three threes - "nine"

ennakeshaki - one before zero - "ten"

aia'enna - mated ones - "eleven"

ennakeshaia - one before two - "twelve"

aiakeshaki - two before zero - "twenty"

ennakeshaiaki - one before mated zeros - "one hundred"

⁷ From [Cormanthy: Empire of Elves](#).

⁸ As you might expect, this was the part that took the greatest amount of time to compile. It was assembled in the following fashion:

a) I started with what I knew for certain; which was the basic lexicon outlined in "An Elven Lexicon" (Dragon #279), supplemented with the parts of elven names from "By Any Other Name" (Dragon #251).

b) I added anything that was specifically clarified from any other related sourcebook.

c) I added anything that was listed anywhere else but NOT specifically clarified, and tried to establish meanings based on what was already specifically known thus far (much like translating using the Rosetta Stone.) For instance, if keryness means "warrior," and suor means "blessed," then it logically follow that kerynsuress must mean "blessed warrior," or "holy warrior" (one of the titles of the priesthood of Corellon Larethian, or could mean a paladin or a holy liberator.) Conversely, if Akh'Faer means "duty of Art" and Akh'Velahr means "duty of Arms," then breaking it down, it follows that akh is a duty or a sacred charge, Faer is Art, and Velahr refers to arms, warfare, and the military. N'Velahr meaning "shadow soldiers," n' must mean "shadow," or must be a negation "not-soldiers."

d) I finished up with educated guesses based on the existing material that I had already defined. For example - N'Quor'Khaor, a High Magic ritual means "The Banishing, Binding Outside of the People's Lands." Knowing that n' is a negation, and khaor means "curse," translated literally, this would suggest that the whole phrase meant "Not-here curse," a driving away of creatures that are within the place that you are, so that they are no longer in that place. Therefore, it follows that quor must mean "here."

⁹ From [Elfshadow](#).

¹⁰ Though I tried to research this as much as possible, I am absolutely certain it is by no means a complete list. If you know of something I've missed, please email me (Sable@thethreadthatbinus.net) with the information. Don't forget to site your source (tell me what book or work you got it from, just as I do in the Sources section above) and if you wish, I will be happy to add your name to the list of acknowledgements as a special contributor.

¹¹ This poem is of my own composition, which I wrote mostly to test whether or not I had achieved a compilation of language that was workable in a practical manner; although it was used as part of my existing campaign, and the details about the "author" are true (at least, of the character.)

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covers by glumag