No Silent Letters

By Vaidenon of Hustan, Warden of the Inkhorn Fellowship

how the names of Hârn and Lythia are said: everything the books, their maker and a fellow enthusiast have let slip, set out letter by letter in the International Phonetic Alphabet

> "The Hârndex tells its readers that the right way to say a name may be learned from local residents. I am a local resident. Lesli of Bifel has asked me to make myself useful."
>
> — Tashal, Morgat 720 TR

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Every reader of Hârn says Melderyn, and no two of them say it alike. My mother, who was born there, put the weight on the end of it. My neighbours in Hustan put it on the front, and thought her affected. Lesli of Bifel tells me that his friends on Terra say it in four ways, and spell it in one. He has asked me to set down how our names are said, and I have found that more has been written on the matter than anyone remembers. This article gathers all of it.

Credits

Writer: Vaidenon of Hustan

Set down by Lesli of Bifel and his homunculus, Claudin

With thanks to N. Robin Crossby, whose rules these mostly are, and to Todd Justice. See Sources and Additions.

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How Sure I Am

Certain: a published book, or Hârn's maker, says so in print.

Confident: read straight from the marks or the script a published source gives, or two witnesses agree.

A fair guess: my own reading, by the rules below.

I cannot say: nobody has written it down.

The witnesses differ: two published sources disagree, and I say which I follow.

How the Sounds Are Written

Every pronunciation here is in the International Phonetic Alphabet, between slashes. The mark ˈ comes before the syllable that carries the weight, and ˌ before one with lesser weight.

The vowels are those of the British speech the Fellowship uses in all its glossaries. Every r is sounded, because Hârnic has no silent letters.

To hear a symbol, try the interactive IPA chart at ipachart.app: touch a symbol and it speaks. It holds the sounds of English. For the four sounds here that English lacks, /ɬ/, /x/, /ø/ and the rolled /r/, I describe them in words where they come.

Why the Spelling Misleads

No name in these books was written first in the Roman letters you are reading. Our scribes write in Lakise, or in Khruni, or in Runic, and the names reached Terra through translators who had to choose Roman letters for sounds their alphabet was never made for. Hârn's maker says as much himself: the translators had to invent their conventions, and they did not all invent the same ones. *Certain.*

Lakise is a careful script. It has fourteen vowels and twenty-three consonants, and a mark to show which syllable carries the weight. Its makers allowed no waste: in Crossby's phrase, "if it isn't sounded, it isn't printed." *Certain.* Squeeze fourteen vowels into the five letters of Terra and something is lost. Most of this article is the work of getting it back.

Unofficial fan work; Hârn belongs to its publishers

One more caution comes from the same pen. Hârnic is one tongue, but its dialects differ so much that a word may be past recognition ten leagues away. Every rule below is a habit, not a law, and the Hârndex gives the best advice there is: ask the locals. *Certain.*

The Witnesses

I wrote my question into the inkhorn one evening, for Lesli of Bifel on Terra, and his answer rose on the page in the small, quick hand of the creature he calls his homunculus. It named more books on the matter than I had supposed existed. How such a creature reads so much, and so fast, I do not understand, and Lesli has never managed to explain it to me. These are the witnesses his answer named, and I have tested each as far as a man on this side of the inkhorn can.

- **The Hârndex.** A short note at its head: most Hârnic words are said as spelled, except that y is nearly always a long e. *Certain.*
- **Hârnlore 2 (1987).** Crossby's *Penny Arcane* column, a pronunciation guide letter by letter. It is the root of all the rest. *Certain.*
- **The Lakise key**, printed twice: in Hârnlore 9, again from Crossby, and in *Lythia*. It shows each of Lakise's sounds by an English word, and spells Hârn, Melderyn, Kaldor and Miginath in the script with their stress marks. *Certain.*
- **Languages & Pronunciation (2008).** Crossby's last word on the matter, published by Keléstia Productions and free to read on their site. It enlarges the 1987 table and explains the marks his house prints over its letters. *Certain.*
- **The books' own respellings.** *Religion* gives the sound of every god of the pantheon, *Magic* of every convocation, *Evael* of the Sidhe, *Ivinia* of its J and Y, and the Gedan site book of three Jarin names. *Certain.*
- **Todd Justice's Hârnic Names** (2021), a fan's list of Kaldoric, Jarin and Ivinian names with notes on how to say them. *Certain*, as his view.

