

Help for these Cirth Fonts:



Microsoft Windows/TrueType & Postscript format (Postscript fonts requires Adobe Type Manager)

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Cirth Erebor Fonts Help file v1.1c

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(This information is my best attempt at explaining basic Cirth usage for each mode. This document does not describe all of the complexities of Cirth usage, nor will it explain any details of any Tolkien language. This information is not official or authorized by anyone and may contain errors.)

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Doug Pearson - for providing access to his vast collection of Tolkien books (version 1.0).

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⋮FNŸΛ†:◁ΓHЯHY:◁B17⋮

(danyul stéven smi[th] - written in the mode of Angerthas Erebor)

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The History and Development of the Cirth:

Decades ago, when J. R. R. Tolkien wrote his fantasy book series; "The Hobbit" and "The Lord of the Rings", he described races of Elves, Dwarves and Men possessing a rich history, language and culture. Early in their history they devised alphabets for writing their languages. One of the earliest was written with pens or brushes. It was called the Tengwar. The Tengwar were a very flexible writing system that was easily adapted by the many different races of Middle-earth for use with their languages. The only shortcoming of the Tengwar was that it was difficult to be used for inscribing onto metal, stone or wood. During the First Age, Elvish craftsmen in Beleriand began developing an informal alphabet for use with their Sindarin language. This alphabet became known as the Cirth (meaning: "runes"). The Cirth letters were almost entirely made from straight lines that could be easily engraved onto hard surfaces. The Elves used the Cirth exclusively for carved inscriptions. The Cirth alphabet in Middle-earth fulfills the same role as Germanic, Norse and Anglo-Saxon runes in our history.

Angerthas Daeron:

Towards the end of the First Age in Beleriand, Daeron, the Minstrel and Loremaster of King Thingol of Doriath, organized the Cirth into what became known as the Angerthas Daeron. Daeron's alphabet was originally used by the Grey Elves (Sindar) in Beleriand. Later the Deep Elves (Noldor) in Eregion adopted the Cirth and added several more runes to the system. These additional letters were used to represent sounds not found in the Elvish Sindarin, but in the tongues of the other people living in the area. The Angerthas Daeron was used primarily for carved inscriptions. For most other forms of written communication the Tengwar were used.

Angerthas Moria:

During the beginning of the Second Age in Eregion, Dwarves first came to know the Elvish runes of the Noldor. They modified the runes to suit the specific needs of their language, Khuzdul. The Dwarves spread their revised alphabet to Moria, where it came to be known as Angerthas Moria (meaning: "The Long Rune-rows of Moria"). The Dwarves used the runes extensively, and developed both carved and pen-written forms. They spread their alphabet wherever they went through out Middle-earth. Variations of Angerthas Moria were also used by other races for their languages, such as the Mannish tongue Westron.

Angerthas Erebor:

At the beginning of the Third Age, the Dwarves were driven out of Moria. Some migrated to the Grey Mountains, some to the Iron Hills, and some came to Lonely Mountain (or Erebor). The Dwarves in Erebor modified the Cirth even more. Several letters reverted back to the original Angerthas Daeron phonetic value. They also added a number of extra characters.

Sources:

"The Return of the King" by J. R. R. Tolkien
Appendix E
Houghton-Mifflin
ISBN 0-395-27221-1

"The Treason of Isengard" edited by Christopher Tolkien
Appendix on Runes
Houghton-Mifflin
ISBN 0-395-51562-9

A Brief History of Runes in Europe:

Runic alphabets first appeared among Germanic tribes in central and eastern Europe during Roman times. Many of the Runic letters seem to have been borrowed from other alphabets, such as the Greek, the Etruscan, and the Early Roman alphabets. Some of the Runes seem to be unique inventions. The earliest Runic inscriptions on stone are dated to the late 2nd century AD, although it is probable that Runic Alphabets had been in use for some centuries before.

The Runes were a very practical alphabet and developed out of necessity. Most adults in Roman-age Europe possessed knives of some sort, and wood carving was often a highly prized skill. So creating an alphabet that could be easily carved with straight lines in wood (and later stone) was a natural development. Most Runic inscriptions simply identified the ownership or burial site of someone or something, and were as distinct as the Rune-Master creating them.

Early in their history, the Runes had very few writing rules or conventions. The Runes could be written right to left, left to right, or Boustrophedon (right to left on one line, left to right on the next, etc.). During Europe's Dark Ages, as the Roman/Latin alphabet became more dominant, the Roman convention of left to right became the rule. Also, early in their history, Runic letters were often reversed. Runes and their mirror images always represented the same phonetic values.

