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# A RESEARCH INTO THE DRAGON LANGUAGE

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## 龙语入门



## 【LORE】DRAGON ALPHABET

### 龙语字母表



The **Dragon Alphabet** is the alphabet used for the Dragon Language. Text written in the Dragon Alphabet is found on walls in ancient dungeons and on burial grounds in the form of World Walls. The alphabet consists of 34 symbols: 25 that map directly to letters in the Latin alphabet, and 9 that represent pairs of letters. There is a symbol for every letter in the Latin alphabet except for "C".

龙语字母表是龙语所使用的字母表。由龙语字母写就的文字以龙语墙的形式出现在地洞和龙崖上。字母表由34个字母组成：其中25个可以与拉丁字母表对应，还有9个由字母对组成。而其中只有拉丁字母“C”在字母表中无法找到对应。

The shape of the letters is constrained by their need to be written using three large talons and a vestigial fourth digit called the dewclaw. Thus, all of the character symbols consist of a maximum of three scratches occasionally punctuated with a dot from the dewclaw.

字母的书写通常由三画大的爪痕以及被称为“悬趾”的一点组成。因此，所有的字符最多由三画组成，有些字符中会有悬趾。

A	AA	AH	B	D	E	EI	EY	F	G	H	I	II	IR	J	K	L
𐄀	𐄁	𐄂	𐄃	𐄄	𐄅	𐄆	𐄇	𐄈	𐄉	𐄊	𐄋	𐄌	𐄍	𐄎	𐄏	𐄐
M	N	O	OO	P	Q	R	S	T	U	UU	UR	V	W	X	Y	Z
𐄑	𐄒	𐄓	𐄔	𐄕	𐄖	𐄗	𐄘	𐄙	𐄚	𐄛	𐄜	𐄝	𐄞	𐄟	𐄠	𐄡



## 【LORE】PRONUNCIATION

### 发音



Some people may find the pronunciation of the Dragon Alphabet digraphs "aa", "ah", "ei", "ey", "ii", "ir", "uu", "ur", and "oo" to be confusing.

有些人会纠结于龙语字母表中下列字母组合的发音："aa", "ah", "ei", "ey", "ii", "ir", "uu", "ur", 和 "oo"。

Digraph	IPA	Example
aa	/æ/	trap, bad, ham
ah	/ɔ/	thought, taut, hawk
ei, ey	/i:/	fleece, seed, key
ii	/ɪ/	kit, ship, rip
ir, ur	/ɛr/	square, care, air
oo	/u:/	goose, group, few

However, assuming that the initial syllables heard in the musical pieces for the game are the standard form, then the language takes on a more Scandinavian sound:

"aa" and "ah" are both a long, open "a" /a:/, the latter, however, being formed more gutturally (sometimes becoming /ɔ:/).

然而，根据游戏中提供的音乐所听到的音节，龙语听上去更像是斯堪迪纳维亚式的发音："aa"和"ah"都发长音，开音节"a" /a:/的音，而后者发音位置更靠后，有时就变成了/ɔ:/。

"oo" is used in the instances where the normal "o" sound /o/ (English "port") needs to become long (/o:/), as in the English "door". Only "uu" takes on the sound of an English double-"o" (see the above examples). "ii" would tend to be longer (/i:/).

"oo"在实际中发的音要比"o"音/o/ (英语中的"port")更长(/o:/)，如英语中的"door"。只有"uu"采用了英语中的双写"o"音(见上面的实例)。“ii”则更倾向于发长元音(/i:/)。

"ir" and "ur" equate to /ɪr/ and /ur/, respectively.

相对的，“ir”和“ur”则相当于/ɪr/和/ur/。

Finally, there is a difference between "ei" and "ey" in that "ei" is pronounced as in German, producing a vowel as in price. "Ey," on the other hand, sounds as in face.

最后，“ei”和“ey”的区别还是比较大的，“ei”像德语中那样发音，读起来像 price。而“Ey,”

则像 face 那样发音。

## 【LORE】GRAMMAR

### 语法



The language has basically the same grammar as English, with three exceptions: it has no equivalent to English's apostrophes, it tends to place prepositional phrases earlier in sentences than is done in English, and verb tense is often ignored. To make a word plural, the last letter of the singular word is repeated and followed by an "e". For example, the plural form of "kel" (an Elder Scroll) is "kelle".

龙语的语法与英语基本类似，只有三处不同：龙语没有与英语中撇号类似的符号，龙语会将介词短语放在句子中比英语更前的位置，动词时态往往省略。要构成一个名词的复数形式，在名词的单数形式结尾重复并加上一个“e”。例如“kel”(上古卷轴)的复数形式就是“kelle”。

To indicate singular possession — as in “my”, “your”, “his”, or “her” — the letter “i” is added to the end of the word, except when the word ends in “ii”, in which case an “l” is appended. To indicate plural possession — as in “our” or “their” — the letter “u” is added to the end of the word. To indicate perfective aspect (as in “have silenced”), the letters “aan” are added to the end of the word.

要表示单数所有格——例如“我的”、“你的”、“他的”和“她的”——通常在名词结尾加字母“i”，除非名词以“ii”结尾，而在这种情况下就加上“l”。要表示复数所有格——例如“我们的”或者“他们的”——在名词后面加上字母“u”。要表示完成时(例如“have silenced”)，在动词结尾加上字母组合“aan”。

Words are constructed in such a way that, when combined, form new words. A known construction is “Junnesejer” which mean “the kings of the east.” “Jun” being King and “Jer” being East. Thus, combining words will allow you to convey an idea or another word. For Example: Moon and Eclipse are not part of the vocabulary, but Sun (Krein) and Night (Vulon) are. The word is based on which of the words come first, because the first word is prominent. If you were to say VulonKrien then the prominent word is Night while the secondary is Sun, and you would have Moon (i.e A light in the night). Vice versa with KrienVulon, the sun is prominent and night is secondary so you would have Eclipse (Darkness where the sun is). With Junnesejer, it means The kings of the east. But if you were to put it as Jersejun

it would say East Ring. "se" is a conjunction between words that are combined to fill in the particles but it's just as easily understood without it.

新词的构造按照结合的方式进行。一个已知的构词是“Junnesejer”，意为“东境之王”。“Jun”表国王，“Jer”表东方。因此，将词连接可以构成新的词义。例如：“月亮”和“日蚀”这两个词不在词汇表中，但是“太阳”(Rein)和“夜晚”(Vulon)却是存在的。新组成的词的词义取决于哪个词为先行，因为前面一个词的词义突出。如果你说的是 VulonRein 那么“夜晚”这个词为主导而“太阳”次之，那么你就构成了“月亮”(即“夜晚的光”)。反之，ReinVulon 这个词中，“太阳”主导而“夜晚”次之，那么你就构成了“日蚀”(即“太阳的黑暗”)。而 Junnesejer，表示的是东境的国王。但是你若用 Jersejun 那么说起来就是东王。“se”是一个介词，用来构成完整的语义，但是不使用该词也能够很好地理解。

## 【LORE】TRANSLATION KEY

### 基础词汇



#### A ㄣ

Ag	ㄣㄣ	Burn	燃烧
Al	ㄣㄣ	Destroyer	毁灭者
Alok	ㄣㄣㄣㄣ	Arise	崛起
Alun	ㄣㄣㄣㄣ	Ever	曾经
Amativ	ㄣㄣㄣㄣㄣㄣ	Onward	前进
Au	ㄣㄣ	On	在…上
Aus	ㄣㄣㄣ	Suffer	忍受

#### AA ㄣ

Ark	ㄣㄣ	Guide	指引
Aal	ㄣㄣ	May	也许
Aan	ㄣㄣ	A(n), Idea, Slave	冠词,理念,奴隶
Aar	ㄣㄣ	Servant, Slave	仆人,奴隶
Aav	ㄣㄣ	Join	参与
Aaz	ㄣㄣ	Mercy	怜悯

**AH** 𐄀𐄁

Ah	𐄀𐄁	Hunter	猎手
Ahmik	𐄀𐄁𐄀𐄁𐄀𐄁	Service	服务
Ahmul	𐄀𐄁𐄀𐄁𐄀𐄁	Husband	丈夫
Ahkrin	𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁	Courage	勇气
Ahraan	𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁	Wound	创伤
Ahrk	𐄀𐄁𐄀𐄁𐄀𐄁	And	和
Ahrol	𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁	Hill	山
Ahst	𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁	At	在…处
Ahzid	𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁𐄀𐄁	Bitter	苦涩

**B** 𐄀𐄂

Bah	𐄀𐄂𐄀𐄂	Wrath	愤怒
Bahlaan	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Worthy	值得
Balaan	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Hunger	饥饿
Bahlok	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Foul	污秽
Bein	𐄀𐄂𐄀𐄂𐄀𐄂	Open	开
Bex	𐄀𐄂𐄀𐄂𐄀𐄂	Scorn	鄙视
Beyn	𐄀𐄂𐄀𐄂𐄀𐄂	Flow, Fly, Move	流动, 飞行, 移动
Bo	𐄀𐄂𐄀𐄂	Borrow	借
Bodiis	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Age	年龄
Bok	𐄀𐄂𐄀𐄂𐄀𐄂	Beg	祈求
Bolog	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Humble	谦逊
Bonaar	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Father	父亲
Bormah	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Flee	逃离
Bovul	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Bold(ly), Rash	勇敢, 鲁莽
Boziik	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Specter	幽灵
Brendon	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Beauty	美
Brii	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Sister	姐姐
Briinah	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	(for her) Sister's	(她的)姐姐的
Briinahii	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Beautiful	美丽的
Brit	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Clan	部落
Brod	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	North	北方
Brom	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Nord	诺德
Bron	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂	Savage	野人
Bruniik	𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂𐄀𐄂		

