L'Ilythiiri Zhaun'ol
{The Drow Dictionary}

A'quarthus a'lil Mzilst Malla Nedylene, Valsharess d'lil Ilythiiri d'Rilauven
{Commissioned by the Most Honored Nedylene, Queen of the Drow of Rilauven}

Xundus a'lil Ulathtallar d'Arach-Tinilith, Larenil
{Completed by the Arch Priestess of Arach-Tinilith, Larenil}

Bel'laus wun zha'linth d'lil Malla Ilharess, Innelda Isher Lylyl
{Dedicated in memory of the Honored Matron, Innelda Isher Lylyl}

Xuil mzil fielthalen dal Karlin Mott, Wanre d'Sorcere
{With many contributions from Karlin Mott, Apprentice of Sorcere}

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I. OOC NOTES

Many of the Drow words and phrases appearing below are excerpts from "The Drow of the Underdark" by TSR, Inc., and other authorized AD&D sources. Where applicable, these excerpts are displayed in capital letters. The remaining Drow words and phrases have been developed by the Temple of Lloth ("TOL"). This dictionary may be distributed through licensed TSR sites and used in connection with any AD&D role-playing activity. However, TOL requests that no alterations or additions be made to this dictionary for use in Neverwinter Nights ("NWN") without the consent of the TOL GM.

II. USAGE NOTES

This dictionary has been prepared by the Sorcere for the use of the Drow in dealing with other races and as a guide for other races in the proper dealings with the Drow. To facilitate such use, the majority of this Dictionary has been translated into Common.

Any Drow allowed contact with other races should have received training in proper conduct elsewhere, thus no effort has been made to supplement such training here. Non-Drow are advised to pay heed to these Usage Notes. Many Drow societies welcome mutually profitable or pleasurable dealings with other races or societies. However, the Drow are a justly proud people and are quick to take offense -- often fatal offense -- at what they perceive to be insults or breaches of etiquette.

You have been warned.

III. GRAMMAR

IIIa. PLURALIZATION

Withstanding irregular forms, a plural is completed by "en" if it ends in a consonant or "n" if it ends in a vowel.

Singular	Plural
Jabbress (Mistress}	Jabbressen (Mistresses}
Velve {Blade}	Velven {Blades}

IIIb. POSSESSIVE CASE

Coincidentally, the possessive case in the Drow language is very similar to the Common Tongue used by most races. The possessive case is completed with "'s" except if the word ends in "s" where upon "'" is added.

Sarn lil velg'larn's inthen
{Beware the assassin's schemes}

Nindil zhah lil Valsharess' elgluth
{That is the Valsharess' whip}

IIIc. VERBS

A verb has different forms depending on its number (singular or plural); person (first, second, third); voice (active, passive); tense (present, past, future, present perfect, past perfect, future perfect); and mood (indicative, imperative, subjunctive).

NUMBER: Withstanding irregular verbs, the singular form is completed with "ar".

Singular	Plural
Lil sargtlin elggar	Lil sargtlinen elgg

{The warrior kills} {The warriors kill}

Uss jaluk elar Draa jaluken el
{One male dies} {Two males die}

PERSON: Verbs usually have a different form only in the third person singular of the present tense. Withstanding irregular verbs, the third person singular of the present tense is completed with "e".

Usstan belbau Dos belbau Uk belbaue
{I give} {You give} {He gives}

Usstan luth Dos luth Il luthe
{I cast} {You cast} {She casts}

VOICE: A passive verb is a combination of a "be" verb and a past participle.

Active L'Yathrin harventhe ukt karliik
{The Yathrin severs his head}

Passive Ukt karliik zhahus harventhus a'lil Yathrin
{His head was severed by the Yathrin}

TENSE: Withstanding irregular verbs, the past tense is completed with "us".

	Active Voice	Passive Voice
Present Tense	Uk phlithe {He hates}	Uk zhah phlithus {He is hated}
Past Tense	Usstan phlithus {I hated}	Usstan zhahus phlithus {I was hated}
Future Tense	Dos orn phlith {You will hate}	Dos orn tlu phlithus {You will be hated}
Present Perfect	Dos inbal phlithus {You have hated}	Dos inbal tlus phlithus {You have been hated}
Past Perfect	Il inbalus phlithus {She had hated}	Il inbalus tlus phlithus {She had been hated}
Future Perfect	Usstan zhal inbal phlithus {I shall have hated}	Usstan zhal inbal tlus phlithus {I shall have been hated}

MOOD: The mood of the verb indicates the tone in which the statement is made. The common "-ing" ending found in many verbs of the indicative mood is completed with "-in". There are no other endings for the imperative or subjunctive moods.

Indicative Udos phuul raldarin l'waess da'fol rivvin.
{We are stripping the skin from some humans}

IIId. ADJECTIVES

Adjectives have three forms: positive, comparative, and superlative.

Withstanding irregular forms, the comparative form is completed with "ur" while the superlative is completed with "url". The common "-ful" suffix for many adjectives is indicated by "'urn".

