

# Introduction to the Hylvian language



# Muder luti

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FILET MIGNON



# Foreword and thanks

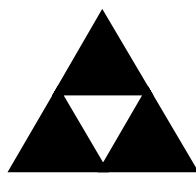
This is a fan project inspired by the universe of Zelda.

I extend special thanks to [Sarinilli](#) for her pioneer creative works on the scripts and languages of the Zelda universe. They have impressed me a lot and given me the motivation to join the adventure with this sister project. The well developed Hylian language proposed by [Kasuto of Kataan](#), along with [Nina-Kristine's Gerudo](#) and [Magmarfire's Sheykah](#) languages is also part of this inspiring family!

I believe the Hylian world is wide and has long running history. Therefore several varieties of Hylian languages could have emerged and coexisted.

Thanks also to Ishna, WhiteMaiden, [Heath](#), and Ecem for their reviews and advice.

Finally, thanks my fellow language maker [Ziecken](#) for several ideas that helped creating it (specifically the [Elko](#) and [Ephésique](#) constructed languages), as well as my friends from the French conlanger forum "[l'Atelier](#)" where there is so much to learn.



## License and contact



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[www.notesdevoyage.com/Hylian](http://www.notesdevoyage.com/Hylian)



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## Reference and status

This [booklet](#) is to be printed as “booklet” in A5 size.

It is to be read together with the [Excel workbook](#) illustrating the mechanism of Hylian and containing the entire lexicon.

The Hylian alphabet (which also contains the Classical Hylian ideograms) can be found [here](#).

As of now the language contains:

749	Nouns
243	Verbs
155	Adjectives
24	Compounds
109	Correlatives
81	Prepositions
20	Pronouns
<b>1381</b>	<b>Total Words</b>

This list does not include adverbs, which often directly derive from adjectives.

The language uses 149 roots so far.

# Versions History

Ver.	Date	Updates
-	Sep 1 <sup>st</sup> 2014	First sketch of Hylian scripts
-	Sep 9 <sup>th</sup> 2014	First idea of the language
-	Sep 10 <sup>th</sup> 2014	300 words composed on Excel
-	Jan 27 <sup>th</sup> 2015	Idea of conjugating with diphthong
0.1	Mar 21 <sup>st</sup> 2015	First introduction draft
0.2	Mar 24 <sup>th</sup> 2015	Revised alphabet
0.3	Apr 17 <sup>th</sup> 2015	Added license, pronouns
0.4	Jun 18 <sup>th</sup> 2015	Added Musical Hylian idiom
0.5	Jul 01 <sup>st</sup> 2015	Added images, changed roots
0.6	Aug 10 <sup>th</sup> 2015	Cut linguistic details, integrate reviewers' comments
1	Oct 7 <sup>th</sup> 2015	Added prefixes, sent to Nintendo
1.1	Jan 30 <sup>th</sup> 2016	Fixed goddess set, correlatives with 4 demonstratives
1.2	May 30 <sup>th</sup> 2017	Simpler alphabet, hieroglyph comparison, 4 more songs, texts with classical Hylian, dictionary
1.3	Oct 6 <sup>th</sup> 2021	Dialect section, Z5 Legend
2.0	Sep 9 <sup>th</sup> 2024	10 <sup>th</sup> Anniversary update: Full Z5 legend, full prefix, harmonised vowels, extended musical scale

# Glossary

- **Syllable**: smallest unit of pronounced word.
- **Root**: smallest word component expressing a basic concept.
- **Gabaritic**: type of word root made of a consonant sequence.
- **Affix: Prefix or Suffix**: element extending a word from its beginning and end respectively.
- **Lexical class**: class of word, either noun, verb, adjective, adverb or preposition.
- **IPA**: the International Phonetic Alphabet.
- **Accusative case**: receiver of an action: “you” in “I love you”.
- **Genitive case**: owner or origin: “my” in “My house”
- **Infinitive mood**: form of the un-conjugated verb such as “to have”.
- **Phonetic**: related to the pronunciation.
- **Semantic**: related to the meaning.
- **Syntax**: rules of sentence building.
- **Grammar**: set of rules of a language, including syntax, conjugation, and other word modifications.
- **Progressive/Regressive**: order of interpretation of the words. A word combination is progressive when the latter words are defining the earlier, regressive when the earlier are defining the latter.

# Language profile

<b>Concept:</b>	Gabaritic language based on 3-consonnant roots created from the names of Zelda's universe
<b>Morphology:</b>	Internal flexion + affixes <u>Fusion index</u> : high <u>Synthesis index</u> : low, 2 + affixes Accusative and genitive cases only. Word lexical classes are marked
<b>Lexicon:</b>	Based on names from Zelda's universe
<b>Syntax:</b>	S O V Regressive (head last)



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# 1 – Introduction

## 1.1 Constraints of an Existing Universe

A language creation for an environment that is already well developed faces the issue of consistency. Considering the available nouns and pieces of text, it must on the one hand draw as much features as possible from this available corpus, and on the other hand must not generate words and sentences in contradiction with these pre-existing samples. On the top of this, it must also combine beauty as well as simplicity if fans are supposed to learn it.

## 1.2 A Pre-existing Harmony?

The challenge of developing a language from fragments of words and phrases assumes that the game designer have had in mind at least some rules, if not a whole language, to create these fragments. Some observations are striking in that sense:

Names with negative connotation seem to start with letter G: ***Ganon, Gibdo, Ghini, Gohma, Goht, Gleeok, Garos, Gerudos, Grog, Ghirahim, Gorman***. Notable exception of ***Goron***.

Names related to defect or confusion are often starting with an M: ***Manji*** (labyrinth), ***Majora, Malladus, Marcy*** (lazy postman), ***Medli*** (worrisome), ***Mutoh*** (stubborn

carpenter), **Mallara** (untidy mother), **Makar** (frivolous), **Maud** (ugly). Notable exception of **Malon**.

Names related to art are often starting with the sound K: **Kamaro** (dancer), **Carlov** (sculptor), **Couture** (tailor), **Kafei** (poetic lover).

The process of language creation will endeavour to identify such trends and develop them further.

### 1.3 Triggering remark

I noticed that most names in Zelda have 3 syllables (Midona, Majora, Gerudo, Epona, Kokiri, Mudora, etc.) and particularly in Japanese rendering (Zeruda, Rinuku, Ganon, Goron, etc.) This is also confirmed by the fundamental importance of the number 3 throughout the game: 3 goddesses, 3 virtues (Wisdom, Courage, Power), 3 parts of the Triforce, 3 main protagonists (Zelda, Link, Ganondorf).

Therefore I decided to develop lexicon from these names by extracting their 3 consonants roots, and changing the vowels.

For example: Gerudo => **GRD**

which can derive into: **Gorad**, **Girda**, **Egredi**, etc.

## 2 – Key Features

### 2.1 Consonant Roots

Words base their meaning on 3-consonant Roots which indicate lexical fields. Some shorter words like prepositions, numbers, or pronouns will be built from 2 or 1 consonant Roots. This system of consonant is also found in Semitic languages such as Arabic and Hebrew. Consonant Roots are highlighted in **blue** in this booklet.

### 2.2 Vowel Forms

The vowel combination around the consonant Root is called Form. It indicates nuance of lexical field (abstract idea, concrete thing, person, place, time, etc.) and also switches between lexical classes (noun, adjective, adverb, verb, etc.) Vowel Forms are highlighted in **green** in this booklet.

### 2.3 Consonant Prefixes

“**Root**” and “**Form**” are the two components fully defining each basic word in Hylan. Extra “**Prefixes**” can be added, to provide variations and complement, indicated in orange.

## **2.4 In-game name basis**

The existing names from the Zelda games have been used a basis for all the vocabulary. This has 3 main consequences:

### **2.4.1 Easier learning**

Language learning is speeded up because fans are already familiar with these names, and with the notions they refer to.

### **2.4.2 Consistency with the original names**

The connection with existing elements of the game is kept. The created language even plays an explicative role about the original name. For example: Garos means “assassin” in Hylian, Hirul means “world”, and Zelda means literally “of the time of wisdom”.

### **2.4.3 Consistency with the game phonetics**

The phonetic elements of the generated words are in line with that of the existing names, and then consistent with the overall sound of what is known of Hylian so far.

### 3 – Example of Word Building



Original name: Darunia

Consonant Root: **DRN**

General idea: Safety, keeping

Derivation examples:

- Diren = safety
- Dieren = to be safe
- Adieren = to protect
- Idiren = self-defense
- Dirno = safe
- Fedurno = protective
- Daren = defence
- Duran = shield
- Dran = turtle
- etc.

## 4 – Writing systems

### 4.1 Phonetic system

	IPA	Example
<b>A</b>	/a/	Map
<b>I</b>	/i/	Sea
<b>U</b>	/u/	Moon

	IPA	Example
<b>E</b>	/e/	Net
<b>O</b>	/o/	Fog

	IPA	Example
<b>P</b>	/p/	Plain
<b>T</b>	/t/	Temple
<b>K</b>	/k/	Key
<b>F</b>	/f/	Forest
<b>S</b>	/s/	Sky
<b>Sh, Š or C</b>	/ʃ/	Ship
<b>Ng or Q</b>	/ŋ/	Song
<b>N</b>	/n/	Night
<b>Y</b>	/j/	Yard
<b>H</b>	/h/	Hall

	IPA	Example
<b>B</b>	/b/	Boat
<b>D</b>	/d/	Day
<b>G</b>	/g/	Gate
<b>V</b>	/v/	Valley
<b>Z</b>	/z/	Zenith
<b>J</b>	/dʒ/	Jungle
<b>R</b>	/r/	Ricardo
<b>M</b>	/m/	Mountain
<b>W</b>	/ʊ/	Wall
<b>L</b>	/l/	Light

“**C**” and “**Q**” are used when typing on keyboard.

## 4.2 Neutral vowel: E

In order to reduce the word length and increase a bit the ratio of consonant against vowels, one of the five vowels is defined as “neutral” and can be suppressed as long as it does not introduce ambiguity. Letter E is chosen for this purpose.

Example: ***Maderi*** => ***Madri***

In cases where the suppression of the E would put together two plosives (P T K B D G), the suppression is not allowed because it will be too difficult to pronounce:

Example: ***Sakep*** => ***Sakp*** (*suppression not allowed*)


























If the suppression puts together a mute sound (P T K F S C Kh) with a voiced sound (B D G V Z J Gh), it would lead to a mutation of one of the consonants so that both consonants are mute or voiced, which induces ambiguity:

Example: ***Seda*** => ***Sda*** => ***Sta*** or ***Zda***  
(*suppression not allowed*)



### 4.3 Hylian harmonized alphabet: Hyliabeth

Several alphabets are present in the universe of Zelda, and can be used to write the language presented here as long as they cover the required sounds. This [alphabet](#) below can be used instead of the Latin alphabet. Its design and layout follows phonetic rules.

M		N		Ng					
P		T		K					
B		D		G					
F		S		Sh					
V		Z		J					
W		L		R		H		Y	
U		O		E		A		I	

The 3 nasal sounds M, N, and Ng have a middle horizontal bar, and are obtained by the superimposition of their corresponding plosives and semi-consonants (P+B+W => M, K+G+Y => Ng, etc.)

Voiced sounds are obtained by rotating upside down the corresponding mute letter ( P => B, F => V, etc.)

Fricative sounds are obtained by adding an **Ɔ** to the corresponding plosive letter (P => F, T => S, etc.)

The semi-consonant are obtained by adding an middle horizontal bar to the corresponding plosive letter (P => W, T => R, K=> Y)

Vowels have no middle horizontal bar.

## 5 – Lexicon

The generation of words is both the core of this language project, and the area where work and advice is most needed.

The main guidelines and examples are given here, but the reader is invited to look at the comprehensive dictionary in the excel worksheet. (Link given in page 4)

Following the general rules of word creation, the remaining work is to:

- find a Hylian Root from the world of Zelda and decide to which semantic field it will be related
- determine what exact translations each of the Form have. Some combinations do not lead to an existing concept, while some others can be translated by longer phrases

I ask the reader for forgiveness if some translations sound awkward, or if some roots are not attributed to the most relevant topic. Your feedback is most appreciated here, so that the vocabulary can grow more complete and reach more consensus.