The Rules That Matter Most

If a reader remembers nothing else, let it be these. Every witness agrees on them.

- **No silent letters.** Every letter is said. A final e is said lightly, as /eɪ/: Larane is /lɑˈrɑːneɪ/, Naveh is /ˈnɑːveɪ/. Crossby's own example is a Hârnic "thane", which he would have you say /ˈθɑːrneɪ/. *Certain.*
- **Y is a long e.** Melderyn is /ˌmeldəˈriːn/, never "Mel-der-in" and never "Mel-der-eye-n". *Certain.*
- **C, ch, g and th are hard.** C is /k/, ch is /tʃ/, g is /g/, th is /θ/. None of them softens before e or i. *Certain.*
- **S is never z.** *Certain.*
- **A is long in an open syllable and short in a closed one:** the a of *car* in Larani, the a of *cat* in Agrik. *Confident.*
- **The Ivinians say j as y.** So does every Ivinian name and god: Sarajin is /sɑrɑˈjiːn/. *Certain.*

Letter by Letter

This is my own table, built from all the witnesses and set out by sound. Crossby's tables, in Hârnlore 2 and in his 2008 article, use English keywords and remain the authority; I have given Hârnic examples instead. Where a rule holds except in one tongue, the last column says so, and the exceptions are explained further on.

Spelling	Say it	For example	How sure
a	/ɑː/ as in *car* in an open syllable; /æ/ as in *cat* in a closed one	Larani /lɑˈrɑːni/; Agrik /ˈægrɪk/	Confident
aa, å	a long /ɑː/, held longer than any other vowel	Orbaal /ɔrˈbɑːl/	Certain
ae	two sounds, /eɪ/ then /e/	Pagaelin /pɑˈgeɪ.elɪn/	Certain, except in Jarin names
æ	/eɪ/; less correctly /iː/	—	Certain
ai, ei	/aɪ/ as in *eye*; now and then /eɪ/	Lia-Kavair /ˈliːə kɑˈvaɪr/	Certain

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Spelling	Say it	For example	How sure
c	/k/, never /s/	Coranan /kəʊˈrɑːnæn/	Certain
cc	/kk/ or /s/ (1987); /tʃ/, in southern tongues only (2008)	—	The witnesses differ
ch	/tʃ/ as in *church*, never /ʃ/	Chybisa /tʃɪˈbiːsə/	Certain, except in Jarin names
dh	/ð/ as in *this*	—	Certain
e	/e/ as in *bed*; at the end of a word a light /eɪ/, never silent	Larane /lɑˈrɑːneɪ/; Naveh /ˈnɑːveɪ/	Certain
e before a or o	/iː/	Peoni /piːˈəʊni/; Halea /hɑˈliːə/	Certain
g	/g/, never /dʒ/	Gargun /ˈgɑːrgʌn/	Certain
i	/ɪ/ as in *fit*; at the end of a word /i/	Larani /lɑˈrɑːni/	Certain
ia, iu	/iːə/	Ivinia /ɪˈvɪniə/	Certain
j	/dʒ/ as in *jam*; Ivinians, and some other northerners, say /j/	Sarajin /sɑrɑˈjiːn/; Feljar /ˈfeljɑːr/	Certain
ll	/ɬ/, as in Welsh	Llastefan /ɬɑˈstefɑn/	Certain
o	/ɒ/ as in *fox* in a closed syllable; /əʊ/ in an open one; never /uː/	Góthmîr /ˈgɒθmɪr/; Peoni /piːˈəʊni/	Confident
ø, oe	/ø/, as in Danish	—	Certain
ou	/uː/	—	Certain
q, qu	/k/ alone; /kw/ before u	Qualdris /ˈkwɑldrɪs/	Certain
r	always sounded; rolled /r/ after a circumflex	Hârn /hɑːrn/	Certain
s, ss	/s/, never /z/ (now and then /z/ at the end of a word); ss is a long /sː/ or a slip of the pen	Siem /siːˈem/	Certain
th	/θ/ as in *thin*, never /ð/	Morgath /ˈmɔːrgæθ/	Certain
u	/ʌ/ as in *up*; sometimes /uː/	Khuzdul /ˈxʌzdʌl/	Certain
w	/w/; northerners often say /v/	—	Certain
x	/z/ at the start of a word; /ks/ elsewhere	Xerle /ˈzerleɪ/	Certain
y	/iː/ (unstressed /i/); seldom /ɪ/; never /aɪ/	Melderyn /ˌmeldəˈriːn/	Certain
zh	/ʒ/, leaning toward /dʒ/	Agrazhar /ɑˈgrɑːʒɑr/	Certain
doubles	say them once	Jakkyn /ˈdʒækɪn/	Certain