Positive	Comparative	Superlative
Olath {Dark}	Olathur {Darker}	Olathurl {Darkest}
Ssin'urn {Beautiful}	Mzild ssin'urn {More beautiful}	Mzilst ssin'urn {Most beautiful}

IIIe. ADVERBS

Adverbs, like adjectives, have three forms: positive, comparative, and superlative. Withstanding irregular forms, the comparative form is completed with "ur" while the superlative is completed with "url". The common "-ly" suffix for many adverbs is indicated by "ne" (or "e" if ending in "n").

Positive	Comparative	Superlative
Al {Well}	Alur {Better}	Alurl {Best}
Ssin'urne {Beautifully}	Mzild ssin'urne {More beautifully}	Mzilst ssin'urne {Most beautifully}

IV. NEVERWINTER NOBLE HOUSES

Faen Tlabbar - currently 1st House of Neverwinter
Fey-Branche - currently 2nd House of Neverwinter
Rilynt'tar - currently 3rd House of Neverwinter
Lylyl - currently 4th House of Neverwinter

Auvryndar - defunct
Baenre - defunct
DeVir - defunct
Ky'Alur - defunct
Noquar - defunct

V. OTHER NOBLE HOUSES

Aleanrahel	Aleval	Arabani
Arkhenneld	Barrison'del'armgo	Claddath
Despana	Do'Urden	Eilservs
Everhate	Freth	Helviiryn
Hlaund	Hun'ett	Kenafin
Kilsek	Maerret	Melarn
Ousstyl	Teken'duis	Tormtor
Zauviir		

VI. DROW CITIES

Rilauven - Drow city of Neverwinter

Abaethaggar Abburth Baereghel
Charrvhel'raugaust Chaulssin Ched Nasad
Cheth Rrhinn Erelhei-Cinlu Eryndlyn
Faneadar Guallidurth Haundrauth
Ithilaughym Llurth Dreier Luihaulen'tar
Maerimydra Menzoberranzan Orlytlar
Sshamath Sshanntynlan Szithlin
T'lindhet Tyrybblyn Uluitur
Undraeth V'elddrinnsshar Waethe Hlammachar
Yuethindrynn

VII. CITY INSTITUTES

ARACH-TINILITH - Temple of Lloth and academy for Yathrin
El'lar d'Ssinssrigg - House of Pleasure
SORCERE - Academy of Wizardry
MELEE-MAGTHERE - Academy of Warfare
Valsharen Drow
Vel'Xundussa Magthere - Royal Drow Security Institute ("VDVM")

VIII. DEITIES

EILISTRAEE - The Dark Maiden
lesser goddess (chaotic-good)
goddess of the good Drow - enemy of Lloth

GHAUNADAUR - That Which Lurks (The Elder Elemental God)
lesser god (chaotic-evil)
god of the creatures of the Underdark

LLOTH - The Queen of Spiders
(LOLTH, LOETHE) minor goddess (chaotic-evil)
goddess of the Drow

VHAERUN - The Masked God of Night
lesser god (chaotic-evil)
god of thievery & Drow interests on the surface

IX. TITLES

BREGAN D'AERTHE - Mercenary Band of rogue Drow
C'RINTRI - noble Drow (C'rintrin - nobles)
Dalharil - Daughter
Dalharuk - Son
Faerz'un'arr - Seeress
ILHARESS - Matron
ILHARN - Patron
Jabbress - Mistress
(female in charge of some task or office)
JABBUK - Master
(male in charge of some task or office)
MALLA - honored

(a term of respect preceding a title)
Qu'abban - House Agent
(sometimes used for non-House agent)
Qu'el'faeruk - House Wizard
Qu'el'saruk - House Weapons Master
Qu'el'velguk - House Assassin
SARGTLIN - Drow Warrior
SHEBALI - Rogue, non-noble Drow
Ssins d'Aerth - professional entertainer (prostitute)
Ulathtallar - Arch Priestess of the Arach-Tinilith
Ulfaerz'un'arr - Arch Seeress of the Sorcere
Ul'Saruk - Warlord of the Melee-Magthere
Ul'Veldriss - Arch Shadow Mistress of the VDVM
Valuk - male monarch (reference for non-Drow races)
VALSHARESS - Queen
Veldriss/Veldruk - Shadow Mistress/Master
(obtained only by training at the VDVM)
Yath'Abban - Temple Agent
(sometimes used for non-TOL agent)
YATHRIN - Priestess of Lloth
YATHTALLAR - High Priestess of Lloth

X. RACES

DARTHIIR - surface elf/elves
DUERGAR - deep dwarf/dwarves
GOL - goblin (GOLN - goblins)
hargluk - dwarf (harglukkin - dwarves)
HASZAK - illithid (HASZAKKIN - illithids)
RIVVIL - human (RIVVIN - humans)
sakphul - halfling/halflings
tagnik'zur - dragon/dragons
tu'rilthiir - half-elf/elves
yingil - gnome (yingilin - gnomes)

