

Pronunciation Guide

Here you will find directions on how to pronounce names and words of Dawnheim as they were meant to be according to Iweilwe, the Divine Tongue they derived from. By the end of the third age, Iweilwe is not largely spoken by man in Dawnheim, but rather by Dragons and Prophets and mystics. It was intended that man should learn it, that the tongue of Elderheim would draw them closer to Heimwe; but they knowingly abused it and their understanding was hindered. Thus they speak a lesser form, Ethlag. Following the third age, those that learn the Divine Tongue are those who seek Elderheim with fullness.

For the sake of maintaining accessibility, diacritical marks and special characters have been left out of Dawnheim novels. It is unlikely they will make an appearance anywhere except direct quotations of texts written in Iweilwe. Here, they are used to aid understanding.

General Rules:

- » Stress (long vowel) is generally applied to the first syllable. When a two syllable word contains two of the same vowels (Mithir), the second is stressed. Vowels at the ends of words are always long (Dunwe). In a word containing three or more syllables, stress is applied in an alternating rhythm starting at the first: **Valshometh**. Vowels at the end of a word do not play into this rhythm.
- » TH rules. When beginning a word (Thirwe), th makes a þ sound (with). When preceded by a vowel (Cathoc), th makes a þ sound (with). When preceded by a consonant (Lasskausthein), th makes a ð sound (width).
- » After the Third Age, pieces of the language were gradually altered or forgotten, resulting in spelling that differs from traditional Iweilwe. The character ‘v’ for example, is only used at the beginning of a word. As man’s ability to use Iweilwe diminished, v began appearing in the middle of names (Sverald, Sedvik).
- » Y rules. Y must either be the first vowel in a word (Byhal) or the middle (Florynthhelga).
- » Notes on diaeresis (¨). Diaeresis are used to indicate that a vowel is to be pronounced separately: skaoïng (seas). In the example given, ‘ao’ are joined together to create ‘ow’ sound, while ï creates a short vowel i sound. Most often occurs when conjugating a root word or adding suffixes.

Character	English Sound	Example
SHORT VOWELS		
a	<u>f</u> ather	Lagdith
e	p <u>e</u> t	Valshometh
i	w <u>i</u> ll	Mithír
o	wr <u>o</u> te	Otra
u	r <u>o</u> ot	Dunwe,
LONG VOWELS		
á	<u>f</u> ather (held longer)	Aflhál
é	s <u>a</u> y	Herédwe
í	h <u>e</u> ed	Litjír, Íwe
ó	r <u>o</u> de	Sól, Ójin
ú	r <u>u</u> de	Skú
y	<u>e</u> ye. Double stress vowel, meaning vowels after it can be stressed.	Byhal
ALTERNATE AND COMBINED VOWELS		

oa (oä)	'o' and 'a' are stressed independantly; hroath = hroäth	
ey	'e' is stressed, 'y' is silent; veyt	
ai (ai)	'a' and 'i' are stressed as separate vowels; Kain = Käin	
ei	'e' and 'i' create <u>eye</u> ; Dawnheim	
au/ao	'a' and 'u' or 'o' create ' <u>ow</u> '; Laskausthein, Skaodun	
ae (æ)	'a' and 'e' create é sound; hraen	
oe (oë)	'o' and 'e' are stressed as separate vowels; Noerin = Noërin	
CONSONANTS		
b, d, f, h, k, l, m, n, p, s, t, w, match the English consonant sounds; q and x are not used		
c	English k; used rather than k for thematic emphasis	Cathoc
g	English g; always hard	Sgorn
j	English y	Jarl
r	tongue-tapped r, similar to d sound.	Noërin
th (ð)	'th' with a tongue-tap like 'width'	Lasskausthein
th (þ)	Soft 'th' as in 'with'	Cathoc
v	English v, only used at beginning of word.	Valshometh
z	'ts'	Azínok
COMBINED CONSONANTS		
ch	k with breath	Saloch
sh	English 'sh'; h <u>ush</u>	Valshómeth
lr	'r' is silent	Homhólr