

L'Ilythiiri Zhaun'ol  
{The Drow Dictionary}

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{Commissioned by the Most Honored Nedylene, Queen of the Drow of Rilauven}

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

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

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

--TABLE OF CONTENTS--

**I. OOC NOTES**

II. USAGE NOTES

**III. GRAMMAR**

- IIIa. PLURALIZATION
- IIIb. POSSESSIVE CASE
- IIIc. VERBS
- IIId. ADJECTIVES
- IIIe. ADVERBS

**IV. NEVERWINTER NOBLE HOUSES**

**V. OTHER NOBLE HOUSES**

**VI. DROW CITIES**

**VII. CITY INSTITUTES**

**VIII. DEITIES**

**IX. TITLES**

**X. RACES**

**X. SPECIAL WORDS**

**XII. COMMON TO DROW**

- A*
- B*
- C*
- D*
- E*
- F*
- G*
- H*
- I*
- J*
- K*
- L*
- M*
- N*
- O*
- P*
- R*
- S*
- T*
- U*
- V*
- W*
- Y*

**XIII. DROW TO COMMON**

- 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*

**XIV. DIRECTIONS**

**XV. NUMBERS**

**XVI. PHRASES**

**XVII. PROVERBS**

# I. OOC NOTES

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

## II. USAGE NOTES

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

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

You have been warned.

# III. GRAMMAR

## IIIa. PLURALIZATION

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

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

## IIIb. POSSESSIVE CASE

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

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

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

## IIIc. VERBS

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

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

Singular	Plural
Lil sargtlin elggar {The warrior kills}	Lil sargtlinen elgg {The warriors kill}
Uss jaluk elar {One male dies}	Draa jaluken el {Two males die}

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

Usstan belbau {I give}	Dos belbau {You give}	Uk belbaue {He gives}
Usstan luth {I cast}	Dos luth {You cast}	Il luth {She casts}

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

Active	L'Yathrin harventhe ukt karliik {The Yathrin severs his head}
Passive	Ukt karliik zhahus harventhus a'lil Yathrin {His head was severed by the Yathrin}

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

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

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

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

### **III.d. ADJECTIVES**

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

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

### IIIe. ADVERBS

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

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

## IV. NEVERWINTER NOBLE HOUSES

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

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

## V. OTHER NOBLE HOUSES

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

## VI. DROW CITIES

Rilauven - Drow city of Neverwinter

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

## VII. CITY INSTITUTES

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

## VIII. DEITIES

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

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

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

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



## IX. TITLES

BREGAN D'AERTHE	- Mercenary Band of rogue Drow
C'RINTRI	- noble Drow (C'rintrin - nobles)
Dalharil	- Daughter
Dalharuk	- Son
Faerz'un'arr	- Seeress
ILHARESS	- Matron
ILHARN	- Patron
Jabbress	- Mistress (female in charge of some task or office)
JABBUK	- Master (male in charge of some task or office)
MALLA	- honored (a term of respect preceding a title)
Qu'abban	- House Agent (sometimes used for non-House agent)
Qu'el'faeruk	- House Wizard
Qu'el'saruk	- House Weapons Master
Qu'el'velguk	- House Assassin
SARGTLIN	- Drow Warrior
SHEBALI	- Rogue, non-noble Drow
Ssins d'Aerth	- professional entertainer (prostitute)
Ulathtallar	- Arch Priestess of the Arach-Tiniliith
Ulfaerz'un'arr	- Arch Seeress of the Sorcere
Ul'Saruk	- Warlord of the Melee-Magthere
Ul'Veldriss	- Arch Shadow Mistress of the VDVM
Valuk	- male monarch (reference for non-Drow races)
VALSHARESS	- Queen
Veldriss/Veldruk	- Shadow Mistress/Master (obtained only by training at the VDVM)
Yath'Abban	- Temple Agent (sometimes used for non-TOL agent)
YATHRIN	- Priestess of Lloth
YATHTALLAR	- High Priestess of Lloth

## X. RACES

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

## X. SPECIAL WORDS

alartae	- greater tentacle rod
DRAGAZHAR	- Underdark bat
DRIDER	- Half-spider/Half-Drow abomination
ILYTHIIRI	- Drow

jilorbb - jade spider  
llarl - adamantine arm  
MYRLOCHAR - Soul Spider (Minion of Lloth)  
olartae - lesser tentacle rod  
orbdriin - spider mask  
orlenggin - sacrificial altar  
orshal - sacrificial chalice  
orvelve - sacrificial spider dagger  
qu'ilinsar - House insignia  
sithyrr - Drow hand crossbow  
ulartae - master tentacle rod  
YOCHLOL - Handmaiden of Lloth