**D** 𐄀𐄃

Daal	𐄀𐄃𐄀𐄃	Return	回归
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Daan	𐄀𐄁𐄂	Doom	毁灭
Daanii	𐄀𐄁𐄂𐄃	Doomed	被毁的
Daanik	𐄀𐄁𐄂𐄃𐄄	This/These	这/这些
Daar	𐄀𐄁𐄃	Push	推
Dah	𐄀𐄃	Remember	记得
Dahmaan	𐄀𐄃𐄄𐄅𐄆	Keep, guard	堡垒, 守卫
Dein	𐄀𐄇𐄈	Soil	土壤
Denek	𐄀𐄇𐄈𐄉𐄊	Fate	命运
Dez	𐄀𐄇𐄉	Mine	我的
Dii	𐄀𐄇𐄊	Undead	不死的
Diil	𐄀𐄇𐄊𐄋	Freeze	冰冻
Diin	𐄀𐄇𐄊𐄌	Wyrn	古龙
Diiv	𐄀𐄇𐄊𐄍	Swallow	吞噬
Diivon	𐄀𐄇𐄊𐄍𐄎	Dead	死的
Dilon	𐄀𐄇𐄊𐄍𐄏	Death	死亡
Dinok	𐄀𐄇𐄊𐄍𐄐	End of time	终焉
Dinoksetiid	𐄀𐄇𐄊𐄍𐄐𐄑𐄒𐄓𐄔𐄕	Die	死去
Dir	𐄀𐄇𐄔	Of/About	关于
Do	𐄀𐄇𐄕	Hound	追捕
Dok	𐄀𐄇𐄕𐄖	Dragonkind, dragon	龙
Dov	𐄀𐄇𐄕𐄗	Dragon	龙的
Dovah	𐄀𐄇𐄕𐄗𐄘	Dragonstone	龙石
Dovahgolz	𐄀𐄇𐄕𐄗𐄘𐄙𐄚𐄛	Dragonborn	龙裔
Dovahkiin	𐄀𐄇𐄕𐄗𐄘𐄙𐄛𐄜𐄝	Pray	祈祷
Draal	𐄀𐄇𐄛𐄞𐄟	Do(es)	做
Dreh	𐄀𐄇𐄛𐄟𐄠	Peace	宁静
Drem	𐄀𐄇𐄛𐄟𐄡	Did	做了
Drey	𐄀𐄇𐄛𐄟𐄢	Lord	君主
Drog	𐄀𐄇𐄛𐄟𐄣	Bring	带来
Drun	𐄀𐄇𐄛𐄟𐄤	Devour	努力
Du	𐄀𐄇𐄛	Devoured	努力过
Duaan	𐄀𐄇𐄛𐄥𐄦	Crown	王冠
Du'ul	𐄀𐄇𐄛𐄥𐄧	Dishonor	耻辱
Dukaan	𐄀𐄇𐄛𐄥𐄧𐄨	Grace	优雅
Dun	𐄀𐄇𐄛𐄨	Curse	诅咒
Dur	𐄀𐄇𐄛𐄩	Steel	钢
Dwiin	𐄀𐄇𐄛𐄩𐄪	Carve	刻
Dwirok	𐄀𐄇𐄛𐄩𐄪𐄫		

E 𐄬

Ek  
Enook𐄬𐄭  
𐄬𐄭𐄮𐄯Her  
Each她的  
各自

[illegible][illegible]

Warmth	温暖
The (see also "Fin"; less common)	定冠词 (见 Fin, 较少见)
Fear	恐惧
Fearless	无畏的
Pain	痛苦
For	为了
Friend	朋友
Elf	精灵
Fade	淡褪
Feral	野生的
Will	将会
Shall	将会
Forest	森林
Bane	灾祸
Mirror	镜子
Escape	逃脱
The (see also "Faal")	定冠词
Frost	霜
When	何时
Hoar	霜白
Wrong	错
Haunt	出没
Charge	冲锋
Hot	热的
Eagerness	渴望
(Battle)field	战场
Kin/Related	亲属/相关
Ephemeral /Temporary	短暂的
So	这样
Told	告诉
Unfurl(ed)	展开
Fail	失败
Force	力



G

Gaaf	𐀀𐀁𐀂	Ghost	鬼魂
Gaan	𐀀𐀁𐀃	Stamina	耐力
Gaar	𐀀𐀁𐀄	Unleash	释放
Gahrot	𐀀𐀂𐀃𐀄𐀅	Steal	偷
Gahvon	𐀀𐀂𐀃𐀄𐀅𐀆	Yield	屈从
Geh	𐀀𐀃𐀄𐀅	Yes	是
Gein	𐀀𐀃𐀄𐀆	One	一
Geinmaar	𐀀𐀃𐀄𐀆𐀇𐀈𐀉	Oneself	自己
Gogil	𐀀𐀃𐀄𐀆𐀇	Goblin	地精
Gol	𐀀𐀃𐀄𐀇	Earth	大地
Golt	𐀀𐀃𐀄𐀇𐀈	Ground	地面
Golz	𐀀𐀃𐀄𐀇𐀈𐀉	Stone(countable)	石头
Govey	𐀀𐀃𐀄𐀇𐀈𐀉𐀊	Remove	去除
Graan	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋	Rout	击溃
Grah	𐀀𐀃𐀄𐀇𐀈	Battle	战斗
Grahmindol	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏	Stratagem	策略
Gravuun	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Autumn	秋天
Grik	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋	Such	如此
Grind	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌	Meet	见面
Grohiik	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎	Wolf	狼
Gron	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋	Bind	约束
Gut	𐀀𐀃𐀄𐀇𐀈𐀉	Far	远

H

Haal	𐀀𐀃𐀄𐀇𐀈	Hand	手
Haalvut	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Touch	触摸
Haas	𐀀𐀃𐀄𐀇𐀈𐀉	Health	健康
Hadrim	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎	Mind	心智
Hahdrim	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏	Mind	心智
Hah	𐀀𐀃𐀄𐀇𐀈𐀉	Axe	斧子
Hahkun	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎	Dream	梦
Hahnu	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Forge	铸造
Heim	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋	Here	此处
Het	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋	Brutal	残暴的
Hevno	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎	Duty	使命
Heyv	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Your	你的
Him	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Wish, hope	希望
Hin	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍	Steading	农场
Hind	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎		
Hofkah	𐀀𐀃𐀄𐀇𐀈𐀉𐀊𐀋𐀌𐀍𐀎𐀏𐀐𐀑		

Hokoron	ᠬᠣᠷᠣᠨ	Enemy	敌人
Hon	ᠬᠣᠨ	Hear	听
Horvut	ᠬᠣᠷᠪᠤᠲᠤ	Lure	引诱
Horvutah	ᠬᠣᠷᠪᠤᠲᠤᠬᠤ	Trapped	被困
Hun	ᠬᠤᠨ	Hero	英雄
Huzrah	ᠬᠤᠵᠢᠷᠠᠬᠤ	Hearken	倾听

## I ᠬᠢ

In	ᠬᠢᠨ	Master	大师
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## II ᠬᠢᠵᠢ

liz	ᠬᠢᠵᠢ	Ice	冰
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## J ᠬᠢᠵᠢ

Jer	ᠬᠢᠵᠢᠷ	East	东方
Joor(re)	ᠬᠢᠵᠢᠷᠢᠭᠤ	Mortal(s)	凡人
Jot	ᠬᠢᠵᠢᠭᠤ	Maw	胃
Jul	ᠬᠢᠵᠢᠭᠤ	Man/Mankind/Humans (See also “Muz”)	人类(见 Muz)
Jun	ᠬᠢᠵᠢᠨ	King, Light	王, 光
Junnesejer	ᠬᠢᠵᠢᠨᠢᠵᠢᠷᠢᠭᠤᠵᠢᠷᠢᠭᠤ	Kings of the East	东境之王

## K ᠬᠢᠵᠢ

Kaal	ᠬᠢᠵᠢᠭᠤ	Champion	冠军
Kaan	ᠬᠢᠵᠢᠨ	Kyne	Kyne
Kaaz	ᠬᠢᠵᠢᠭᠤ	Cat/Khajiit	猫/猫人
Kah	ᠬᠢᠵᠢ	Pride	骄傲
Kein	ᠬᠢᠵᠢᠨ	War	战争
Keizaal	ᠬᠢᠵᠢᠨᠢᠵᠢᠭᠤ	Skyrim	天际
Kel(le)	ᠬᠢᠵᠢᠭᠤᠵᠢᠷᠢᠭᠤ	Scroll(s)(as in Elder Scroll)	卷轴(用于上古卷轴)
Kendov	ᠬᠢᠵᠢᠨᠢᠵᠢᠷᠢᠭᠤ	Warrior	战士
Kest	ᠬᠢᠵᠢᠭᠤᠵᠢᠷᠢᠭᠤ	Tempest	暴风雨
Key	ᠬᠢᠵᠢᠨ	Horse	马
Keyn	ᠬᠢᠵᠢᠨ	Anvil	铁砧
Kiin	ᠬᠢᠵᠢᠨ	Child/Born	后裔
Kiir	ᠬᠢᠵᠢᠨ	Child	孩子