A few of these need a word more. The Welsh /ɬ/ of ll is made by setting the tongue for /l/ and blowing past its sides without voice. The /x/ I give for kh is the ch of the Scottish *loch*; no witness rules on kh, so that reading is the Fellowship's. *A fair guess.* The /ø/ of ø and oe is the vowel of *her*, said with rounded lips.

Which a, which o

Crossby's tables say that a is usually the a of *car* and sometimes the a of *cat*, and that o is usually short and rarely long. They do not say when. The books' own respellings do. *Certain*, as to the respellings.

A syllable is **open** when it ends in its vowel (the *ra* of La-ra-ni) and **closed** when a consonant ends it (the *Ag* of Ag-rik). Split a word as the books split Agrik, with one consonant going to the next syllable and two divided between them. Then every a the books respell is long in an open syllable and short in a closed one: long in Larani, Naveh, Sarajin, Pagaelin, Savorya and Lyahvi; short in Agrik, Peleahn, Miginath and Kaldor. The o does the same: long in Peoni, Odivshe and Quôrónè, short in Góthmîr. *Confident.* The i is less tidy, and I give it as /ɪ/ unless a book says otherwise.

An a or o followed by r is another matter: there the r colours the vowel, as the circumflex does, and Tharda is /ˈθɑːrdə/ whichever way it is split. *Certain.*

The Marks over the Letters

Columbia's books print only one mark over a letter, the circumflex in Hârn. Crossby's later house prints many,

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as in Kèthîra, Káldôr and Chybísa, and his 2008 article explains them. *Certain.*

- **The acute** (á) marks the syllable that carries the weight: Chybísa is /tʃiˈbiːsə/.
- **The grave** (à) marks a lesser weight, or reminds the reader that a final vowel is said: Mèlderýn is /ˌmeldəˈriːn/.
- **The circumflex** (â) gives its vowel an r, as if one followed it. Where an r really does follow, as in Hârn, roll it: /hɑːrn/. A circumflex may also mark weight where there is no acute.
- **Y takes only the acute**, never the grave or the circumflex. Crossby's reason was that his printer had no such letters.

The Lakise key bears the circumflex out. Three of the script's vowels, those of *far*, *or* and *lurk*, carry their r within them, and Hârn is written with the first of them and no separate r. *Certain.* I take the circumflex to be the translators' way of writing those three vowels. *Confident.*

A Note on My Own Marks

In *Tongues of Kèthîra* the Fellowship wrote the Khuzdul and Sindarin words it set down after the elder peoples' own scribal habit. There the circumflex marks a long vowel that takes the weight, as in Hâzûm, and the acute does the same in longer Sindarin words. (Inkhorn)

Read those marks as that guide explains them. In every Hârnic and Lythian name, read them as Crossby does.

Where the Weight Falls

Only the marks and the Lakise key say outright where the weight goes, and Columbia prints neither over Hârnic names. So I did what Lesli calls counting: I took every name a published source has spelled out for us, thirty-six in all, and marked where the weight fell.

Syllables	Names	Where the weight fell
Two	10	7 on the first, 3 on the last
Three	21	15 on the middle, 3 on the first, 3 on the last
Four	5	4 on the second, 1 on the last

From those I draw a rule of thumb, which is my own. *A fair guess.*

- **In a name of two syllables, weigh the first:** Agrik, Morgath, Kaldor, Tharda.
- **In a name of three, weigh the middle:** Larani, Peoni, Chybisa, Kethira.
- **In a name of four, weigh the second:** Pagaelin, Ivinia, Keléstia, Imelene.
- **A long vowel at the end can draw the weight onto itself:** a y, an aa or an ae, as in Melderyn, Orbaal and Chuchlaen. When it does, the first syllable often keeps a lesser weight.