X. SPECIAL WORDS

alartae - greater tentacle rod
DRAGAZHAR - Underdark bat
DRIDER - Half-spider/Half-Drow abomination
ILYTHIIRI - Drow
jilorbb - jade spider
llarl - adamantine arm
MYRLOCHAR - Soul Spider (Minion of Lloth)
olartae - lesser tentacle rod
orbdrin - spider mask
orlenggin - sacrificial altar
orshal - sacrificial chalice
orvelve - sacrificial spider dagger
qu'ilinsar - House insignia
sithyrr - Drow hand crossbow
ulartae - master tentacle rod
YOCHLOL - Handmaiden of Lloth

XII. COMMON TO DROW

a - NATHA (seldom used)
about - BAUTH
above - phor
accomplish - XUN
accomplishment - XUNDUS
accomplishments - xundussa
achievement - XUNDUS
achievements - xundussa
across - naudal
additional - mziln
after - p'luin
against - qua'laen
agree - qua'l
agreement - INTHIGG
aim (goal) - ILINDITH
alert - KYONE
alertly - KYONE
alike - esaph
alive - DRO
all - JAL
allure - ssinss
ally - ABBAN
alone - MAGLUST
also - mziln
although - d'ril
am - uil
ambush - thalack'vel
among - WUND
amulet - ilinsar
and - LUETH
another - jalbyr
any - jala
anybody - jalkhel
anyone - jaluss
anything - jalbol
apart - MAGLUST
apprentice - wanre
are - PHUUL
argument - QUA'LAELAY
arm - da're
armor - ky'ostal
around - BAUTH
arrest - ply'uss
arrow - b'luth'ol
as - IZIL
assassin - velg'larn
assassinate - ol'elg
assassination - ol'elghinn
at - a
attractive - ssin'urn
avoid - BAUTHA
avoiding - bauthin

back - RATH
backs - RATHA
backstab - rath'elg
band - AKH
barrier - KULGGEN
battle - THALACK
battle-might - SARGH
be - TLU
beauty - ssin
beautiful - ssin'urn
because - p'wal
been - tlus
before - p'los
behind - RATHRAE
below - HARL
beneath - HARL
beside - tu'suul
best - ALURL
better - ALUR
between - tu'fyr
beware - SARN
beyond - tu'jol
birth - ILHAR
bitch - elg'caress
bite - tril
bitter - riknueth
blade - VELVE
bless - bel'la
block - KULG
blockage - KULG
blood - vlos
brazier - linthre
break - harventh
brother - dalninuk
body - khel
bond - valm
book - zhuan'ol
both - TUTH
bow - b'luthyrr
bravery - HONGLATH
brightness - ssussun
but - jhal
by - a

calm - HONGLATH
captive - kul'gobuss
capture - ply'uss
care - kyon
careful - KYONE
carefully - KYONE
carefulness - kyona
carrion - IBLITH
cast - LUTH
cattle - rothe
cauldron - linth'el
caution (distrust) - ne'kales

caution (stealth) - OLIST
cave - har'ol
cavern - har'ol
chalice - shanaal
charm - ssinss
chest - mamulen
child - dalhar
children - dalharen
city - che'el
climb - Z'ORR
cloak - PIWAFWI
coinage - BELAERN
cold - inthuul
come - doer
command - QUARTH
commanded - QUARTHEN
commission - a'quarth
commissioned - a'quarthus
complain - elg'car
complaining - elg'carin
complete (n) - XUNDUS
complete (v) - XUN
comrade - ABBIL
concealment - VELDRIN
confrontation - QUA'LAELAY
conquer - har'luth
conquering - ULTRINNAN
conqueror - ULTRIN
conqueror (Lloth) - ULTRINE
consider - TALINTH
considering - talinthin
conspiracy - olis'inth
continue - ELENDAR
continued - ELENDAR
continuing - elendarin
contribution - fielthal
council - TALTHALRA
coup - olis'inthigg
coward - rath'arg
cowardice - rath'argh
create - beldro
cut - harventh

dagger - VELVE
danger - SREEN
dark - olath
darkness - OLOTH
dart - kyil
darts - kyilen
daughter - dalharil
dead - elghinyrr
death - ELGHINN
death (in Lloth's name) - STREEA
deceit - waerr'ess
dedicate - bel'la
despise - phlith

destiny - UL-ILINDITH
destiny (of Lloth) - ELAMSHIN
destroy - ELGG
did - xunus
die - el
different - endar
disagree - qua'lae
disagreement - QUA'LAELAY
discover - RAGAR
dishonor - rath'argh
distrust (n) - ne'kales
distrust (v) - ne'kalsa
do - XUN
dodge - BAUTHA
dodging - bauthin
doing - xunin
dominance - Z'RESS
done - xunor
don't - xuat
door - OBSUL
down - HARL
dragon - tagnik'zur
dwelling - el'lar

each - weth
earth (element) - har'dro
eat - cal
effort - XUND
either - usbyr
electricity - nizzre'
encounter - THALRA
endure - ELENDAR
enemy - OGGLIN
escape - do'bauth
escaping - do'bauthin
ESP - z'talin
every - ril
everybody - rilkhel
everyone - riluss
everything - rilbol
evil - verin
excrement - IBLITH
expedition - Z'HIND
extra - mziln
eye - sol
eyes - solen