Kinbok	𐀓𐀠𐀭𐀮𐀭𐀮	Leader	领导
Kinzon	𐀓𐀠𐀭𐀮𐀭𐀮	Sharp	锋利
Klo	𐀓𐀮𐀮	Sand	沙子
Klov	𐀓𐀮𐀮𐀮	Head	头
Ko	𐀓𐀮	In	在…内
Kod	𐀓𐀮𐀮	Wield	挥舞
Kodaav	𐀓𐀮𐀮𐀮𐀮	Bear	熊
Kol	𐀓𐀮𐀮	Crag	峭壁
Kogaan	𐀓𐀮𐀮𐀮	Blessing	祝福
Komeyt	𐀓𐀮𐀮𐀮𐀮	Issue/Let loose	放开
Konahrik	𐀓𐀮𐀮𐀮𐀮𐀮	Warlord	军阀
Koor	𐀓𐀮𐀮	Summer	夏天
Kopraan	𐀓𐀮𐀮𐀮𐀮	Body	身体
Koraav	𐀓𐀮𐀮𐀮𐀮	See	看见
Kos	𐀓𐀮𐀮	Be/Are	Be 动词
Kotfin	𐀓𐀮𐀮𐀮	Into	进入
Krah	𐀓𐀮𐀮	Cold	冷的
Krasaar	𐀓𐀮𐀮𐀮𐀮𐀮	Sickness	疾病
Krein	𐀓𐀮𐀮𐀮	Sun	太阳
Kreh	𐀓𐀮𐀮𐀮	Bend	弯折
Kren	𐀓𐀮𐀮𐀮	Break	打破
Krent	𐀓𐀮𐀮𐀮𐀮	Broken	破碎的
Krif	𐀓𐀮𐀮𐀮	Fight	斗争
Krii	𐀓𐀮𐀮𐀮	Kill	杀死
Kriid	𐀓𐀮𐀮𐀮𐀮	Slayer	杀戮者
Kril	𐀓𐀮𐀮𐀮	Brave	勇敢的
Krilot	𐀓𐀮𐀮𐀮𐀮𐀮	Valiant	勇士
Krin	𐀓𐀮𐀮𐀮	Courageous	有胆量的
Kro	𐀓𐀮𐀮	Sorcerer	法师
Kron	𐀓𐀮𐀮𐀮	Conquered, Gained	征服的, 获得的
Kroniid	𐀓𐀮𐀮𐀮𐀮𐀮	Conqueror	征服
Krongrah	𐀓𐀮𐀮𐀮𐀮𐀮𐀮	Victory	胜利
Krosis	𐀓𐀮𐀮𐀮𐀮𐀮	Sorrow, Apologies	哀伤, 道歉
Kruziik	𐀓𐀮𐀮𐀮𐀮𐀮𐀮	Ancient	远古的
Kul	𐀓𐀮𐀮	Son	儿子
Kulaan	𐀓𐀮𐀮𐀮𐀮	Prince	王子
Kulaas	𐀓𐀮𐀮𐀮𐀮𐀮	Princess	公主



Laan	𐀓𐀮𐀮	Want, Request	想要, 要求
Laas	𐀓𐀮𐀮𐀮	Life	生命
Laat	𐀓𐀮𐀮𐀮	Last	最后的

Lah	𐄎𐄑	Magicka	魔力
Lahney	𐄎𐄑𐄚𐄛	Live	活的
Lahvraan	𐄎𐄑𐄚𐄛𐄛𐄛	Mustered	召集
Lahvu	𐄎𐄑𐄚𐄛	Army	军队
Leh	𐄎𐄑𐄛	Lest	生怕
Lein	𐄎𐄑𐄛𐄛	World	世界
Liiv	𐄎𐄑𐄛𐄛	Wither	冬天
Liivrah	𐄎𐄑𐄛𐄛𐄛𐄛	Diminish	减少
Lingrah	𐄎𐄑𐄛𐄛𐄛𐄛𐄛	Long	长的
Lir	𐄎𐄑𐄛	Worm	虫子
Lo	𐄎𐄑𐄛	Deceive	欺骗
Lok	𐄎𐄑𐄛𐄛	Sky	天空
Loost	𐄎𐄑𐄛𐄛𐄛	Hath	Has 的古形
Los	𐄎𐄑𐄛𐄛	Is(Combined with other verbs for present tense)	Is(与其他动词连用构成 成现在时)
Lost	𐄎𐄑𐄛𐄛𐄛	Was/Have	Was/Have
Lot	𐄎𐄑𐄛𐄛	Great	伟大
Lovaas	𐄎𐄑𐄛𐄛𐄛𐄛	Music/Song	音乐/歌
Luft	𐄎𐄑𐄛𐄛𐄛	Face	脸
Lumnaar	𐄎𐄑𐄛𐄛𐄛𐄛𐄛	Valley	山谷
Lun	𐄎𐄑𐄛𐄛	Leech	榨取
Luv	𐄎𐄑𐄛𐄛	Tear	眼泪

## M 𐄎

Maar	𐄎𐄛𐄛𐄛	Terror	恐惧
Mah	𐄎𐄛𐄛	Fall/Fell	掉落
Mahfaeraak	𐄎𐄛𐄛𐄛𐄛𐄛𐄛𐄛	Forever	永远
Mal	𐄎𐄛𐄛𐄛	Little	小的
Med	𐄎𐄛𐄛𐄛	Like(as in “similar to”)	像
Mey	𐄎𐄛𐄛𐄛	Fool	蠢货
Meyz	𐄎𐄛𐄛𐄛𐄛	Come(as in “become”)	变成
Mid	𐄎𐄛𐄛𐄛	Loyal	忠诚的
Midrot	𐄎𐄛𐄛𐄛𐄛𐄛𐄛	Loyalty	忠诚
Miin	𐄎𐄛𐄛𐄛	Eye	眼睛
Miiraak	𐄎𐄛𐄛𐄛𐄛𐄛	Portal	传送门
Mindok	𐄎𐄛𐄛𐄛𐄛𐄛𐄛	Know, Known, Knowable	知道, 已知的, 可知的
Mir	𐄎𐄛𐄛𐄛	Allegiance	忠贞
Miraad	𐄎𐄛𐄛𐄛𐄛𐄛	Doorway	门口
Monah	𐄎𐄛𐄛𐄛𐄛	Mother	母亲
Monahven	𐄎𐄛𐄛𐄛𐄛𐄛𐄛	Throat of the World (lit. “Mother Wind”)	世界之吼(“母亲之 风”)
Morah	𐄎𐄛𐄛𐄛𐄛	Focus, Thought	集中, 思维



Moro	𐄎𐄚𐄚𐄚	Glory	榮耀
Morokey	𐄎𐄚𐄚𐄚𐄚𐄚	Glorious	光榮的
Motaad	𐄎𐄚𐄚𐄚𐄚	Shudder	顫抖
Motmah	𐄎𐄚𐄚𐄚𐄚	Slip	滑
Motmahus	𐄎𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Slippery, Elusive	難以捉摸的
Mu	𐄎𐄚𐄚	We	我們
Mul	𐄎𐄚𐄚𐄚	Strong, Strength	強壯
Mulaag	𐄎𐄚𐄚𐄚𐄚𐄚	Strength	力量
Mun	𐄎𐄚𐄚𐄚	Man	人
Munax	𐄎𐄚𐄚𐄚𐄚𐄚	Cruel	殘酷
Muz	𐄎𐄚𐄚𐄚	Men(see also "Jul")	人類(見 Jul)

## N 𐄚

Naak	𐄚𐄚𐄚𐄚	Eat	吃
Naako	𐄚𐄚𐄚𐄚𐄚	Eaten	被吃掉
Naal	𐄚𐄚𐄚𐄚	By	被...
Naan	𐄚𐄚𐄚𐄚	Any	任何
Nah	𐄚𐄚𐄚	Fury	憤怒
Nahgahdinok	𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Necromancer	死靈法師
Nahkip	𐄚𐄚𐄚𐄚𐄚𐄚	Feed	喂養
Nahkriin	𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Vengeance	復仇
Nahl	𐄚𐄚𐄚𐄚	Living(as in "alive")	活著的
Nahlaas	𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Alive	活著的
Nahlot	𐄚𐄚𐄚𐄚𐄚𐄚	Silenced	沉默的
Nau	𐄚𐄚𐄚𐄚	On	在...上
Nax	𐄚𐄚𐄚𐄚	Cruelty	殘酷
Neh	𐄚𐄚𐄚𐄚	Never	永不
Ney	𐄚𐄚𐄚𐄚	Both	兩者都
Ni	𐄚𐄚𐄚𐄚	Not	非
Nid	𐄚𐄚𐄚𐄚	No	不
Nild	𐄚𐄚𐄚𐄚	It	它
Nii	𐄚𐄚𐄚𐄚	Cowards(s)	懦夫
Nikriin(ne)	𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Itself	它自己
Nimaar	𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Sting	刺
Nin	𐄚𐄚𐄚𐄚𐄚	Hunt	獵取
Nir	𐄚𐄚𐄚𐄚𐄚	Cannot	不能
Nis	𐄚𐄚𐄚𐄚𐄚	Cowardly	懦弱地
Nivahriin	𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚	Lie(means lie both as a verb and noun)	同英語中的 Lie, 動詞躺, 名詞謊
Nok	𐄚𐄚𐄚𐄚𐄚	Form	形式
Nol	𐄚𐄚𐄚𐄚𐄚	Noble	高貴的
Nonvul	𐄚𐄚𐄚𐄚𐄚𐄚𐄚𐄚		

Norok	ㄴㄹㄱ	Fiercest	激烈的
Nos	ㄴㄹ	Strike	打击
Nu	ㄴ	Now	现在
Nunon	ㄴㄹㄴㄹ	Only	只有
Nus	ㄴㄹ	Statue	雕像
Nust	ㄴㄹㄹ	They	他们
Nuz	ㄴㄹ	But	但是