## 5.1 General rules

5.1.1 Nouns at definite form by default:

**Lotes** = the tower

**Hala lotes** = a tower

5.1.2 Nouns end without vowel:

**Ziled** = wisdom

**Duran** = the shield

5.1.3 Nouns at accusative voice end with an U:

**Lenik adieren zildu** = The hero protects wisdom

5.1.4 Adjectives end with O:

**Dirno** = safe

5.1.5 Adverbs end with A:

**Dirna** = safely

5.1.6 Adjectives “of” (genitive) end with I:

**Darni lotes** = the tower of safety

5.1.7 Verbs bear 2 vowels in the first slot:

**Dieren** = to be safe

5.1.8 Participles are both verbs and adjectives,  
i.e. end with O:

**Adierno** = protecting

5.1.9 Gerundive are both verbs and adverbs,  
i.e. end with A:

**Adierna** = while protecting

Vowel **Forms** are the main and most ancient way to decline the various meanings of a Consonant **Root**. Following the structure **C1-v1-C2-v2-C3**, the key Forms are the following:

	Form	Meaning
	<b>C1-I-C2-E-C3</b>	Abstract idea
	<b>C1-U-C2-E-C3</b>	Concrete thing
	<b>C1-E-C2-U-C3</b>	Material
	<b>C1-O-C2-E-C3</b>	Place, location
	<b>C1-A-C2-E-C3</b>	Time, process
	<b>C1-U-C2-A-C3</b>	Tool, machine
	<b>C1-I-C2-A-C3</b>	Character, Nation
	<b>C1-E-C2-I-C3</b>	Person, profession
	<b>C1-E-C2-A-C3</b>	Animal
	<b>C1-E-C2-O-C3</b>	Plant
	<b>C1-O-C2-A-C3</b>	Aspect, color

## 5.2 Review of Roots and Semantic Trends

- **B** **𐀀** : related to life and freedom, as growth and development
  - **BYT** **𐀁𐀂𐀃** : Baito, earnest postman
  - **BLN** **𐀁𐀃𐀄** : -blin, the suffix of wild mob monsters
  - **BWK** **𐀁𐀃𐀅** : boko-, term for forest or plant monsters
  - **BCT** **𐀁𐀂𐀃** : Basht, honest and sincere Rito
  - **BST** **𐀁𐀂𐀃** : “bust”, word used by Gohdan when talking about a path being open (see chapter about dialects).
  - **BSF** **𐀁𐀂𐀄** : Bospho-ramus, faithful king of Hyrule
  - **LBRN** **𐀁𐀂𐀃𐀄** : Labryнна, realm of time
  - **SBRS** **𐀁𐀂𐀃𐀄** : Subrosa, underworld of hidden guilds
  - **BRMR** **𐀁𐀂𐀃𐀄𐀅** : Bremor, carpenter brother of Brac
  - **BRMN** **𐀁𐀂𐀃𐀄𐀅** : mask of Bremen, giving the power to lead animal to follow us.
  - **BRLV** **𐀁𐀂𐀃𐀄𐀅** : Borlov, entrepreneur
  - **BNR** **𐀁𐀂𐀃** : Bonooru, scarecrow
  - **BRK** **𐀁𐀂𐀃** : Brac, rebel carpenter, son of Mutoh, brother of Bremor
- **D** **𐀀** : related to power and robustness
  - **DRN** **𐀁𐀂𐀃** : Darunia, strong Goron chief
  - **DDQ** **𐀁𐀂𐀃** : Dodongo, powerful lizard
  - **DYN** **𐀁𐀂𐀃** : Din, goddess of power.
  - **GNNDRF** **𐀁𐀂𐀃𐀄𐀅** : Ganondorf, “power of the demon”

- **DTR** ᐃᑦᑦ : Dotour, mayor of the Termina
- **DFNS** ᐃᑦᑦᑦ : Daphnes, king of Hyrule
- **DNM** ᐃᑦᑦ : Dunma, Zora femal guard
- **DYL** ᐃᑦᑦ : Doyle, villager supporting mayor Dotour
- **DLW** ᐃᑦᑦ : Odolwa, tribal warrior
- **DLM** ᐃᑦᑦ : Da iluoma, bpss woith multiple arms
- **DRMN** ᑦᑦᑦ : Darmani, Goron protective chief

- **M** ᑦ : related to defect or disorder
- **MDL** ᑦᐃᑦ : Medli, worrisome Rito
- **MTH** ᑦᑦᑦ : Mutoh, stubborn carpenter
- **MLR** ᑦᑦᑦ : Mallara, untidy mother
- **MKR** ᑦᑦᑦ : Makar, frivolous korok
- **MWD** ᑦᑦᑦ : Maud, witch with ugly fashion
- **MWZ** ᑦᑦᑦ : Muzu, regretful Zora
- **MRS** ᑦᑦᑦ : Marcy, laid back postman
- **MYD** ᑦᑦᑦ : Mido, kokiri kid, mean and bossy, jealous of Link
- **MJR** ᑦᑦᑦ : mask of Majora, containing evil power and causing madness
- **MANJY** ᑦᑦᑦᑦ : Manji, labyrinth
- **MWL** ᑦᑦᑦ : Mol- , hylia root for snakes (moldorm, twinmold, lanmola, swanmola)
- **MKW** ᑦᑦᑦ : Mikau, zora guitarist of indigo-go
- **MRT** ᑦᑦᑦ : Marot market
- **MDZ** ᑦᐃᑦ : reconstructed root from the Goron lullaby (see chapter about musical hylia)

- **MNL** 𐄂𐄂𐄂 : reconstructed root from the tornado song (see chapter about musical Hylian)
  - **MRN** 𐄂𐄂𐄂 : Marin
  - **MLN** 𐄂𐄂𐄂 : Malon, dreamy little girl
  - **RMLT** 𐄂𐄂𐄂 : Remlit, cat species
- 
- **GL** : related to evil
    - **GNN** 𐄂𐄂𐄂 : Ganon, evil archenemy
    - **GHM** 𐄂𐄂𐄂 : Gohma, spider monster
    - **GHT** 𐄂𐄂𐄂 : Goht, evil mechanical bull
    - **GLK** 𐄂𐄂𐄂 : Gleeok, evil dragon
    - **GHMN** 𐄂𐄂𐄂 : Aghanim, evil warlock
    - **GRHM** 𐄂𐄂𐄂 : Ghirahim, deceitful warlock
    - **GBD** 𐄂𐄂𐄂 : Gibdo, mummy
    - **GHN** 𐄂𐄂𐄂 : Ghini, ghost
    - **GRS** 𐄂𐄂𐄂 : Garos, assassin secret society
    - **GRD** 𐄂𐄂𐄂 : Gerudo, thieves tribe
    - **GRY** 𐄂𐄂𐄂 : Goriya, ape monster
    - **GRG** 𐄂𐄂𐄂 : Grog, disgusting punk boy
    - **GRN** 𐄂𐄂𐄂 : Granny, forgetful old lady
      - **GRN** 𐄂𐄂𐄂 : Goron, mountain people (forsaken?)
    - **GMP** 𐄂𐄂𐄂 : Gampy, Tortus's father and Granny's husband
    - **GNH** 𐄂𐄂𐄂 : Aginah, sage, descendent of the 7 sages



- **K** **ᑭ** : related to art, craft and method
  - **KMR** **ᑭᑭᑭ** : Kamaro, dancer
  - **KTR** **ᑭᑭᑭ** : Couture, queen of tailoring and fashion
  - **KRN** **ᑭᑭᑭ** : Ocarina, music instrument
  - **KSS** **ᑭᑭᑭ** : Kass, minstrel
  - **KFY** **ᑭᑭᑭ** : Kafei, lover and poem writer
  - **KMK** **ᑭᑭᑭ** : Kamek, painter sorcerer (non-Zelda character from Yoshi Island)
  - **KRLV** **ᑭᑭᑭᑭ** : Carlov, sculptor
  - **KTN** **ᑭᑭᑭ** : Kaeton, fox asking questions
  - **KPR** **ᑭᑭᑭ** : Kaepora Gaebora, owl giving guidance
  - **KYK** **ᑭᑭᑭ** : Kiki, monkey leading the way
  - **KYT** **ᑭᑭᑭ** : Keeta, captain of the Ikana army
  - **KBL** **ᑭᑭᑭ** : Koboli, mail sorter
  - **KLL** **ᑭᑭᑭ** : Quill, kind and diligent postman
  - **KRM** **ᑭᑭᑭ** : Cremia, Romani's sister, ranch manager
  - **KRBN** **ᑭᑭᑭᑭ** : Carben, train engineer
  - **KML** **ᑭᑭᑭ** : Komali, unconfident Rito prince
  - **KSK-LBR** **ᑭᑭᑭ** : Excalibur, master sword
  - **DRKNT** **ᑭᑭᑭ** : Darknut, knight enemy
  - **KWM** **ᑭᑭᑭ** : Koume, fire sorceress
  - **GTK** **ᑭᑭᑭ** : Kotake, ice sorceress

- **R** Ꞥ et **L** Ꞥ : related to reality, truth, vision and value
- **RMN** ꞤꞤꞤ : Romani, Cremia's sister
  - **BRMN** ꞤꞤꞤ : Bremen, mask to lead animals
  - **DRMN** ꞤꞤꞤ : Darmani, Goron protective chief
  - **GRMN** ꞤꞤꞤ : Gorman, envious and regretful man
  - **TRMN** ꞤꞤꞤ : Termina, land of the end of time
- **RHM** ꞤꞤꞤ : Rhoam, faithful king of Hirule
  - **GHRHM** ꞤꞤꞤ : Ghirahim, deceitful warlock
- **RMS** ꞤꞤꞤ : Armos, statue monsters
  - **BSFRMS** ꞤꞤꞤ : Bosphoramus, faithful king of Hyrule
- **RLV** ꞤꞤꞤ : form, idea
  - **KRLV** ꞤꞤꞤ : Carlov, sculptor
  - **BRLV** ꞤꞤꞤ : Borlov, entrepreneur
- **RPY** ꞤꞤꞤ : Rupee, currency
- **TRTS** ꞤꞤꞤ : Tortus, father of Anju, husband of Granny
- **KRBN** ꞤꞤꞤ : Carben, train engineer
- **RVN** ꞤꞤꞤ : Rivan, Zora guard
- **RWR** ꞤꞤꞤ : Rauru, sage of light
- **RLL** ꞤꞤꞤ : Aryll, link sister, fond of her telescope
- **LNZ** ꞤꞤꞤ : Lenzo, photographer
- **KLTN** ꞤꞤꞤ : Kilton, monster passionate about scents

- **H 𐄀** : related to divinity and virtue
  - **HLY 𐄀𐄁𐄂** : Hylia, goddess of Hyrule
  - **HRL 𐄀𐄁𐄂** : Hyrule, kingdom
  - **HLD 𐄀𐄁𐄂** : Hilda, princess
  - **GHNLM 𐄀𐄁𐄂𐄃** : Agahanim, wizard
  - **HTN 𐄀𐄁𐄂** : Hateno, village with research lab
  - **HCS 𐄀𐄁𐄂** : Oshas, king
- **N 𐄀** : related to obedience and moral
  - **NYR 𐄀𐄁𐄂** : Nayru, goddess of wisdom
  - **NLW 𐄀𐄁𐄂** : Anju, faithful fiancée
  - **NVY 𐄀𐄁𐄂** : Navi, fairy guide
  - **NBR 𐄀𐄁𐄂** : Nabooru, Gerudo sage of the spirit
  - **NJN 𐄀𐄁𐄂** : Anjean, Lokomo lady guardian of the spirit tower
  - **MANJY 𐄀𐄁𐄂** : Manji, maze, place of dis-orientation
  - **NWB 𐄀𐄁𐄂** : “nobe”, Celestian word for “follow” (see chapter on dialects)
- **Z 𐄀** : related to counselling
  - **ZLD 𐄀𐄁𐄂** : Zelda, bearer of the Triforce of wisdom
  - **ZLW 𐄀𐄁𐄂** : Ezlo, minish cap advisor
  - **ZWR 𐄀𐄁𐄂** : Zora, water people
  - **ZFS 𐄀𐄁𐄂** : Zephos, god of winds
  - **ZLZ 𐄀𐄁𐄂** : reconstructed root from the song of healing (see chapter on musical Hylian)
  - **ZBR 𐄀𐄁𐄂** : Zubora, blacksmith & repair

- **P** 𐄡 : related to smallness
  - **PML** 𐄡𐄡𐄡 : Pamela, little girl in Ikana valley
  - **PRP** 𐄡𐄡𐄡 : Parapa, sand desert
  - **PKR** 𐄡𐄡𐄡 : Picori, enchanted blade
  - **PPT** 𐄡𐄡𐄡 : Pipit, dutiful student
  - **PTC** 𐄡𐄡𐄡 : Pacci, cane that can flip items
- **Y** 𐄢 : related to split and multiplication
  - **YKN** 𐄢𐄢𐄢 : Ikana, divided kingdom
  - **YGS** 𐄢𐄢𐄢 : Igos, king of Ikana
  - **YNG** 𐄢𐄢𐄢 : Ingo, conflictual brother
  - **YMP** 𐄢𐄢𐄢 : Impa, wetnurse of fecundity
  - **YLL** 𐄢𐄢𐄢 : Yoll, graveyard, legion of tombs
  - **YRN** 𐄢𐄢𐄢 : Yarna, desert
- **F** 𐄣 : related to intelligent life forms
  - **FRR** 𐄣𐄣𐄣 : Farore, goddess of courage
  - **FRN** 𐄣𐄣𐄣 : Faron, province of Farore
  - **FLR** 𐄣𐄣𐄣 : Floria, calm lake
  - **FLT** 𐄣𐄣𐄣 : Flat, genial composer
  - **FWS** 𐄣𐄣𐄣 : -fos, suffix indicating human form (stalfos, lizalfos, etc.)
  - **DFNS** 𐄣𐄣𐄣𐄣 : Daphnes, king of Hyrule

Some micro-roots of 2 consonants appear repeatedly and form consistent groups:

- **-RN** 𐌹𐌺𐌹: seems like a short form of **RMN** 𐌹𐌺𐌹𐌹
- **BRN** 𐌹𐌺𐌹: time, generation
- **DRN** 𐌹𐌺𐌹: protection, keeping
- **GRN** 𐌹𐌺𐌹: oblivion, disappearance
- **TRN** 𐌹𐌺𐌹
- **MRN** 𐌹𐌺𐌹
- **HRN** 𐌹𐌺𐌹
- **FRN** 𐌹𐌺𐌹
- **-RS** 𐌹𐌺𐌹
- **BRS** 𐌹𐌺𐌹
- **GRS** 𐌹𐌺𐌹
- **MRS** 𐌹𐌺𐌹
- **SRS** 𐌹𐌺𐌹

## 5.3 Prefix

Prefixes can be used at the beginning of words to complement the meaning. They always use the vowel E, and therefore cannot cause confusion with the 3 consonant-roots. This letter E can be skipped following the usual rules given in chapter 4.2.