face - jindurn
facing - ALUST
father - ILHARN
favor - elamshinae
fawn - s'lurpp
fawning - s'lurppin
fearless - STREEAKA
fearlessness - STREEAKA
female - jalil

few - stath
fighting - melee
fighting (magical) - melaer
find - RAGAR
fire - chath
flame - chath
flatter - s'lurpp
flattering - s'lurppin
flesh - siltrin
food - CAHALLIN
fool - WAEL
foolish - WAELA
for - whol
force - Z'RESS
forefront - ALUST
forgive - nelgeth
forgiveness - nelgetha
friend - ABBIL
from - DAL (often shortened to da')
fun - JIVVIN
future - ulin

gap - OBSUL
gem - eoul
get - inbau
gift - BELBOL
give - BELBAU
glass - shanaal
go - alu
goal - ILINDITH
goblet - shanaal
going - aluin
goddess (generic) - Quar'valsharess
goddess (Lloth) - Quarval-sharess
gone - alus
good - bwael
grace (holy) - elamshinae
grace - suliss
graceful - suliss'urn
grave (tomb) - PHALAR
greed - SSINSSRIGG
group - AKH
guard - KYORL
guarding - KYORLIN
guide (n) - MRIMM
guide (v) - mrigg

had - inbalus
hag - elg'caress
handsome - ssin'urn
have - inbal
hate - phlith
he - uk
head - karliik
heart - xukuth
help - xxizz

her - ilta
here - ghil
heresy - og'elendar
heretic - og'elend
hers - ilt
herself - iltan
hidden - VELKYN
highest - ULTRIN
highest (Lloth) - ULTRINE
him - ukta
himself - uktan
his - ukt
hit - zotreth
hitch - KULG
hold - mir
holy - ORTHAE
honor - bel'la
hot - sseren
house (noble) - QU'ELLAR
house (non-noble) - el'lar
hurl - LUTH

I - usstan
if - ka
imperial - valsharen
in - WUN
incense - cha'ol
inn - el'inssrigg
inside - wu'suul
inspiration - MRIMM
inspire - mrigg
institute - magthere
instrument - velnarin
intelligence (recon) - vel'xundussa
intelligent - ne'kalsa
intercourse (slang) - vith
into - WUND
invisible - VELKYN
is - ZHAH
it - ol
its - olt
itself - oltan
item - BOL

javelin - luth'ol
join - valm
journey - Z'HIND

key - mrim'ol
kidnap - ply'usaerth
kill - ELGG
kneel - harl'il'cik
knife - VELVE
know - ZHAUN
knowledge - ZHAUNIL

large - izznarg
learn - ZHAUN
leg - da'ur
life - DRO
light - ssussun
lightning - nizzre'
like - saph
Lloth's power/servants - YORN
Lloth's will - ELAMSHIN
location - k'lar
lock (n) - mri'kul
lock (v) - mri'kul
lost - NOAMUTH
love - SSINSSRIGG
lover (female) - mrimm d'ssinss
lover (male) - mrann d'ssinss
loving - ssinssriggin
lust - SSINSSRIGG
lusting - ssinssriggin

mage - FAERN
magic - FAER
magic item - FAERBOL
magical - FAERL
male - jaluk
many - mzil
may - XAL
me - ussa
medallion - ilinsar
meet - THALRA
meeting - TALTHALRA
memory - zha'linth
mine - usst
monster - PHINDAR
more - MZILD
most - mzilst
mother - ILHAR
much - mzilt
music - ssinsuurul
my - ussta
myself - usstan

neither - nausbyr
neutral - noalith
no - NAU
nobody - naukhel
none - naust
not - naut
nothing - naubol
now - nin

of - DEL (often shortened to d')
off - tir
offal - IBLITH
old - zhuanth

on - PHOLOR
onto - pholod
opening - OBSUL
opponent - OGGLIN
oppose - ogglir
opposing - ogglirin
opposite - indarae
or - xor
other - byr
our - udossta
ours - udosst
ourselves - udosstan
out - DOEB
outcast - DOBLUTH
outside - do'suul
over - phor

pain - jiv'undus
pardon - nelgetha
pariah - DOBLUTH
passion - SSINSSRIGG
past (time) - zhahn
path - COLBAUTH
perhaps - XAL
piracy - op'elgin
pirate - op'elg
place - k'lar
plan - INTH
plane - zik'den'vever
platter - lintaguth
play - JIVVIN
plot - olis'inth
poison (n) - elg'cahl
poison (v) - elg'cahal
power - Z'RESS
praise - bel'la
prevail - ULTRINNAN
present (time) - nin
prison - kul'gobsula
prisoner - kul'gobuss
profit - BELAERN
punch - zotreth
punish - sarn'elgg

raid - THALACKZ'HIND
ransom - ply'usaerth
reckless - STREEAKA
recklessness - STREEAKA
reconnaissance - vel'xundussa
remove - drewst
ride - Z'HAR
rival (n) - OGGLIN
rival (v) - ogglir
rivaling - ogglirin
royal - valsharen
royal seal - sharulg