## O ㅅ

Oblaan	ㅅㄹㄴ	End	结束
Od	ㅅ	Snow	雪
Odus	ㅅㄹㄹ	Snowy	下雪的
Ofan	ㅅㄹㄴ	Give	给
Ogiim	ㅅㄹㄹ	Orc	兽人
Ok	ㅅ	His	他的
Okaaz	ㅅㄹㄹ	Sea	海
Ol	ㅅ	As	如
Om	ㅅ	Hair	毛发
Ond	ㅅㄹ	Lo	Lo
Ont	ㅅㄹ	Once	曾经
Onik	ㅅㄹㄹ	Wise	聪明的
Onikaan	ㅅㄹㄹㄹ	Wisdom	智慧
Orin	ㅅㄹㄹ	Even	平等
Osos	ㅅㄹㄹ	Some	有些
Ov	ㅅ	Trust	相信

## P ㅍ

Paak	ㅍㄹㄹ	Shame	羞耻
Paal	ㅍㄹ	Foe	敌人
Paar	ㅍㄹ	Ambition	野心
Paaz	ㅍㄹ	Fair	公平
Pah	ㅍ	All	所有的
Pahlok	ㅍㄹㄹㄹ	Arrogance	傲慢
Peyt	ㅍㄹ	Rose	玫瑰
Pindaar	ㅍㄹㄹㄹ	Plain(s)	平原
Pogaan	ㅍㄹㄹㄹ	Many	很多
Pogaas	ㅍㄹㄹㄹ	Much	许多
Pook	ㅍㄹ	Stink	臭
Praan	ㅍㄹㄹ	Rest	休息
Prodah	ㅍㄹㄹㄹ	Foretold	预言

<b>Pruzaan</b>	פְּרֻזָּאן	Best	最好的
<b>pruzah</b>	פְּרֻזָּה	Good	好的

Q      ④

<b>Qah</b>	𐌒𐌕𐌰	<b>Armor</b>	盔甲
<b>Qahnaar</b>	𐌒𐌕𐌰𐌺𐌰𐌶	<b>Vanquish, denial</b>	征服, 拒绝
<b>Qahnaarin</b>	𐌒𐌕𐌰𐌺𐌰𐌶𐌰𐌺𐌰	<b>Vanquisher</b>	征服者
<b>Qalos</b>	𐌒𐌺𐌰𐌸𐌰𐌺𐌰	<b>Touch</b>	触摸
<b>Qeth</b>	𐌒𐌺𐌰𐌺𐌰	<b>Bone</b>	骨头
<b>Qethsegol</b>	𐌒𐌺𐌰𐌺𐌰𐌺𐌰𐌺𐌰𐌺𐌰𐌺𐌰	<b>Stone (uncountable, lit. “Bone of Earth”)</b>	石头 (不可数, “大地之骨”)
<b>Qiilaan</b>	𐌒𐌺𐌰𐌺𐌰𐌺𐌰	<b>Bow</b>	弓
<b>Qo</b>	𐌒𐌺𐌰	<b>Lightning</b>	闪电
<b>Qolaas</b>	𐌒𐌺𐌰𐌺𐌰𐌺𐌰	<b>Herald</b>	先锋
<b>Qostiid</b>	𐌒𐌺𐌰𐌺𐌰𐌺𐌰𐌺𐌰	<b>Prophecy</b>	预言
<b>Qoth</b>	𐌒𐌺𐌰𐌺𐌰	<b>tomb</b>	坟墓

R 177

<b>Raan</b>	𐤱𐤀𐤍	Animal	动物
<b>Rah</b>	𐤱𐤀	Gods	诸神
<b>Rahgol</b>	𐤱𐤀𐤂𐤅𐤂𐤅	Rage	愤怒
<b>rein</b>	𐤱𐤀𐤍	Roar	咆哮
<b>Rek</b>	𐤱𐤀𐤕	She	她
<b>Rel</b>	𐤱𐤀𐤂	Dominate	主宰
<b>Revak</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Sacred	神圣的
<b>Reyliik</b>	𐤱𐤀𐤂𐤅𐤅𐤕	Race(s)	种族
<b>Rii</b>	𐤱𐤀𐤅	Essence	精髓
<b>Riik</b>	𐤱𐤀𐤅𐤕	Gale	大风
<b>Rinik</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Very	非常
<b>Ro(h)</b>	𐤱𐤀𐤂	Balance	平衡
<b>Rok</b>	𐤱𐤀𐤕	He	他
<b>Ronaan</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Archer	弓手
<b>Ronaaz</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Arrow	箭
<b>Ronax</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Regiment	团
<b>Ronit</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Rival	对手
<b>Rot</b>	𐤱𐤀𐤕	Word(s)	字
<b>Rovaan</b>	𐤱𐤀𐤍𐤅𐤕𐤕	Wander	漫步
<b>Ru</b>	𐤱𐤀	Run	跑
<b>Rul</b>	𐤱𐤀𐤂	When	何时
<b>Ruth</b>	𐤱𐤀𐤕𐤕𐤕	Rage, Curses	愤怒, 诅咒

Ruvaak Ruz	ሥራዊት ሥራዊት	Raven then	乌鸦 那时
<b>ሥ</b>			
Sadon	ሥራዊት	Gray	灰色
Sah	ሥራዊት	Phantom	幽魂
Sahlo	ሥራዊት	Weak	弱点
Sahqo	ሥራዊት	Red	红色
Sahqon	ሥራዊት	Crimson	赤红
Sahrot	ሥራዊት	Mighty	威武的
Sahsunaar	ሥራዊት	Villager(s)	村民
Saraan	ሥራዊት	First, Awaits	最初, 等待
Saviik	ሥራዊት	Savior	救星
Se	ሥራዊት	Of	...的
Shaan	ሥራዊት	Inspire	启发
Shul	ሥራዊት	Sun	太阳
Siiv	ሥራዊት	Find/Found	发现
Sil	ሥራዊት	Soul	灵魂
Sinak	ሥራዊት	Finger(s)	手指
Sindugahvon	ሥራዊት	Unyielding	不屈
Sinon	ሥራዊት	Instead	代替
Sivaas	ሥራዊት	Beast	野兽
Sizaan	ሥራዊት	Lost	丢失
Slen	ሥራዊት	Flesh	肉体
Smoliin	ሥራዊት	Passion	激情
Sonaan	ሥራዊት	Bard, Dragon priest	吟游诗人, 龙祭祀
So	ሥራዊት	Sorrow	哀伤
Sos	ሥራዊት	Blood	血
Sosaal	ሥራዊት	Bleed	流血
Sot	ሥራዊት	White	白色
Spaan	ሥራዊት	Shield	盾牌
Staadnau	ሥራዊት	Unbound	无拘束的
Stin	ሥራዊት	Free	自由
Strun	ሥራዊት	Storm	风暴
Strundu'ul	ሥራዊት	Stormcrown	风暴王冠
Strunmah	ሥራዊት	Mountain	山
Su	ሥራዊት	Air	空气
Su'um	ሥራዊት	Breath	呼吸
Sul	ሥራዊት	Day	日
Suleyk	ሥራዊት	Power	力量
Sunvaar	ሥራዊት	Beast(s)	野兽



记忆



VahzAh	𐄎𐄌𐄐𐄐𐄌	true	真的
Vahzen	𐄎𐄌𐄐𐄐𐄌𐄎	Truth	真相
Ved	𐄎𐄌𐄐	Black	黑色
Ven	𐄎𐄌𐄎	Wind	风
Vey	𐄎𐄌𐄎	Cut	切
Veysun	𐄎𐄌𐄎𐄌𐄐𐄐𐄌𐄎	Ship	船
Viik	𐄎𐄌𐄎𐄌	Defeat	打败
Viin	𐄎𐄌𐄎𐄌	Shine	闪耀
Viing	𐄎𐄌𐄎𐄌𐄌	Wing	翅膀
Viintaas	𐄎𐄌𐄎𐄌𐄌𐄌𐄌𐄌	Shining	闪亮的
Viir	𐄎𐄌𐄎𐄌	Dying	垂死的
Vith	𐄎𐄌𐄌𐄌𐄌	Serpent	蛇
Vo...	𐄎𐄌𐄌	Opposite of...	...的对面
Vod	𐄎𐄌𐄌𐄌	Ago	...之前
Vokul	𐄎𐄌𐄌𐄌𐄌𐄌	Evil	邪恶的
Vokun	𐄎𐄌𐄌𐄌𐄌𐄌𐄌	Shadow	阴影
Vol	𐄎𐄌𐄌𐄌	Horror	恐怖
Volaan	𐄎𐄌𐄌𐄌𐄌𐄌	Intruder	侵入者
Voth	𐄎𐄌𐄌𐄌𐄌	With	与
Vothaarn	𐄎𐄌𐄌𐄌𐄌𐄌𐄌𐄌	Disobedience	不服从
Vukein	𐄎𐄌𐄌𐄌𐄌𐄌	Combat	战斗
Vul	𐄎𐄌𐄌𐄌	Dark	黑暗
Vulom	𐄎𐄌𐄌𐄌𐄌𐄌	Darkness	黑暗
Vulon	𐄎𐄌𐄌𐄌𐄌𐄌𐄌	Night	夜晚
Vur	𐄎𐄌𐄌𐄌	Valor	勇气

## W 𐄎

Wah	𐄎𐄌	To(both as preposition and verb infinitive form)	To(既表示介词又表示动词不定式)
Wahl	𐄎𐄌𐄌	Build/Create	建造/创造了
Wahlaan	𐄎𐄌𐄌𐄌𐄌	Raise, Built/Created	起来,建造了/创造了
Wen	𐄎𐄌𐄌	Whose	谁的
Werid	𐄎𐄌𐄌𐄌𐄌𐄌	Praise	赞美
Win	𐄎𐄌𐄌	Wage	待遇
Wo	𐄎𐄌𐄌	Who	谁
Wuld	𐄎𐄌𐄌𐄌𐄌	Whirlwind, vortex	旋风, 涡流
Wundun	𐄎𐄌𐄌𐄌𐄌𐄌𐄌	Travel	旅行
Wunduniik	𐄎𐄌𐄌𐄌𐄌𐄌𐄌𐄌𐄌	Traveler	旅行者
Wuth	𐄎𐄌𐄌𐄌𐄌	old	老的

