

# Introduction to the Hylvian language



Muder luti

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# Foreword and thanks

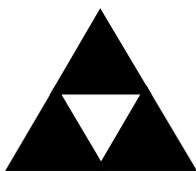
This is a fan project inspired by the universe of Zelda.

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

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

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

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

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

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

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

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

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

- **-RN** 𐌹𐌺: seems like a short form of **RMN** 𐌹𐌺𐌹
  - **BRN** 𐌶𐌹𐌺 : time, generation
  - **DRN** 𐌳𐌹𐌺 : protection, keeping
  - **GRN** 𐌷𐌹𐌺 : oblivion, disappearance
  - **TRN** 𐌹𐌺𐌹
  - **MRN** 𐌹𐌺𐌹
  - **HRN** 𐌹𐌺𐌹
  - **FRN** 𐌹𐌺𐌹
- 
- **-RS** 𐌹𐌺
  - **BRS** 𐌶𐌹𐌺
  - **GRS** 𐌷𐌹𐌺
  - **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	<b>Hekumek</b> : masterpiece <b>Hesuhes</b> : classic (book)
<b>L-</b>	Greatness	<i>Horen</i> : city <i>Heshis</i> : king	<b>Lehoren</b> : metropolis <b>Leheshis</b> : emperor
<b>P-</b>	Smallness	<i>Horen</i> : city <i>Heshis</i> : king	<b>Pe horen</b> : town <b>Pe heshis</b> : count
<b>Y-</b>	Plural	<i>Kuker</i> : star <i>Kerin</i> : musician	<b>Yekuker</b> : stars <b>Yekrin</b> : musicians
<b>W-</b>	Group, system	<i>Kuker</i> : star <i>Kerin</i> : musician	<b>Wekuker</b> : constellation <b>Wekrin</b> : music band
<b>J-</b>	Element, part	<i>Perup</i> : sand <i>Karen</i> : song	<b>Jeprup</b> : grain of sand <b>Jekaren</b> : note of music
<b>K-</b>	Art, school, ideology	<i>Gihen</i> : fear <i>Heshis</i> : king	<b>Kegihen</b> : terrorism <b>Keheshis</b> : monarchy
<b>G-</b>	Undo, opposite	<i>Suemer</i> : to create <i>Hirel</i> : harmony	<b>Gesuemer</b> : to destroy <b>Gehirel</b> : chaos
<b>M-</b>	Miss, failed action	<i>Nueyer</i> : to think <i>Zulew</i> : advice	<b>Menueyer</b> : to be mistaken <b>Mezulew</b> : bad advice
<b>Š-</b>	Master	<i>Horen</i> : city <i>Kerin</i> : musician	<b>Šehoren</b> : mayor <b>Šekrin</b> : conductor
<b>B-</b>	Offspring	<i>Melat</i> : cat <i>Heshis</i> : king	<b>Bemlat</b> : kitten <b>Beheshis</b> : 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	<i>Tekaren</i> : my song <i>Tekaeren</i> : I sing
<b>S-</b>	2 <sup>nd</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<i>Skaren</i> : your song <i>Skaeren</i> : you sing
<b>Z-</b>	3 <sup>rd</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<i>Zekaren</i> : his/her song <i>Zekaeren</i> : he/she sings
<b>V-</b>	4 <sup>th</sup> person	<i>Karen</i> : song <i>Kaeren</i> : sing	<i>Vekaren</i> : his/her song <i>Vekaeren</i> : 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	<i>Druepeyi</i> : solvable, able to pay. <i>Idrueyeli</i> : visible, able to be seen.
<b>F-</b>	Want, tendency	<i>Feguerni</i> : unyielding, that tends to resist. <i>Ifrueyeli</i> : admirable, that one tends to watch, worthy of admiration.
<b>N-</b>	Must, duty	<i>Nekuetni</i> : answerable, that must answer. <i>Inruepeyi</i> : 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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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

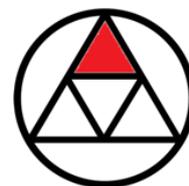
## 5.5 Triforce set: Zelda – Link – Ganondorf