Melderyn deserves its own word, for it is where the quarrel started. Crossby heard it said in at least four ways, and pointed out that a word of three syllables could be weighted in six. *Certain.* His answer was Mèlderýn: a lesser weight on the first syllable and the greater on the last, /ˌmeldəˈriːn/. The Lakise key marks the same two syllables. *Certain.* My mother was right. I have written to tell Hustan so.

Names the Books Have Spoken For Us

Here is every name a published source has spelled out for its readers. The respellings are theirs; the IPA is mine, set down from them.

Name	Say it	Where it is spelled out
Agrik	/ˈægrɪk/	Religion
Halea	/hɑˈliːə/	Religion
Ilvir	/ɪlˈviːr/	Religion (stress not marked)
Larani	/lɑˈrɑːni/	Religion
Morgath	/ˈmɔːrgæθ/	Religion
Naveh	/ˈnɑːveɪ/	Religion; Hârnlore 2
Peoni	/piːˈəʊni/	Religion
Sarajin	/sɑrɑˈjiːn/	Religion
Save-K'nor	/sɑveɪkəˈnɔːr/	Religion
Siem	/siːˈem/	Religion
Fyvria	/ˈfɪvriə/	Magic
Jmorvi	/dʒəˈmɔːrvi/	Magic
Lyahvi	/liːˈɑːvi/	Magic

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Name	Say it	Where it is spelled out
Odivshe	/əʊˈdɪvʃeɪ/	Magic
Peleahn	/peleɪˈæn/	Magic
Savorya	/sɑˈvɔɪjə/	Magic
Sidhe	/ʃiː/	Evael
Chuchlaen	/kuːʃˈleɪn/	Gedan
Aenghysa	/iːnˈgaɪsə/	Gedan
Cheyn Mhic Cainte	/ˈkeɪn mɪk ˈkænt/	Gedan
Melderyn	/ˌmeldəˈriːn/	the Hârndex; Hârnlore 2; Lakise; Crossby 2008
Hârn	/hɑːrn/	Lakise; Crossby 2008
Kaldor	/ˈkældɔːr/	Lakise
Miginath	/ˈmɪgɪnæθ/	Lakise
Pagaelin	/pɑˈgeɪ.elɪn/	Hârnlore 2; Crossby 2008
Larane	/lɑˈrɑːneɪ/	Todd Justice
Imelene	/ɪˈmeleneɪ/	Todd Justice
Feljar	/ˈfeljɑːr/	Todd Justice

Tongue by Tongue

Hârnic

Everything above is Hârnic first. The Hârnic tongues include those of the Chelni, Gozyda, Hodiri, Kath, Pagaelin and Tulwyn, each a dialect strong enough to cost a stranger something in understanding. The Bujoc speak Hârnic too, with one word for he, she, it, we and they: *Ah*. *Certain*. I suppose it said /ɑː/. *A fair guess.*

Jarinese and the Jarin names

Jarinese has soft consonants and a pleasant rhythm. *Certain.* The Jarin names break Crossby's rules more than any others. The Gedan book spells out three: Chuchlaen is /kuːʃˈleɪn/, with ch as /ʃ/ and ae as a single /eɪ/; Aenghysa is /iːnˈgaɪsə/, with ae as /iː/ and y as /aɪ/; and Cheyn Mhic Cainte is /ˈkeɪn mɪk ˈkænt/. *Certain.* These are the habits of Terra's Gaelic, not of Lakise.

Todd Justice adds that a Jarin w may serve as a vowel, said /uː/, and that a Jarin dd is the /ð/ of *this*, not the /θ/ of *thin*. *Certain*, as his reading. I would add that the Jarin y is less to be trusted than any other. *A fair guess.*

Ivinian and Orbaalese

Ivinian is said mostly as spelled, with j as /j/ and y as /iː/. Its two great dialects, northern and southern, both draw out their vowels with a lilt. Northerners often say w as /v/. *Certain.* Feljar is /ˈfeljɑːr/, and aa is common, said long. *Certain.*

Emela

I have written of Emela's titles in *The Lady's Grammar*. The priests would not teach me to say them, and no book does. I read them by the Hârnic rules. *A fair guess.*