## Y 𐄎

Yah	𐄎𐄌	Seek	寻找
Yol	𐄎𐄌𐄎	Fire	火
Yoriik	𐄎𐄌𐄎𐄌𐄎	March	前进
Yuvon	𐄎𐄌𐄎𐄌𐄎	Gold/Golden	金子/金色的

## 𐄎 𐄌

Zaam	𐄎𐄌𐄎	Slave	奴隶
Zaan	𐄎𐄌𐄎	Shout(as in “yell”, not “Dragon Shout”)	喊叫(非指龙吼)
Zah	𐄎𐄌	Finite	有限
Zahkrii	𐄎𐄌𐄎𐄌𐄎	Sword	剑
Zahrahmiik	𐄎𐄌𐄎𐄌𐄎𐄌𐄎	Sacrifice	牺牲
Zeim	𐄎𐄌𐄎	Through	穿过
Zeymah	𐄎𐄌𐄎𐄌𐄎	Brother(s)	兄弟
Zii	𐄎𐄌	Spirit	精神
Zin	𐄎𐄌𐄎	Honor	荣耀
Zind	𐄎𐄌𐄎𐄌𐄎	Triumph	胜利
Zindro	𐄎𐄌𐄎𐄌𐄎𐄌𐄎	Triumph's	胜利的
Zofaas	𐄎𐄌𐄎𐄌𐄎𐄌𐄎	Fearful	可怕的
Zohungaar	𐄎𐄌𐄎𐄌𐄎𐄌𐄎𐄌𐄎	Heroically	英勇地
Zok	𐄎𐄌𐄎	Most	最
Zol	𐄎𐄌𐄎	Most, Zombie	最, 僵尸
Zoor	𐄎𐄌𐄎𐄌𐄎	Legend	传说
Zul	𐄎𐄌𐄎𐄌𐄎	Voice(not as “Dragon Shout”)	声音(非指龙吼)
Zun	𐄎𐄌𐄎𐄌𐄎	Weapon	武器
Zu'u	𐄎𐄌𐄎𐄌𐄎	I	我

## 【LORE】 PHRASES

### 短语



Some phrases have a different meaning in the Dragon Language. The phrases below are examples of these phrases.

龙语中有些短语与构成短语的语素直译意思存在差异。下面列举了一部分短语。



Alok-dilon	Necromancy	死灵法术	Arise-death	起来-死亡
Drem Yol Lok	"Greetings"	"日安"	Peace Fire Sky	平静 火 天空
Krif voth ahkrin	"Fight Bravely"	"勇敢地战斗"	Fight with courage	带着勇气战斗
Lok, Thu'um	"Sky above, Voice within"	"天空在上，吼声在心"	Sky voice	天空 声音
Orin brit ro	"(a) fully beautiful balance", dragon phrase irony	"完美的平衡"，龙语中的一个讽刺短语	Even beautiful balance	平等 美丽 平衡
Zol mul	Stronger	更强	Most strong	最强

## 【LORE】DRAGON SHOUTS

### 龙吼



**Dragon shouts** (a.k.a **The Voice** or **Thu'um**) are phrases of dragon language, consisting of three separate words of power, that can be used to unleash varied powerful effects. Dragons are naturally able to use dragon shouts, but very few people possess this capability. As the Dovabkiin (Dragonborn), a mortal with the soul of a dragon, you were born with this power. You can use dragon shouts only after completing Dragon Rising in the Main Quest, from which point you can absorb a dragon's soul after slaying it. You can learn a total of 20 dragon shouts in the standard version of Skyrim, but that number can be increased to 27 dragon shouts by downloading official plug-ins.

**龙吼**(a.k.a **吼声之道**)是龙语构成的短语，由三个独立的力量之语组成，可以用来释放各种不同的能力。龙类自身能够用龙吼，而只有少数人类拥有这种能力。作为杜瓦克因(龙裔)，一个拥有龙魂的肉体凡胎，龙吼是你与生俱来的能力。在完成主线任务龙的崛起之后，能够在屠龙之后吸收龙魂。天际原版游戏有20个龙吼，下载官方补丁可以增加至27个龙吼。

The Dawnguard plug-in adds 3 new dragon shouts for players, while the Dragonborn expansion adds a total of 4 new dragon shouts.

黎明守卫增加了3个新龙吼，龙裔增加了4个新龙吼。

## AVAILABLE DRAGON SHOUTS 可习得龙吼



ANIMAL ALLEGIENCE	A shout for help from the beasts of the wild, who come to fight in your defense.
	<div> <div> <div>𐀀𐀁𐀂</div> <div>𐀃𐀄</div> <div>𐀅𐀆𐀇</div> </div> <div> <div>(Raan)Animal</div> <div>(Mir)Allegiance</div> <div>(Tah)Pack</div> </div> </div>
AURA WHISPER	Your voice is not a Shout, but a whisper, revealing the life forces of any and all.
	<div> <div>𐀈𐀉𐀊</div> <div>𐀋𐀌</div> <div>𐀍𐀎</div> </div> <div> <div>(Laas)Life</div> <div>(Yah)Seek</div> <div>(Nir)Hunt</div> </div>
BATTLE FURY	Your Thu'um enchants your nearby allies' weapons, allowing them to attack faster.
	<div> <div>𐀏𐀐𐀑</div> <div>𐀒𐀓𐀔</div> <div>𐀕𐀖𐀗𐀘</div> </div> <div> <div>(Mid)Loyal</div> <div>(Vur)Valor</div> <div>(Shaan)Inspire</div> </div>
BECOME ETHEREAL	The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.
	<div> <div>𐀙𐀚𐀛</div> <div>𐀜𐀝</div> <div>𐀞𐀟𐀠</div> </div> <div> <div>(Feim)Fade</div> <div>(Zii)Spirit</div> <div>(Gron)Bind</div> </div>
BEND WILL	Your voice bends the very stones to your will. As it gains power, animals, people, and even dragons must do your bidding.
	<div> <div>𐀡𐀢𐀣</div> <div>𐀤𐀥</div> <div>𐀦𐀧𐀨</div> </div> <div> <div>(Gol)Earth</div> <div>(Hah)Mind</div> <div>(Dov)Dragon</div> </div>
CALL DRAGON	Odahviing! Hear my Voice and come forth. I summon you in my time of need.
	<div> <div>𐀩𐀪</div> <div>𐀫</div> <div>𐀬𐀭𐀮𐀯</div> </div> <div> <div>(Od)Snow</div> <div>(Ah)Hunter</div> <div>(Viing)Wing</div> </div>
CALL OF VALOR	The valiant of Sovngarde hear your Voice, and journey beyond space and time to lend aid.
	<div> <div>𐀰𐀱𐀲</div> <div>𐀳𐀴𐀵</div> <div>𐀶𐀷𐀸</div> </div> <div> <div>(Hun)Hero</div> <div>(Kaal)Champion</div> <div>(Zoor)Legend</div> </div>
CLEAR SKIES	Skyrim itself yields before the Thu'um, as you clear away fog and inclement weather.
	<div> <div>𐀹𐀺𐀻</div> <div>𐀼𐀽𐀾</div> <div>𐀿𐁀𐁁</div> </div> <div> <div>(Lok)Sky</div> <div>(Vah)Spring</div> <div>(Koor)Summer</div> </div>
CYCLONE	Your Thu'um creates a whirling cyclone that sows chaos among your enemies.
	<div> <div>𐁂𐁃𐁄</div> <div>𐁅𐁆𐁇</div> <div>𐁈𐁉𐁊</div> </div> <div> <div>(Ven)Wind</div> <div>(Gaar)Unleash</div> <div>(Nos)Strike</div> </div>
DISARM	Shout defies steel, as you rip the weapon from an opponent's grasp.
	<div> <div>𐁋𐁌𐁍</div> <div>𐁎𐁏𐁐</div> <div>𐁑𐁒𐁓</div> </div> <div> <div>(Zun)Weapon</div> <div>(Haal)Hand</div> <div>(Viik)Defeat</div> </div>



DISMAY	And the weak shall fear the Thu'um, and flee in terror.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Faas)Fear</div> <div>(Ru)Run</div> <div>(Maar)Terror</div> </div>
DRAGON ASPECT	Once a day, take on the mighty aspect of a dragon, delivering colossal blows, with an armored hide, and more powerful Shouts.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Mul)Strength</div> <div>(Qah)Armor</div> <div>(Diiv)Wyrms</div> </div>
DRAGONREND	Your Voice lashes out at a dragon's very soul, forcing the beast to land.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Joor)Mortal</div> <div>(Zah)Finite</div> <div>(Fru)Temporary</div> </div>
DRAIN VITALITY	Coax both magical and mortal energies from your hapless opponent.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Gaan)Stamina</div> <div>(Lah)Magicka</div> <div>(Haas)Health</div> </div>
ELEMENTAL FURY	The Thu'um imbues your arms with the speed of wind, allowing for faster weapon strikes.
	<div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Su)Air</div> <div>(Grah)Battle</div> <div>(Dun)Grace</div> </div>
FIRE BREATH	Inhale air, exhale flame, and behold the Thu'um as inferno.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Yol)Fire</div> <div>(Toor)Inferno</div> <div>(Shul)Sun</div> </div>
FROST BREATH	You breath is winter, you Thu'um a blizzard.
	<div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(Fo)Frost</div> <div>(Krah)Cold</div> <div>(Diin)Freeze</div> </div>
ICE FORM	Your Thu'um freezes an opponent solid.
	<div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> </div> <div> <div>(liz)Ice</div> <div>(Slen)Flesh</div> <div>(Nus)Statue</div> </div>
KYNE'S PEACE	The Voice soothes wild beasts, who lose their desire to fight or flee.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> </div> <div> <div>(Kaan)Kyne</div> <div>(Drem)Peace</div> <div>(Ov)Trust</div> </div>
MARKED FOR DEATH	Speak, and let your Voice herald doom, as an opponent's armor and lifeforce are weakened.
	<div> <div>𐒗𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> <div>𐒗𐒗𐒗</div> </div> <div> <div>(Krii)Kill</div> <div>(Lun)Leech</div> <div>(Aus)Suffer</div> </div>