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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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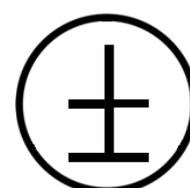
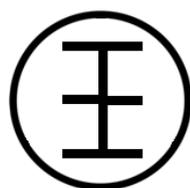
Abstract	<b>Kiker:</b> youth	<b>Riden:</b> adulthood	<b>Tiwel:</b> old age	<b>Miden:</b> tradition
	<b>Kikro:</b> young	<b>Rideno:</b> mature	<b>Tiwelo:</b> old	<b>Midno:</b> ancestral
	<b>Kieker:</b> to rise	<b>Rieden:</b> to culminate	<b>Tiewel:</b> to fall	<b>Mieden:</b> to rest
Concrete	<b>Kuker:</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>Simer:</b> origin	<b>Likem:</b> process	<b>Tirem:</b> goal
	<b>Simero:</b> original	<b>Likmo:</b> mobile	<b>Tirmo:</b>
	<b>Siemer:</b> to originate	<b>Liekem:</b> to circulate	<b>Tierem:</b> to aim at
Concrete	<b>Sumer:</b> creation	<b>Lukem:</b> travel	<b>Turem:</b> target
	<b>Sumero:</b> creative	<b>Lukmo:</b> nomadic	<b>Turmo:</b>
Place	<b>Somer:</b> source	<b>Lokem:</b> path	<b>Torem:</b> destination
Time	<b>Samer:</b> beginning	<b>Lakem:</b> process	<b>Tarem:</b> end
Pers.	<b>Semir:</b> creator	<b>Lekim:</b> traveller	<b>Terim:</b> ender, perfecter
Char.	<b>Simar:</b> Somaria	<b>Likam:</b> Lokomo	<b>Tiram:</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)

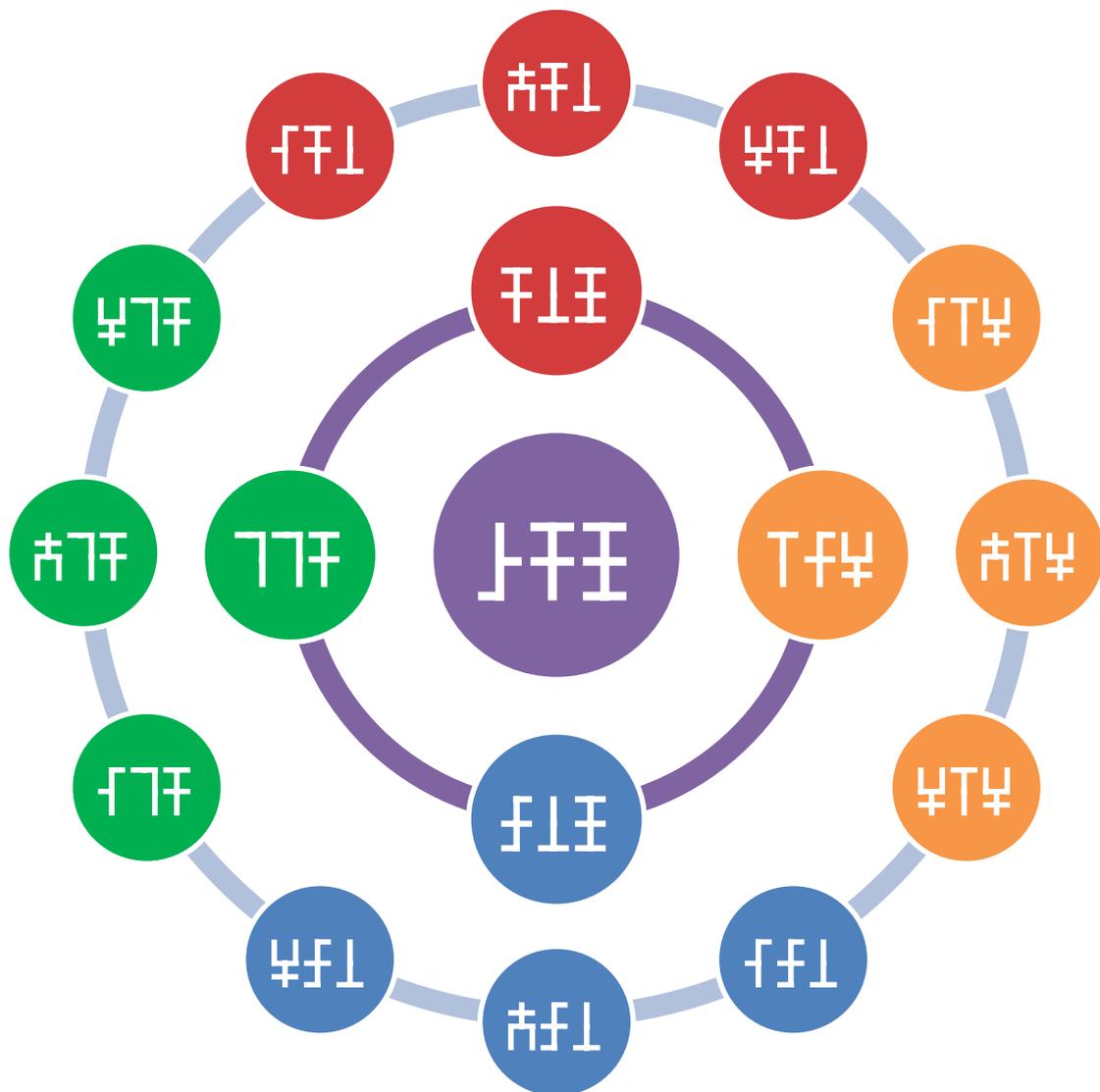
- ***Kakridarem***: spring
- ***Radnidarem***: summer
- ***Tawlidarem***: fall
- ***Madnidarem***: winter
- ***Darmidarem***: rainy season
- ***Parpodarem***: dry season