The original Germanic Runic alphabet contained 24 letters. The first six letters of the alphabet spell out the word "FUTHARK", which is often used when referring to the Runes. Centuries later, people in Scandinavia began using the Runes. They dropped some letters, simplified some characters and developed several custom Runic alphabets. Sometime between 400 and 600 AD, three Germanic tribes (the Angles, the Saxons, and the Jutes) invaded Britain. They brought the Runes with them. Once in Britain, the Anglo-Saxon Runes were expanded to as many as 32 characters.

By 800 AD the Runes were in use throughout much of western, central, and northern Europe. The Vikings carried the Runes west with them to Iceland and Greenland. Trade in eastern Europe spread the Runes into Hungary, Rumania, Poland, and parts of Russia. In the centuries that followed, as most of Europe adopted the Christian faith, the Runes slowly fell out of favor, replaced by variations of the Roman/Latin alphabet. One version of the Roman/Latin alphabet used in Anglo-Saxon England during the days before the Norman conquest contained some Runic letters, such as "þ" (thorn), based on the third letter of the Runic alphabet. During the Middle-ages, as Christianity came to dominate Europe, fewer and fewer people were able to understand the Runes.

Many non-Christian and pagan groups still continued to use the Runes, such as the followers of the Druid religion. They were persecuted by the Christian authorities and their ways were demonized. Unable to read the Runes, church leaders believed them to be magic spells capable of unlocking the powers of evil. Since this time Runes have developed a bad reputation, and are often linked to the Occult and Satanism. Earlier in this century, the Nazis in Germany employed the Runes in their military insignia and propaganda, furthering the sinister reputation of the Runes.

On the bright side, J. R. R. Tolkien one variety of Anglo-Saxon Runes in his fantasy/adventure novel "The Hobbit". Tolkien used the Runes on maps and for assorted graphics on the hard-cover editions of the book. Tolkien used Runes to represent the writings of the Dwarves in his story. The Dwarves actually used a different Runic alphabet (called the Cirth or the Angerthas). Tolkien substituted the Cirth with the more familiar Anglo-Saxon Runes, just as he also substituted English for many of the languages of Middle-earth such as Westron.

Today, most people interested in Runes fall into two categories. Some are Historians studying pre-Christian European cultures and languages. Or they may be medieval or fantasy RPG (Role Playing Game) players engaged in re-creating aspects of pre-Christian European cultures.

Sources:

"The Hobbit" by J. R. R. Tolkien
Houghton-Mifflin
ISBN 0-395-28265-0

"Reading the Runes" by R. I. Page
University of California Press / British Museum
ISBN 0-520-06114-4

"The Return of the King" by J. R. R. Tolkien
Appendix E
Houghton-Mifflin
ISBN 0-395-27221-1

Writing with the Cirth fonts:

Using these Cirth fonts is not difficult. Before starting, you may wish to view the appropriate Cirth chart and the font keyboard mapping page of this Help file. The first step is to know which Cirth letter you will need to use to spell whatever it is that you want to write. Remember that the Cirth is a phonetic alphabet, so closely examine your pronunciation.

Language and Mode specific information:

- Angerthas Daeron
- The Special Doriath Long series
- The later Noldorin use
- Angerthas Moria
- Angerthas Erebor
- Dwarf runes for writing English

Cirth placement:

I have attempted to re-create J.R.R.Tolkien's Cirth chart from 'The Lord of the Rings' in the keyboard layout. The first column in Tolkien's chart contain 15 characters. The first ten characters in column one are in keyboard locations '1' thru '0'. The last five characters in column one are in keyboard locations shift/'1' thru shift/'5'. The second, third and fourth columns of Tolkien's Cirth chart, are on the next consecutive rows of the keyboard. Most of the remaining locations on the keyboard contain a variety of other letters and symbols. Please refer to the appropriate font key mapping page of this help file.