Khuzdul and Sindarin

The Khuzdul will not teach their tongue to anyone. *Certain.* What the Fellowship knows of how it sounds is set out in *Tongues of Kèthîra*. Of the elves the books give one sound: Sidhe is said like the English *she*, /ʃiː/. *Certain.*

The strangest tongues

Kamakin, the speech of the Kamaki of Kamace, mixes a singsong lilt with long vowels, stops in the throat and clicks of the throat. *Certain.* I take the apostrophe in their *Tre'clut tu-ek* to be one of those stops, /ʔ/. *A fair guess.* Gargun speech sounds to a human ear like chaotic grunts and growls, because so much of it is said with the hands. Ilmean is so complex that, put into Hârnic, it sounds pompous and stilted. *Certain.*

The families of Lythia

Lythia describes how each family of tongues sounds. My summary:

Family	How it sounds
Jarind (Hârnic, Jarinese, Emela, Yarili)	A singsong lilt, broken now and then by a hard sound in the throat. Jarinese itself has soft consonants and a pleasant rhythm.
Pharic (Ivinian, Quarph, Shorka, Trierzi)	Pitch that rises and falls, and long compound nouns. Ivinian draws out its vowels, with a lilt, in both its northern and southern speech.
Azeri (Azeryani, Karejian, Byrian)	Rising tones and very large vocabularies.
Anzelan	Short, sharp syllables in compound groups. How long a vowel is held changes the meaning.
Mafani	Long compound words with a clicking sound in them.

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Family	How it sounds
Molkuren	Great swings of pitch and tone, which carry a great deal of meaning.
Numec	Long vowels cut off by abrupt stops in the throat.
Reshenic, Ketaric	The books describe their histories, not their sound. I cannot say.

For the Terran tongues each one most resembles, see *Tongues of Kèthîra*.

Apostrophes and Consonants That Collide

Several names join consonants that English will not join, or put an apostrophe between them: Save-K'nor, P'var and Shek-Pvar, Jmorvi, Ch'misa. The books give two of these a sound. Save-K'nor is /sɑveɪkəˈnɔːr/ and Jmorvi is /dʒəˈmɔːrvi/. In both, a short /ə/ slips in between the colliding consonants. *Certain.*

So I read every such apostrophe, and every such collision, as a short /ə/: Shek-Pvar is /ʃek pəˈvɑːr/. *Confident*, from those two. The z'hura of the Khuzdul and the Kamaki stops above may be different creatures, and I have said so where they come.

Where the Witnesses Disagree

It would be a poor scholar who hid these. I list them so that no reader thinks the rules are tidier than they are.

- **Ch.** Every table says /tʃ/, never /ʃ/; Gedan gives Chuchlaen /kuːʃˈleɪn/. I follow Gedan for Jarin names and the tables for the rest.
- **Ae.** Every table says two sounds and rarely /iː/; Gedan gives Aenghysa /iːnˈgaɪsə/ and Chuchlaen a single /eɪ/. The same answer: Jarin names go their own way.
- **Y.** Every table says /iː/ and never /aɪ/; *Magic* gives Fyvria /ˈfɪvriə/ and Gedan gives Aenghysa /aɪ/. Fyvria is the "seldom /ɪ/" the tables allow. Aenghysa is Jarin.
- **Savorya.** Its spelling has an or; *Magic* gives /sɑˈvɔɪjə/. I cannot say whether that is a printer's slip. I say /sɑˈvɔːrjə/ myself, and no Savoryan has corrected me.
- **E before a.** The 1987 rule makes it /iː/, as in Halea and Peoni; *Magic* gives Peleahn /peleɪˈæn/. I follow the rule, and *Magic* for Peleahn.
- **A and o.** Crossby's tables say only that a is usually long and o usually short; the respellings show both long in open syllables and short in closed ones. I follow the respellings.
- **Ö.** The Lakise key gives ö the vowel of *or*; Crossby's 2008 article gives it the vowel of *phone*. I cannot reconcile them, and Columbia's books do not print the letter.
- **Cc.** In 1987, /kk/ or /s/; in 2008, /tʃ/, in southern tongues. I follow the later.
- **R in Melderyn.** Hârnlore 9 spells Melderyn in Lakise with an r after its lurk vowel; *Lythia* leaves the r out. The second agrees with what the key says of those vowels; the first is how the name is spelled. Both are said /ˌmeldəˈriːn/.
- **Thane.** In 1987 the final e was a full /eɪ/; in 2008, "lightly sounded". I say a light /eɪ/ and offend neither.
- **Kobean or Kobeon.** The Kubora themselves cannot agree what their tribe is called. Twenty years ago it was Kobeon; Kobean has the upper hand now. *Certain.* I mention it to show that the locals argue too.