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

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

## 5.10 Telling time: Hour, Days & Months

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

Terminal path	Somaria	Sm	<b>Sumi</b> : of		<b>Sima</b> : from (giver)
	Lokomo	Lm	<b>Lumi</b> : but	<b>Lum</b> : 𐄃 but-so	<b>Lima</b> : by (carrier)
	Termina	Tm			<b>Tima</b> : to (dative)
Cardinal cycle	Kokiri	Kr			
	Ordona	Rd	<b>Rudi</b> : and	<b>Rud</b> : with	<b>Rida</b> : also
	Twili	Tl	<b>Tuli</b> : or		
	Midna	Md	<b>Mudi</b> : or (exclusive)	<b>Mud</b> : without	<b>Mida</b> : only
Ordinal setup	Papaya	Py			<b>Piya</b> : under
	Horon	Rn			<b>Rina</b> : around
	Daltus	Lt	<b>Luti</b> : about (topic)	<b>Lut</b> : 𐄄 (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>Keni</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>Temi</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	ƒƒ	2	<i>Sem</i>
3	ƒƒƒ	3	<i>Lem</i>
4	ƒƒƒƒ	4	<i>Tem</i>
10	ƒ	10	<i>Ren</i>
11	ƒƒ	10-1	<i>Ranirel</i>
12	ƒƒƒ	10-2	<i>Ranisem</i>
20	ƒƒ	2-10	<i>Samiren</i>
21	ƒƒƒ	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	𐌹𐌺𐌴	3-10-1 <i>Lamirni-rel</i>
101	𐌹𐌴	100-1 <i>Latirel</i>
111	𐌹𐌴𐌴	100-10-1 <i>Lati-renirel</i>
122	𐌹𐌹𐌹	100-2-10-2 <i>Lati-semirni-sem</i>
221	𐌹𐌹𐌹𐌴	2-100-2-10-1 <i>Samilti-semirni-rel</i>
999	𐌹𐌹𐌹	9-100-9-10-9 <i>Payilti-peyirni-pey</i>
2,201	𐌹𐌹𐌹𐌴	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>

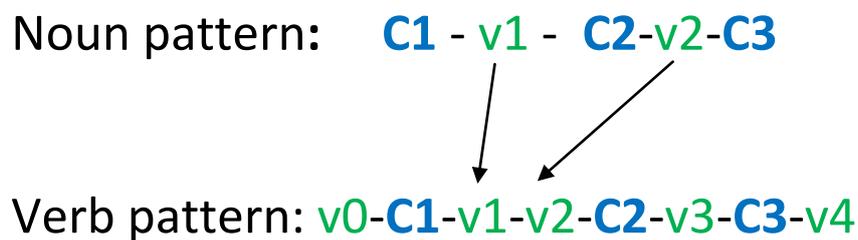
When **Ren** or **Let** is in starting position and followed by another number, it changes its central vowel to become **Ran** and **Lat**, in order to avoid confusion with **prefixes** which also uses E as first vowel (see chapter 5.8). It connects to the following number with the vowel I.