Prefix	Meaning	Simple word	Word with Prefix
<b>H-</b>	Excellence	<i>Kumek</i> : artwork <i>Suhes</i> : book	<i>Hekumek</i> : masterpiece <i>Hesuhes</i> : classic (book)
<b>L-</b>	Greatness	<i>Horen</i> : city <i>Heshis</i> : king	<i>Lehoren</i> : metropolis <i>Leheshis</i> : emperor
<b>P-</b>	Smallness	<i>Horen</i> : city <i>Heshis</i> : king	<i>Pehoren</i> : town <i>Peheshis</i> : count
<b>Y-</b>	Plural	<i>Kuker</i> : star <i>Kerin</i> : musician	<i>Yekuker</i> : stars <i>Yekrin</i> : musicians
<b>W-</b>	Group, system	<i>Kuker</i> : star <i>Kerin</i> : musician	<i>Wekuker</i> : constellation <i>Wekrin</i> : music band
<b>J-</b>	Element, part	<i>Perup</i> : sand <i>Karen</i> : song	<i>Jeprup</i> : grain of sand <i>Jekaren</i> : note of music
<b>K-</b>	Art, school, ideology	<i>Gihen</i> : fear <i>Heshis</i> : king	<i>Kegihen</i> : terrorism <i>Keheshis</i> : monarchy
<b>G-</b>	Undo, opposite	<i>Suemer</i> : to create <i>Hirel</i> : harmony	<i>Gesuemer</i> : to destroy <i>Gehirel</i> : chaos
<b>M-</b>	Miss, failed action	<i>Nueyer</i> : to think <i>Zulew</i> : advice	<i>Menueyer</i> : to be mistaken <i>Mezulew</i> : bad advice
<b>Š-</b>	Master	<i>Horen</i> : city <i>Kerin</i> : musician	<i>Šehoren</i> : mayor <i>Šekrin</i> : conductor
<b>B-</b>	Offspring	<i>Melat</i> : cat <i>Heshis</i> : king	<i>Bemlat</i> : kitten <i>Beheshis</i> : prince
<b>R-</b>	Having		

There are 4 prefixes to indicate the personal pronoun:

Prefix	Meaning	Simple word	Word with Prefix
<b>T-</b>	1 <sup>st</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<b>Tekaren</b> : my song <b>Tekaeren</b> : I sing
<b>S-</b>	2 <sup>nd</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<b>Skaren</b> : your song <b>Skaeren</b> : you sing
<b>Z-</b>	3 <sup>rd</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<b>Zekaren</b> : his/her song <b>Zekaeren</b> : he/she sings
<b>V-</b>	4 <sup>th</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<b>Vekaren</b> : his/her song <b>Vekaeren</b> : he/she sings

There are 3 prefixes to express modality, derived from the 3 goddesses. These roots can be combined with the conjugation elements (see chapter 6.1), especially the passive voice marker i-.

Prefix	Meaning	Examples
<b>D-</b>	Can, ability	<b>Druepeyi</b> : solvable, able to pay. <b>Idrueyeli</b> : visible, able to be seen.
<b>F-</b>	Want, tendency	<b>Feguerni</b> : unyielding, that tends to resist. <b>Ifruyeli</b> : admirable, that one tends to watch, worthy of admiration.
<b>N-</b>	Must, duty	<b>Nekuetni</b> : answerable, that must answer. <b>Inruepeyi</b> : payable, to be paid.

Some Roots work in system and should be learned together in order to understand their mutual relationships. Five sets are shown in the following pages.

## 5.4 Goddess set: Nayru – Farore – Din



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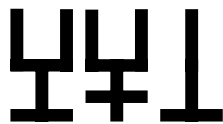


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Abstract	<b>Niyer:</b> duty	<b>Firr:</b> will	<b>Diyen:</b> ability
	<b>Niyero:</b> necessary	<b>Firro:</b> wished	<b>Diyeno:</b> possible
	<b>Nieyer:</b> to need	<b>Fierr:</b> to want	<b>Dieyen:</b> to can
Concrete	<b>Nuyer:</b> mind	<b>Furr:</b> heart	<b>Duyn:</b> body
	<b>Nueyer:</b> to understand	<b>Fuerr:</b> to seek	<b>Dueyn:</b> to do
	<b>Nuyero:</b> reasonable	<b>Furro:</b> motivated	<b>Duyno:</b> practical
Place			
Time			
Person			
Character	<b>Niyar:</b> Nayru	<b>Firar:</b> Farore	<b>Diyan:</b> Din



## 5.5 Triforce set: Zelda – Link – Ganondorf



Abstract	<b>Ziled:</b> wisdom	<b>Linek:</b> courage	<b>Diref:</b> power
	<b>Zildo:</b> wise	<b>Linko:</b> brave	<b>Dirfo:</b> strong
	<b>Zieled:</b> to meditate	<b>Lienek:</b> to dare	<b>Dieref:</b> to force
Concrete			
Place			
Time	<b>Zaled:</b> meditation	<b>Lanek:</b> challenge	<b>Daref:</b> battle
Person	<b>Zelid:</b> sage	<b>Lenik:</b> hero	<b>Derif:</b> warrior
Character	<b>Zilad:</b> Zelda	<b>Linak:</b> Link	<b>Diraf:</b> Ganondorf

The name Ganon-dorf is analysed as **Geninodirf**, which translates: “Demonic Power”.

The 3 following sets of vocabulary are universal structures and relationships.

The “**Cardinal cycle**” links position of the sun in the sky of the northern hemisphere with moments of the day. That gives a correspondence between cardinal points (east, south, west, north) and time (morning, noon, evening, midnight). Then we can link further with stages of life, and stages of any process (rise, culminate, fall, rest), seasons, etc.

The “**Terminal path**”, as opposed to this concept of eternal repetition in the cardinal cycle, introduces the ideas of movement from a primal origin to an ultimate end. That is: "origin, flow, destination."

The “**Ordinal setup**” finally gives the static relationship between the “above, centre, below”, and the “great, average, small”.

## 5.6 Cardinal Cycle: Kokiri – Ordona – Twili – Midna



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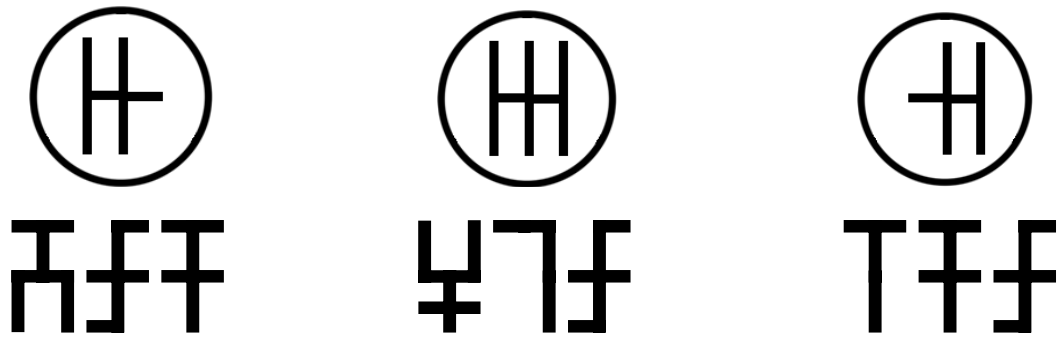
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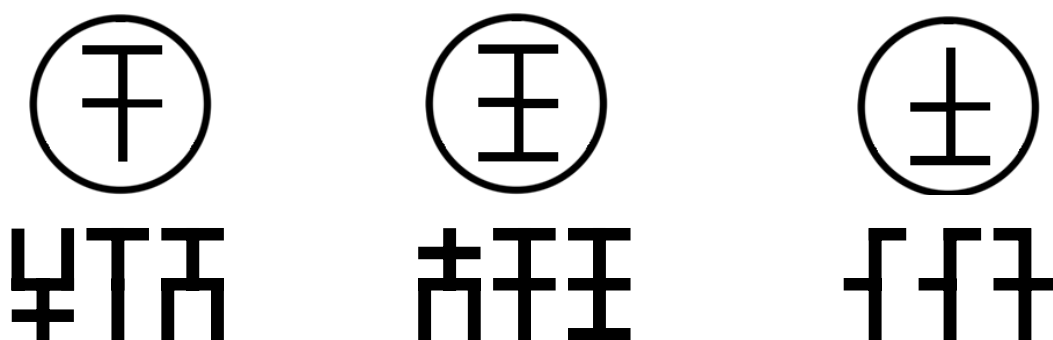
Abstract	<b>Kiker:</b> youth	<b>Riden:</b> adulthood	<b>Tiwel:</b> old age	<b>Miden:</b> tradition
	<b>Kikro:</b> young	<b>Rideno:</b> mature	<b>Tiwelo:</b> old	<b>Midno:</b> ancestral
	<b>Kieker:</b> to rise	<b>Rieden:</b> to culminate	<b>Tiewel:</b> to fall	<b>Mieden:</b> to rest
Concrete	<b>Kuker:</b> star	<b>Ruden:</b> sun	<b>Tuwel:</b> moon	<b>Muden:</b> dark sky
	<b>Kukri:</b> starry	<b>Rudeni:</b> sunny	<b>Tuweli:</b> moonlit	<b>Mudni:</b> dark
Place	<b>Koker:</b> east	<b>Roden:</b> south	<b>Towel:</b> west	<b>Moden:</b> north
Time	<b>Kaker:</b> morning	<b>Raden:</b> noon	<b>Tawel:</b> evening	<b>Maden:</b> midnight
Pers.	<b>Kekir:</b> child	<b>Redin:</b> adult	<b>Tewiel:</b> elderly	<b>Medin:</b> ancestor
Char.	<b>Kikar:</b> the Kokiri	<b>Ridan:</b> Ordona	<b>Tiwal:</b> the Twili	<b>Midan:</b> Midna

## 5.7 Terminal Path: Somaria – Lokomo – Termina



Abstract	<b><i>Simer</i></b> : origin	<b><i>Likem</i></b> : process	<b><i>Tirem</i></b> : goal
	<b><i>Simero</i></b> : original	<b><i>Likmo</i></b> : mobile	<b><i>Tirmo</i></b> :
	<b><i>Siemer</i></b> : to originate	<b><i>Liekem</i></b> : to circulate	<b><i>Tierem</i></b> : to aim at
Concrete	<b><i>Sumer</i></b> : creation	<b><i>Lukem</i></b> : travel	<b><i>Turem</i></b> : target
	<b><i>Sumero</i></b> : creative	<b><i>Lukmo</i></b> : nomadic	<b><i>Turmo</i></b> :
Place	<b><i>Somer</i></b> : source	<b><i>Lokem</i></b> : path	<b><i>Torem</i></b> : destination
Time	<b><i>Samer</i></b> : beginning	<b><i>Lakem</i></b> : process	<b><i>Tarem</i></b> : end
Pers.	<b><i>Semir</i></b> : creator	<b><i>Lekim</i></b> : traveller	<b><i>Terim</i></b> : ender, perfecter
Char.	<b><i>Simar</i></b> : Somaria	<b><i>Likam</i></b> : Lokomo	<b><i>Tiram</i></b> : Termina

## 5.8 Ordinal Setup: Daltus – Horon – Minish



Abstract	<b>Lites:</b> greatness	<b>Hiren:</b> center	<b>Pipey:</b> smallness
	<b>Litso:</b> great	<b>Hirno:</b> central	<b>Pipeyo:</b> small
	<b>Elietes:</b> to magnify	<b>Ehieren:</b> to gather	<b>Epiepey:</b> to reduce
Concrete	<b>Lutes:</b> height	<b>Huren:</b> group	<b>Pipey:</b> lowness
	<b>Lutso:</b> high	<b>Hurno:</b> together	<b>Pipeyo:</b> low
Place	<b>Lotes:</b> tower	<b>Horen:</b> city	<b>Popey:</b> low place
Time	<b>Lates:</b> elevation	<b>Haren:</b> gathering	<b>Paper:</b> decrease
Pers.	<b>Letis:</b> giant	<b>Herin:</b> citizen	<b>Pepiy:</b> dwarf
Char.	<b>Litas:</b> Daltus	<b>Hiran:</b> Horon	<b>Pipay:</b> Paya

## 5.9 Word compounds

Some words are obtained by combinations of two nouns, which can be compressed:

With ***Darem***: season (from Holodrum)

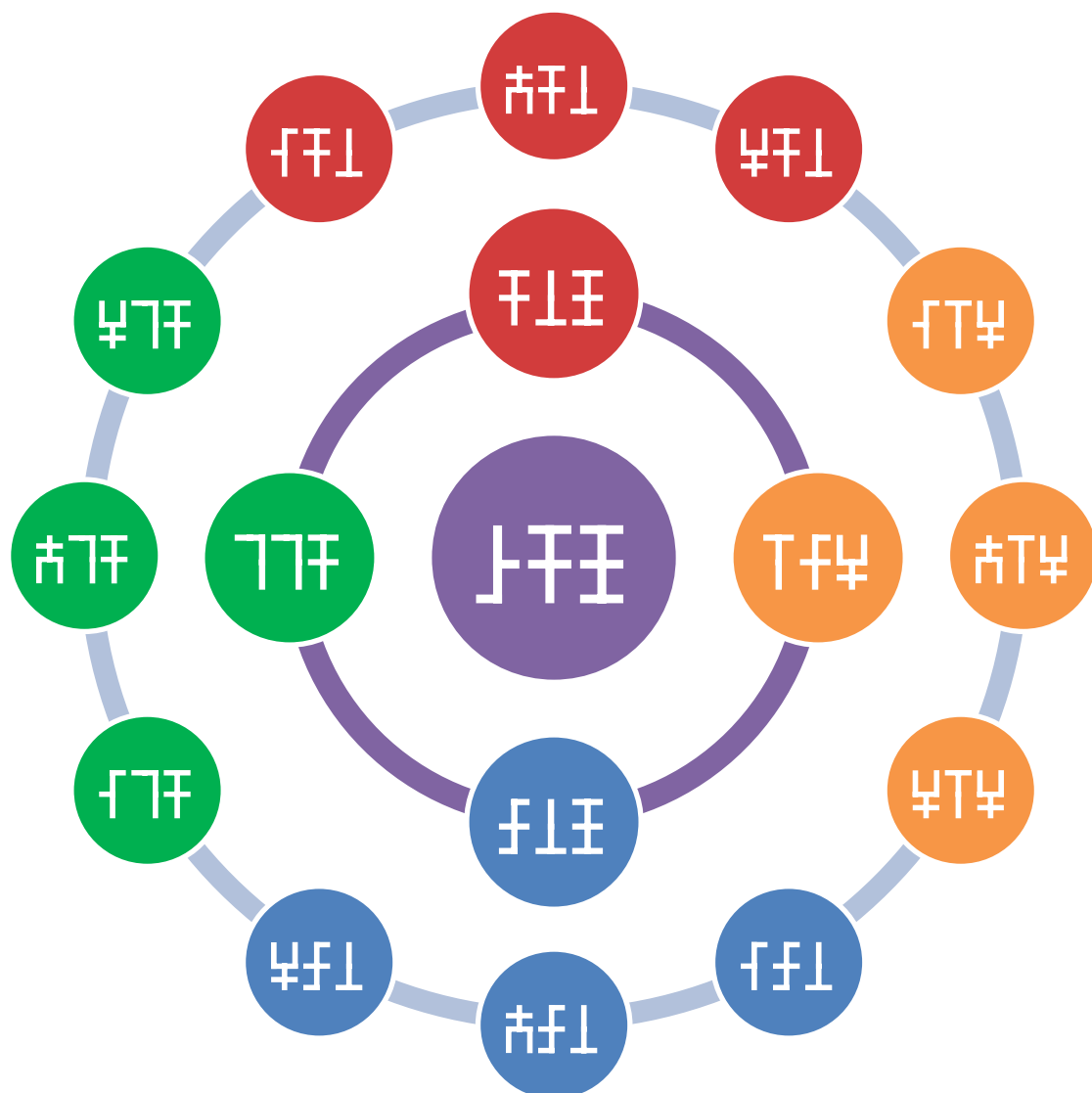
- ***Kakridarem***: spring
- ***Radnidarem***: summer
- ***Tawlidarem***: fall
- ***Madnidarem***: winter
- ***Darmidarem***: rainy season
- ***Parpodarem***: dry season

With ***Guned***: mechanism (from Gondo)

- ***Lakemigund*** : vehicle
- ***Suhesigund***: printer
- ***Ruepeyigund***: vending machine
- ***Kirnigund***: music player
- ***Niyerigund***: computer
- ***Dueynigund***: robot
- ***Fiwasigund***: android

## 5.10 Telling time: Hour, Days & Months

The cardinal cyle is crossed with the ordinal setup to produce a 12 stage cycle. The prefixes P, H, L, are added for the early, middle, and late part of each 4 cardinal phases. Combined with the indicator of sun, moon, and star, they are used to refer to hours, days, and months respectively.