SLOW TIME	Shout at time, and command it to obey, as the world around you stands still.	
		<b>(Tiid)Time</b> <b>(Klo)Sand</b> <b>(Ul)Eternity</b>
SOUL TEAR	Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.	
		<b>(Rii)Essence</b> <b>(Vaaz)Tear</b> <b>(Zol)Zombie</b>
STORM CALL	A Shout to the skies, a cry to the clouds, that awakens the destructive force of Skyrim's lightning.	
		<b>(Strun)Storm</b> <b>(Bah)Wrath</b> <b>(Qo)Lightning</b>
SUMMON DURNEHVIIR	Durnehviir! Hear my Voice and come forth from the Soul Cairn. I summon you in my time of need.	
		<b>(Dur)Curse</b> <b>(Neh)Never</b> <b>(Viir)Dying</b>
TRHOW VOICE	The Thu'um is heard, but its source unknown, fooling those into seeking it out.	
		<b>(Zul)Voice</b> <b>(Mey)Fool</b> <b>(Gut)Far</b>
UNRELENTING FORCE	Your Voice is raw power, pushing aside anything — or anyone — who stands in your path.	
		<b>(Fus)Force</b> <b>(Ro)Balance</b> <b>(Dah)Push</b>
WHIRLWIND SPRINT	The Thu'um rushes forward, carrying you in its wake with the speed of a tempest.	
		<b>(Wuld)Whirlwind</b> <b>(Nah)Fury</b> <b>(Kest)Tempest</b>

## UNAVAILABLE DRAGON SHOUTS 不可习得龙吼

BACK TO NIRN	The Shout used by Tsun to return you to Nirn from Sovngarde.	
		<b>(Nahl)Living</b> <b>(Daal)Return</b> <b>(Vus)Nirn</b>
OPEN	A Shout used by Master Borri to open the gate doors.	
		<b>(Bex)Open</b>
PHANTOM FORM	The Shout used by the Greybeards to create ethereal target.	
		<b>(Fiik)Mirror</b> <b>(Lo)Deceive</b> <b>(Sah)Phantom</b>



RESURRECTION	A Shout used by Alduin to resurrect dead dragons.	
		(Slen)Flesh (Tiid)Time (Vo)Opposite of
SOUL CAIRN SUMMON	A Shout used by Durnehviir to summon a Wrathman, Boneman and Mistman.	
		(Diil)Undead (Qoth)Tomb (Zaam)Slave
SOUL SNARE MIST	A Shout used by Alduin to create the soul-snare mist in Sovngarde.	
		(Ven)Wind (Mul)Strong (Riik)Gale

## 【LORE】 NAMES OF DRAGONS AND DRAGON PRIESTS

### 龙与龙祭祀之名



## DRAGONS 龙

**Dragons** (ðrah-gkon and ðov-rha to the ancient Nords, or ðov in their native language) are large flying reptilian creatures that are encountered in Skyrim. They are highly intelligent and have an affinity for magic, and were once even worshipped by the ancient Nordic people. Temples dedicated to worshipping dragons were built across the province of Skyrim, but now only a few artifacts relating to the Dragon Cult remain, such as Dragon Claws and Dragon Priest Masks. Once thought long dead, dragons are now beginning to return and are a major part of Skyrim's main quest.

龙(在古诺德语中写作 ðrah-gkon 和 ðov-rha, 龙语中称为 ðov), 是在天际中出现的大型飞行爬行动物。它们天生聪慧且生来与魔法亲和, 曾经为古代诺德人所崇拜。天际省到处都有拜龙神庙, 然而现在只剩下一些诸如龙爪和龙祭祀面具之类的遗物了。被认为早就不存在的龙族现在开始回归, 并且在天际的主线任务中扮演着主要的角色。

Dragons have long, slender extremities covered in scales, and large, thin, leathery wings. Their feet are tipped with three sharp talons and one vestigial digit known as a dewclaw, a characteristic that can be seen in their written language. Dragons have horns and spiked ridges along their backs and are several times larger than any human or elf. They have two hind legs but no forearms, so they use their wings to crawl when they are forced to traverse



along the ground.

龙有着为鳞片所覆盖的较长的四肢，以及大而薄的皮质翼。它们的足有三个锋利的爪子还有一个退化的被称为悬趾的爪，这个特征能够在它们书写的龙语中看出来。龙长着角和带刺的脊骨，他们比人和精灵要大上好几倍。它们有两条后腿而没有前腿，所以当它们被迫沿着地面行走时必须用翼来爬行。

ALDUIN	 <b>Destroyer Devour Master</b>	The first born of Akatosh, elder brother of Paarthurnax, and self-proclaimed aspect of Akatosh. Also called "The World-Eater".
DURNEHVIIR	 <b>Curse Never Dying</b>	An undead dragon the Ideal Masters tricked into guarding the Soul Cairn of eternity.
KROSULHAH	 <b>Sorcerer Day Mind</b>	Found outside of Nchardak on the island of Solstheim.
KRUZIIKREL	 <b>Ancient Dominate</b>	In the Black Book: Waking Dreams, encountered during the quest At the Summit of Apocrypha.
MIRMULNIR	 <b>Allegiance Strong Hunt</b>	Most likely the first dragon you will fight in Skyrim, at the Western Watchtower near whiterun.
NAASLAARUM	 	One of two dragons encountered in a frozen lake in the Forgotten Vale. They are fought simultaneously and can dive under the frozen lake to ambush you.
NAHAGLIIV	 <b>Fury Burn Wither</b>	Buried in a mound west of Rorikstead.
ODAHVIING	 <b>Snow Hunter Wing</b>	Was the right-hand to Alduin, records date by interrogation of captured Dragon Cultists during Crusade. Buried in a mound in the south east of Skyrim, near Riften. After completing the main quest, Odahviing can be summoned by using a dragon shout called "Call Dragon".
PAARTHURNAX	 <b>Ambition Overlord Cruelty</b>	The legendary lieutenant of Alduin in The Dragon War. He is known to reside on the Throat of the World under the protection of the Greybeards of High Hrothgar.
RELONIKIV	 <b>Dominate Wise ?</b>	In the Black Book: Waking Dreams, encountered during the quest At the Summit of Apocrypha.

SAHLOKNIR	 Phantom Sky Hunt	Buried near Kynesgrove, encountered during A Blade in the Dark.
SAHROTAAR	 Mighty Servant	In the Black Book: Waking Dreams, encountered during the quest At the Summit of Apocrypha.
VIINTURUTH	 Shine Hammer Rage	Buried near Lake Yorgrim. Death dating back to Dragon War era.
VULJOTNAAK	 Dark Maw Eat	Buried in a mound northeast of Sunderstone Gorge and south west of Sleeping Tree Camp. Death dating back to Dragon War or just after.
VULTHURYOL	 Dark Overlord Fire	A Dragon encountered underground, in Blackreach.
VOSLAARUM	 Forgotten Vale	One of two dragons encountered in a frozen lake on the Forgotten Vale. They are fought simultaneously and can dive under the frozen lake to ambush you.

## DRAGON PRIESTS 龙祭祀

**Dragon Priests** were once the primary servants of the ancient dragons of Skyrim and would rule over countless armies of men in their god's name. They are found residing in coffins in areas of prominent dragon worship, particularly Nordic ruins. If their resting place is disturbed by trespassers, the priest bursts out of its coffin (with considerably more force than a draugr's) and will proceed to attack intruders. Dragon priests were great wizards from all races that happened to become liches, undead and immortal necromancers.

龙祭祀曾经是远古巨龙的仆从，他们以其神灵的名义征服过无数的人类军团。他们长眠于著名巨龙崇拜之地尤其是诺德遗迹的古棺中。若为侵入者打扰，龙祭祀会从他们的棺椁中暴起（力量大于尸鬼）并且会攻击侵入者。龙祭祀曾经是来自于各个种族的伟大巫师，由于机缘巧合变成了巫妖、不死生物和不朽的亡灵法师。

There are eight named dragon priest bosses that each wears a unique mask with a powerful effect. Each of the eight is challenging in their own way and has access to powerful spells, staves, and certain dragon shouts. The Dragonborn expansion adds five new named dragon priests that can be fought, four of which carry unique enchanted masks (the one exception is Vablok the Jailor).