- "Cirth Erebor" font keyboard mapping
- "Cirth Erebor-1" font keyboard mapping
- "Cirth Erebor-2" font keyboard mapping
- "Cirth Erebor Caps" font keyboard mapping
- "Cirth Erebor Caps-1" font keyboard mapping
- "Cirth Erebor Caps-2" font keyboard mapping

Accessing the Extended Cirth Characters:

Some of the characters in the fonts can't be directly accessed from the keyboard. You can use these characters by holding-down the [alt] key and typing-in a four-digit number. Please refer to the appropriate keyboard mapping section of this help file:

Tehtar placement:

Some Cirth modes use accent marks or Tehtar to modify a letter's sound. Using Tehtar symbols can be difficult. The trickiest part of using this font is using the right Tehtar symbol with the right Cirth letter. This font includes four versions of each of three different Tehtar symbols. By trying various different versions of the Tehtar symbols, it's not difficult to find an appropriate match for any Cirth letter. When using these Cirth fonts, all of the Tehtar symbols go over the previously placed letter.

Weird things that Word Processors do:

Since the Tehtar symbols technically don't have a character width, some Word Processors get confused. Often they don't initially display the Tehtar symbols. The way to get around this is to 'refresh' the screen. There are several ways to do this. You can refresh your screen by minimizing, then maximizing your application, or by flipping to another page in your document and then returning to your original page.

Also, sometimes word processors are confused about the character width of the Tehtar symbols. This is most likely to happen if you use Tehtar symbols that are wider than the Cirth letters they are used with. The location of the cursor can be distorted and appear to be where it really is not. This can cause you to insert letters into unintended places. One way to solve this is to enter all of the Cirth letters first, then enter the Tehtar symbols - starting on the right of each line and finishing on the left of each line. Another solution is to enter the proper keystrokes using an ASCII font (such as Arial, Times or Courier), then selecting the text string and changing its font to 'Cirth Erebor'.

Examples:

J R R Tolkien ... \$ @ @ 8bael/u ... 𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

Each Cirth font also contains some five common "dot" marks, at keys "I", "O", "P", "{", and "}". These characters are often used to separate words or sentences when writing with the Cirth.

} \$ O @ O @ O 8bael/u } ... 𐌵:𐌲:𐌲:𐌳𐌰𐌶𐌵

The "...-1" and "...-2" Cirth fonts contain characters with single and double over-bars and under-bars. Since the Cirth, like other runic alphabets, can be written between parallel horizontal lines, these fonts allow you to reproduce those styles.

𐌵:𐌲:𐌲:𐌳𐌰𐌶𐌵 or 𐌵:𐌲:𐌲:𐌳𐌰𐌶𐌵

(Tip: sometimes the gaps between the horizontal bars are visible. If this happens, select the text and reduce the character spacing. In Microsoft Word 6.0 this is done by clicking on the "Format" drop-down menu, selecting the "Font..." item, and picking the "Character Spacing" tab. Condensing the spacing of the selected text 0.3 to 0.5 pt should do the trick!)

The "...-1" and "...-2" Cirth fonts also contain four extra characters, at keys: ^, Y, H and N. These extra characters are used in combination with the over-bars and under-bars, and can create interesting graphic effects. (Please note that if you try to use the "...-1" and "...-2" Cirth fonts with the Tehtar symbols - the results may not be legible.)

^ \$ H @ H @ H 8bael/u Y ... 𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

H \$ N @ N @ N 8bael/u H ... 𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

HIOPH \$ O @ O @ O 8bael/u HPOIH ... 𐌵:𐌲:𐌲:𐌳𐌰𐌶𐌵

Using the Cirth Capital fonts:

Three Capital fonts are included in this font pack (Simple, Double-stroke and Double Stroke Curly). Capitals are typically used sparingly in Cirth inscriptions. They are used primarily for initial letters in names of people or places. The easiest way to use the capital letters is to first write the entire inscription with one of the standard Cirth fonts, then individually select a letter and change it's font to one of the Capital Cirth fonts. Here's the name 'Aragorn' demonstrating the three different Capital fonts:

𐌳𐌰𐌶𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

The 'Caps' font contains single-stroke capitals.

𐌳𐌰𐌶𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

The 'Caps-1' font contains double-stroke capitals.

𐌳𐌰𐌶𐌵 𐌲 𐌲 𐌳𐌰𐌶𐌵

The 'Caps-2' font contains more cursive double stroke capitals.