A Gazetteer for the Tongue

Here are the names most often heard at the table: the realms and cities, the gods and their churches, the convocations and their mages, the peoples, tongues and tribes, and the months of the year. Every spelling is Columbia's. Where Crossby's house prints marks over a name, I give his spelling too. Each reading follows the rules above, and the last column says how sure I am.

A few names the books coined in English, such as Jarinese, Orbaalese, Runic and the Earthmasters. Say them as English, and they are not listed here.

The world and its lands

Name	Say it	How sure
Hârn	/hɑːrn/	Certain

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Name	Say it	How sure
Hârnic	/ˈhɑːrnɪk/	Confident
Kèthîra	/ˌkeˈθɪrə/	Confident (Crossby's marks)
Lythia (Lýthia)	/ˈliːθiə/	Confident (the mark)
Keléstia	/keˈlestiə/	Confident (the mark)
Yashain	/ˈjɑːʃaɪn/	A fair guess
Ivinia (Ivínia)	/ɪˈvɪniə/	Confident (the mark)
Shorkyne (Shôrkýnè)	/ʃɔːrˈkiːneɪ/	Confident (the marks)
Trierzon (Tríerzòn)	/ˈtriːerzɒn/	Confident (the marks)
Azeryan	/ɑˈzeriæn/	A fair guess
Karejia	/kɑˈredʒiə/	A fair guess
Palithane	/pɑˈlɪθɑneɪ/	A fair guess
Quarphor	/ˈkwɑːrfɔːr/	A fair guess; no witness rules on ph

The realms of Hârn

Name	Say it	How sure
Azadmere	/ˈɑːzædmereɪ/	A fair guess (a Khuzdul word)
Chybisa (Chybísa)	/tʃiˈbiːsə/	Confident (the mark)
Evael	/eˈveɪ.el/	A fair guess
Kaldor (Káldôr)	/ˈkældɔːr/	Certain (the Lakise key)
Kanday	/ˈkændeɪ/	A fair guess
Melderyn (Mèlderýn)	/ˌmeldəˈriːn/	Certain
Orbaal (Orbáal)	/ɔrˈbɑːl/	Confident (the mark)
Rethem	/ˈreθem/	A fair guess
Tharda (Thârda)	/ˈθɑːrdə/	Confident (the mark)

Cities and great seats

Name	Say it	How sure
Aleath	/ɑˈliːæθ/	A fair guess
Cherafir	/tʃeˈrɑːfɪr/	A fair guess
Coranan	/kəʊˈrɑːnæn/	A fair guess
Golotha	/gəʊˈləʊθə/	A fair guess
Shiran	/ˈʃiːræn/	A fair guess
Tashal	/ˈtɑːʃæl/	A fair guess
Thay	/θeɪ/	A fair guess; no witness rules on ay
Olokand	/əʊˈləʊkænd/	A fair guess

The gods and their churches

Name	Say it	How sure
Agrik, Agrikan	/ˈægrɪk/, /ˈægrɪkæn/	Certain; the church a fair guess
Halea, Halean	/hɑˈliːə/, /hɑˈliːən/	Certain; the church a fair guess
Ilvir, Ilviran	/ɪlˈviːr/, /ɪlˈviːræn/	Confident; the church a fair guess
Larani, Laranian	/lɑˈrɑːni/, /lɑˈrɑːniən/	Certain; the church a fair guess
Morgath, Morgathian	/ˈmɔːrgæθ/, /mɔːrˈgæθiən/	Certain; the church a fair guess
Naveh, Navehan	/ˈnɑːveɪ/, /nɑˈveɪæn/	Certain; the church a fair guess
Peoni, Peonian	/piːˈəʊni/, /piːˈəʊniən/	Certain; the church a fair guess
Sarajin, Sarajinian	/sɑrɑˈjiːn/, /sɑrɑˈjiːniən/	Certain; the church a fair guess
Save-K'nor	/sɑveɪkəˈnɔːr/	Certain
Siem	/siːˈem/	Certain