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:



C1, C2 and C3 form the consonant Root.

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

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

v3 indicates the tense and mood:

+	Present	v3 = e	<i>te rueyel</i> = I see
+	Past	v3 = o	<i>te rueyol</i> = I saw
┌	Future	v3 = a	<i>te rueyal</i> = I'll see
⌊	Conditional	v3 = u	<i>te rueyul</i> = I would see
⌋	Imperative	v3 = i	<i>rueyil</i> = Behold!

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

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

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

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

**፲፫፫ ሕሊሕሊሕ ፲፱፻፳፱ ፲፱፻፳፱**

***Lem hecuso hirlo heliye***

the three noble goddesses of harmony

Verbal groups take the following structure:

(Adverbs) – (Complements) – Verb

**፲፱፻፳፱ ሂጋሂረ፲፱ ሕ።፻፸፱ ፲፱፻፳፱**

***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

**ሂጋ፻ ፲፱፻፳፱**

***Lam dakeh***

through the forest



## 7 – Classical Hylia

The Hylia language presented here, which can be called “Modern Hylia”, stems from an ancient language called “Classical Hylia”. 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 Hylia is identical to that of Modern Hylia, but its writing system is more concise, using an additional ideographic character set, **Hyliaji**, instead of vowels, to represent the word forms and aspects. These Hyliaji ideograms trace back to one of the earliest forms of writing, known as “Proto-Hylia”.

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

Modern Hylia: *Horel*

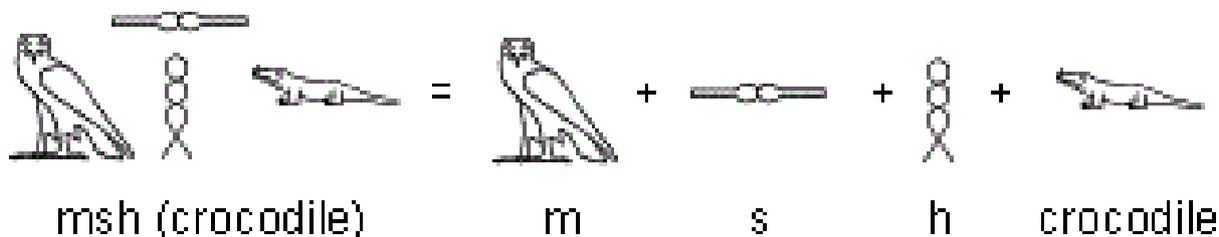
𐀀𐀁𐀂𐀃𐀄

Classical Hylia: **HRL(place)**

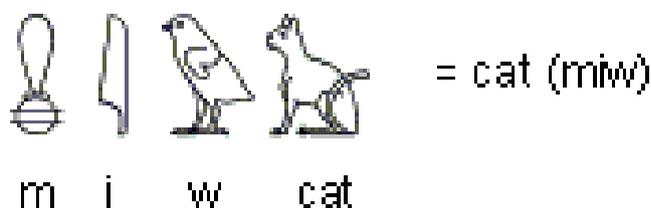
𐀀𐀁𐀂𐀃𐀄𐀅

Classical Hylia is written without space between words, since Hyliaji 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:



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



**𐎎𐎗𐎛** = **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	𐎗	<i>Heaven and earth</i>	<b>O-E-X</b>
Time	𐎛	<i>Past and future</i>	<b>A-E-X</b>
Abstract	𐎗	<i>Stem from heaven</i>	<b>I-E-X</b>
Material	𐎎	<i>Rod from earth</i>	<b>E-U-X</b>
Plant	𐎗	<i>Tree with branches</i>	<b>E-O-X</b>
Animal	𐎗	<i>Standing animal</i>	<b>E-A-X</b>