Angerthas Daeron:

Below is a table containing the Cirth letters and their Angerthas Daeron values:

cirth:	#	value:	cirth:	#	value:	cirth:	#	value:	cirth:	#	value:
ᚦ	1	p	ᚨ	16	zh	ᚧ	31	l	ᚱ	46	e
ᚷ	2	b	ᚫ	17	nj	ᚧ	32	lh	ᚱ	47	é
ᚨ	3	f	ᚩ	18	k	ᚷ	33	ng	ᚱ	48	a
ᚨ	4	v	ᚩ	19	g	ᚷ	34	s	ᚱ	49	á
ᚦ	5	hw	ᚩ	20	kh	ᚷ	35	s	ᚱ	50	o
ᚷ	6	m	ᚩ	21	gh	ᚷ	36	ss / z [2]	ᚱ or ᚱ	51	ó
ᚷ	7	mh/mb [1]	ᚩ	22	□	ᚷ	37	-	ᚱ or ᚱ	52	ö
ᚦ	8	t	ᚩ	23	kw	ᚱ or ᚱ	38	nd	ᚩ	53	-
ᚦ	9	d	ᚦ	24	gw	ᚩ	39	i (y)	ᚫ	54	h
ᚦ	10	th	ᚦ	25	khw	ᚩ	40	-	ᚧ or ᚧ	55	-
ᚦ	11	dh	ᚦ	26	ghw	ᚩ	41	-	ᚧ or ᚧ	56	-
ᚦ	12	n	ᚩ	27	ngw	ᚩ	42	u	ᚧ	57	-
ᚫ	13	ch	ᚫ	28	nw	ᚩ	43	ú	ᚧ	58	-
ᚫ	14	j	ᚫ	29	r	ᚩ	44	w	ᚧ	59	+h
ᚫ	15	sh	ᚫ	30	rh	ᚩ or ᚩ	45	ü	ᚧ	60	&

Note:

- = These letters are not used with the Angerthas Daeron mode.

[1] Certh #7 was used for **mh** in archaic Sindarin but was later used for **mb**.

[2] Certh #34 represented the **ss** sound when used for Sindarin or Quenya, but represented the **z** sound when used for languages that had that sound.

Sources:

"The Return of the King" by J. R. R. Tolkien
Appendix E
Houghton-Mifflin
ISBN 0-395-27221-1

The special Doriath long series:

Below is a table containing the Cirth letters and their special Doriath long series values:

ᚱ	ᚩ	ᚰ	ᚦ ^{later} ᚦ	ᚱ	ᚱ	ᚱ	ᚰ			
a	i	u	e	é	o	ó				

ᚲ	ᚦ	ᚰ ^{or} ᚰ	ᚦ	ᚰ	ᚲ	ᚲ	ᚲ	ᚲ	ᚰ	
p	t	k (c)	kw (cw)		b	d	g	gw		

ᚴ	ᚴ	ᚴ ^{rarely} ᚴ	ᚴ	ᚴ	ᚴ	ᚴ	ᚴ	ᚰ		
f	p (th)	s	x (ch)	h	xw (chw)	hw				

ᚷ	ᚷ ^{or} ᚷ	ᚷ	ᚷ ^{or} ᚷ	ᚰ	ᚷ	ᚷ	ᚷ	ᚷ	ᚷ	ᚰ
m	n	□	□w later nw		v (bh)	ð (dh)	z	zh	zhw	

ᚹ ^{or} ᚹ ^{or} ᚹ	ᚹ	ᚹ	ᚹ	ᚰ	ᚹ	ᚹ	ᚹ	ᚰ		
l	r	i [y]	w		sp	st	sk			

ᚺ	ᚺ	ᚺ	ᚰ	ᚺ	ᚺ	ᚺ	ᚺ	ᚰ		
zb (sb)	zd	zg (sg)		mb	nd	□g	□gw			

ᚻ	ᚻ	ᚰ	ᚻ	ᚻ						
ai	au		ks (x)	hy						

Note:

The ᚰ character is used here to separate groups of related letters.

Sources:

"The Treason of Isengard" edited by Christopher Tolkien
 Appendix on Runes
 Houghton-Mifflin
 ISBN 0-395-51562-9

The later Noldorin use:

Below is a table containing the Cirth letters and their Later Noldorin values:

ᚱ	ᚲ	ᚳ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ	
a	á	i	í	u	ú	e	é	o	ó		

ᚰ	ᚱ	ᚲ _{or} ᚳ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ		
p	t	c	cw		b	d	g	gw			

ᚰ	ᚱ	ᚲ	ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚽ
f	th	s	ch	h	chw	wh		v	bh	ð	dh	gh

ᚰ _{or} ᚱ _{later}	ᚲ	ᚳ	ᚴ	ᚵ	ᚶ						
l	r	i	w	[y]							