Mages and their convocations

Name	Say it	How sure
Shek-Pvar, Pvar	/ʃek pəˈvɑːr/, /pəˈvɑːr/	Confident
Mavari, Satia-Mavari	/mɑˈvɑːri/, /sɑˈtiːə mɑˈvɑːri/	A fair guess
Shenava, Viran	/ʃeˈnɑːvə/, /ˈviːræn/	A fair guess
Fyvria, Fyvrian	/ˈfɪvriə/, /ˈfɪvriən/	Certain; the mage a fair guess
Jmorvi	/dʒəˈmɔːrvi/	Certain
Lyahvi	/liːˈɑːvi/	Certain

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Name	Say it	How sure
Odivshe	/əʊˈdɪvʃeɪ/	Certain
Peleahn	/peleɪˈæn/	Certain
Savorya, Savoryan	/sɑˈvɔːrjə/, /sɑˈvɔːrjæn/	The witnesses differ (see above)

Guilds, peoples and creatures

Name	Say it	How sure
Mangai	/ˈmæŋgaɪ/	A fair guess
Lia-Kavair	/ˈliːə kɑˈvaɪr/	A fair guess
Khuzdul, Khuzan	/ˈxʌzdʌl/, /ˈxuːzæn/	A fair guess
Sindarin, Sindar	/sɪnˈdɑːrɪn/, /ˈsɪndɑːr/	A fair guess
Sidhe	/ʃiː/	Certain
Gargun	/ˈgɑːrgʌn/	A fair guess
Ivashu	/ɪˈvɑːʃuː/	A fair guess
Ilme	/ˈɪlmeɪ/	A fair guess
Hru	/hruː/	A fair guess

Tongues and scripts

Name	Say it	How sure
Jarin	/ˈdʒɑːrɪn/; Ivinians say /ˈjɑːrɪn/	Confident
Ivinian	/ɪˈvɪniən/	Confident
Emela	/eˈmelə/	A fair guess
Azeryani	/ɑzeriˈɑːni/	A fair guess
Trierzi	/ˈtriːerzi/	A fair guess
Lakise	/lɑˈkiːseɪ/	A fair guess
Khruni	/ˈxruːni/	A fair guess
Selenian	/seˈleniən/	A fair guess

The tribal nations

Name	Say it	How sure
Adaenum	/ɑˈdeɪ.enʌm/	A fair guess
Anoa	/ɑˈnəʊə/	A fair guess
Bujoc	/ˈbuːdʒɒk/	A fair guess
Chelni	/ˈʧelni/	A fair guess
Chymak	/ˈʧiːmæk/	A fair guess
Equani	/eˈkwɑːni/	A fair guess
Gozyda	/gəʊˈziːdə/	A fair guess
Hodiri	/həʊˈdiːri/	A fair guess
Kabloqui	/kɑˈbləʊkwi/	A fair guess
Kamaki	/kɑˈmɑːki/	A fair guess
Kath	/kæθ/	A fair guess
Kubora	/kuːˈbɔːrə/	A fair guess
Pagaelin	/pɑˈgeɪ.elɪn/	Certain
Solori	/səʊˈlɔːri/	A fair guess
Taelda	/teɪˈeldə/	A fair guess
Tulwyn	/tʌlˈwiːn/	A fair guess
Urdu	/ˈɜːrduː/	A fair guess
Ymodi	/iːˈməʊdi/	A fair guess

The months, and the reckoning

Name	Say it	How sure
Nuzyael	/nʌˈziːeɪ.el/	A fair guess
Peonu	/piːˈəʊnuː/	A fair guess
Kelen	/ˈkelen/	A fair guess
Nolus	/ˈnəʊlʌs/	A fair guess
Larane	/lɑˈrɑːneɪ/	Certain (Todd Justice)
Agrazhar	/ɑˈgrɑːʒar/	A fair guess
Azura	/ɑˈzuːrə/	A fair guess
Halane	/hɑˈlɑːneɪ/	A fair guess
Savor	/ˈsɑːvɔːr/	A fair guess
Ilvin	/ˈɪlvɪn/	A fair guess
Navek	/ˈnɑːvek/	A fair guess
Morgat	/ˈmɔːrgæt/	A fair guess
Tuzyn (TR, the Tuzyn Reckoning)	/ˈtuːziːn/	A fair guess

For the Game Master

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A Card for the Table

Say every letter, and the final e as a light /eɪ/.

