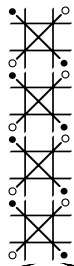


The Zoreac Glyphs



Aldus (Time); A: as A in Normal (Ah sound)



Ainohm (The Past); Ai: as I in Kite



Aegas (The Present); Ae: like A in Ate,



Auvo (The Future/Decline) ; Au: Like “Ow”



Balda (Death); B: as B in Boy



Bval (The Soul); Bv: Pronounced in one sound, guttural. Halfway between B in Boy and V in voice.



Calmenos (To Join); C: Always hard, like C in Coal



Chaluum (Beginning/Origin); Partway between Ch and Sh



Delde (Nature); D: as D in Dog



Dsari (Trade); Ds: Pronounced in one sound, guttural. Halfway between D in Day and S in Sand.



Erevystyx (Stars/Sorcery); E: as E in Beg



Évas (Space); É: Pronounced Long and Short, long first; “EE-Eh”



Ëma (Realm); È: Pronounced Short and Long, Short first: “Eh-EE”



Felosa (Beauty); F as F in Fig



Fvelo (The Moon); Fv: Pronounced in one sound, guttural. Halfway between F in Fox and V in voice.



Galda (The Sun); G as G in Gold



Haldor (Knowledge/Wisdom/Understanding); H as H in Halo



Hvylaxt (Power/Splendor/Energy); V: as V in Victory (slightly voiced H trilled V)



Imandi (Divine/The Gods); I: long E sound, like the Latin I if in first syllable or if followed by a u, short like I in Tin in latter syllables, except if the last symbol in a word.

† Jh'kar (Craft); Trilled J sound J: as J in Jest - Jh: Pronounced in one sound, guttural.

⤵ Kheldor (War); K: Guttural, like C in Crash ; KV:

⦿ Kvebv (The Aftermath); Pronounced as two separate sounds, KVEZ=Keh'Vez

⚡ Llalo (Change); Extended and trilled L

⦿ Levian (Chance/Luck); L: as L in Latin

⊙ Merla (The World); M: as M in Mermaid

⊙ N'Tra (The Centre/In-Between); N: as N in No

⊥ Omande (Balance/Truth); O: Always hard, like O in Omega. (Ö: Guttural O. Halfway between Oh and Ugh if preceded by an H or if in last word syllable.)

⊞ Peldin (The Mortals); P: as P in Power

⊞ Qevas (Travel/To Move); Q: always as KW sound. Does not need a U following. QU is KWOO.

△ Revistas (Mental Balance); R: as R is Rain

⦿ Saleos (Fire) / Selmenos (To Cross); S: as S in Sam

⦿ Sheakh (The Unknown); Sh: As Shore

⊙ Thynghos (Darkness/Night); Th as in Thorn

⚡ T'Zyef (Electricity/Storms); T as T in Tang

△ Umände (Unbalance/Sorrow/Pity); U: Long U, like "oo" in too.

⤵ Weldankh (Destruction); W: as W in Wild

⦿ X'Yva (Dreams); X: Bussing X, always like KS, never like Z, even as leading letter, thus Xiva=KZEEVAH

⊙ Yeave (Water/Life); Y: as old English "Ye".

△ Zhen (Exalted); Zh; Like Sh (or Jh), but with buzzing Z sound dominant.

⊙ Zoran (The Mind); Z: like Z in Zero

Word association markers: These symbols following any word or series of glyphs assign a relationship between that word or series and their target.

o

Po (Me)

oo

Ti (You)

o

Do (With/For)

△

Vo (Belonging to, of, originating from)

●○

Word link (- or ‘, links two words or symbols and shows their relation)

⊙ ⊖ ⊗ ⊕ ⊗ ⊙ : Yea’pas

Contextual argument markers: These symbols dictate the end of words, lines and entire subjects, as well as define the flow of a body of text or allow for the insertion of multiple tiers of mathematical formulae.

⬤⬤⬤ Begin concept/subject.

⬤⬤ End of concept/subject.

End of word.

●● End of line.

⋮ Formulae Container

●●● Formulae Container

⋈ Proper Name

⋈⋈ Referenced Divinity

Note: Zoreac is indifferent to flow direction or orientation. You may transpose any symbol in any direction or at any angle and yet, it remains unique. Zoreac may flow top to bottom in columns, which is typical, or bottom to top, right to left, left to right, or diagonally. You can recognize the flow by finding the appropriate beginning and end of subject markers and reading their contents, appropriate to the direction indicated by the same.

Notes on pronunciation:

Vowels:

A: as A in Normal (Ah sound)

E: as E in Beg

É: Pronounced Long and Short, long first; “EE-Eh”

Ë: Pronounced Short and Long, Short first: “Eh-EE”

I: long E sound, like the Latin I if in first syllable or if followed by a u, short like I in Tin in latter syllables. .