ruse - GOLHYRR

sacred - ORTHAE
safe - sreen'aur
safety - sreen'aur
scheme - INTH
school - magthere
scourge - elgluth
scroll - narkuth
security - vel'xundussa
seduction - ssinss
seize - plynn
servant - wanre
sever - harventh
several - blynol
sex - vith
shadows - VELDRIN
shall - zhal
she - il
shield - KULGGEN
side - suul
silence - venorsh
silent - venorik
since - yol
similar - indar
sister - dalninil
skin - waess
slave - rothe
slay - ELGG
small - inlul
smart - ne'kalsa
snag - KULG
so - ji
some - fol
somebody - folkhel
someone - foluss
something - folbol
son - dalharuk
spear - luth'ol
spell - faerz'undus
spell book - faerz'ol
spider - ORBB
spy (n) - vel'xunyrr
spy (v) - vel'xunyrr
steal - olplynir
stealth - OLIST
stratagem - INTH
strength - Z'RESS
strength-at-arms - SARGH
strike - zotreth
strip - raldar
striving - XUND
subjugate - har'luth
such - folt
suicide - STREEA
superior - ALUR

supreme - ULTRIN
supreme (Lloth) - ULTRINE
surprise - BRORN
surprises - BRORNA
survival - dro'xundus
survive - dro'xun
sweet - ssinjin
sword - VELVE
sycophant - s'lurppuk

take - plynn
tavern - el'inssrigg
telepathy - z'talin
temple - YATH (property, work or decree)
than - TAGA
thank - bel'la
that - nindel
the - LIL
their - ninta
theirs - nint
them - nina
themselves - nintan
there - gaer
these - nindolen
they - NIND
then - zhahn
thief - olplyn
thieving - op'elgin
thing - BOL
think - TALINTH
this - nindol
those - NINDYN
throat - rinteith
throne - sharorr
throw - LUTH
time - draeval
to - ULU
together - ul'naus
torture - jiv'elgg
toward - ulan
traditional - ELEND
traitor - og'elend
trap - GOLHYRR
trapdoor - obsu'arl
treason - og'elendar
treasure - BELAERN
treatise - zhuan'ol
treaty - INTHIGG
trick - GOLHYRR
trip - Z'HIND
trust (n) - KHALESS
trust (v) - khal

unaware - WAELA
uncover - RAGAR
under - HARL

Underdark - Har'oloth
unknown - NOAMUTH
unseen - VELKYN
until - hwuen
up - phor
upon - PHOLOR
us - udossa
usual - ELEND

valor - SARGH
victory - ULTRINNAN

wait - KYORL
waiting - KYORLIN
walk - Z'HIN
wanderer - NOAMUTH
war - THALACK
wards - ky'ov'aer
wariness - kyona
warning - SARN
wary - KYONE
was - zhahus
watch - KYORL
watchful - kyorl'urn
watching - KYORLIN
water - niar
way - COLBAUTH
we - udos
wealth - BELAERN
weapon - sarol
well - al
went - alus
were - zhahen
wet - loniar
what - vel'bol
when - vel'drav
where - vel'klar
which - vel'bolen
whine - elg'car
whining - elg'carin
whip (n) - elgluth
whip (v) - elgluth
who - VEL'USS
whom - vel'ussa
whose - vel'dos
will (v) - orn
will (of Lloth) - ELAMSHIN
will (n) - Z'RESS
win - ULTRINNAN
wine - jhinrae
wisdom - ZHAUNIL
with - xuil
within - WUND
without - xuileb
wizard - FAERN
work - XUND

yes - xas
yet - quin
you - DOS
young - waelin
your - dossta
yours - DOSST
yourself - DOSSTAN

XIII. DROW TO COMMON

a - at, by
a'quarth - commission
a'quarthus - commissioned
ABBAN - ally, not-enemy
ABBIL - comrade, "trusted" friend
AKH - band, group
al - well
alu - go
aluin - going
ALUR - better, superior
ALURL - best, foremost
alus - went, gone
ALUST - in front, facing, in the forefront
asanque - likewise, as you wish

BAUTH - around, about
BAUTHA - dodge, to dodge
bauthin - dodging, avoiding
BELAERN - wealth, coinage, treasure, profit
BELBAU - to give
BELBOL - gift
beldro - to create
bel'la - to honor, to dedicate, to praise, to thank, to bless
b'luth'ol - arrow
b'luthyrr - bow
blynol - several
BOL - item, thing (unknown, unidentified, mysterious or important)
BRORN - surprise
BRORNA - surprises
bwael - good, a good person
byr - other

cal - eat
CAHALLIN - food (produce or harvest, including raid-spoils, but not hunted game or cooking)
cha'ol - incense
chath - fire, flame
che'el - city (generic)
COLBAUTH - path, known way
colnbluth - outsider, non-drow