## XII. COMMON TO DROW

### A

a	- NATHA (seldom used)
about	- BAUTH
above	- phor
accomplish	- XUN
accomplishment	- XUNDUS
accomplishments	- xundussa
achievement	- XUNDUS
achievements	- xundussa
across	- naudal
additional	- mziln
after	- p'luin
against	- qua'laen
agree	- qua'l
agreement	- INTHIGG
aim (goal)	- ILINDITH
alert	- KYONE
alertly	- KYONE
alike	- esaph
alive	- DRO
all	- JAL
allure	- ssinss
ally	- ABBAN
alone	- MAGLUST
also	- mziln
although	- d'ril
am	- uil

ambush	- thalack'vel
among	- WUND
amulet	- ilinsar
and	- LUETH
another	- jalbyr
any	- jala
anybody	- jalkhel
anyone	- jaluss
anything	- jalbol
apart	- MAGLUST
apprentice	- wanre
are	- PHUUL
argument	- QUA'LAELAY
arm	- da're
armor	- ky'ostal
around	- BAUTH
arrest	- ply'uss
arrow	- b'luth'ol
as	- IZIL
assassin	- velg'larn
assassinate	- ol'elg
assassination	- ol'elghinn
at	- a
attractive	- ssin'urn

avoid - BAUTHA  
avoiding - bauthin

## **B**

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

## **C**

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

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

## D

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

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

## E

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

## E

face	- jindurn
facing	- ALUST
father	- ILHARN
favor	- elamshinae
fawn	- s'lurpp
fawning	- s'lurppin
fearless	- STREEAKA
fearlessness	- STREEAKA
female	- jalil
few	- stath
fighting	- melee
fighting (magical)	- melaer
find	- RAGAR
fire	- chath

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

## **G**

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

## **H**

had	- inbalus
hag	- elg'caress
handsome	- ssin'urn
have	- inbal
hate	- phlith
he	- uk
head	- karliik
heart	- xukuth
help	- xxizz
her	- ilta
here	- ghil
heresy	- og'elendar
heretic	- og'elend
hers	- ilt
herself	- iltan
hidden	- VELKYN

highest - ULTRIN  
 highest (Lloth) - ULTRINE  
 him - ukta  
 himself - uktan  
 his - ukt  
 hit - zotreth  
 hitch - KULG  
 hold - mir  
 holy - ORTHAE  
 honor - bel'la  
 hot - sseren  
 house (noble) - QU'ELLAR  
 house (non-noble) - el'lar  
 hurl - LUTH

## **I**

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

## **J**

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

## **K**

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

## **L**

large - izznarg  
 learn - ZHAUN  
 leg - da'ur  
 life - DRO  
 light - ssussun



lightning	- nizzre'
like	- saph
Lloth's	
power/servants	- YORN
Lloth's will	- ELAMSHIN
location	- K'lar
lock (n)	- mri'kul
lock (v)	- mri'kul
lost	- NOAMUTH
love	- SSINSSRIGG
lover (female)	- mrimm d'ssinss
lover (male)	- mrann d'ssinss
loving	- ssinssriggin
lust	- SSINSSRIGG
lusting	- ssinssriggin

## **M**

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

## **N**

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

## **O**

of	- DEL (often shortened to d')
off	- tir
offal	- IBLITH
old	- zhuanth
on	- PHOLOR
onto	- pholod
opening	- OBSUL
opponent	- OGGLIN
oppose	- ogglir

opposing	- ogglirin
opposite	- indarae
or	- xor
other	- byr
our	- udossta
ours	- udosst
ourselves	- udosstan
out	- DOEB
outcast	- DOBLUTH
outside	- do'suul
over	- phor

## **P**

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

## **R**

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

## **S**

sacred	- ORTHAE
safe	- sreen'aur
safety	- sreen'aur

scheme	- INTH
school	- magthere
scourge	- elgluth
scroll	- narkuth
security	- vel'xundussa
seduction	- ssinss
seize	- plynn
servant	- wanre
sever	- harventh
several	- blynol
sex	- vith
shadows	- VELDRIN
shall	- zhal
she	- il
shield	- KULGGEN
side	- suul
silence	- venorsh
silent	- venorik
since	- yol
similar	- indar
sister	- dalniril
skin	- waess
slave	- rothe

slay	- ELGG
small	- inlul
smart	- ne'kalsa
snag	- KULG
so	- ji
some	- fol
somebody	- folkhel
someone	- foluss
something	- folbol
son	- dalharuk
spear	- luth'ol
spell	- faerz'undus
spell book	- faerz'ol
spider	- ORBB
spy (n)	- vel'xunyrr
spy (v)	- vel'xunyrr
steal	- olplynir
stealth	- OLIST
stratagem	- INTH
strength	- Z'RESS
strength-at-arms	- SARGH
strike	- zotreth
strip	- raldar
striving	- XUND
subjugate	- har'luth
such	- folt
suicide	- STREEA
superior	- ALUR
supreme	- ULTRIN
supreme (Lloth)	- ULTRINE
surprise	- BRORN
surprises	- BRORNA
survival	- dro'xundus
survive	- dro'xun
sweet	- ssinjin

sword - VELVE  
sycophant - s'lurppuk

## I

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

## U

unaware - WAELA  
uncover - RAGAR  
under - HARL  
Underdark - Har'oloth  
unknown - NOAMUTH  
unseen - VELKYN  
until - hwuen  
up - phor  
upon - PHOLOR  
us - udossa  
usual - ELEND