## 5.11 Pronouns

The 1<sup>st</sup> person pronoun (I) derives from the idea of talking, since it is the defining criteria of the first person. The 2<sup>nd</sup> person (you) derives from the idea of listening. The 3<sup>rd</sup> and 4<sup>th</sup> persons derive from the idea of arbitration and advice.

Origin		Singular	Plural
Tael	<b>T</b>	<b>Te</b> : I	<b>Tye</b> : we (exclusive)
	<b>St</b>	<b>Ste</b> : you and I	<b>Stye</b> : we (inclusive)
Saria	<b>S</b>	<b>Se</b> : you	<b>Sye</b> : you all
Ezlo	<b>Z</b>	<b>Ze</b> : he, she, it	<b>Zye</b> : they (masc.)
Navi	<b>V</b>	<b>Ve</b> : he, she, it	<b>Vye</b> : they (fem.)

Just like nouns, pronouns can bear the accusative mark by adding a “U”: I protect him = **Tedueren vu**

## 5.12 Possessive articles

These are built as genitives from the above pronouns:

Tael	<b>T</b>	<b>Ti</b> : my	<b>Teyi</b> : our
	<b>St</b>	<b>Sti</b> : your and my	<b>Steyi</b> : our and your
Saria	<b>S</b>	<b>Si</b> : your	<b>Seyi</b> : your (plural)
Ezlo	<b>Z</b>	<b>Zi</b> : his	<b>Zeyi</b> : their
Navi	<b>V</b>	<b>Vi</b> : his (4 <sup>th</sup> person)	<b>Veyi</b> : their (4 <sup>th</sup> person)



### 5.13 Correlatives, Prepositions, Numbers

Correlatives are a system of words generated by the combination of topics (place, time, manner, etc.) and a category (question, negation, whole, demonstrative, etc.) They form the short and useful words like questions-words: what, who, where, when? And the demonstratives: This, that, here, now, so, etc.




In Hylian, the demonstrative category exists for the 4 persons:

1. **Tuy**: this, near to me, the speaker (Japanese “Kore”)
2. **Sur**: that near to you, the listener (Japanese “Sore”)
3. **Zul**: that, far from both of us, the hero (Japanese “Are”)
4. **Vuy**: that, far from the three persons

The fourth person is especially used in legendary narration, to clarify the distinction between the protagonist and the other characters.

This table is also extended to the prepositions (from, to, in, etc.) which are organized following the same relationships as the tables in chapters 5.4, 5.5 and 5.6.

This table also generates numbers.

	Origin	ROOT	Article -u-i 	Thing -u-e 	Person -i-a 
Question	Keaton	<b>Kn</b>	<b>Kuni</b> : what..?	<b>Kun</b> : what?	<b>Kina</b> : who?
Show 1	Tael	<b>Ty</b>	<b>Tuyi</b> : this..	<b>Tuy</b> : this near me	<b>Tiya</b> : this man
Show 2	Saria	<b>Sr</b>	<b>Suri</b> : this..	<b>Sur</b> : this near you	<b>Sira</b> : this man
Show 3	Ezlo	<b>Zl</b>	<b>Zuli</b> : that..	<b>Zul</b> : that	<b>Zila</b> : that man
Show 4	Navi	<b>Vy</b>	<b>Vuyi</b> : that..	<b>Vuy</b> : that	<b>Viya</b> : that man
Random	Malon	<b>Mn</b>	<b>Muji</b> : any..	<b>Muj</b> : anything	<b>Mija</b> : anyone
Plural	Yann	<b>Yn</b>	<b>Yuni</b> : several..	<b>Yun</b> : sev. things	<b>Yina</b> : sev. people
Whole	Hylia	<b>Hl</b>	<b>Huli</b> : all..	<b>Hul</b> : everything	<b>Hila</b> : everyone
Negation	Ganon	<b>Gn</b>	<b>Guni</b> : no..	<b>Gun</b> : nothing	<b>Gina</b> : no one
Existence	Hyrule	<b>Rl</b>	<b>Ruli</b> : a..	<b>Rul</b> : something	<b>Rila</b> : someone

Terminal path	Somaria	<b>Sm</b>	<b>Sumi</b> : of		<b>Sima</b> : from (giver)
	Lokomo	<b>Lm</b>	<b>Lumi</b> : but	<b>Lum</b> : 而 but-so	<b>Lima</b> : by (carrier)
	Termina	<b>Tm</b>			<b>Tima</b> : to (dative)
Cardinal cycle	Kokiri	<b>Kr</b>			
	Ordona	<b>Rd</b>	<b>Rudi</b> : and	<b>Rud</b> : with	<b>Rida</b> : also
	Twili	<b>Tl</b>	<b>Tuli</b> : or		
	Midna	<b>Md</b>	<b>Mudi</b> : or (exclusive)	<b>Mud</b> : without	<b>Mida</b> : only
Ordinal setup	Papaya	<b>Py</b>			<b>Piya</b> : under
	Horon	<b>Rn</b>			<b>Rina</b> : around
	Daltus	<b>Lt</b>	<b>Luti</b> : about (topic)	<b>Lut</b> : は (topic)	<b>Lita</b> : over

Place -o-e I	Time -a-e H	Reason -i-e J	Manner -u-a L
<b>Kon</b> : where?	<b>Kan</b> : when?	<b>Kin</b> : why?	<b>Kuna</b> : how?
<b>Toy</b> : here	<b>Tay</b> : now	<b>Tiy</b> : for this reason	<b>Tuya</b> : this way
<b>Sor</b> : here	<b>Sar</b> : now	<b>Sir</b> : for this reason	<b>Sura</b> : this way
<b>Zol</b> : there	<b>Zal</b> : then	<b>Zil</b> : because	<b>Zula</b> : thus
<b>Voy</b> : there	<b>Vay</b> : then	<b>Viy</b> : because	<b>Vuya</b> : thus
<b>Moj</b> : anywhere	<b>Maj</b> : anytime	<b>Mij</b> : for any reason	<b>Muja</b> : anyhow
<b>Yon</b> : sev. places	<b>Yan</b> : sev. times	<b>Yin</b> : for sev. reasons	<b>Yuna</b> : by sev. means
<b>Hol</b> : everywhere	<b>Hal</b> : always	<b>Hil</b>	<b>Hula</b> : in all ways
<b>Gon</b> : nowhere	<b>Gan</b> : never	<b>Gin</b> : without reason	<b>Guna</b> : in no way
<b>Rol</b> : somewhere	<b>Ral</b> : sometimes	<b>Ril</b> : for some reason	<b>Rula</b> : somehow
<b>Som</b> : from	<b>Sam</b> : since	<b>Sim</b> : against	<b>Suma</b> : like, à la..
<b>Lom</b> : through	<b>Lam</b> : for (time)	<b>Lim</b> : despite	<b>Luma</b> : by, via
<b>Tom</b> : to	<b>Tam</b> : until	<b>Tim</b> : for (goal)	
<b>Kor</b> : in front	<b>Kar</b> : before	<b>Kir</b> : if	<b>Kura</b> : not yet
<b>Rod</b> : in, at	<b>Rad</b> : during	<b>Rid</b> : now (autem)	<b>Ruda</b> : already
<b>Tol</b> : behind	<b>Tal</b> : after	<b>Til</b> : then (logic)	<b>Tula</b> : still
<b>Mod</b> : out	<b>Mad</b> : not during	<b>Mid</b> : else	<b>Muda</b> : no more
<b>Poy</b> : below	<b>Pay</b> : little ago		<b>Puya</b> : a bit
<b>Ron</b> : between	<b>Ran</b> : just now	<b>Rin</b> : even	<b>Runa</b> : quite
<b>Lot</b> : above	<b>Lat</b> : soon		<b>Luta</b> : very

Type -u-o	Amount -e-a	Number -e-e	Rank -e-i
<b>Kuno</b> : what type of..?	<b>Kena</b> : how much?	<b>Ken</b> : how many?	<b>Ken</b> : what rank?
<b>Tuyo</b> : this type of..	<b>Teya</b> : so	<b>Tey</b> : this many	<b>Teyi</b> : this rank
<b>Suro</b> : this type of..	<b>Sera</b> : so	<b>Ser</b> : this many	<b>Seri</b> : this rank
<b>Zulo</b> : that type of..	<b>Zela</b> : that much	<b>Zel</b> : that many	<b>Zeli</b> : that rank
<b>Vuyo</b> : that type of..	<b>Veya</b> : that much	<b>Vey</b> : that many	<b>Veyi</b> : that rank
<b>Mujo</b> : any type of..	<b>Meja</b> : any amount	<b>Mej</b> : any number	<b>Meji</b> : any rank
<b>Yuno</b> : sev. type of..	<b>Yena</b> : amount > 0	<b>Yen</b> : > 0	<b>Yeni</b> : > 0
<b>Hulo</b> : all sorts of..	<b>Hela</b> : all	<b>Hel</b> : 10,000	<b>Heli</b> : the last
<b>Guno</b> : no type of..	<b>Gena</b> : no	<b>Gen</b> : 0	<b>Geni</b> : no rank
<b>Rulo</b> : some kind of..	<b>Rela</b> : some	<b>Rel</b> : 1	<b>Reli</b> : the first

		<b>Sem</b> : 2	<b>Semi</b> : the second
		<b>Lem</b> : 3	<b>Lemi</b> : the third
		<b>Tem</b> : 4	<b>Tem</b> : the fourth
		<b>Ker</b> : 5	<b>Keri</b> : the fifth
		<b>Red</b> : 6	<b>Redi</b> : the sixth
		<b>Tel</b> : 7	<b>Teli</b> : the seventh
		<b>Med</b> : 8	<b>Medi</b> : the eighth
<b>Puyo</b> : the least	<b>Peya</b> : less than	<b>Pey</b> : 9	<b>Peyi</b> : the ninth
<b>Runo</b> : nearly	<b>Rena</b> : same as	<b>Ren</b> : 10	<b>Reni</b> : the tenth
<b>Luto</b> : the most	<b>Leta</b> : more than	<b>Let</b> : 100	<b>Leti</b> : the hundredth

## 5.14 Number construction

This table presents how numbers are formed, written, and read.

Letters are used to write numbers by attributing them values following the Hyliabethical order:

- M, N, Ng, P, T, K, B, D, G are worth 1, 2, 3, 4, 5, 6, 7, 8 and 9 respectively.
- F, S, Sh are worth 10, 100, and 10,000 respectively.

1,000 is obtained by combination of 10 and 100; and 1,000,000 by combination of 100 and 10,000.

Value	Symbolic Writing		Reading
0	—	0	<i>Gen</i>
1	ƒ	1	<i>Rel</i>
2	Ɛ	2	<i>Sem</i>
3	Ƨ	3	<i>Lem</i>
4	Ǝ	4	<i>Tem</i>
10	ƒ	10	<i>Ren</i>
11	ƒƒ	10-1	<i>Ranirel</i>
12	ƒƐ	10-2	<i>Ranisem</i>
20	Ɛƒ	2-10	<i>Samiren</i>
21	Ɛƒƒ	2-10-1	<i>Samirni-rel</i>

Value	Symbolic Writing		Reading
22	𐌹𐌺𐌹	2-10-2	<i>Samirni-sem</i>
30	𐌹𐌺	3-10	<i>Lamiren</i>
31	𐌹𐌺𐌺	3-10-1	<i>Lamirni-rel</i>
101	𐌹𐌺	100-1	<i>Latirel</i>
111	𐌹𐌺𐌺	100-10-1	<i>Lati-renirel</i>
122	𐌹𐌹𐌹	100-2-10-2	<i>Lati-semirni-sem</i>
221	𐌹𐌹𐌹𐌺	2-100-2-10-1	<i>Samilti-semirni-rel</i>
999	𐌹𐌹𐌹	9-100-9-10-9	<i>Payilti-peyirni-pey</i>
2,201	𐌹𐌹𐌹𐌺	2-10-2-100-1	<i>Samirni-semilti-rel</i>
1,000,000	𐌹𐌹	100-10,000	<i>Latihel</i>
1,220,000	𐌹𐌹𐌹𐌹	100-2-10-2-10,000	<i>Lati-semirni-semi-hel</i>

When **Ren** or **Let** is in starting position and followed by another number, it changes its central vowel to become **Ran** and **Lat**, in order to avoid confusion with **prefixes** which also uses E as first vowel (see chapter 5.8). It connects to the following number with the vowel I.

When **Ren** or **Let** is associated with a number before and after, it remains **Ren** and **Let** and may contract its vowel E.