ᚰ	ᚲ _{later}	ᚴ	ᚶ _{later}	ᚸ	ᚺ	ᚼ	ᚾ	ᚿ	ᚻ		
m	n	[ŋ] ng/nc	nw		mb/mm	nd/nn	ng				

ᚰ _{or} ᚱ	ᚲ	ᚳ _{or} ᚴ	ᚵ	ᚶ	ᚷ	ᚸ	ᚹ				
sp/sb	st	sc/sg		ai	au	ui					

These other signs occasionally used:

ᚶ	ᚷ	ᚸ	ᚹ	ᚺ	ᚻ	ᚼ	ᚽ	ᚾ	ᚿ		
ei	eu	oi	ou	iu	eo	io	oe	ae			

ᚰ	ᚲ	ᚴ _{or} ᚳ	ᚶ	ᚸ							
[æ] ae	[ö] oe	y	[œ] oe	[ý] y,ui							

Note:

The ᚻ character is used here to separate groups of related letters.

Sources:

"The Treason of Isengard" edited by Christopher Tolkien
 Appendix on Runes
 Houghton-Mifflin
 ISBN 0-395-51562-9

Angerthas Moria:

Below is a table containing the Cirth letters and their Angerthas Moria values:

cirth:	#	value:									
ᚦ	1	p	ᚧ	16	-	ᚨ	31	l	ᚩ	46	e
ᚫ	2	b	ᚬ	17	z	ᚭ	32	lh	ᚮ	47	é
ᚰ	3	f	ᚱ	18	k	ᚲ	33	nd	ᚳ	48	a
ᚴ	4	v	ᚵ	19	g	ᚶ	34	h *	ᚷ	49	á
ᚸ	5	hw	ᚹ	20	kh	ᚺ	35	' *	ᚻ	50	o
ᚼ	6	m	ᚽ	21	gh	ᚾ	36	□	ᚿ or ᛀ	51	ó
ᚾ	7	mb	ᚿ	22	n	ᛀ	37	ng	ᛁ or ᛂ	52	ö
ᛁ	8	t	ᛂ	23	kw	ᛃ or ᛄ	38	nj	ᛅ	53	n
ᛆ	9	d	ᛇ	24	gw	ᛈ	39	i	ᛉ	54	s *
ᛊ	10	th	ᛋ	25	khw	ᛌ	40	y	ᛍ or ᛎ	55	e [1]
ᛏ	11	dh	ᛐ	26	ghw	ᛑ	41	hy	ᛒ or ᛓ	56	u [2]
ᛕ	12	r	ᛖ	27	ngw	ᛗ	42	u	ᛘ	57	-
ᛗ	13	ch	ᛘ	28	nw	ᛙ	43	ú	ᛚ	58	-
ᛛ	14	-	ᛜ	29	j	ᛝ	44	w	ᛞ	59	+h
ᛟ	15	sh	ᛠ	30	zh	ᛡ or ᛢ	45	ü	ᛣ	60	&

Note:

- = These letters are not used with the Angerthas Moria mode.
- ' = Letter #35 represented a glottal stop sound.
- * = The values for these letters are sometimes swapped so that letters #34 & #35 represent the **s** sound, and #54 represents the **h** sound.
- [1] = Letter #55 represented a schwa sound. A schwa is an unstressed vowel that can be spelled with any vowel in English orthography. The schwa occurs only in unstressed syllables.
- [2] = Letter #56 represented a sound similar to the schwa. This sound occurs only in stressed syllables.

Sources:

"The Return of the King" by J. R. R. Tolkien
 Appendix E
 Houghton-Mifflin
 ISBN 0-395-27221-1

Angerthas Erebor:

Below is a table containing the standard Cirth letters and their Angerthas Erebor values:

cirth:	#	value:									
ᚦ	1	p	ᚨ	16	zh	ᚧ	31	l	ᚱ	46	e
ᚷ	2	b	ᚫ	17	ks	ᚨ	32	-	ᚱ	47	ee
ᚰ	3	f	ᚱ	18	k	ᚷ	33	nd	ᚱ	48	a
ᚰ	4	v	ᚱ	19	g	ᚰ	34	s	ᚱ	49	aa
ᚰ	5	hw	ᚱ	20	kh	ᚰ	35	s	ᚱ	50	o
ᚷ	6	m	ᚱ	21	gh	ᚷ	36	□	ᚱ or ᚱ	51	oo
ᚷ	7	mb	ᚱ	22	n / 5	ᚷ	37	ng	ᚱ or ᚱ	52	ö / 3
ᚧ	8	t	ᚧ	23	kw	ᚱ or ᚱ	38	ou/ow	ᚱ	53	n
ᚧ	9	d	ᚧ	24	gw	ᚧ	39	i / 1	ᚫ	54	h
ᚧ	10	th	ᚧ	25	khw	ᚧ	40	y	ᚧ or ᚧ	55	e [1]
ᚧ	11	dh	ᚧ	26	ghw	ᚧ	41	hy	ᚧ or ᚧ	56	u [2]
ᚧ	12	r	ᚧ	27	ngw	ᚧ	42	u	ᚧ	57	ps
ᚧ	13	ch	ᚧ	28	nw	ᚧ	43	z	ᚧ	58	ts
ᚧ	14	j	ᚧ	29	g	ᚧ	44	w	ᚧ	59	+h
ᚧ	15	sh	ᚧ	30	gh	ᚧ or ᚧ	45	ü	ᚧ	60	&

[1] = Letter #55 represents silent-e or a schwa sound. A schwa is an unstressed vowel that can be spelled with any vowel in English orthography. The schwa occurs only in unstressed syllables.

[2] = Letter #56 represented a sound similar to the schwa. This sound occurs only in stressed syllables.

Additional letters used with Angerthas Erebor:

ᚷ	eu / ew	as in <u>slew</u> or <u>blue</u> (variation of Cirth letter #38)
ᚧ	ll	as in <u>hall</u> (a double form of Cirth letter #31)
ᚧ	[the]	abbreviated word
ᚷ	ai / ay	as in <u>air</u> or <u>day</u>
ᚷ	au / aw	as in <u>out</u>
ᚷ	ea	as in <u>ear</u>
ᚷ	oa	as in <u>coat</u>

Accent marks used with Angerthas Erebor:

	over circumflex	doubles the length of the consonant sound
	single under-bar	doubles the length of the vowel sound
	single under-dot	used to indicate a symbol that is a number

Angerthas Erebor Numerals:

J.R.R.Tolkien never published a runic numbering system that could be used with the Cirth. However, in the Book of Mazarbul inscriptions, some characters are specifically used to represent numbers:

					
1	2 [a]	3	4	5	6

The dot under the number 4 may be an example of a 'numeral indication' marker. Similar markers are used with the Tengwar numbering system, also used in Middle-earth.

[a] - Based on the number of strokes in numerals 1, 3, 4 and 6; the numeral for 2 might also be predicted:

Sources:

"The Return of the King" by J. R. R. Tolkien
Appendix E
Houghton-Mifflin
ISBN 0-395-27221-1

"Pictures by J.R.R.Tolkien"
page 24, pages of the book of Mazarbul
Houghton-Mifflin
ISBN 0-395-28523-2

"The Letters of J.R.R.Tolkien"
page 132, Letter to Hugh Brogan, Middle Inscription
Houghton-Mifflin
ISBN 0-395-31555-7

Dwarf runes for writing English (phonetic):

Below is a table containing the Cirth letters and their Dwarf rune for English values:

p	b	f	v	m	mb	w	wh				
t	d	þ	ð	n	nd	r	l	s	z		
ch	j	sh	zj	ñ	ndzh	i/y	hy				
k	g	kh	gh	□	ng	h					
ps	ts	dz	ks	gz	bs/bz						
a	e	i	o	u	ʌ	schwa					
á	é	í	ó	ú							
ö	ü	æ	ai	au	oi	ou	ei	eu	ui	iu	
[the]	[of]	[and]									

Note:

The over circumflex () is generally used to indicate a preceding nasal sound ("n" or "m"). If the sound is a dental consonant, an "n" (dental/nasal) sound was used. If the sound is a labial consonant, an "m" (labial/nasal) sound was used. So nasal sound + p = (mp), nasal sound + t = (nt), but nasal sound + b would not equal (mb) since there is already a letter for the mb sound().

Sources:

"The Treason of Isengard" edited by Christopher Tolkien
 Appendix on Runes
 Houghton-Mifflin
 ISBN 0-395-51562-9

"Cirth Erebor" font keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

·	1 P	2 R	3 V	4 J	5 F	6 B	7 D	8 T	9 F	0 7	-	=	\.
q	W	e	r	t	y	u	i	o	p	[]	x	
a	s	d	f	g	h	j	k	l	;	'			
Z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	! P	@ T	# L	\$ L	% J	^	& M	* M	(M) M	_ W	+ W	
Q	W	E	R	T	Y	U	I	O	P	{	}	:	:
A	S	D	F	G	H	J	K	L	:	"			
Z	X	C	V	B	N	M	<	>	?				