d'ril - although

da're - arm
da'ur - leg
DAL - from (sometimes shortened to da')
dalhar - child
dalharen - children
dalharil - daughter
dalharuk - son
dalninil - sister
dalninuk - brother
DEL - of (sometimes shortened to d' or de')
do'bauth - escape, to escape
do'bauthin - escaping
do'suul - outside
DOBLUTH - outcast
DOEB - out
doer - come
DOS - you
DOSST - yours
dossta - your
DOSSTAN - yourself
draeval - time
drewst - remove
DRO - life, alive
dro'xun - survive, to survive
dro'xundus - survival

el - die
ELAMSHIN - destiny, the will of Lloth
elamshinae - favor, grace (esp. with Lloth)
el'lar - dwelling, non-noble House
ELEND - usual, traditional
ELENDAR - continue, continued, endure
elg'cahal - to poison
elg'cahl - poison
elg'car - whine, complain
elg'carin - whining, complaining
elg'caress - hag, harpy, bitch (directed to a female)
ELGG - kill, slay, destroy
elggor - dying
ELGHINN - death
elghinyrr - dead
elgluth - whip, scourge
el'inssrigg - inn, tavern
endar - opposite, different
esaph - alike
euol - gem

FAER - magic
FAERBOL - magical item
FAERL - magical
FAERN - wizard, magic-worker (of either sex, any race)
faerz'ol - grimoire, spell book
faerz'undus - magic spell
fielthal - contribution
fol - some
folbol - something

folkhel - somebody
foluss - someone
folt - such

gaer - there
ghil - here
GOLHYRR - trick, ruse, trap

HARL - down, under, below, beneath
harl'il'cik - to kneel
har'dro - earth (element)
har'luth - subjugate, conquer
har'ol - cave, cavern
Har'oloth - The Underdark
harventh - cut, sever, break
HONGLATH - clear thinking, calm, bravery, good behavior
hwuen - until
hyrr - item (abstract)

IBLITH - excrement, offal, carrion
il - she
ilt - hers
ilta - her
iltan - herself
ILHAR - mother, to mother
(to give birth to young, not to comfort or rear)
ILINDITH - aim, goal, hoped-for event
ilinsar - medallion, amulet
inbal - have
inbalus - had
inbau - get
indar - similar
indarae - opposite
inlul - small
INTH - plan, stratagem, scheme
INTHIGG - agreement, treaty
inthuul - cold
IZIL - as (often shortened to iz' or 'zil)
izznarg - large

JAL - all
jala - any
jalbol - anything
jalbyr - another
jalil - female (gender)
jalkhel - anybody
jaluk - male (gender)
jaluss - anyone
jhal - but
jhinrae - wine
ji - so
jindurn - face
JIVVIN - fun, play (amusing cruelty, "animal spirits")
jiv'elgg - torture
jiv'undus - [severe] pain

ka - if
karliik - head
khal - to trust (especially misplaced or foolish)
KHALESS - trust (especially misplaced or foolish)
khel - body
k'lar - place. location
KULG - snag, hitch, blockage (to will or actual blockage)
KULGGEN - deliberate rampart, shield, or other barrier
kul'gobsula - prison
kul'gobuss - prisoner, captive
kyil - dart
kyilen - darts
kyon - care
KYONE - alert/alertly, wary/warily, careful/carefully
kyona - carefulness, wariness
KYORL - watch, wait, guard
KYORLIN - watching, waiting, guarding
kyorl'urn - watchful
ky'ostal - armor (magical or physical)
ky'ov'aer - magical wards (esp. of a House)

LIL - the (often shortened to l')
lintaguth - platter
linth'el - cauldron
linthre - brazier
loniar - wet
LUETH - and (often shortened to lu')
LUTH - cast, throw, hurl
luth'ol - spear, javelin

MAGLUST - apart, alone
magthere - school, institute (generic)
mamulen - chest
melaer - fighting with magic
melee - fighting with weapons or hand-to-hand
mir - to hold
mrann d'ssinss - lover (male)
mrigg - to inspire, to guide
mri'kul - lock, to lock
mrim'ol - key
MRIMM - guide, key, inspiration
mrimm d'ssinss - lover (female)
mzil - many
MZILD - more
mziln - also, extra, additional
mzilst - most
mzilt - much

narkuth - scroll
NATHA - a (seldom used, except for emphasis)
NAU - no
naubol - nothing
naudal - across
naukhel - nobody
nausbyr - neither
naust - none

naut - not
ne'kales - caution, distrust
ne'kalsa - smart, not trusting
nelgeth - to forgive (rarely used)
nelgetha - forgiveness, pardon
niar - water
nin - now, present (time)
nina - them
NIND - they
nindel - that
NINDYN - those
nindol - this
nindolen - these
nint - theirs
ninta - their
nintan - themselves
nizzre' - electricity, lightning
noalith - neutral
NOAMUTH - wanderer, lost, unknown