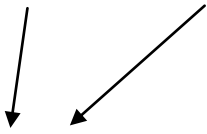
## 6 – Grammar

### 6.1 Conjugation

Verbs are obtained from nouns by putting the 2 inner vowels of the noun into the first slot of the verb:

Noun pattern: **C1** - **v1** - **C2**-**v2**-**C3**

Verb pattern: **v0**-**C1**-**v1**-**v2**-**C2**-**v3**-**C3**-**v4**



**C1**, **C2** and **C3** form the consonant Root.

**v1** and **v2** come from the vowel Form of the noun:

***rueyl*** = the vision : **v1** = u, **v2** = e

**v3** indicates the tense and mood:

+	Present	<b>v3</b> = e	<i><b>te rueyel</b></i> = I see
┴	Past	<b>v3</b> = o	<i><b>te rueyol</b></i> = I saw
┤	Future	<b>v3</b> = a	<i><b>te rueyal</b></i> = I'll see
[	Conditional	<b>v3</b> = u	<i><b>te rueyul</b></i> = I would see
]	Imperative	<b>v3</b> = i	<i><b>rueyil</b></i> = Behold!

**v4** may be added to turn the verb into a... :

<b>J</b>	Participle <b>v4 = i</b>	<b>rueyli</b> = seeing <b>te rueyli</b> = I'm seeing <b>rueyoli</b> = having seen <b>rueyali</b> = set to see
<b>L</b>	Gerundive <b>v4 = e</b>	<b>rueyla</b> = while seeing

**v0** may be added to change the aspect of the verb:

<b>U</b>	Passive <b>v0 = u</b>	<b>urueyli</b> = seen (being seen now) <b>kuker urueyli</b> = the star is seen. <b>kuker urueyali</b> = the star is to be seen.
<b>E</b>	Factitive <b>v0 = a</b>	<b>te arueyel</b> = I make see, I show
<b>Z</b>	Reflexive <b>v0 = i</b>	<b>te ipuetesh</b> = I turn myself, I spin

## 6.2 Personal prefixes: T- S- Z- N-

Personal pronouns can be placed as prefix to the verb of which they are subject: **te rueyel** = **trueyel** = I see

Personal pronouns can be placed as prefix to the noun of which they are owner: **ti ruyel** = **truyel** = my vision, my sight



The verbal mark works as if it activates the noun, and make it exist:

Noun	Verb
<b><i>Karen</i></b> = the song	<b><i>Kaeren</i></b> = sing (the song is)
<b><i>Tekaren</i></b> = my song	<b><i>Tekaeren</i></b> = I sing (my song is)

If there is a vowel prefix, it remains at the head of the verb: ***atrueyel*** = I show

### 6.3 Syntax

Elective syntax components are shown in brackets.  
The sentence structure is:

Subject – Verbal group – (Object)

**ÆI NΛJIFIE ΛJTFC**

***Ne adieren ditru (Andieren ditru)***

He protects justice.

But other word orders are also possible to give emphasis, since the object is bearing the accusative “u” ending:

**ΛJTFC ÆI NΛJIFIE**

***Ditru ne adieren (Ditru andieren)***

It's justice that he protects.

Subject and Object can be pronouns, or be Nominal groups. Nominal groups take the following structure:

(Article) – (Number) – (Adjectives) – Noun

**፲፫ ሕረርሻ ስታላስ ስታላስ**

***Lem hecuso hirlo heliye***

the three noble goddesses of harmony

Verbal groups take the following structure:

(Adverbs) – (Complements) – Verb

**ገገርቲ ሂጋረሲ ሕገርቲ ገረታታ**

***kakra zolda hirna kaemor***

danced together at dawn in the temple

Complements can be expressed as adverbs, or take the following structure:

Preposition – Nominal group

**ሂጋ ስገርሕ**

***Lam dakeh***

through the forest



## 7 – Classical Hylian

The Hylian language presented here, which can be called “Modern Hylian”, stems from an ancient language called “Classical Hylian”. It is still unclear how this language was pronounced, since it was essentially meant to be written, for sacred texts, classical literature, and administration. Linguists believe that the grammar of Classical Hylian is identical to that of Modern Hylian, but its writing system is more concise, using an additional ideographic character set, **Hylianji**, instead of vowels, to represent the word forms and aspects. These Hylianji ideograms trace back to one of the earliest forms of writing, known as “Proto-Hylian”.

Example with the Hylianji **I**, indicating the form “place”:

Modern Hylian: **Horel**

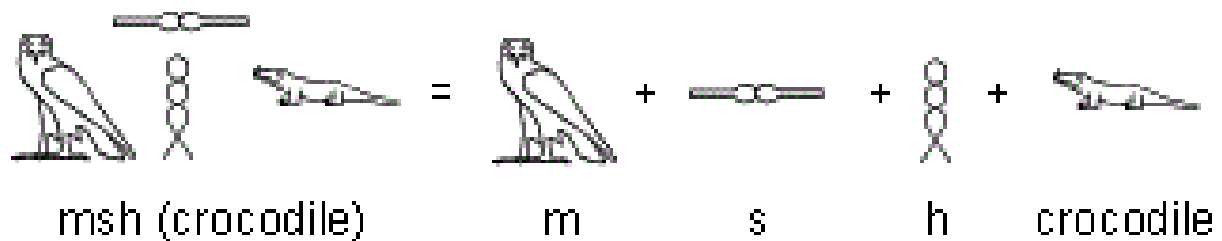
𐀀𐀁𐀂𐀃𐀄

Classical Hylian: **HRL(place)**

𐀀𐀁𐀂𐀃𐀄𐀅

Classical Hylian is written without space between words, since Hylianji also indicates the word split.

This writing system is similar to ancient Egypt hieroglyph, which uses both letters to indicate the consonant roots, and an ideographic component to show the meaning. For example, crocodile and cat:



**𐎎𐎍𐎕** = **DNV(animal)** = **Denav**: crocodile



**𐎎𐎕𐎕** = **MLT(animal)** = **Melat**: cat

Here are the Hylianji indicating lexical topics (Forms):

Form	Hylianji	Explanation	Vowels in modern Hylian
Concrete	𐎎	<i>Stem from earth</i>	<b>U-E-X</b>
Place	𐎍	<i>Heaven and earth</i>	<b>O-E-X</b>
Time	𐎕	<i>Past and future</i>	<b>A-E-X</b>
Abstract	𐎔	<i>Stem from heaven</i>	<b>I-E-X</b>
Material	𐎌	<i>Rod from earth</i>	<b>E-U-X</b>
Plant	𐎗	<i>Tree with branches</i>	<b>E-O-X</b>
Animal	𐎖	<i>Standing animal</i>	<b>E-A-X</b>

Form	Hylianji	Explanation	Vowels in modern Hylian
Person	𐌹	<i>Man from earth</i>	E-I-X
Tool	𐌺	<i>Rod from heaven</i>	U-A-X
Color	𐌾	<i>An eye on a surface</i>	O-A-X
Name	𐌻	<i>Man from heaven</i>	I-A-X
Number	𐌺𐌺	<i>Three levels</i>	-E-

Here are the Hylianji indicating grammatical aspects  
(complement to the above Forms):


Form	Hylianji	Explanation	Vowels
Accusative	𐌺	<i>Stone touched</i>	X-X-U
Adjective	𐌻	<i>Rope</i>	X-X-O
Adverb	𐌺	<i>Rope</i>	X-X-A
Genitive	𐌺𐌺	<i>Ropes</i>	X-X-I
Conditional	𐌹𐌹	<i>Bow to the past</i>	XX-U-X
Past	𐌹𐌺	<i>Line from the past</i>	XX-O-X
Present	𐌹𐌾	<i>Line in the middle</i>	XX-E-X
Future	𐌹𐌻	<i>Line from the future</i>	XX-A-X
Imperative	𐌹𐌻	<i>Bow to the future</i>	XX-I-X
Passive	𐌺𐌹	<i>Stone touched by heaven</i>	U-XX-X-X
Causative	𐌺𐌹	<i>Hand from heaven</i>	A-XX-X-X
Reflexive	𐌺𐌹𐌺	<i>Stem back to earth</i>	I-XX-X-X

## Examples of Classical Hylian writing:

City council	<i>Horeni Hozel</i>	𐀀𐀁𐀂𐀃𐀄𐀅𐀆𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏𐀐𐀑𐀒𐀓𐀔𐀕𐀖𐀗𐀘𐀙𐀚𐀛𐀜𐀝𐀞𐀟𐀠𐀡𐀢𐀣𐀤𐀥𐀦𐀧𐀨𐀩𐀪𐀫𐀬𐀭𐀮𐀯𐀰𐀱𐀲𐀳𐀴𐀵𐀶𐀷𐀸𐀹𐀺𐀻𐀼𐀽𐀾𐀿𐁀𐁁𐁂𐁃𐁄𐁅𐁆𐁇𐁈𐁉𐁊𐁋𐁌𐁍𐁎𐁏𐁐𐁑𐁒𐁓𐁔𐁕𐁖𐁗𐁘𐁙𐁚𐁛𐁜𐁝𐁞𐁟𐁠𐁡𐁢𐁣𐁤𐁥𐁦𐁧𐁨𐁩𐁪𐁫𐁬𐁭𐁮𐁯𐁰𐁱𐁲𐁳𐁴𐁵𐁶𐁷𐁸𐁹𐁺𐁻𐁼𐁽𐁾𐁿𐂀𐂁𐂂𐂃𐂄𐂅𐂆𐂇𐂈𐂉𐂊𐂋𐂌𐂍𐂎𐂏𐂐𐂑𐂒𐂓𐂔𐂕𐂖𐂗𐂘𐂙𐂚𐂛𐂜𐂝𐂞𐂟𐂠𐂡𐂢𐂣𐂤𐂥𐂦𐂧𐂨𐂩𐂪𐂫𐂬𐂭𐂮𐂯𐂰𐂱𐂲𐂳𐂴𐂵𐂶𐂷𐂸𐂹𐂺𐂻𐂼𐂽𐂾𐂿𐃀𐃁𐃂𐃃𐃄𐃅𐃆𐃇𐃈𐃉𐃊𐃋𐃌𐃍𐃎𐃏𐃐𐃑𐃒𐃓𐃔𐃕𐃖𐃗𐃘𐃙𐃚𐃛𐃜𐃝𐃞𐃟𐃠𐃡𐃢𐃣𐃤𐃥𐃦𐃧𐃨𐃩𐃪𐃫𐃬𐃭𐃮𐃯𐃰𐃱𐃲𐃳𐃴𐃵𐃶𐃷𐃸𐃹𐃺𐃻𐃼𐃽𐃾𐃿𐄀𐄁𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬𐯭𐯮𐯯𐯰𐯱𐯲𐯳𐯴𐯵𐯶𐯷𐯸𐯹𐯺𐯻𐯼𐯽𐯾𐯿
--------------	---------------------	--

To sum up the history of Hylan script and language, letters evolved gradually from a primitive ideographic stage of Proto Hylan, then later consonants appeared and coexisted with a set of grammatical Hylanji ideograms in Classical Hylan, and finally the script became fully phonetic in Modern Hylan.

A legendary musical stage of the language is envisaged and presented in chapter 9.



	<b>Musical Hylan</b>	<b>Proto Hylan</b>	<b>Classical Hylan</b>	<b>Modern Hylan</b>
<b>Written</b>	None?	Ideograms only  <b>I</b>	Consonants and Hylanji  <b>𐀀𐀁𐀂</b>	Consonants and vowels  <b>𐀀𐀁𐀂𐀃𐀄</b>
<b>Spoken</b>	Sung into melody	Unknown	Unknown. Identical to modern Hylan?	As described in this book: “ <b>horel</b> ”


This table gives the comprehensive writing system. Above are the consonants and vowel used to write modern Hylian, as presented earlier. Below are the hylianji of classical Hylian.

The letters in grey are those to type when using the font mapping of Hylia.n.ttf

For example (with color markup) :

“The cook buys fish”

*devis jebanu roepey* => 𐌲𐌿𐌴𐌹𐌺𐌰 𐌶𐌰𐌲𐌰𐌽𐌰 𐌺𐌰𐌶𐌰𐌽𐌰




















































type: "dvsHjbnBJrpyE" => 

“He buys fish”

*jebanu zeroepey* => 

type: "jbnBJzrpyE" => 



Root Consonants	m				n				ng	
	p				t				k	
	b				d				g	
	f				s				sh	
	v				z				j	
	w		l		r		h		y	
Vowels	u		o		e		a		i	
Grammatical Forms	U conditional		O past		E present		A future		I volitive	
	J object		S adjective				W adverb		G genitive	
	P passive		- middle		- active		F factive		R reflective	
Lexical Forms	C U-e concrete		L O-e location		X e-e formless		T A-e time		D I-e abstract	
	M e-U matter		V e-O vegetal		x proradical		B e-A beast		H e-I human	
	K U-A tool		Q O-A aspect		Y -e number				N I-A name	

## 8 – Text Samples

Reference texts and translations are provided following this layout:

Illustration

**Classical Hylian text**

**Grammatical analysis of Classical Hylian  
with colour marking of, Prefixes, ROOTS and (forms)**

**Modern Hylian text**

***Transcription in Latin alphabet***

Translation



MDR(concrete)LT(genitive)  
HLY(name)(genitive)TYL(abstract)

ታሪክ ልማት  
ጥናት ምርምር

***Muder luti Hilayi Tiyel***

# Introduction to the Hylan Language



ጽፋቸዘሄታ፣፳ጽሐጊ፣ጽሄት፣ጽቸሄ፣፩ጽቸቸ፣፡

SMR(time)(adverb)LM(number)HŠS(concrete)(adjective)  
HLY(person)HRL(place)(accusative)SMR(concrete)(past)

ጽሀቸቸ ሄታ ጽርሐጽጽሀ  
ጽጋሄቸ ጽሀቸሄር ጽርሀቸ

*Somra lem husheso heliye horelu suemor*

In the beginning the three golden goddesses  
created the world.