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

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

Form	Hylianji	Explanation	Vowels
Accusative	𐌽	<i>Stone touched</i>	X-X-U
Adjective	𐌾	<i>Rope</i>	X-X-O
Adverb	𐌿	<i>Rope</i>	X-X-A
Genitive	𐍀	<i>Ropes</i>	X-X-I
Conditional	𐍁	<i>Bow to the past</i>	XX-U-X
Past	𐍂	<i>Line from the past</i>	XX-O-X
Present	𐍃	<i>Line in the middle</i>	XX-E-X
Future	𐍄	<i>Line from the future</i>	XX-A-X
Imperative	𐍅	<i>Bow to the future</i>	XX-I-X
Passive	𐍆	<i>Stone touched by heaven</i>	U-XX-X-X
Causative	𐍇	<i>Hand from heaven</i>	A-XX-X-X
Reflexive	𐍈	<i>Stem back to earth</i>	I-XX-X-X



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

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



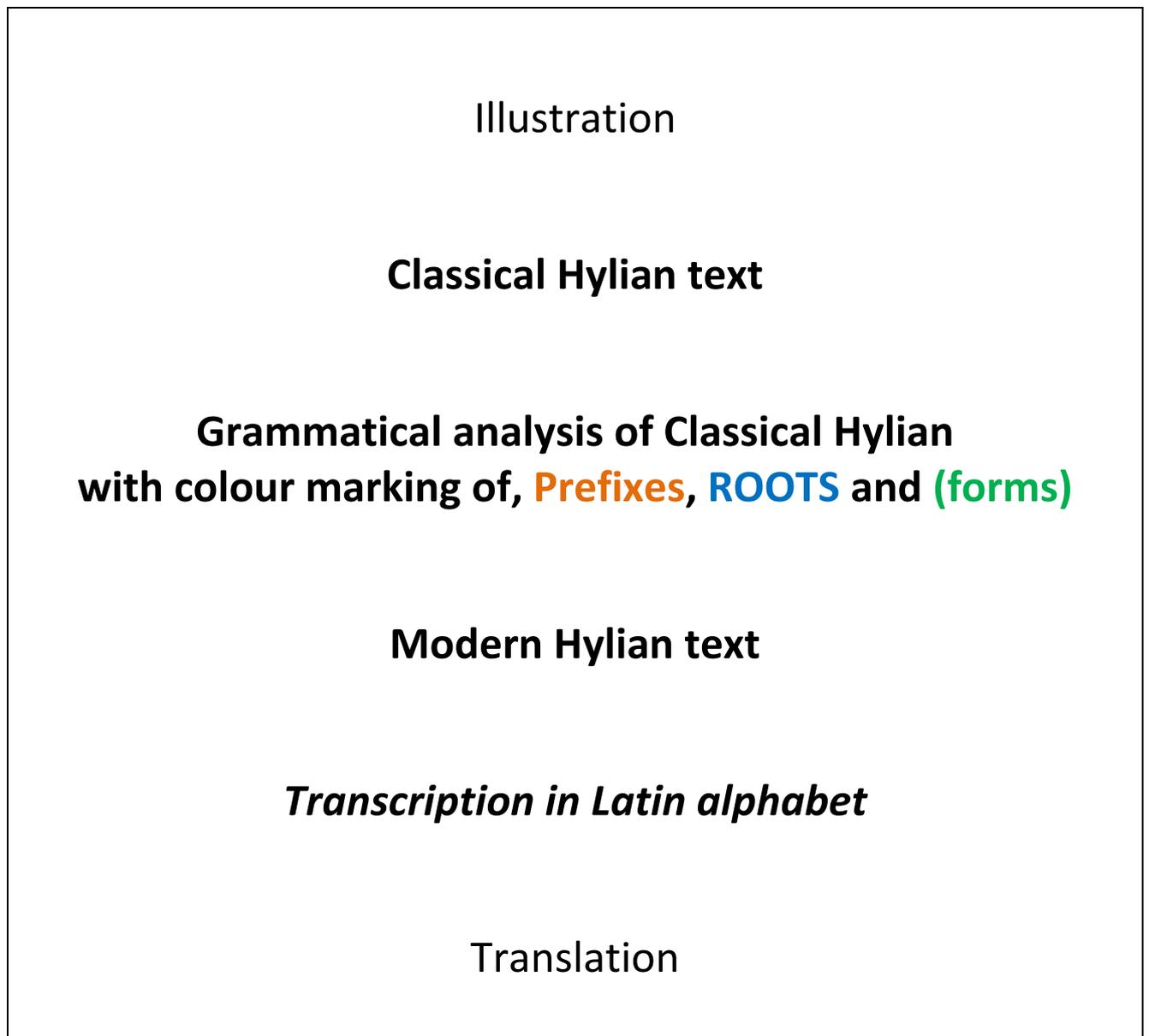
	<b>Musical Hylian</b>	<b>Proto Hylian</b>	<b>Classical Hylian</b>	<b>Modern Hylian</b>
<b>Written</b>	None?	Ideograms only  <b>I</b>	Consonants and Hylianji  <b>𐌀𐌁𐌂</b>	Consonants and vowels  <b>𐌀𐌁𐌂𐌃𐌄</b>
<b>Spoken</b>	Sung into melody	Unknown	Unknown. Identical to modern Hylian?	As described in this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