OBSUL - opening, door, gap
obsu'arl - trapdoor
og'elend - heretic, traitor, non-follower of Lloth
og'elendar - treason, heresy, opposition to Lloth's will
OGGLIN (n) - rival, opponent, enemy
ogglir - to rival, to oppose
ogglirin - rivaling, opposing
ol - it
olath - dark
ol'elg - assassinate, to kill by treachery
ol'elghinn - assassination, death by treachery
olis'inth - plot, conspiracy
olis'inthigg - coup
OLIST - caution, stealth
OLOTH - darkness (natural or magical)
olplyn - thief
olplynir - steal
olt - its
oltan - itself
op'elg - pirate
op'elgin - piracy, thieving
ORBB - spider
orn - will
ORTHAE - holy, sacred

p'los - before
p'luin - after
p'wal - because
PHALAR - grave, battle-marker
PHINDAR - monster, dangerous being
(especially a non-intelligent creature)
pholod - onto
PHOLOR - on, upon
phor - above, up, over
phlith - hate, despise
PHUUL - are (often shortened to ph' or phu')

PIWAFWI - magical cloak
PLYNN - take, seize
ply'usaerth - kidnap, hold for ransom
ply'uss - arrest, capture

qua'l - agree
qua'lae - disagree
qua'laen - against
QUA'LAELAY - disagreement, argument, confrontation (not yet open conflict)
QU'ELLAR - House (of a titled noble family)
QUARTH - order (exercise of authority)
QUARTHEN - ordered, commanded
QUARVAL-SHARESS - Goddess - Lloth
QUAR'VALSHARESS - Goddess (other than Lloth)
quin - yet

RAGAR - find, discover, uncover
raldar - strip
RATH - back
RATHA - backs
rath'arg - coward
rath'elg - backstab
RATHRAE - behind
rath'argh - cowardice, dishonor
ril - every
rilbol - everything
rilkhel - everybody
riluss - everyone
riknueth - bitter
rinteith - throat
rothe - Underdark cattle, slave (esp. non-Drow)

saph - like
SARGH - confidence in weapons, battle-might, strength-at-arms, valor
sarol - weapon
SARN! - beware! - warning!
sarn'elgg - punish
s'lurpp - fawn, flatter, curry favor
s'lurppin - fawning, flattering
s'lurppuk - sycophant
shanaal - chalice, goblet, glass
sharorr - throne
sharulg - royal seal
siltrin - flesh
sol - eye
solen - eyes
SREEN - danger
sreen'aur - safe, safety
sseren - hot
ssin - beauty
ssinjin - sweet
ssinss - seduction, allure, charm
ssin'urn - attractive, beautiful, handsome
SSINSSRIGG - passion, lust, greed

ssinssriggin - lusting, loving
ssinsuurul - music
SSUSSUN - light, brightness
stath - few
STREEA - suicide, death in the service of Lloth, a House, or a community
STREEKA - reckless(ness), fearless(ness)
suliss - grace
suliss'urn - graceful
suul - side

TAGA - than
tagnik'zur - dragon
TALINTH - to think, to consider
talinthin - considering
TALTHALRA - meeting, council, parley
THALACK - war, open fighting
THALACKZ'HIND - raid, attack from afar
thalack'vel - ambush, sneak attack
THALRA - meet, encounter
tir - off
TLU - be, to be
tlus - been
tril - bite
tu'fyr - between
tu'jol - beyond
tu'suul - beside
TUTH - both (often shortened to tu')

udos - we
udossa - us
udosst - ours
udossta - our
udosstan - ourselves
uil - am
uk - he
ukt - his
ukta - him
uktan - himself
UL-ILINDITH - destiny
ul'naus - together
ulan - toward
ulin - future (time)
ulnar - lie (untruth)
uln'hyrr - liar
ULTRIN - supreme, highest, conqueror
ULTRINE - ultrin when applied to Lloth only
ULTRINNAN - conquering, victory, to win or prevail
ULU - to
usbyr - either
ussa - me
usst - mine
ussta - my
USSTAN - I, this one, myself
USSTIL - one in my place

valm - join, bond
valsharen - royal, imperial
vel'bol - what
vel'bolen - which
vel'dos - whose
vel'drav - when
vel'klar - where
VEL'USS - who
vel'ussa - whom
vel'xundussa - security, intelligence, reconnaissance
vel'xunyrr - spy, to spy
VELDRIN - shadows, concealment afforded by varying light
velg'larn - assassin
VELKYN - unseen, hidden, invisible
velnarin - instrument
VELVE - blade (dagger, knife, sword)
venorik - silent
venorsh - silence
verin - evil
vith - to perform sexual intercourse (slang)
vlos - blood

WAEL - fool
WAELA - foolish, unaware/unwary
waelin - young
waerr'ess - deceipt
waess - skin
wanre - apprentice, servant
weth - each
whol - for
wu'suul - inside
WUN - in
WUND - among, within, into

XAL - may, might, perhaps
xas - yes
xor - or
xuat - don't
xuil - with
xuileb - without
xukuth - heart
XUN - do, to complete or accomplish
XUND - striving, effort, work
xunin - doing
xunor - done
xunus - did
XUNDUS - achievement, work completed
xundussa - achievements, works completed
xxizz - help

YATH - temple, of the temple (property, work, or decree)
yibin - weak
yol - since
YORN - power/will/servant-creature of the Goddess (Lloth)