ቶ-ገጥዘጋቸደገሥቶቻቸው ገጥዘደገጥዘን ሲኖሩት ሁሉም ጥንቃቄዎች  
 ደ-ሄቶቹ ለሕይወት ለሕይወት ለሕይወት ለሕይወት ለሕይወት ለሕይወት

[1] KR(time) BRN(abs) SMR(abs)(past)  
 KR(time) NYR(animal) RD(gen) FRR(animal) LYN(past)  
 [2] LM(number) HŠS(concrete)(adjective) HLY(person)  
 TM(place) GHRL(abs)(adj) HRL(name) PPY(reflex)(past)

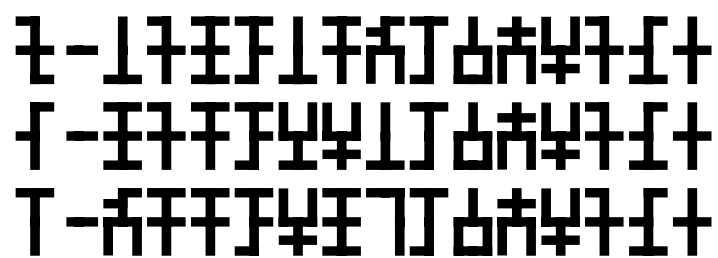
ቶ-ገሠጥ ስጋቸደ ሕይወት፣  
 ገሠጥ ደገጥን ጥርጣሬ ሕይወት ሄርደው  
 ደ-ደገጥ ለሕይወት ለሕይወት ገሠጥ ለሕይወት ለሕይወት ለሕይወት

[1] *kor biren siemor, kor neyar ruda ferar lueyon*

[2] *Lem husheso heliye tom gehirlo hiral ipuepoy*

[1] Before time began, before spirits and life existed

[2] Three golden goddesses descended  
 upon the chaos that was Hyrule



[4]NYR(name)ZLD(abs)(obj)HLY(pers)(pres)

[5]FRR(name)LNK(abs)(obj)HLY(pers)(pres)

**[4] Niyar, ziledu heiley**

**[5] Firar, lineku heiley**

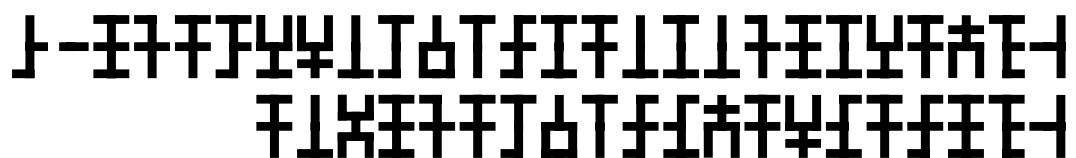
[4] Nayru, the goddess of wisdom

[5] Farore, the goddess of courage



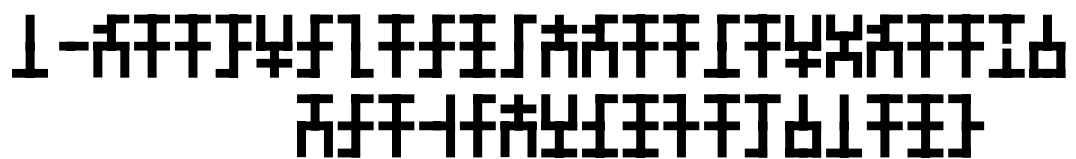
ጉ-ገታቤ፣ ሄቡና ለርታክ ገርታታ ሕዝብረሃዊ  
ሀገራዊ ስርዓታዊ ገርታ  
ሀገራዊ ስርዓታዊ ገርታ

[6] Din... with her strong flaming arms,  
she cultivated the land and created red earth.

[illegible]

[7] Nayru... Poured her wisdom onto the earth  
and gave the spirit of law to the world.





1-አጋቸበቱ ሄበቱ ቸቸደህ ሕዝብቸቸ ቸረሃጋ  
 ሕዝባቸር ሕርባሁቸ ቸሕዝባዬ ደጋቸቸር ለርባጋዬ

[8] Farore... with her rich soul,  
produced all life forms who would uphold the law.





ሕድ-ሕድዘሕድዘሕድድ፡፡ተፋፋ፡፡  
ፐሕተፋ፡፡ደተፋ፡፡፤፤፡፡ደተፋ፡፡ድ፡፡

ሕድ-ፐሕተፋ፡፡ደተፋ፡፡፤፤፡፡  
ሕድድ፡፡ደተፋ፡፡ድ፡፡

[11]SM(time)HZ(time)HLY(abs)(adj)WRLM(co)  
TWHRL(pla)(ge)RMN(fact)(ge)STL(abs)(abs)LYN(refl)(pa)  
[12]RD(ge)WRLM(co)(ge)DRN(ref)(pl)HLY(ab)(adj)HCS(pl)LYN(ref)(pa)

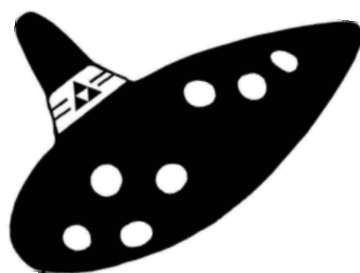
**[11] Sam haz hilyo werulem twehoreli arimni sitel ilueyon**

**[12] Rud werulmi idoren hilyo hoshes ilueyon**

[11] Since then, the sacred triangles  
have become the basis of our world's providence.

[12] And, the resting place of the triangles  
has become the Sacred Realm.





## 9 – Musical Hylian

Before creatures could read or speak, it is said that the Goddesses spoke another idiom of Hylian language using music. The structure is still based on Roots derived into Forms, but the correspondence between notes and the letters of written Hylian is still a subject of research.

Throughout history, Musical Hylian has been used in short mantras played on sacred Hylian instruments, which produce magical effects.

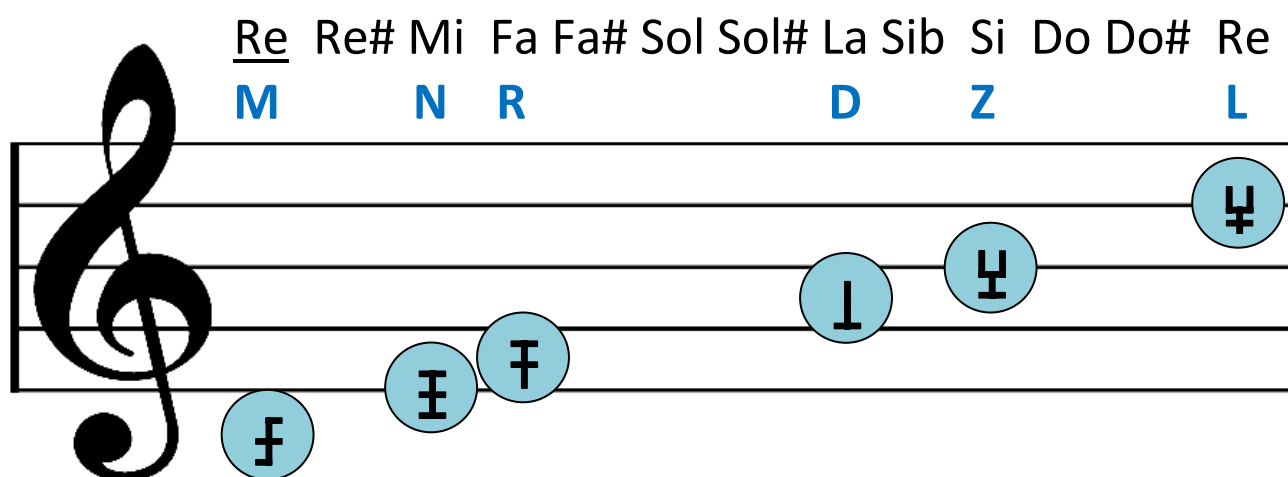
The most typical form is the duplication of a musical root:

Name	Sequence						Root	Form
Zelda's lullaby	Si	Re	La	Si	Re	La	Si Re La	A-A
Time song	La	<u>Re</u>	Fa	La	<u>Re</u>	Fa	La <u>Re</u> Fa	A-A
Storm song	<u>Re</u>	Fa	Re	<u>Re</u>	Fa	Re	<u>Re</u> Fa Re	A-A
Sun song	La	Fa	Re	La	Fa	Re	La Fa Re	A-A

Name	Sequence						Root	Form
Epona's song	Re	Si	La	Re	Si	La	<b>Re Si La</b>	<b>A-A</b>
Saria's song	Fa	La	Re	Fa	La	Re	<b>Fa La Re</b>	<b>A-A</b>
Soaring song	Fa	Si	Re	Fa	Si	Re	<b>Fa Si Re</b>	<b>A-A</b>
Healing song	Si	La	Fa	Si	La	Fa	<b>Si La Fa</b>	<b>A-A</b>
Time reverse	Fa	<u>Re</u>	La	Fa	<u>Re</u>	La	<b>Fa <u>Re</u> La</b>	<b>A-A</b>
Wind Fish	Si	Do#	Re	Si	Do#	Re	<b>Si Do# Re</b>	<b>A-A</b>
Midna's song	<u>Re</u>	La	Mi	<u>Re</u>	La	Mi	<b><u>Re</u> La Mi</b>	<b>A-A</b>

By naturally assuming that the root of Zelda's Lullaby is to be read "**ZLD**", we can reason Si = **Z**, Re = **L**, and La = **D**. This is confirmed by Midna's song, whose root is assumed to be read "**MDN**", where we also see La = **D**. Then we can build further Re = **M**, and Mi = **N**. Then Requiem of the Spirit corresponds to the root "**DRM**"(related to the seasons of childhood and adulthood), then Fa = **R**.

The combined assumptions and findings lead to this preliminary reference chart:





Most songs have irregular structures, but some forms appear repeatedly.

Name	Sequence								Root	Form
Prelude of Light	Re	La	Re	La	Si	Re			La Si Re	Triangle – A
Requiem of Spirit	<u>Re</u>	Fa	<u>Re</u>	La	Fa	<u>Re</u>			La Fa <u>Re</u>	Triangle – A
Minuet of Forest	<u>Re</u>	Re	Si	La	Si	La			<u>Re</u> Re Si La ?	Double tail
Bolero of Fire	Fa	<u>Re</u>	Fa	<u>Re</u>	La	Fa	La	Fa	Fa <u>Re</u> La Fa ?	Doubled
Serenade of Water	<u>Re</u>	Fa	La	La	Si				<u>Re</u> Fa La ?	
Nocturne of Shadow	Si	La	La	<u>Re</u>	Si	La	Fa		Si La <u>Re</u> Fa ?	
Sonata of Awakening	Re	Si	Re	Si	<u>Re</u>	La	<u>Re</u>		Re Si - <u>Re</u> La	Double head
Goron lullaby	<u>Re</u>	La	Si	<u>Re</u>	La	Si	La	<u>Re</u>	<u>Re</u> La Si	A – Triangle
New Wave Bossa-nova	Si	Re	Si	La	Fa	Si	La			
Elegy of Emptiness	La	Si	La	Fa	La	Re	Si		La Si Fa - Re?	Triangle head
Oath to Order	La	Fa	<u>Re</u>	Fa	La	Re			La Fa <u>Re</u> - Re	Triangle head
Wind requiem	Do	Fa	La						Do Fa La	Plain
Command melody	Fa	Si	La	Si					Fa Si La	Triangle tail
Ballad of Gales	Re	La	Fa	Do					Re La Fa Do?	
Earth God lyrics	<u>Re</u>	<u>Re</u>	Sol	Si	La	Sol				
Wind God aria	Re	Re	Do	Si	Sol	Si				

The songs from Spirit Tracks and Skyward Sword introduce further altered notes.

Name	Sequence								Root	Form
Song of Awakening	Mi	Fa#							Mi Fa#	Plain
Song of Healing	Si	Re	Si						Si Re Si	Plain
Song of Birds	La	Sol#	La						La Sol# La	Plain
Song of Light	La	Sol#	Fa#	Mi	Re					
Song of Discovery	Fa#	Sol#	Fa#	Mi					Sol# Fa# Re	Triangle head
Lokomo: Gage	Fa#	Sol#	La						Fa# Sol# La	Plain
Lokomo: Steem	Mi	Re	Mi	Fa#					Re Mi Fa#	
Lokomo: Carben	Mi	Fa#	La						Mi Fa# La	Plain
Lokomo: Embrose	La	Sol#	La	Sol#	Mi				La Sol# Mi	Doubled head
Lokomo: Rael	Do	Re	Mi	Re	Mi	Do				
Lokomo: Zelda	Fa#	La	Sol#	Mi	Fa#					
Farore's Courage	Sol	La	Do	Re	Do	La	Sol		Sol La Do Re	Triangle
Nayru's Wisdom	Sib	Sol	La	Sol	Fa				Sib Sol la Fa	
Din's Power	Mi	<u>Re</u>	<u>Re</u>	La	Sol#				Mi <u>Re</u> La Sol#	
Song of the Hero	<u>Re</u>	<u>Sol</u>	<u>Re</u>	<u>Re</u>	Mi	Fa	Sol	La	<u>Re</u> Mi Fa Sol La	Triangle head



Other songs are non-playable:

Name	Sequence								Root	Form
Boy's bird song	<u>Re</u>	Sol	La	Re	La	Si				
Tornado song	<u>Re</u>	Mi	Re	Do#	Do	Si			<u>Re</u> Mi Re	Falling tail
Sharp's Curse	Mi	Fa	Fa#	Si	La#	Re	Do#	Sol		
Gibdos Farewell	Sol	Fa#	Sol	La	Sol	Fa#	Sol	Mi		

The “Boy’s bird song” is played at the ocarina in A Link to the Past.

The tornado song is heard on the introduction screen of Ocarina of Time, and is also used in Mario Bros. 3 when playing the flute to call the tornado.

Sharp’s Curse, or Melody of Darkness is heard in Majora’s Mask. It was composed by Sharp and has the power to drain someone’s life.

The Gibdos Farewell is heard in Majora’s Mask and has the power to repel the Gibdos mummies. It is also found in the spook house of Super Mario 64.

Searching into the corpus of musical Hylian is a two-way process: on the one hand it consists in recognizing known roots from modern Hylian, but on the other hand it is also a source of new roots for modern Hylian, recovered from the ancient tradition of Hylian sacred music.