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

↳	alt/0220	↳	alt/0221	↳	alt/0222	↳	alt/0223	↳	alt/0224
↳	alt/0225	↳	alt/0226	↳	alt/0227	↳	alt/0228	↳	alt/0229
↳	alt/0230	↳	alt/0231	↳	alt/0232	↳	alt/0233	↳	alt/0234
↳	alt/0235	↳	alt/0236	↳	alt/0237	↳	alt/0238	↳	alt/0239
↳	alt/0240	↳	alt/0241	↳	alt/0242	↳	alt/0243	↳	alt/0244
↳	alt/0245	↳	alt/0246	↳	alt/0247	↳	alt/0248	↳	alt/0249
↳	alt/0250	↳	alt/0251	↳	alt/0252	↳	alt/0253		

Some accent marks, or tehtar, are occasionally used with the Cirth letters. Four versions of each accent symbol is included in this font. The codes are as follows:

single stroke		narrow		normal		wide	
!	alt/0200	!	alt/0201	!	alt/0202	!	alt/0203
!	alt/0204	!	alt/0205	!	alt/0206	!	alt/0207
!	alt/0208	!	alt/0209	!	alt/0210	!	alt/0211

Note: The blue Cirth letters that are used with the accent marks are only for demonstration purposes.

"Cirth Erebor-1" font keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

·	1	2	3	4	5	6	7	8	9	0	-	=	·
q	w	e	r	t	y	u	i	o	p	[]	x	
a	s	d	f	g	h	j	k	l	;	'			
z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	()	_	+	
Q	W	E	R	T	Y	U	I	O	P	{	}		
A	S	D	F	G	H	J	K	L	:	"	'		
Z	X	C	V	B	N	M	<	>	?				

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

⌊	alt/0220	⌋	alt/0221	⌌	alt/0222	⌍	alt/0223	⌎	alt/0224
⌏	alt/0225	⌐	alt/0226	⌑	alt/0227	⌒	alt/0228	⌓	alt/0229
⌔	alt/0230	⌕	alt/0231	⌖	alt/0232	⌗	alt/0233	⌘	alt/0234
⌙	alt/0235	⌚	alt/0236	⌛	alt/0237	⌜	alt/0238	⌝	alt/0239
⌞	alt/0240	⌟	alt/0241	⌠	alt/0242	⌡	alt/0243	⌢	alt/0244
⌣	alt/0245	⌤	alt/0246	⌥	alt/0247	⌦	alt/0248	⌧	alt/0249
⌨	alt/0250	〈	alt/0251	〉	alt/0252	⌫	alt/0253		

"Cirth Erebor-2" fonts keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

·	1	2	3	4	5	6	7	8	9	0	-	=	\.
q	w	e	r	t	y	u	i	o	p	[]	x	
a	s	d	f	g	h	j	k	l	;	'			
z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	()	_	+	
Q	W	E	R	T	Y	U	I	O	P	{	}		
A	S	D	F	G	H	J	K	L	:	"	'		
Z	X	C	V	B	N	M	<	>	?				

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

	alt/0220		alt/0221		alt/0222		alt/0223		alt/0224
	alt/0225		alt/0226		alt/0227		alt/0228		alt/0229
	alt/0230		alt/0231		alt/0232		alt/0233		alt/0234
	alt/0235		alt/0236		alt/0237		alt/0238		alt/0239
	alt/0240		alt/0241		alt/0242		alt/0243		alt/0244
	alt/0245		alt/0246		alt/0247		alt/0248		alt/0249
	alt/0250		alt/0251		alt/0252		alt/0253		

"Cirth Erebor Caps" font keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

·	1 P	2 R	3 A	4 S	5 F	6 B	7 D	8 T	9 F	0 7	-	=	\.
q	W	e	r	t	y	u	i	o	p	[]	x	
a	s	d	f	g	h	j	k	l	;	'			
Z	x	c	v	b	n	m	,	Y	.	λ	/	t	

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	()	_	X	+	W	
Q	W	E	R	T	Y	U	I	O	P	{	}				
A	S	D	F	G	H	J	K	L	:	"					
Z	X	C	V	B	N	M	<	>	?						