Z'HAR - to ride

Z'HIN - to walk
Z'HIND - trip, journey, expedition
Z'ORR - climb
Z'RESS - power, strength, force, dominance
(esp. of the will - i.e. success in manipulation)
z'talin - ESP, telepathy
ZHAH - is
zhahn - then, past (time)
zhahen - were
zhahus - was
zhal - shall
ZHAUN - to learn, to know
ZHAUNIL - wisdom, knowledge
zhuanth - old
zhaun'ol - book, treatise, work of knowledge
zha'linth - memory
zik'den'vever - plane
zotreth - strike, punch, hit

XIV. DIRECTIONS

East - Luent
North - Trezen
Northeast - Trez'nt
Northwest - Trez'in
South - Werneth
Southeast - Wern'nt
Southwest - Wern'in
West - Linoin

XV. NUMBERS

USS	- one	UST	- first
DRAA	- two	DRADA	- second
LLAR	- three	LLARNBUSS	- third
quen	- four	quenar	- fourth
huela	- five	huelar	- fifth
rraun	- six	rraunar	- sixth
blyn	- seven	blynar	- seventh
lael	- eight	laelar	- eighth
thal	- nine	thalar	- ninth
szith	- ten	szithar	- tenth
szithus	- eleven	szithusar	- eleventh
szithdra	- twelve	szithdrar	- twelfth
szithla	- thirteen	szithlar	- thirteenth
szithuen	- fourteen	szithuenar	- fourteenth
szithuel	- fifteen	szithuelar	- fifteenth
szithraun	- sixteen	szithraunar	- sixteenth
szithlyn	- seventeen	szithlynar	- seventeenth
szithael	- eighteen	szithaelar	- eighteenth
szithal	- nineteen	szithalar	- nineteenth
draszith	- twenty	draszithar	- twentieth
hueszith	- fifty	hueszithar	- fiftieth
ravhel	- hundred	ravhelar	- hundredth

szithrel - thousand szithrelar - thousandth

XVI. PHRASES

Vendui' I/we greet you

Aluve' I/we leave you

JAL KHALESS ZHAH WAELA All trust is foolish

OLOTH ZHAH TUTH ABBIL LUETH OGGLIN Darkness is both friend and enemy

XUN IZIL DOS PHUUL QUARTHEN, LUETH DRO Do as you are ordered, and live

LLOTH TLU MALLA; JAL ULTRINNAN ZHAH XUNDUS Lloth be praised; all victory is (her) doing

ILHARESSEN ZHAUNIL ALURL Matrons know best

LIL ALURL VELVE ZHAH LIL VELKYN USS The best knife is the unseen one

LIL WAELA LUETH WAELA RAGAR BRORNA LUETH WUND NIND, KYORLIN ELGHINN The foolish and unwary find surprises and among them, waiting death

KHALESS NAU USS MZILD TAGA DOSSTAN Trust no one more than yourself

NINDYN VEL'USS KYORL NIND RATHA THALRA ELGHINN DAL LIL ALUST Those who watch their backs meet death from the front

ULU Z'HIN MAGLUST DAL QU'ELLAR LUETH VALSHARESS ZHAH ULU Z'HIN WUND LIL PHALAR To walk apart from House and Queen is to walk into the grave

KYORL JAL BAUTH, KYONE, LUETH LIL QUARVAL-SHARESS XAL BALBAU DOS LIL BELBOL DEL ELENDAR DRO Watch all about, warily, and the Goddess may give you the gift of of continued life

VEL'USS ZHAUN ALUR TAGA LIL QUARVAL-SHARESS? Who knows better than the Goddess?

Zhaunil dal Waerr'ess Knowledge from deceipt
[VDVM motto]

Dal ultrinnan ulu el'inssrigg From victory to an inn
[battle cry]

Ssinssrigg lueth Belaern Lust and Profit
[House of Pleasure motto]

Jiv'elgg lueth jiv'undus phuul jivvin Torture and pain are fun

Ssussun pholor dos! Ssussun! (shortened) Light upon you!
[curse to Drow]

Oloth plynn dos! Olot dos! (shortened)	Darkness take you! [curse to non-Drow]
{House Name} ultrin!	{House Name} supreme! [battle cry]
A'dos quarth!	At your command!
Lloth kyorl dos (d'jal)	Lloth guard you (you all)
Vith'os!	[see "vith" and "dos"]
Vith'ir!	[see "vith" and "tir"]

XVII. PROVERBS

L'alurl abbil zhah dosstan	The best trusted friend is yourself
Khal wun dossta belaern	Trust in your wealth
Jala cahallin xal tlu elg'cahlin	Any food may be poison
Sargh lueth kyona phuul dro'xundus	Strength at arms and wariness are survival
L'elamshin d'lil Ilythiiri zhah ulu har'luth jal	The destiny of the Drow is to conquer all
L'elend zhah alurl	The traditional is best
L'alurl faerbol zhah mrimm (mrann) d'ssinss	The best magic item is a female (male) lover
L'alurl gol zhah elghinyrr gol	The best goblin is a dead goblin