Findings so far induce a reading of:

- |  |            |   |
|--|------------|---|
| • Prelude of Light   | <b>DZL</b> |    |
| • Song of Sun<br>(Similar to the Prelude of Light)                                 | <b>DRL</b> |    |
| • Song of Time   | <b>DMR</b> |    |
| • Song of Healing (Spirit Tracks)  | <b>ZLZ</b> |  |
| • Healing song<br>(Similar to the Song of Healing)                                 | <b>ZDR</b> |  |
| • Goron lullaby<br>(Idea of sleep and confusion with start by M)                   | <b>MDZ</b> |  |
| • Tornado song<br>(Same as above, since tornado can be seen as a source of chaos.) | <b>MNL</b> |  |
| Song of Storms (Same as above)   | <b>MRL</b> |  |
| • Saria's Song   | <b>RDL</b> |  |
| • Song of Soaring  | <b>RZL</b> |  |
| • Command melody   | <b>RZD</b> |  |
| • Epona's song   | <b>LZD</b> |  |

The next mysteries to be deciphered are:

- Reading of Fa#:
  - **N\*D** for the Carben lokomo song
  - **LN\*** for the Steem lokomo song
  - **N\*** for the Song of Awakening
- Reading of Sol#:
  - **D\*N** for the Embrose lokomo song
  - **D\*D** for the song of Birds
  - **NMD\*** for the Din's Power
- Reading of Do#:
  - **Z\*L** for the Wind Fish Ballad, to compare with the root **ZFS** from Zephos, god of winds.



## 10 – Dialects

### CELESTIAN : The Ballad of the Goddess (SS)

/en dʌfevu nobɛ ʃɒndʊ/

Oh youth, guided by the servant of the goddess,

/tʏe ʃʊtʊ keuænu salɛ/

unite earth and sky, and bring light to the land.

/en dʌfevu nobɛ dʊʃʊ/

Oh youth, show the two whirling sails the way to the Light Tower...

/tʏe ʃʊtʊ nobɛ dezu dotʃɛ/

and before you a path shall open, and a heavenly song you shall hear.

Source : [https://zelda.gamepedia.com/Sacred Songs](https://zelda.gamepedia.com/Sacred_Songs)

### JABUNIAN: Daphnes Nohansen Hyrule (WW)

1 *oy oh goosh \* ee dan yoo, ee kah yeh! gah pahz!*

Gods of the Triforce! Hear that which I desire!

2 *ah mo, ah mo! ah na \* see ka \* gah pah!*

Hope! I desire hope for these children! (Give them a future!)

3 *maym dis rah shem \* hi lar, why lar zorn \* di lar sheh/shay*

Wash away this ancient land of Hyrule! (Let a ray of hope shine on the future of the world!!!)

## JABUNIAN : Jabun (WW)

1	<p><b><i>oil id boss, orl bin * wah (*) bee doh</i></b></p> <p>Well met, Hyrule King!</p> <p>お久しぶりでございますご無事でなにより・ ・ ・</p> <p>It has been a while, Hyrule King.</p>
2	<p><b><i>ess tu * goh eet, may * durn * gaw blah</i></b></p> <p>The events which we have long feared seem to have been set into motion.</p> <p>ツイニ オソレテイタコトガ ウゴキハジメタ ヨウダナ。</p> <p>It would seem that which we feared has begun.</p>
3	<p><b><i>ay booss see yook, lodge ee pair no? oo yoh * bi row * poss</i></b></p> <p>If you have sought me out... it must mean you have found the Hero of Time, does it not?</p> <p>オマエガ ワタシニアイニキタトイウコトハ トキノユウシャヲ ミツケルコトガ デキタトイウコトダナ？</p> <p>So, now that you've come to see me does that mean you've found the hero of time?</p>
4	<p>デハ オマエハ ナニヲシニ ワタシニ アイニキタノダ？</p> <p>So, what purpose do you have coming to see me?</p>
5	<p>カノウセイ？ ソノカノウセイトヤラニ ハイラルノ ウンメイヲ マカセヨウト イウノダナ</p> <p>Potential? Are you saying we should leave the fate</p>

	of Hyrule to potential?
6	<p>ワカッタ。ソノモノノユウキガ シンノモノカ ドウカハ カミガ ハンダンスルデアロウ。</p> <p>Understood. We should let the gods judge whether or not his courage is legitimate.</p>
7	<p>カミヘノミチシルベヲ ウケトルガヨイ。</p> <p>You shall receive the guidepost to the gods.</p>
8	<p>コノチニ カケラレタ ガノンノ ノロイハ ソノ ホウギョクガ トイテクレルダロウ</p> <p>This jewel should solve Ganon's curse which was placed on this land.</p>
9	<p><b><i>du, ub hom, eb du wah shi yu kuh, shu wuh poss. chu wuss chu</i></b></p> <p>Tell me, Hyrule King... Have you learned the whereabouts of the one who carries on the bloodline of the princess, Zelda?</p> <p>トキニ ハイラルオウ オマエハ ゼルダノ チヲヒ ク モノノ ショザイヲ ツカンデイルノカ?</p> <p>By the way, have you have you found the location of the one descended from Zelda, King Hyrule?</p>
10	<p><b><i>boss ju. ghi ross mu go loh, mere moss grog es chik</i></b></p> <p>That is well. You must protect Zelda. She cannot be permitted to fall into the hands of Ganon.</p> <p>ゼルダガ ガノンノ テニオチルコトハ ダンジテ フセガ ネバナラナイ タノンダゾ!</p> <p>You must not let Zelda fall into Ganon's hands. I've entrusted you!</p>

<https://zeldauniverse.net/forums/Thread/176629-Wind-Waker-Original-Translations-by-The-Baton-of-the-Wind/>














































## JABUNIAN : Gohdan (WW)





















































1	<p><b><i>oh fohs miss en doe!</i></b> You have done well to find your way to this place. よくぞここまでたどり着いた。 You did well having come all the way here.</p>
2	<p><b><i>shur az mi dah</i></b> Oh, chosen one... 選ばれし者よ。 Chosen one!</p>
3	<p><b><i>ay go foe wech ous!</i></b> Accept this final challenge... 最後の試練を受けよ。 Recieve this final challenge!</p>
4	<p><b><i>yoo yoo bust muss ah may</i></b> The path can now be opened. 今、道は開かれた。 Now, the path is opened.</p>
5	<p><b><i>shur az mi dah</i></b> Oh, chosen one... 選ばれし者よ。 Chosen one!</p>

6	<p><b><i>boss gore may gooch kloh ahs, chi bow shi nah</i></b></p> <p>What will now come to pass is tied to your fate--to the path that you have chosen.</p> <p>これより先に起こることは お前が選んだ運命。</p> <p>What happens from here is the destiny you choose.</p>
7	<p><b><i>ohs nah kem chi</i></b></p> <p>Go forward with caution.</p> <p>心してゆくがよい。</p> <p>Carefully continue.</p>



# 11 – Alternate Scripts

A				
B				
C				
D				
E				
F				
G				
H				
I				
J				
K				
L				
M				





N				
O				
P				
Q				
R				
S				
T				
U				
V				
W				
X				
Y				
Z				

1	)	𐌀		
2		𐌀		
3		𐌀		
4		𐌀		
5	𐌀	𐌀		





6		𐌀		
7		𐌀		
8		𐌀		
9		𐌀		
0		𐌀		

## **12     – Etymological Dictionary (Selected)**

	𐌒𐌕𐌖	𐌒𐌕𐌖	𐌖𐌖𐌖	𐌖𐌖𐌖
𐌒	<b>hiley</b> : holiness	<b>hirel</b> : harmony	<b>rimen</b> : ownership	<b>ripey</b> : value
𐌒𐌖	<b>hieley</b> : to be holy	<b>hierel</b> : to cooperate	<b>riemen</b> : to have	<b>riepey</b> : to buy
𐌒𐌖𐌖	<b>ahieley</b> : to sanctify	<b>ahierel</b> : to organize	<b>ariemen</b> : to give	<b>ariepey</b> : to sell
𐌒𐌖	<b>hilyo</b> : sacred	<b>hirelo</b> : harmonious	<b>rimeno</b> : private	<b>ripeyo</b> : expensive
𐌒	<b>huley</b> : relic	<b>hurel</b> : team	<b>rumen</b> : goods	<b>rupey</b> : money
𐌒𐌖			<b>ruemen</b> : to own	<b>ruepey</b>
𐌒𐌖				<b>rupeyo</b> : rich
𐌒	<b>heluy</b> : incense			<b>repuy</b> : silver
𐌒	<b>haley</b> : sacred ritual	<b>harel</b> : organisation	<b>ramen</b> : possession	<b>rapey</b> : trade
𐌖	<b>hulay</b> : incense stick			<b>rupay</b> : coin
𐌒	<b>holey</b> : Heaven	<b>horel</b> : world, cosmos	<b>romen</b> : property	<b>ropey</b> : market
𐌖	<b>hilay</b> : Hylia	<b>hiral</b> : Hyrule	<b>riman</b> : Romani	<b>ripay</b> : Rupee
𐌒	<b>heliy</b> : goddess	<b>heril</b> : member	<b>remin</b> : owner	<b>repiy</b> : merchant
𐌖		<b>heral</b> : ant		
𐌖				

			
<b>linez</b> : image	<b>riwer</b> : obviousness	<b>rilel</b> : vision	<b>rileh</b> : prescience
<b>lienez</b> : to impress	<b>riwer</b> : to appear	<b>rieler</b> : to watch	<b>rieler</b> : to predict
<b>alienez</b> : to catch image	<b>ariewer</b> : to reveal	<b>arielel</b> : to show	
	<b>riwero</b> : obvious	<b>rillo</b> : visual	
<b>lunez</b> : photograph	<b>ruwer</b> : lighting	<b>rulel</b> : image	<b>ruleh</b> : prophecy
<b>luenez</b> : to photograph	<b>ruewer</b> : to shine		
<b>lunzo</b> : photographic	<b>ruwero</b> : bright	<b>rullo</b> : optical	<b>ruleho</b> : prophetic
	<b>rewur</b> : light	<b>relul</b> : glass	
<b>lanez</b> : picture time	<b>rawer</b> : daytime	<b>ralel</b> : observation	
		<b>rulal</b> : lens	
<b>lonez</b> : photo studio	<b>rower</b> : daylight	<b>rolel</b> : observatory	<b>roleh</b> : oracle
<b>linaz</b> : Lenzo	<b>riwar</b> : Rauru	<b>rilal</b> : Aryll	
<b>leniz</b> : photographer	<b>rewir</b> : witness	<b>relil</b> : watchman	<b>relih</b> : prophet




















	𐌹𐌺𐌹	𐌹𐌺𐌹	𐌹𐌺𐌹	𐌹𐌺𐌹
𐌹	<i>šiyek</i> : secret	<i>sirey</i> : friendship	<i>tiyel</i> : language	<i>nivey</i> : help
𐌹𐌺	<i>šieyek</i> : to be hidden	<i>sierey</i> : to be friend	<i>tieyel</i> : to listen	<i>nievey</i> : to help
𐌹𐌺𐌹	<i>ašieyek</i> : to hide	<i>asierey</i> : to befriend	<i>atieyel</i> : to say	
𐌹𐌺	<i>šiyeko</i> : hidden	<i>sireyo</i> : friendly	<i>tiylo</i> : oral	<i>nivyo</i> : helpful
𐌹	<i>šuyek</i> : shadow		<i>tuyel</i> : speech	<i>nuvey</i> : support
𐌹𐌺				<i>nuevey</i> : to support
𐌹𐌺	<i>šuyeko</i> : dark		<i>tuylo</i> : spoken	<i>nuvyo</i> : supportive
𐌹				
𐌹		<i>sarey</i> : meeting		<i>navey</i> : support
𐌹				
𐌹	<i>šoyek</i> : hideout			
𐌹	<i>šiyak</i> : the Sheykah	<i>siray</i> : Saria	<i>tiyal</i> : Tael	<i>nivay</i> : Navi
𐌹	<i>šyik</i> : ninja	<i>seriy</i> : friend	<i>teyil</i> : speaker	<i>neviy</i> : helper
𐌹			<i>teyal</i> : parrot	
𐌹				

			
<b>pirep</b> : dryness	<b>piteš</b> : rotation	<b>zirh</b> : fluidity	
<b>pierep</b> : to be dry	<b>pieteš</b> : to spin	<b>ziereh</b> : to flow	<b>jieben</b> : to swim
<b>apierep</b> : to dry up	<b>apieteš</b> : to make turn	<b>aziereh</b> : to run (sth)	
<b>pirepo</b> : dry	<b>pitšo</b> : rotational	<b>zirho</b> : fluid	
<b>purep</b> : sand dune	<b>puteš</b> : wheel	<b>zurh</b> : water, fluid	<b>juben</b> : fish flesh
			<b>jueben</b> : to fish
<b>purepo</b> : sandy		<b>zurho</b> : wet	
<b>prup</b> : sand		<b>zeruh</b> : water	
	<b>pateš</b> : rotation	<b>zarh</b> : flow	<b>jaben</b> : fishing
	<b>putaš</b> : axle		<b>juban</b> : fishing-rod
<b>porep</b> : desert		<b>zorh</b> : ocean	<b>joben</b> : harbour
<b>pirap</b> : Parapa	<b>pitaš</b> : Pacci	<b>zirah</b> : the Zoras	<b>jiban</b> : Joban
<b>prip</b> : desert man		<b>zerih</b> : seaman	<b>jebin</b> : fisherman
<b>prap</b> : camel			<b>jeban</b> : fish
<b>prop</b> : cactus			<b>jebon</b> : algae

	<b>LTÆ</b>	<b>LTƒ</b>	<b>Lƒƒ</b>	<b>LTƒ</b>
<b>I</b>	<b>diren</b> : safety	<b>diter</b> : justice	<b>dimep</b> : research	<b>dideq</b> : wildness
<b>I+</b>	<b>dieren</b> : to resist	<b>dieter</b> : to judge	<b>diemep</b> : to seek	
<b>IÆ</b>	<b>adieren</b> : to protect			
<b>I]</b>	<b>dirno</b> : safe	<b>ditro</b> : fair	<b>dimpo</b> : deep	<b>dideqo</b> : wild
<b>I</b>		<b>duter</b> : sentence	<b>dumep</b> : hole	<b>dudeq</b> : beast
<b>I+</b>		<b>dueter</b> : to balance	<b>duemep</b> : to dig	
<b>I]</b>	<b>durno</b> : protective	<b>duto</b> : balanced		<b>dudeqo</b> : animal
<b>⊥</b>				
<b>H</b>	<b>daren</b> : defense	<b>dater</b> : trial	<b>damep</b> : research	
<b>ƒ</b>	<b>duran</b> : shield	<b>dutar</b> : scale	<b>dumap</b> : shovel	
<b>I</b>	<b>doren</b> : wall	<b>doter</b> : tribunal	<b>domep</b> : ditch	<b>dodeq</b> : jungle
<b>ƒ</b>	<b>diran</b> : Darunia	<b>ditar</b> : Dotour	<b>dimap</b> : Dampe	<b>didaq</b> : Dodongo
<b>I</b>	<b>drin</b> : protector	<b>detir</b> : judge	<b>demip</b> : digger	<b>dediq</b> : savage
<b>ƒ</b>	<b>dran</b> : turtle		<b>demap</b> : mole	<b>dedaq</b> : wild animal
<b>4</b>				<b>dedoq</b> : weed