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		O		E		A		I	
	conditional		past		present		future		volitive	
	J		S				W		G	
object		adjective				adverb		genitive		
P		-		-		F		R		
passive		middle		active		factive		reflective		
Lexical Forms	C		L		X		T		D	
	U-e		O-e		e-e		A-e		I-e	
	concrete		location		formless		time		abstract	
M		V		x		B		H		
e-U		e-O		proradical		e-A		e-I		
matter		vegetal				beast		human		
K		Q		Y				N		
U-A		O-A		-e-				I-A		
tool		aspect		number				name		

## 8 – Text Samples

Reference texts and translations are provided following this layout:









ቶ-ገቱዝታቱይገሥቶታ-ገቱዝይገቱታቱ ለአሥቶቱታታታታታታ  
 ደ-ቆታታታታታ ለአቆታታታ ለቆታታታ ለቆታታታ ለቆታታታ ለቆታታታ

[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-ገሆቱ ስጋቱይ ስጋቱታታ,  
 ገሆቱ ደይገቱቱ ቶርታ ስጋቱቱ ቆርታታ  
 ደ-ገሆቱ ስጋታታታ ስጋታታ ገሆቱ ለገሆታታታ ስጋታታ ገሆታታ

[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





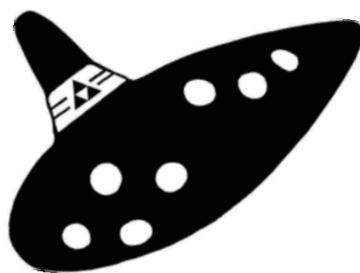












## 9 – Musical Hylian

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

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:

<u>Re</u>	Re#	Mi	Fa	Fa#	Sol	Sol#	La	Sib	Si	Do	Do#	Re
<b>M</b>		<b>N</b>	<b>R</b>				<b>D</b>		<b>Z</b>			<b>L</b>

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

Oh youth, guided by the servant of the goddess,

/tɛ ʃʊtʊ keuænu salɛ/

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

/en dafɛvu nobɛ dʊʃʊ/

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

/tɛ 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	<b><i>oy oh goosh * ee dan yoo, ee kah yeh! gah pahz!</i></b> Gods of the Triforce! Hear that which I desire!
2	<b><i>ah mo, ah mo! ah na * see ka * gah pah!</i></b> Hope! I desire hope for these children! (Give them a future!)
3	<b><i>maym dis rah shem * hi lar, why lar zorn * di lar sheh/shay</i></b> 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>          Well met, Hyrule King!          お久しぶりでございますご無事でなにより・・・          ・          It has been a while, Hyrule King.</p>
2	<p><b><i>ess tu * goh eet, may * durn * gaw blah</i></b>          The events which we have long feared seem to have been set into motion.          ツイニオソレテイタコトガウゴキハジメタヨウダナ。          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>          If you have sought me out... it must mean you have found the Hero of Time, does it not?          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？          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？          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          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>          What will now come to pass is tied to your fate--to the path that you have chosen.          これより先に起こることは お前が選んだ運命。          What happens from here is the destiny you choose.</p>
7	<p><b><i>ohs nah kem chi</i></b>          Go forward with caution.          心してゆくがよい。          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	)	𐄀		
2		𐄁		
3		𐄂		
4		𐄃		
5	𐄄	𐄅		