游戏中有八个带着独特面具的有独特名字的龙祭祀怪。八祭祀力量强大，法力无边又有法杖和龙吼在身。龙裔扩展包增加了五个新的有独特名字的龙祭祀，其中四个戴着独特的面具（Vablok the Jailor 例外）。

HEVNORAAK	 <b>Brutal ?</b>	Hevnoraak is found in Valthume, and is the final boss for the quest Evil in Waiting.
KROSIS	 <b>Sorrow</b>	Krosis' sarcophagus is located in front of the Shearpoint word wall, which contains all three words of Throw Voice.
MOROKEI	 <b>Glorious</b>	Morokei is located in the antechamber of Labyrinthian, and possesses both the Staff of Magnus and his eponymous mask.
NAHKRIIN	 <b>Vengeance</b>	Nahkriin is encountered as the boss at the end of Skuldafn, a temple you visit during The World-Eater's Eyrie.
OTAR THE MAD	 	Otar the Mad is one of the eight high-ranked dragon priests who acts as the final boss in Ragnvald.
RAHGOT	 <b>Rage</b>	Rahgot is a high-ranked dragon priest whose sarcophagus is in Forelhost.
VOKUN	 <b>Shadow</b>	Vokun is a high-ranked dragon priest found in High Gate Ruins.
VOLSUNG	 <b>Horror Su ?</b>	Volsung can be found in Volskygge in northwestern Skyrim.
KONAHRIK	 <b>Warlord</b>	Konahrik is a golden Dragon Priest Mask gained by obtaining all other masks and bringing them to Bromjunaar Sanctuary.
AHZIDAL	 <b>Bitter Destroyer</b>	Ahzidal is a dragon priest entombed within Kolbjorn Barrow in Solstheim.
DUKAAN	 <b>Dishonor</b>	Dukaan is a dragon priest entombed within White Ridge Sanctum in Solstheim.
MIRAAK	 <b>Allegiance Guide</b>	Miraak is the primary antagonist of the Dragonborn expansion for Skyrim, and rival to the player as the first Dragonborn.
VAHLOK THE JAILOR	 <b>Gaurdian</b>	Vahlok the Jailor is a dragon priest entombed within Vahlok's Tomb in Solstheim. He was tasked with watching over the traitor, Miraak, after discovering Miraak's plot against their masters and defeating him in an epic battle.

ZAHKRIISOS	<p style="text-align: center;">יִי יִי יִי יִי יִי יִי יִי יִי יִי יִי Sword Blood</p>	Zahkriisos is a dragon priest found within Bloodskal Barrow. He is found in the final chamber of the tomb, and serves as the final boss of the quest The Final Descent.
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## 【LORE】 DRAGON LANGUAGE: MYTH NO MORE

### 龙语大揭秘



by Hela Thrice-Versed

赫拉·三韵 著

A lengthy thesis on the ancient language of the dragons

一篇关于古老的龙类语言的长篇论文

Dragon.

The very word conjurs nightmare images of shadowed skies, hideous roaring, and endless fire. Indeed, the dragons were terrifying beasts that were once as numerous as they were deadly.

龙。

这个字的出现通常伴随着这样一些联想：阴霾的天空，暴躁的咆哮还有无尽的火焰。的确，龙类是恐怖的物种，数量众多而且极度危险。

But what most Nords don't realize is that the dragons were in fact not simple, mindless beasts. Indeed, they were a thriving, intelligent culture, one bent on the elimination or enslavement of any non-dragon civilization in the entire world.

但有一点诺德人无法理解，龙类并不只是简单而无脑的野兽。事实上，龙的文化是一种蓬勃发展、充满智慧的文化，并且致力于在世界上消灭或收服其他文明。

It therefore stands to reason that the dragons would require a way to communicate with one another. That they would need to speak. And through much research, scholars have

determined that this is exactly what the dragons did. For the mighty roars of the beasts, even when those roars contained fire, or ice, or some other deadly magic, were actually much more - they were words. Words in an ancient, though decipherable, tongue.

按理来说，龙类也需要一种方式来互相沟通，即语言。有研究显示，龙类是这样沟通的。哪些家伙发出震耳欲聋的吼声，甚至充斥着寒流、火焰甚至其他致命的魔法。而它们的语言也就自然而然的伴随其中。它们的语言虽然十分古老，但仍然可以被翻译为人类的语言。

Nonsense, you say? Sheer folly on the part of some overeager academics? I thought precisely the same thing. But then I started hearing rumors. The odd snippet of a conversation from some brave explorer or gold-coveting crypt diver. An always, always, it was the same word repeated:

Wall.

So I listened more. I began to arrange the pieces of the puzzle, and slowly unravel the mystery.

你认为我在胡说八道？还是相信那些被嫉妒左右的所谓专家的意见？我看那些专家都在胡扯。但后来有传闻说，无论是勇往无前的探险家，还是贪得无厌的盗墓者，他们口述中都存在一个奇怪的语段，其中，一个词一遍又一遍被重复着：

壁。

于是我开始了取证和调查，去研究那神秘的只言片语，希望能够解开其中的奥秘。

Spread throughout Skyrim, in ancient dungeons, burial grounds, and other secluded places, there are walls. Black, ominous walls on which is written a script so old, so unknown, none who had encountered it could even begin its translation.

无论在天际省的任何一个角落，这些石壁的存在都可能被发现，它们可能出现在古老的地牢、阴森的墓地甚至人迹罕至的绝地。黑漆漆而又神秘充斥着预兆的石壁表面存在着一些符文，它们古老而又神秘，没有人可以解释它们的含义。

In my heart, I came to know the truth: this was proof of the ancient dragon language! For what else could it possibly be? It only made sense that these walls were constructed by the ancient Nords, Nords who had lived in the time of the dragons, and out of fear or respect, had somehow learned and used the language of the ancient beasts.

我心中突然冒出一个想法：这正是一门古老的龙语！还有可能是其他的什么解释吗？唯一的可能就是在那个古老的年代，与龙同存于世的诺德人建造了这些石壁。处于畏惧亦或者崇拜，他们学习了这种古老物种的语言。

But at that point, all I had was my own gut instinct. What I needed was proof. Thus began the adventure of my life. One spanning 17 months and the deaths of three courageous guides and two sellsword protectors. But I choose not to dwell on those grim details, for the end result was so glorious, it made any hardship worth it.

但所有提到的这些都只是我的猜测。我需要证据。于是，我开始了长达 17 个月求索之路，

其中我的3个英勇的向导和佣兵都因此牺牲。但我没有胆怯，尽管那些历程，恐怖而又危险，我认为得来的光荣的成果让这一切都十分有价值。

In my travels, I found many of the ancient walls, and every suspicion proved true.  
旅程中，我发现了许多古老的石壁，所有的猜测都得到了证实。

It did in fact appear as if the ancient Nords had copied the language of the dragons of old, for the characters of that language very much resemble claw marks, or scratches. One can almost envision a majestic dragon using his great, sharp talons to carve the symbols into the stone itself. And a human witness - possibly even a thrall or servant - learning, observing, so that he too could use the language for his own ends.

大概是诺德人复制了古老龙类的语言，那些字迹的形状特点像极了爪子造成的各种抓痕。驻足于前，仿佛见到了巨龙在用它威猛而又锋利的爪子将符号刻在石头上。而旁边不知出于何种目的窥测的人类，可能是奴隶或者仆人吧，注视着石头上的字符，铭记于心。

For as I observed the walls I found, I noticed something peculiar about some of the words. It was as if they pulsed with a kind of power, an unknown energy that, if unlocked, might be harnessed by the reader. That sounds like nonsense, I know, but if you had stood by these walls - seen their blackness, felt their power - you would understand that of which I speak. 当我凝望着刚刚发现的一面石壁时，我注意到了其中的部分词语有些怪异。那些词语似乎含有某种未知的力量，以至于在微微颤动着，如果有人能够解锁其中的力量的话，力量肯定会依附于他。这听起来挺玄的，但你面对着那面石壁，用心去感受它那黑暗的力量，你就知道我不是信口开河了。

Thankfully, although entranced, I was able to retain enough sense to actual transcribe the characters I saw. And, in doing so, I began to see patterns in the language - patterns that allowed me to decipher what it was I was reading.

谢天谢地，虽然这些字符很容易让人沉溺其中，我仍能保持足够的意识来抄写我所看到的东西。过程中，我看出了这些字符的一些特点，我渐渐觉得自己有信心能够破译这些信息了。

For example, I transcribed the following passage:

举个例子，我翻译了这些字符：

ᄒᄒᄒ ᄒᄒᄒ ᄒᄒᄒᄒᄒᄒᄒ ᄒᄒᄒ ᄒᄒᄒᄒᄒ ᄒᄒ ᄒᄒᄒ ᄒᄒᄒ  
ᄒᄒᄒᄒᄒ ᄒᄒ ᄒᄒᄒᄒ ᄒᄒ ᄒᄒᄒᄒᄒᄒ ᄒᄒᄒ ᄒᄒᄒᄒᄒ ᄒᄒᄒ  
ᄒᄒᄒᄒᄒ ᄒᄒᄒ ᄒᄒᄒᄒᄒ

Assigning those scratchings to actual Tamrielic language characters, I further translated what I saw into this:

为了进一步将其转化为泰姆瑞尔的通用语言，我首先将上述石头上的爪痕以泰姆瑞尔语的字符表示出来，即：

依格纳瓦·鬼熊长眠于此，血战沙场换来的不是荣耀，而是死亡和侮辱。

依格里夫·冰血长眠于此，悔恨无法战死沙场，却被病魔所凌辱。

如你所见，共同的“长眠于此”这么一句话说明了一件事情：此地为古诺德人的墓地。

这一切都有迹可循，你可以想象我欣喜若狂的样子。古诺德人在这些石壁上使用龙语是有特殊原因的。其中一种显然是墓志铭，但还有呢？在这些坟墓中，他们究竟是否还有别的作用？

在经过一番搜寻之后，我付出的努力没有白费。这些就是我所发现的。

122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045 1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060 1061 1062 1063 1064 1065 1066 1067 1068 1069 1070 1071 1072 1073 1074 1075 1076 1077 1078 1079 1080 1081 1082 1083 1084 1085 1086 1087 1088 1089 1090 1091 1092 1093 1094 1095 1096 1097 1098 1099 1100 1101 1102 1103 1104 1105 1106 1107 1108 1109 1110 1111 1112 1113 1114 1115



This wall (and I encountered quite a few like this) was obviously commissioned or built by





a specific person, to honor someone important to them. What was the significance of the location? Was it important to the person who died? Or is it the actual location of that person's death? Again, those answers are probably lost to time, and will never be known. 这块石壁（我认为它十分与众不同）很明显是被某一个人物所委托或建立，目的是纪念某个对他们而言重要的人物。但提到的地方在哪里呢？是对死去的人意义重大？还是他在此长眠？我们又一次走进了死胡同，这些问题的答案早已随时间逝去，无迹可寻。

And so you see, the ancient dragon language is, indeed, myth no more. It existed. But better yet, it still exists, and probably will until the end of time, thanks to the ancient Nords and their construction of these many "word walls."