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

↳	alt/0220	↳	alt/0221	↳	alt/0222	↳	alt/0223	↳	alt/0224
↳	alt/0225	↳	alt/0226	↳	alt/0227	↳	alt/0228	↳	alt/0229
↳	alt/0230	↳	alt/0231	↳	alt/0232	↳	alt/0233	↳	alt/0234
↳	alt/0235	↳	alt/0236	↳	alt/0237	↳	alt/0238	↳	alt/0239
↳	alt/0240	↳	alt/0241	↳	alt/0242	↳	alt/0243	↳	alt/0244
↳	alt/0245	↳	alt/0246	↳	alt/0247	↳	alt/0248	↳	alt/0249
↳	alt/0250	↳	alt/0251	↳	alt/0252	↳	alt/0253		

Some accent marks, or tehtar, are occasionally used with the Cirth letters. Four versions of each accent symbol is included in this font. The codes are as follows:

single stroke		narrow		normal		wide	
	alt/0200		alt/0201		alt/0202		alt/0203
	alt/0204		alt/0205		alt/0206		alt/0207
	alt/0208		alt/0209		alt/0210		alt/0211

Note: The blue Cirth letters that are used with the accent marks are only for demonstration purposes.

"Cirth Erebor Caps-1" font keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

`	1	2	3	4	5	6	7	8	9	0	-	=	\.
	q	w	e	r	t	y	u	i	o	p]	x
	a	s	d	f	g	h	j	k	l	;	'		
	z	x	c	v	b	n	m	,	.	/			

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	()	_	+	
	Q	W	E	R	T	Y	U	I	O	P	{	}	
	A	S	D	F	G	H	J	K	L	:	"	"	"
	Z	X	C	V	B	N	M	<	>	?			

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

	alt/0220		alt/0221		alt/0222		alt/0223		alt/0224
	alt/0225		alt/0226		alt/0227		alt/0228		alt/0229
	alt/0230		alt/0231		alt/0232		alt/0233		alt/0234
	alt/0235		alt/0236		alt/0237		alt/0238		alt/0239
	alt/0240		alt/0241		alt/0242		alt/0243		alt/0244
	alt/0245		alt/0246		alt/0247		alt/0248		alt/0249
	alt/0250		alt/0251		alt/0252		alt/0253		

Some accent marks, or tehtar, are occasionally used with the Cirth letters. Four versions of each accent symbol is included in this font. The codes are as follows:

single stroke		narrow		normal		wide	
	alt/0200		alt/0201		alt/0202		alt/0203
	alt/0204		alt/0205		alt/0206		alt/0207
	alt/0208		alt/0209		alt/0210		alt/0211

Note: The blue Cirth letters that are used with the accent marks are only for demonstration purposes.

"Cirth Erebor Caps-2" font keyboard mapping:

All of the standard letters and symbols are available on the normal keyboard keys.

Lower Case:

`	1	2	3	4	5	6	7	8	9	0	-	=	\.
q	w	e	r	t	y	u	i	o	p]x
a	s	d	f	g	h	j	k	l	;	'			
z	x	c	v	b	n	m	,	.	/				

Upper Case (shift):

~	!	@	#	\$	%	^	&	*	()	_	+	
Q	W	E	R	T	Y	U*	I'	O:	P:	{:	}		
A	S	D	F	G	H	J	K	L	:	"			
Z	X	C	V	B	N	M	<	>	?				

For the Cirth experts, a more complete collection of exotic letters and symbols is also included in the font. If using Microsoft Word, these additional characters can be used by holding down the [alt] key and typing in a four-digit number. The codes are as follows:

	alt/0220		alt/0221		alt/0222		alt/0223		alt/0224
	alt/0225		alt/0226		alt/0227		alt/0228		alt/0229
	alt/0230		alt/0231		alt/0232		alt/0233		alt/0234
	alt/0235		alt/0236		alt/0237		alt/0238		alt/0239
	alt/0240		alt/0241		alt/0242		alt/0243		alt/0244
	alt/0245		alt/0246		alt/0247		alt/0248		alt/0249
	alt/0250		alt/0251		alt/0252		alt/0253		

Some accent marks, or tehtar, are occasionally used with the Cirth letters. Four versions of each accent symbol is included in this font. The codes are as follows:

single stroke		narrow		normal		wide	
	alt/0200		alt/0201		alt/0202		alt/0203
	alt/0204		alt/0205		alt/0206		alt/0207
	alt/0208		alt/0209		alt/0210		alt/0211

Note: The blue Cirth letters that are used with the accent marks are only for demonstration purposes.