6		𐄆		
7		𐄇		
8		𐄈		
9		𐄉		
0		𐄊		

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

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

𐌵𐌹𐌺	𐌹𐌺𐌹	𐌹𐌺𐌵	𐌹𐌺𐌹
<b>linez</b> : image	<b>riwer</b> : obviousness	<b>rilel</b> : vision	<b>rileh</b> : prescience
<b>lienez</b> : to impress	<b>riewer</b> : to appear	<b>rielel</b> : to watch	<b>rieleh</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

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

𐌱𐌹𐌱	𐌱𐌹𐌰	𐌵𐌹𐌰	𐌵𐌹𐌰
<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>LFH</b>	<b>LTf</b>	<b>Lff</b>	<b>llz</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>IE</b>	<b>adieren</b> : to protect			
<b>IJ</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>IJ</b>	<b>durno</b> : protective	<b>duto</b> : balanced		<b>dudeqo</b> : animal
<b>I</b>				
<b>H</b>	<b>daren</b> : defense	<b>dater</b> : trial	<b>damep</b> : research	
<b>F</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>F</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>E</b>	<b>dran</b> : turtle		<b>demap</b> : mole	<b>dedaq</b> : wild animal
<b>Y</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>ᠪᠷᠢᠯᠢᠪ</b>	<b>ᠪᠷᠢᠮᠨ</b>	<b>ᠪᠢᠶᠡᠲ</b>	<b>ᠪᠢᠰᠡᠲ</b>
<b>ᠵ</b>	<b>brilev</b> : entrepreneurship	<b>brimen</b> : leadership	<b>biyet</b> : serious	<b>bišet</b> : sincerity
<b>ᠵᠠ</b>	<b>briev</b> : to venture	<b>brimen</b> : to lead	<b>bieyet</b> : to endeavour	<b>biešet</b> : to admit
<b>ᠵᠡ</b>			<b>abieyet</b> : to motivate	
<b>ᠵᠢ</b>	<b>brilvo</b> : venturesome	<b>brimno</b> : charismatic	<b>biyeto</b> : earnest	<b>bišto</b> : sincere
<b>ᠵᠣ</b>	<b>brulev</b> : company	<b>brumen</b> : direction		
<b>ᠵᠠᠠ</b>	<b>bruev</b> : to make business	<b>brumen</b> : to direct		
<b>ᠵᠢᠢ</b>	<b>brulvo</b> : business	<b>brumno</b> : directional		
<b>ᠵᠣᠣ</b>				
<b>ᠬ</b>	<b>bralev</b> : venture	<b>bramen</b> : briefing	<b>bayet</b> : seminar	
<b>ᠮ</b>		<b>bruman</b> : map		
<b>ᠶ</b>	<b>brolev</b> : office	<b>bromen</b> : headquarter		
<b>ᠮᠢ</b>	<b>brilav</b> : Borlov	<b>briman</b> : Bremen	<b>biyat</b> : Baito	<b>bišat</b> : Basht
<b>ᠵᠢ</b>	<b>breiv</b> : entrepreneur	<b>bremin</b> : leader	<b>beyit</b> : coach	
<b>ᠮᠢ</b>				
<b>ᠮᠢ</b>				