如你所见，这些古老的龙语并不只存在于神话中，它们的确存在。更加幸运的是，现在它们仍被保留着，并可能永远流传下去，这要感谢古诺德人和他们所建立的“符文之墙”。

But don't take my word for it. For the walls are there for the discovering, in Skyrim's dangerous, secret places. They serve as a bridge between the realm of the ancient Nords, and our own. The dragons may never return to our world, but now we can return to theirs. And someday, someday, we may even unlock the strange, unknown power hidden in their words.

不要迷信我的发现。石壁存在于天际省危险而又神秘的地方。它们是连接我们和古诺德人生活的桥梁。龙类也许不会再次降临，但我们却可以以此了解他们。相信总有一天，我们能够以他们的语言解锁其中蕴藏的力量。

## 【LORE】DIALOGUE

### 对话



### DRAUGR 尸鬼

In addition to using the Thu'um, draugr also speak phrases in the dragon language when fighting. Some of their phrases are:

除了使用龙吼之外，尸鬼在战斗中也会用龙语说一些短语。他们常用的语句如下：

Aav Dilon!

Join Dead!

来成为死者吧！



Bolog aaz, mal lir!  
Dir volaan!  
Faaz! Paak! Dinok!  
Kren sosaal!  
Qiilaan us dilon!  
Daanik Kendov!  
Sovngarde saraan!  
Unslaad Krosis!

Beg Mercy, Little Worm  
Die Intruder!  
Pain! Shame! Death!  
Break bleed!  
Bow before Dead!  
Doomed Warrior!  
Sovngarde awaits!  
Unending Sorrow!

求饶吧，蛆虫！  
去死吧入侵者！  
痛苦！耻辱！死亡！  
打得你流血！  
在死亡面前屈从吧！  
毁灭战士！  
松加德等着你！  
无尽的哀伤！

## DRAGON PRIEST 龙祭祀

Hin Laas los dii!  
Fent ni filok!  
Sosaal fah hin vothaarn!  
Zu'u uth nall Thurri daar miiraak!

Your life is Mine!  
Shall not escape!  
Bleed for your disobedience!  
I order by (my) Overlord guard portal!

纳命来！  
休走！  
为你的不敬付出血的代价！  
奉吾主之命镇守此门！

## MOROKEI 摩罗克伊

Here's a transcript of the various things Morokei will say as you travel through Labyrinthian during the related quest:

这里是在你去拉布林夕安做相关任务时摩罗克伊会说的话：

"Wo meyz wah dii vul junaar?"

(Who comes to my dark -- ?)

"vul junaar" may be the old name for that place (Bromjunaar?)

"Jun" is 'king', "aar" is 'slave/servant', and "brom" is 'north', so this would possibly make "Bromjunaar" 'North Kingdom'. This would also make Morokei's translation "Who comes to my dark kingdom?"

这是一个解读未知龙语的好例子。摩罗克伊所说的“junaar”这个词在词汇表中没有，利用其构成语素 **jun** 和 **aar** 来结合语境猜测此词的意思，最后将整句话翻译为“谁闯入了我的幽暗之国？”

"Nivahriin muz fent siiv nid aaz het."

(Cowardly men shall find no mercy here.)

懦夫在此得不到怜悯。

## ALDUIN 奥杜因

Upon arriving at the burial mound close to Rynesgrove, you will see the dragon Alduin, who is using his Thu'um to resurrect the dead dragon. Once the dragon in question, Sablokknir,

is whole once more, he has a conversation in the dragon language with Alduin. It is recorded below with a general translation below the text and a literal translation in parentheses.  
 在 Rýnesgrove 附近的龙冢，你会见到奥杜因，它正在用龙语复活死掉的龙。当此龙，即 Sahlökñir 复活以后，它与奥杜因之间会有龙语对话。下面记录了这点对话及其直译和意译。

**Alduin: Sahlökñir, ziil gro dovah ulse!**

Sahlökñir, ever-bound dragon spirit!

(spirit bound dragon eternity-of.)

Sahlökñir, 束缚你的龙魂！

**Alduin: Slen tiid vo!**

Let your flesh be unrotten!

(Flesh against time.)

让你的血肉再生！

**Sahlökñir: Alduin, thuri! Boaan tiid vokriiha suleyksejun kruziik?**

Alduin, my overlord! An age past, did you not destroy the power of the ancient kings?

(Alduin, my overlord! An age time ago kill power-of-kings ancient?)

奥杜因，吾王！万代已逝，你是否已经摧毁了古代王朝的势力？

**Alduin: Geh, Sahlökñir, kaali mir.**

Yes, Sahlökñir, my trusted ally.

(Yes, Sahlökñir, my champion [of] allegiance.)

是的，Sahlökñir，我值得信赖的盟友。

**Alduin: Ful, losei Dovahkiin? Zu'u koraav nid nol dov do hi.**

So, my false Dragonborn? I do not recognize you as dragon.

(So, my of-fake Dragonborn? I recognize no from dragon of you.)

那么，我的伪龙裔？我不认可你是条龙。

Alduin: You do not even know our tongue, do you? Such arrogance, to dare take for yourself the name of Dovah.

你甚至不能理解我们的语言，不是吗？如此傲慢，怎敢自僭龙名。

**Alduin: Sahlökñir, krii daar joorre.**

Sahlökñir, kill these mortals.

(Sahlökñir, kill these mortals.)

Sahlökñir, 杀了这些凡人。



## ODAHVIING 傲达威因

When shouting

吼叫时

**Toor... Shul!**

火焰之息的后两个字段。

Immediately after his capture

刚被抓住时

**Nid!**

**Horvutah med kodaav.**

Caught like a bear in a trap...

不!

像一头陷入陷阱的熊...

**Zok frini grind ko grah drun viiki, Dovahkiin.**

Ah. I forget. You do not have the dovah speech.

My... eagerness to meet you in battle was my... undoing, **Dovahkiin.**

I salute your, hmm, low cunning in devising such a **grahmindol** - stratagem.

同其他可交流龙一样, 此处傲达威因自带翻译, 渴望在战斗中与你相见招致了我的失败。

Opening dialogue for the first time

开场白

**Zu'u bonaar.**

You went to a great deal of trouble to put me in this... humiliating position.

Zu'u 作为主语 I 在龙的对话中很少见, 用 bonaar(humble)来形容自己的耻辱说明此时已经是低声下气了。

**Hind siiv Alduin, hmm?**

No doubt you want to know where to find Alduin?

Hind(wish)与 siiv(find)连用而与英语中的 to 作介词不同, 可见龙语实际上更加简单, 更类似现代汉语的结构。

Upon release

解开缚龙锁以后

**Faas nu, zini dein ruthi ahst vaal.**

这句话傲达威因没有翻译, 体现了其脱离桎梏之后自由舒畅的心情。Faas(fear), nu(now)这两个词连用形成 Faasnu(fearless)之后意思完全不同, Zin(hornr)和 ruth(rage/curse)都采用了所有格的表达方式, 即在词尾加上字母 i。因此这句话可意译作 **Fear not, my honor holds my rage at bay.** 即傲达威因保证会护送龙裔主角去找奥杜因。

Speaking to him after he is released



释放以后

**Saraan uth.**

I await your command, as promised. Are you ready to see the world as only a dovah can?

直译为等待命令。

Upon landing in Skuldafn

到达 Skuldafn 之后

This is as far as I can take you.

**Krif voth ahkrin.**

I will look for your return, or Alduin's.

这就是上面在讲短语时提到的勇敢地战斗。

## PAARTHURNAX 帕图纳克斯

Greetings

问候

**Drem Yol Lok.**

Greetings.

讲短语的部分已经提到过的龙语问候。

Exiting

兴奋时

**Su'um ahrk morah.**

Breath and think.

呼吸，思考。

Dialogue

对话中

**Lok, Thu'um.**

Sky above, voice within.

这一句短语部分也提到过。

(The Blades say you deserve to die.)

玩家问起帕龙说刀锋会认为帕龙必须死

The Blades are wise not to trust me. **Onikaan ni ov.** I would not trust another dovah.

后面一句话同样解释了 **Onikaan ni ov** 的意思。句中几乎所有的语法成分都已省略，龙语只有表达关键意思的词存在，因而都非常简短。意译为不相信是明智的。



(Why shouldn't they trust you?)

他们不该相信你?

**Dov wahlaan fah rel.** We were made to dominate. The will to power is in our blood. You feel it in yourself, do you not? I can be trusted. I know this. But they do not. **Onikaan ni ov dovah.** It is always wise to mistrust a dovah. I have overcome my nature only through meditation and long study of the Way of the Voice. No day goes by where I am not tempted to return to my inborn nature. **Zin krif horvut se suleyk.** What is better - to be born good, or to overcome your evil nature through great effort?

Dov wahlaan fah rel 的解释与 Onikaan ni ov dovah 帕龙均给出了解释。然而 Zin krif horvut se suleyk.这句话却没有解释。逐字翻译为 **honor fight lure of power**, 然而究竟该如何翻译, 不同译者的自译版本对该句的翻译差别很大, 这也与帕龙说的话都比较哲学有关系。