Í: Means to treat next I as long E sound instead of short: Mítrius=Mee'tree'us

O: Always hard, like O in Omega.

Obix obix anos, Oh-bicks, Oh-bixks, Ah'nohs

Ö: Guttural O. Halfway between Oh and Ugh.

U: Long U, like “oo” in too.

Û: Resonating U, like U-Turn.

Ai: as I in Kite

Ae: like A in Ate,

Y: as old English “Ye”.

Au: Like “Ow”

Double vowels: Voiced twice.

Consonants:

B: as B in Boy

C: Always hard, like C in Coal

D: as D in Dog

F as F in Fig

G as G in Gold

H as H in Halo

J: as J in Jest

Jh: Pronounced in one sound, guttural.

K: Guttural, like C in Crash
 KV: Pronounced as two separate sounds, KVEZ= Keh'Vez
 L: as L in Latin
 M: as M in Mermaid
 N: as N in No
 P: as P in Power
 Q: always as KW sound. Does not need a U following. QU is KWOO.
 S: as S in Sam
 Sh: As Shore
 T as T in Tang
 V: as V in Victory
 W: as W in Weld
 X: Bussing X, always like KS, never like Z, even as leading letter, thus Xiva=KZEEVAH
 Z: like Z in Zero
 Zh; Like Sh (or Jh), but with buzzing Z sound dominant.

Double consonants, e.g. LL are elongated resonating sounds; said almost twice. Callo=
 CAL LOW ❖)(❖) ❖ I❖❖
 Examples:

Xeio, Kx'eh'ee'oh
 Tuus: Two, oohs.
 Queza: Kwoo'eh'za

Syllable Stress:

Stress is always on the second syllable in three or more syllable words, but on the first in words with two syllables.

Pauses: an apostrophe indicates pause in pronunciation: Y'Vos = Ye (pause) vohs.
 T'Zyef = Teh (pause) Z'Ye'ef.

Ulo (Universal) – Clear

Uma – [Good] – White splotches
 Felso – [Evil] – Black splotches
 Alna – [Lawful]– Blue splotches
 Levnath - [Chaotic]– yellow splotches
 Saelo [Fire] – Ruby Red Sparkles
 Tzo [Electricity] – Yellow sparkles
 Kubol [Acid] – Green sparkles
 Aabasa [Sonic] – Purple sparkles
 Qexi [Cold] – Blue sparkles
 Kara [Force] – Silver sparkles
 Aldoze [Time] – Golden sparkles

Svao [Fear] – Grey sparkles
Namo – [Mind Effecting] – Green splotches
Balo – [Death] – Dark grey splotches
Vaso – [Lang. Dependant] – teal splotches
Galo – [Light] – White sparkles
Yees – [Water] – Blue wavering streaks
Ano – [Air] – light blue wavering streaks
Merkath – [Earth] – green wavering streaks
Thyn – [Darkness] Black wavering streaks

Umi/Umin (Conj) - Blue

Y'va (Healing) Very Light Blue
Jhanto (Creation) – Deep Blue
Eni (Summoning) – Dark Blue
Qevo (Teleportation) – Sky Blue
Aldoz (Time) – Royal Blue

Obix (Evoc) – Red

Vau-Nai (Trans) – Orange

Qevo (Teleportation) – Golden orange
[Air] – Lt Blue Sparkles

Eto/Etos (Abj) - Yellow

Moro (Necr) - Violet

Septo (Illus) - Teal

Quel (Glamer) Teal
Ago (Phantasm) Greyish teal
Teek (Figment) light teal
Thalta (Pattern) – blue green
Netu – [Shadow] – dark teal

Kel/Callo (Div) – Green

Halne (Scrying) – Light Green

Vasto (Enchantment) – Indigo

Naas (Compulsion) – Dark Indigo
Plaani (Charm) Light Indigo

Words of Power Dictionary

Here lie in the composite of the ancient Words of Power, founded on the ancient Zoreac, or Saerosian language from which, are derived the speech of all languages of magic. Be with caution when vocalizing this most excellent of dialects, for the word improperly spoken is as dangerous as the word inaptly selected.