			
<b>dives</b> : nutrition		<b>direm</b> : weather	<b>biwek</b> : life
<b>dieves</b> : to eat			<b>biewek</b> : to live
<b>adieves</b> : to feed			<b>abiewek</b> : to grow
<b>diveso</b> : alimentary			<b>biweko</b> : alive
<b>duves</b> : food		<b>durem</b> : rain	
<b>dueves</b> : to cook		<b>duerem</b> : to rain	
		<b>duremo</b> : rainy	
	<b>dekuh</b> : wood	<b>drum</b> : rainwater	<b>bewuk</b> : semen
<b>daves</b> : cooking	<b>dakeh</b> : growth	<b>darem</b> : season	<b>bawek</b> : lifetime
	<b>dukah</b> : wand	<b>duram</b> : umbrella	<b>buwak</b> : seed
<b>doves</b> : kitchen	<b>dokeh</b> : forest		<b>bowek</b> : biotope
<b>divas</b> : D ovos	<b>dikah</b> : the Deku	<b>diram</b> : Holodrum	
<b>devis</b> : cook	<b>dekih</b> : forest man		<b>bewik</b> : living creature
<b>devas</b> : livestock	<b>dekah</b> : dryad		
<b>devos</b> : cereal			

				
	<b>brilev</b> : entrepreneurship	<b>brimen</b> : leadership	<b>biyet</b> : serious	<b>bišet</b> : sincerity
	<b>brielev</b> : to venture	<b>brimen</b> : to lead	<b>bieyet</b> : to endeavour	<b>biešet</b> : to admit
			<b>abieyet</b> : to motivate	
	<b>brilvo</b> : venturesome	<b>brimno</b> : charismatic	<b>biyeto</b> : earnest	<b>bišto</b> : sincere
	<b>brulev</b> : company	<b>brumen</b> : direction		
	<b>bruelev</b> : to make business	<b>bruemen</b> : to direct		
	<b>brulvo</b> : business	<b>brumno</b> : directional		
				
	<b>bralev</b> : venture	<b>bramen</b> : briefing	<b>bayet</b> : seminar	
		<b>bruman</b> : map		
	<b>brolev</b> : office	<b>bromen</b> : headquarter		
	<b>brilav</b> : Borlov	<b>briman</b> : Bremen	<b>biyat</b> : Baito	<b>bišat</b> : Basht
	<b>breliv</b> : entrepreneur	<b>bremin</b> : leader	<b>beyit</b> : coach	
				
				




















᠊ᠬᠢᠫᠤ	᠊ᠲᠢᠢᠨ	᠊ᠬᠢᠪᠤ	᠊ᠬᠢᠪᠢᠨ
<b>kipēr</b> : philosophy	<b>kiten</b> : interrogation	<b>kibel</b> : communication	<b>kriben</b> : technical art
<b>kieper</b> : to reason	<b>kieten</b> : to answer	<b>kiebel</b> : to communicate	<b>krieben</b> : to craft
<b>akieper</b> : to stir thoughts	<b>akieten</b> : to ask	<b>akiebel</b> : to facilitate	
<b>kipro</b> : philosophical	<b>kitno</b> : interrogative	<b>kiblo</b> : communicational	<b>kribno</b> : skilled
<b>kuper</b> : discussion	<b>kuten</b> : enigma	<b>kubel</b> : letter	<b>kruben</b> : smart machine
<b>kueper</b> : to discuss		<b>kuebel</b> : to mail	
	<b>kutno</b> : enigmatic		
<b>kaper</b> : discourse	<b>katen</b> : questioning	<b>kabel</b> : posting	<b>kraben</b> : engineering
<b>koper</b> : lecture hall		<b>kobel</b> : post office	<b>kroben</b> : engineer office
<b>kipar</b> : Kaepora	<b>kitan</b> : Keaton	<b>kibal</b> : Koboli	<b>kriban</b> : Carben
<b>kepir</b> : orator		<b>kebil</b> : postman	<b>krebin</b> : engineer
<b>kepar</b> : owl	<b>ketan</b> : fox		

	᠊ᠮᠡᠭ	᠊ᠮᠡᠯ	᠊ᠮᠡᠨ	᠊ᠮᠡᠮ
᠊	<b>kimek</b> : beauty	<b>yiweg</b> : colour	<b>kiren</b> : music	<b>kifey</b> : poetry
᠊ᠠ	<b>kiemek</b> : to be moved	<b>yieweg</b> : to be colourful	<b>kieren</b> : to play music	<b>kiefey</b> : to compose poems
᠊ᠡ	<b>akiemek</b> : to awe	<b>ayieweg</b> : to colour	<b>akieren</b> : to inspire music	<b>akiefey</b> : to inspire poems
᠊ᠢ	<b>kimeko</b> : beautiful	<b>kyiwgo</b> : colorful	<b>kireno</b> : melodious	<b>kifeyo</b> : poetic
᠊ᠣ	<b>kumek</b> : artwork	<b>yuweg</b> : painting	<b>kuren</b> : sound	<b>kufey</b> : poem
᠊ᠤ		<b>yueweg</b> : to paint	<b>kueren</b> : to sound	<b>kuefey</b> : to compose
᠊ᠤᠰ				<b>kufeyo</b> : poetic
᠊ᠤᠰᠤ		<b>ywug</b> : paint		<b>kefuy</b> : perfume
᠊ᠬ	<b>kamek</b> : show	<b>yaweg</b> : painting	<b>karen</b> : music show	
᠊ᠮ		<b>yuwag</b> : brush	<b>kuran</b> : music instrument	
᠊ᠨ	<b>komek</b> : conservatory	<b>yoweg</b> : painter gallery	<b>koren</b> : concert hall	
᠊ᠨᠠ	<b>kimak</b> : Kamek	<b>yiwag</b> : Yuga	<b>kiran</b> : O-carina	<b>kifay</b> : Kafei
᠊ᠨᠡ	<b>kemik</b> : artist	<b>ywig</b> : painter	<b>krin</b> : musician	<b>kefiy</b> : poet
᠊ᠨᠢ		<b>ywag</b> : butterfly	<b>kran</b> : nightingale	
᠊ᠨᠣ				

ᐅᐅᐅ	ᐅᐅᐅᐅ	ᐅᐅᐅ	ᐅᐅᐅ
<b>kiter</b> : tailoring	<b>krilev</b> : sculpture	<b>kimer</b> : dance	<b>kileb</b> : art of sword
<b>kieter</b> : to make clothes	<b>krielev</b> : to consist of	<b>kiemer</b> : to dance	
	<b>akrielev</b> : to form	<b>akiemer</b> : to make dance	
		<b>kimero</b> : mobile	
<b>kuter</b> : clothes	<b>krulev</b> : sculpture	<b>kumer</b> : motion	
	<b>kruelev</b> : to sculpt	<b>kuemer</b> : to move	<b>kueleb</b> : to fight
		<b>kumero</b> : mobile	<b>kulbo</b> : sharp
<b>ketur</b> : cloth			
<b>kater</b> : tailoring	<b>kralev</b> : sculpting	<b>kamer</b> : dance	<b>kaleb</b> : dual
<b>kutar</b> : scissors	<b>krulav</b> : scisel	<b>kumar</b> : mask	<b>kulab</b> : sword
<b>koter</b> : tailor shop	<b>krulev</b> : statue gallery	<b>komer</b> : theatre	
<b>kitar</b> : Couture	<b>krilav</b> : Carlov	<b>kimar</b> : Kamaro	<b>kilab</b> : Excalibur
<b>ketir</b> : tailor	<b>krliv</b> : sculptor	<b>kemir</b> : dancer	<b>klib</b> : swordsman

	<b>LII</b>	<b>L<sup>h</sup>II</b>	<b>LH</b>	<b>L<sup>h</sup>I</b>
<b>I</b>	<b>ginen</b> : evil	<b>gehinem</b> : witchcraft	<b>gibed</b> : death	<b>gihen</b> : fear
<b>I+</b>	<b>gienen</b> : to be evil	<b>gehienem</b> : to be charmed	<b>giebed</b> : to die	<b>giehen</b> : to fear
<b>IE</b>	<b>agienen</b> : to corrupt	<b>agehienem</b> : to charm	<b>agiebed</b> : to kill	<b>agiehen</b> : to frighten
<b>IJ</b>	<b>ginno</b> : evil	<b>gehinemo</b> : unholy	<b>gibdo</b> : dead	<b>gihenno</b> : shy
<b>I</b>		<b>gehunem</b> : curse	<b>gubed</b> : corpse	
<b>I+</b>				
<b>IJ</b>		<b>gehunemo</b> : cursed		
<b>I</b>				
<b>H</b>	<b>ganen</b> : corruption	<b>gehanem</b> : evil ritual	<b>gabed</b> : killing	<b>gahen</b> : torment
<b>F</b>				
<b>I</b>	<b>gonen</b> : Hell	<b>gehonem</b> : crypt	<b>gobed</b> : grave	<b>gohen</b> : haunted place
<b>F</b>	<b>ginan</b> : Ganon	<b>gehinam</b> : A-gahnim	<b>gibad</b> : Gibdo	<b>gihan</b> : Ghini
<b>I</b>	<b>genin</b> : demon	<b>gehenim</b> : sorcerer	<b>gebid</b> : dead	<b>ghin</b> : ghost
<b>3</b>				
<b>4</b>				

<b>LFI</b>	<b>LFI</b>	<b>LFI</b>	<b>LFI</b>
<b>gired</b> : envy	<b>grihem</b> : untruth	<b>gires</b> : violence	<b>grimen</b> : regret
<b>giered</b> : to covet	<b>grihem</b> : to be deceived	<b>gieres</b> : to force	<b>griemen</b> : to regret
<b>agiered</b> : to attract	<b>agrihem</b> : to deceive		<b>agriemen</b> : to stir regrets
<b>girdo</b> : jealous	<b>grihemo</b> : false	<b>girso</b> : violent	<b>grimno</b> : regretful
<b>gured</b> : theft	<b>gruhem</b> : lie	<b>gures</b> : wound	<b>grumen</b> : bitterness
<b>guered</b> : to steal	<b>gruehem</b> : to lie	<b>gueres</b> : to hurt	
		<b>gurso</b> : wounded	<b>grumno</b> : bitter
		<b>grus</b> : blood	
<b>gared</b> : looting		<b>gares</b> : assassination	<b>gramen</b> : depression
		<b>guras</b> : dagger	
	<b>grohem</b> : conspiracy		
<b>girad</b> : the Gerudos	<b>griham</b> : Ghirahim	<b>giras</b> : the Garos	<b>griman</b> : Gorman
<b>grid</b> : thief	<b>grehim</b> : liar	<b>gris</b> : assassin	<b>gremin</b> : depressed person
		<b>gras</b> : wolf	
		<b>gros</b> : bramble	

				
	<b>mijer</b> : wrath	<b>miteh</b> : obstinacy	<b>menijey</b> : disorientation	<b>miler</b> : mess
	<b>miejer</b> : to be angry	<b>mieteh</b> : to refuse	<b>meniejeý</b> : to stray	<b>mieler</b> : to be messy
	<b>amiejer</b> : to make crazy		<b>ameniejeý</b> : to disorientate	<b>amieler</b> : to mess up
	<b>mijero</b> : mad	<b>miteho</b> : stubborn	<b>menijyo</b> : lost	<b>mlero</b> : messy
	<b>mujer</b> : scream	<b>muteh</b> : resistance		<b>muler</b> : messy pile
	<b>muejer</b> : to yell	<b>mueteý</b> : to resist		
	<b>mujero</b> : loud			
	<b>mejur</b> : coffee		<b>menejuy</b> : alcohol	
	<b>majer</b> : quarrel	<b>mateh</b> : resistance	<b>menajeý</b> : confusion	
	<b>mugar</b> : megaphone	<b>mutah</b> : bolt		
			<b>menojey</b> : labyrinth	<b>moler</b> : chaos
	<b>mijar</b> : Majora	<b>mitah</b> : Mutoh	<b>menijay</b> : Manji	<b>milar</b> : Mallara
	<b>mejir</b> : madman	<b>metih</b> : stubborn person	<b>menejiy</b> : wanderer	
		<b>metah</b> : donkey		
	<b>mejor</b> : coffee tree		<b>menejoy</b> : hemp	



<b>melides</b> : insanity	<b>mires</b> : sloth	<b>midel</b> : anxiety	<b>miker</b> : frivolity
<b>meliedes</b> : to suffer	<b>mieres</b> : to be lazy	<b>miedel</b> : to be anxious	<b>mieker</b> : to take lightly
<b>ameliedes</b> : to hurt	<b>amieres</b> : to make lazy	<b>amiedel</b> : to make anxious	
<b>melidso</b> : insane	<b>mirso</b> : lazy	<b>midlo</b> : anxious	<b>mikro</b> : frivolous
<b>meludes</b> : disease	<b>mures</b> : listlessness	<b>mudel</b> : worry	
		<b>muedel</b> : to worry	
<b>meludso</b> : sick	<b>murso</b> : listless	<b>mudlo</b> : worrisome	
<b>meledus</b> : toxin	<b>merus</b> : sedative		
<b>melades</b> : sickness			
<b>melodes</b> : hospital			
<b>melidas</b> : Malladus	<b>miras</b> : Marcy	<b>midal</b> : Medli	<b>mikar</b> : Makar
<b>meledis</b> : sick person		<b>medil</b> : anxious person	<b>mekir</b> : frivolous person
	<b>meras</b> : sloth		<b>mekar</b> : peacock
<b>meledos</b> : toxic plant	<b>meros</b> : lotus		