## V

valor - SARGH  
victory - ULTRINNAN

## W

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

## Y

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



### XIII. DROW TO COMMON

#### **A**

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

#### **B**

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

#### **C**

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

#### **D**

d'ril	- although
da're	- arm
da'ur	- leg
DAL	- from (sometimes shortened to da')
dalhar	- child

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

## **E**

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

## **F**

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

## **G**



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

## **H**

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

## **I**

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

## **J**

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

## **K**

ka - if  
karliik - head

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

## **L**

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

## **M**

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

## **N**

narkuth	- scroll
NATHA	- a (seldom used, except for emphasis)
NAU	- no
naubol	- nothing
naudal	- across
naukhel	- nobody
nausbyr	- neither
naust	- none
naut	- not
ne'kales	- caution, distrust

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

## O

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

## P

p'los	- before
p'luin	- after
p'wal	- because
PHALAR	- grave, battle-marker
PHINDAR	- monster, dangerous being (especially a non-intelligent creature)
pholod	- onto
PHOLOR	- on, upon
phor	- above, up, over
phliith	- hate, despise
PHUUL	- are (often shortened to ph' or phu')
PIWAFWI	- magical cloak
PLYNN	- take, seize
ply'usaerth	- kidnap, hold for ransom
ply'uss	- arrest, capture

## Q

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

## R

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

## S

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

STREEA - suicide, death in the service of Lloth, a House,  
or a community  
STREEKA - reckless(ness), fearless(ness)  
suliss - grace  
suliss'urn - graceful  
suul - side

## **I**

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

## **U**

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

## **V**

valm - join, bond  
valsharen - royal, imperial  
vel'bol - what  
vel'bolen - which

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

## W

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

## X

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

## Y

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

## Z

Z'HAR	- to ride
Z'HIN	- to walk
Z'HIND	- trip, journey, expedition

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

## XIV. DIRECTIONS

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

## XV. NUMBERS

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



## XVI. PHRASES

Vendui'	I/we greet you
Aluve'	I/we leave you
JAL KHALESS ZHAH WAELA	All trust is foolish
OLOTH ZHAH TUTH ABBIL LUETH OGGLIN	Darkness is both friend and enemy
XUN IZIL DOS PHUUL QUARTHEN, LUETH DRO	Do as you are ordered, and live
LLOTH TLU MALLA; JAL ULTRINNAN ZHAH XUNDUS	Lloth be praised; all victory is (her) doing
ILHARESSEN ZHAUNIL ALURL	Matrons know best
LIL ALURL VELVE ZHAH LIL VELKYN USS	The best knife is the unseen one
LIL WAELA LUETH WAELA RAGAR BRORNA LUETH WUND NIND, KYORLIN ELGHINN	The foolish and unwary find surprises and among them, waiting death
KHALESS NAU USS MZILD TAGA DOSSTAN	Trust no one more than yourself
NINDYN VEL'USS KYORL NIND RATHA THALRA ELGHINN DAL LIL ALUST	Those who watch their backs meet death from the front
ULU Z'HIN MAGLUST DAL QU'ELLAR LUETH VALSHARESS ZHAH ULU Z'HIN WUND LIL PHALAR	To walk apart from House and Queen is to walk into the grave
KYORL JAL BAUTH, KYONE, LUETH LIL QUARVAL-SHARESS XAL BALBAU DOS LIL BELBOL DEL ELENDAR DRO	Watch all about, warily, and the Goddess may give you the gift of of continued life
VEL'USS ZHAUN ALUR TAGA LIL QUARVAL-SHARESS?	Who knows better than the Goddess?
Zhaunil dal Waerr'ess	Knowledge from deceit [VDVM motto]
Dal ultrinnan ulu el'inssrigg	From victory to an inn [battle cry]
Ssinsrigg lueth Belaern	Lust and Profit [House of Pleasure motto]
Jiv'elgg lueth jiv'undus phuul jivvin	Torture and pain are fun
Ssussun pholor dos! (Ssussun! (shortened))	Light upon you! [curse to Drow]
Oloth plynn dos (Olot dos! (shortened)!)	Darkness take you! [curse to non-Drow]
{House Name} ultrin!	{House Name} supreme! [battle cry]
A'dos quarth!	At your command!
Lloth kyorl dos (d'jal)	Lloth guard you (you all)
Vith'os!	[see "vith" and "dos"]
Vith'ir!	[see "vith" and "tir"]

## XVII. PROVERBS

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