A Pattern: Thalt

A ray or bolt: abad
A sensor: noz
A servant: concur'u
Acid: aalos (sizzle)/kubol (melt)
Advice: supas
Afterlife: aldane
Air: Sar (wind/breathable air)/Ano (gas)
All: mosomori
Almost: nen
An illusion: Septe
An object: miso
And/plus: som
Animal: delesimu
Anti/against: -'pas (against life: yea'pas)
Armor: vo'jhum
Arrogant: derkas
Astral (plane): isilmador
Aura: sil
Avatar: Imapelos
Bad fortune: levka
Balance: vokyr
Banish: qomasakil
Bark: delontro'nesh
Barrier: jhoz
Battle: jhekva
Beauty: fela
Black feyn
Bless: hay'e
Blind: seipho
Bog (Swamp): kraan
Bolt (of energy) voz
Break/unmake: 'wem
Chain: jhokel
Change: llemar
Change: nyx
Chaos: le
Charming (adj.): Planom
Claw: delak
Claws: del'vu
Closed: zei
Confusion: wom
Corpse: balso
Creature: pelzara
Crystal: ta/to
Crystalline: talyx
Curse: kelma

Darkness: thyn
Deaf:
Deep: chasta
Destroy: keloz
Destruction: welmakh
Discord: ätreä
Doubt: hajho'pas
Dream : Xy
Earth/stone: Jhara
Electricity: T'zar
Elements: alam
Emperor; Zanaz
Energy: ameer
Enhance/augment: su'jhasa
Enlarge: naz
Ethereal: peliaz
Evil: fe / fel
Exalted: zhen
Familiar: ermakh
Fear: Svao
Field (of energy) tasum
Finger: epelom
Fire: saeloz
For: do'
Force: obo
Form: kuru
Form: noro
Freedom: umano
Fully: tau
Future: aldam
Gas: Ano
Gas: matel
God: Imozuë
Good: ha/um
Great/very: ial
Hall: korom
Hand: epe
Harmful: weldhu
Hate: kelu
Heal: Y'va
Healing: y'va
Hear: zalu
Hell: Tormaz
Horrid: my
Human: pelios
I/me: po

Ice/frost: feh
Imagination: Teek
Insight into..: ne' (e.g. ne'jhekva is insight into battle)
Insight: halos
Instant: ayos
Invisible: haeldedu
Just battle/holy war: avan
Knowledge: haldo
Language: Va
Law: Aln
Law: jha
Life force: Mor
Life: y've
Life: yea
Light: galo
Lightning: t'zef
Location: dedu
Lock: jhalu
Lock: shepu
Made to be: eleth
Magic: everos
Magma: saekur
Master: gis
Mend/repair: ekos
Mental fatigue: ko'hale
Mercy: uma
Might: jhekano
Mirrir: tipthele
Mist: sytor
More/better: desedal
Murder: kelda
New: la
Objects: domazé
Of: vo
Open: yx
Outside entity: suimos
Past: aldum / Ainohm
Peace: umina
Perfect: Darsha
Person: pelom (or pel'im)
Phantasm: Ago
Pit: kraan
Plant: deldesoma
Pleasure: yeo
Positive energy: auro
Present (now): aldim

Prison: din
Prison: dín
Psionic power: za'kyr
raging: konoz
Reality: ima
Resist: oma
Restore: umanesa
Restrain: Kema
Restructure/repair: tos'liquia
Reverse: queloz
Rope: copa
Saeros: tas'nyn
Seek: qim
Sentient: uvol
Shadow: Netu
Sharp: luré
Shift: vas'amor
Shock (from electricity): amer
Shrink: nam
Sight: hal
Sign/sigil: micros
Silver: eyn
Skin: nesh
Sky: ma
Slaughter: Weldankh
Sleep: xymar
Smoke: saelmat
Sorcerer: evnan
Spirit: pelim
Spiritual: pelimoru
Strength: vaagar
Surety: hajho
Sword: jhek
Tentacle: duyopelom
The Void: Mava
Them: vo
Time: aldoze
To animate: tamo'qi'ya
To atone: umanjhol
To be: kas
To burn: avados
To call or summon: Eni
To charm: Plaani
To Compel: Naas
To create: mitra
To Depend: so

To endure: jhul
To frighten: nees
To give: rhom
To grab: Le-o
To make: kobo
To Phase (in and out): qam
To protect: etos
To restore life: liquia
To sap/drain: umial
To scry: Halne
To see a distance: hamoqevis
To see afar: hamoqemora
To see clearly: hamara
To see: hamo
To Show Mercy: umandadas
To stare: vaih
To strike: abo
To transfer life: y'vono
To transfer: vono
To transport/teleport: Quvo
To wait: vale
Toobscure; tymo
Torment: krath (as in Sae'kreth, the Torment of Fire)
Touch: lo
Travel: qu
Tree: delontro
Undead: n'tro'balo
Undead: netroz
Unerring: anos
Universe/Space: metriux
Unlock: queva
Unseal: kobo
Us: Les
Violet: derku
Wall: mund
Water: yama
Weakness: agara
Weapon: jes
Will (I will you): ekir
Wish: erkyr
Word: zape
You: ti