𐌿𐌿𐌿	𐌿𐌿𐌺	𐌿𐌺𐌿	𐌿𐌺𐌺
<b>kiper</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		

	𐌗𐌆𐌗	𐌗𐌆𐌚	𐌗𐌆𐌗	𐌗𐌆𐌗
𐌗	<i>kimek</i> : beauty	<i>yiweg</i> : colour	<i>kiren</i> : music	<i>kifey</i> : poetry
𐌗𐌆	<i>kiemek</i> : to be moved	<i>yieweg</i> : to be colourful	<i>kieren</i> : to play music	<i>kiefey</i> : to compose poems
𐌗𐌆𐌆	<i>akiemek</i> : to awe	<i>ayieweg</i> : to colour	<i>akieren</i> : to inspire music	<i>akiefey</i> : to inspire poems
𐌗𐌆𐌗	<i>kimeko</i> : beautiful	<i>kyiwgo</i> : colorful	<i>kireno</i> : melodious	<i>kifeyo</i> : poetic
𐌗	<i>kumek</i> : artwork	<i>yuweg</i> : painting	<i>kuren</i> : sound	<i>kufey</i> : poem
𐌗𐌆		<i>yueweg</i> : to paint	<i>kueren</i> : to sound	<i>kuefey</i> : to compose
𐌗𐌆𐌗				<i>kufeyo</i> : poetic
𐌗𐌆		<i>ywug</i> : paint		<i>kefuy</i> : perfume
𐌗	<i>kamek</i> : show	<i>yaweg</i> : painting	<i>karen</i> : music show	
𐌗		<i>yuwag</i> : brush	<i>kuran</i> : music instrument	
𐌗	<i>komek</i> : conservatory	<i>yoweg</i> : painter gallery	<i>koren</i> : concert hall	
𐌗	<i>kimak</i> : Kamek	<i>yiwag</i> : Yuga	<i>kiran</i> : O-carina	<i>kifay</i> : Kafei
𐌗	<i>kemik</i> : artist	<i>ywig</i> : painter	<i>krin</i> : musician	<i>kefiy</i> : poet
𐌗		<i>ywag</i> : butterfly	<i>kran</i> : nightingale	
𐌗				

ᑭᑭᑭ	ᑭᑭᑭᑭ	ᑭᑭᑭ	ᑭᑭᑭ
<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>kriev</b> : to consist of	<b>kiemer</b> : to dance	
	<b>akriev</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>kruev</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>krilev</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>krilev</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>kriliv</b> : sculptor	<b>kemir</b> : dancer	<b>klib</b> : swordsman

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

<b>LFI</b>	<b>LFIH</b>	<b>LFIH</b>	<b>LFIH</b>
<b>gired</b> : envy	<b>grihem</b> : untruth	<b>gires</b> : violence	<b>grimen</b> : regret
<b>giered</b> : to covet	<b>griehem</b> : to be deceived	<b>gieres</b> : to force	<b>griemen</b> : to regret
<b>agiered</b> : to attract	<b>agriehem</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>fɥɥ</b>	<b>ɥɥɥ</b>	<b>fɥɥɥ</b>	<b>fɥɥ</b>
<b>J</b>	<i>mijer</i> : wrath	<i>miteh</i> : obstinacy	<i>menijey</i> : disorientation	<i>miler</i> : mess
<b>J+</b>	<i>miejer</i> : to be angry	<i>mieteh</i> : to refuse	<i>meniejeý</i> : to stray	<i>mieler</i> : to be messy
<b>JE</b>	<i>amiejer</i> : to make crazy		<i>ameniejeý</i> : to disorientate	<i>amieler</i> : to mess up
<b>JJ</b>	<i>mijero</i> : mad	<i>miteho</i> : stubborn	<i>menijyo</i> : lost	<i>milero</i> : messy
<b>I</b>	<i>mujer</i> : scream	<i>muteh</i> : resistance		<i>muler</i> : messy pile
<b>I+</b>	<i>muejer</i> : to yell	<i>mueteh</i> : to resist		
<b>IJ</b>	<i>mujero</i> : loud			
<b>I</b>	<i>mejur</i> : coffee		<i>menejuy</i> : alcohol	
<b>H</b>	<i>majer</i> : quarrel	<i>mateh</i> : resistance	<i>menajey</i> : confusion	
<b>F</b>	<i>mujar</i> : megaphone	<i>mutah</i> : bolt		
<b>I</b>			<i>menojeý</i> : labyrinth	<i>moler</i> : chaos
<b>F</b>	<i>mijar</i> : Majora	<i>mitah</i> : Mutoh	<i>menijay</i> : Manji	<i>milar</i> : Mallara
<b>I</b>	<i>mejir</i> : madman	<i>metih</i> : stubborn person	<i>menejiy</i> : wanderer	
<b>E</b>		<i>metah</i> : donkey		
<b>Y</b>	<i>mejor</i> : coffee tree		<i>menejoy</i> : hemp	

<b>fɥlɥ</b>	<b>ɥɥɥ</b>	<b>fɥɥ</b>	<b>ɥɥɥ</b>
<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		