Y is /iː/. Ch is /tʃ/; c, g and th are hard; s is /s/.

A is the a of *car*.

Two syllables: weigh the first. Three: the middle. Four: the second.

Ivinians say j as /j/ and often w as /v/.

Jarin names follow Gaelic habits: ch may be /ʃ/, ae may be /iː/.

An apostrophe or a clash of consonants hides a short /ə/.

Hear any symbol at ipachart.app.

Accents at the Table

The rules give a character's accent by fluency. At a rudimentary grasp it is probably awful. At a fair grasp it amuses or annoys. Even a fluent speaker of a second tongue keeps a noticeable accent. Only mastery passes for a local.

Todd Justice suggests a Welsh or Scots voice for a Jarin, and a Scandinavian one for an Ivinian. I add a lilt for any Jarind speaker and drawn-out vowels for an Ivinian. (Inkhorn)

Choose one way to say each name at your table and keep to it. A name that changes from week to week tells players it does not matter.

Hooks

The shibboleth. A Kaldoric spy in Cherafir is undone by how he says Melderyn. The party heard him, and only they know which way he said it.

The moot. At a gathering of the Kubora clans, one guest's careless "Kobeon" is taken for an insult. Whose side was he on?

The password. The word is clear on the scrap of parchment, but the man who wrote it is Ivinian. The doorkeeper is waiting for the j said as /j/.

The accent. A weaponcrafter in Orbaal speaks Ivinian and Jarinese with an accent nobody can place, and the gossip says he has Khuzdul blood. A character with mastery of Khuzdul might settle it, if any human has such mastery.

Sources and Additions

This section is set down plainly. It lists what in this account comes from published works, and what the Inkhorn Fellowship adds; the Fellowship's additions are marked (Inkhorn) or given as fair guesses in the text.

Published sources

- N. Robin Crossby, *Penny Arcane: Pronunciation guide*, in *Hârnlore* 2 (Columbia Games, #4902, 1987). The letter-by-letter rules.
- N. Robin Crossby, *Penny Arcane: The Lakise Script*, in *Hârnlore* 9 (Columbia Games, #4909); and Columbia Games, *Lythia*, the Lakise alphabet. The sound key and the four examples in the script.
- N. Robin Crossby, *Languages & Pronunciation* v.1.00 (Keléstia Productions, 2008), free at kelestia.com. The enlarged rules and the marks.
- Columbia Games, *Hârndex*: its note on pronunciation.
- Columbia Games, *Religion* (#4401): the respellings of the pantheon.
- Columbia Games, *Magic* (#4301): the respellings of the convocations.
- Columbia Games, *Evael* (#5081): the Sidhe. *Ivinia*: its note on pronunciation and its dialects. *Gedan* (#5885): its pronunciation guide. *Jarin*: the sound of Jarinese.
- Columbia Games, *Lythia*: the families of speech and how they sound. *Barbarians* (#4761): the tribal tongues, Bujoc and Kamakin. *Tribes of the Kubora* (#4762): Kobean and Kobeon. *HârnMaster* core rules: Gargun speech and the language fluency table. *Bestiary* (#4601): the Ilmean tongue. *Kingdom of Azadmere*: the Khuzdul and their tongue. *Castles of Orbaal*: the weaponcrafter of Pled.

Fan sources

- Todd Justice, *Hârnic Names* (2021): his notes on the final e, the Jarin w and dd, and the Ivinian j.

Terran sources

- The International Phonetic Alphabet, and the interactive IPA chart at ipachart.app, which Lesli of Bifel commends to every reader who would hear the symbols.

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The Fellowship's additions

- Every IPA transcription, including those of names the books respell.
- The count of where the weight falls, and the rule of thumb drawn from it.
- The readings of the apostrophe, of kh, of the Kamaki stop and of every name marked a fair guess.
- The gazetteer, the card, the hooks, and my mother.

Set down a page or two at a time, as often as the inkhorn would carry my questions, and finished on the night it ran dry.

Return to the top of the article

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