

DWEMERIC & ALDMERIC GLYPHS

The following table presents the 27 known dwemer glyphs as found in the dwemer tomes *Divine Metaphysics* and *The Egg of Time*. The table also presents the 21 known aldmERIC glyphs as found in various Ayleid inscriptions across Cyrodiil. Analysis of both sets of glyphs shows a strikingly clear relationship between the two; in fact, it is probably fair to say they are actually the same script in block and cursive formats. Since five aldmERIC glyphs are missing, they have been recreated based on their dwemer counterparts, and they have been mapped according to Alathan's best guess. The font used in this table, Alathan's *Dwemer-Aldmer* font, is based on Dongle's *Dwemeris* font, with the glyphs properly keymapped and the missing aldmERIC glyphs filled in.

Roman Alphabet	Alathan's Dwemer	Alathan's Aldmer	Alathan's Notes	Dongle's Keymap	Daedric Print	Daedric Script
A	᳚	᳚		᳚	᳚	᳚
B	᳛	᳛	speculative – from Ayleid inscriptions	᳛	᳛	᳛
C	᳜	᳜		᳜	᳜	᳜
D	᳝	᳝	speculative – from Ayleid inscriptions	᳝	᳝	᳝
E	᳞	᳞		᳞	᳞	᳞
F	᳟	᳟	speculative – per UESP website	᳟	᳟	᳟
G	᳠	᳠		᳠	᳠	᳠
H	᳡	᳡	speculative – from Ayleid inscriptions	᳡	᳡	᳡
I	᳢	᳢		᳢	᳢	᳢
J	᳣	᳣	speculative – Alathan's wild guess	᳣	᳣	᳣
K	᳤	᳤		᳤	᳤	᳤
L	᳥	᳥		᳥	᳥	᳥
M	᳦	᳦		᳦	᳦	᳦
N	᳧	᳧		᳧	᳧	᳧
O	᳨	᳨		᳨	᳨	᳨
P	ᳩ	ᳩ	speculative – Alathan's wild guess	ᳩ	ᳩ	ᳩ
Q	ᳪ	ᳪ	speculative – Alathan's wild guess	ᳪ	ᳪ	ᳪ
R	ᳫ	ᳫ		ᳫ	ᳫ	ᳫ
S	ᳬ	ᳬ		ᳬ	ᳬ	ᳬ
T	᳭	᳭		᳭	᳭	᳭
U	ᳮ	ᳮ		ᳮ	ᳮ	ᳮ
V	ᳯ	ᳯ	speculative – from Ayleid inscriptions	ᳯ	ᳯ	ᳯ
W	ᳰ	ᳰ		ᳰ	ᳰ	ᳰ
X	ᳱ	ᳱ	speculative – Alathan's wild guess	ᳱ	ᳱ	ᳱ
Y	ᳲ	ᳲ		ᳲ	ᳲ	ᳲ
Z	ᳳ	ᳳ	speculative – Alathan's wild guess	ᳳ	ᳳ	ᳳ
???	-	-	unknown mark – could be a phonetic stop or hyphenation mark	-		

Aldmeric Example: 𐌵𐌹𐌿 𐌲𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿

Dwemeris Example: 𐌵𐌹𐌿 𐌲𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿 𐌶𐌴𐌹𐌿

Arabic Numerals	Alathan's Dwemeris	Alathan's Aldmeris	Alathan's Notes
0	𐌵	𐌵	<i>speculative – Alathan's wild guess*</i>
1	𐌶	𐌶	<i>speculative – Alathan's wild guess*</i>
2	𐌷	𐌷	<i>speculative – Alathan's wild guess*</i>
3	𐌸	𐌸	<i>speculative – Alathan's wild guess*</i>
4	𐌹	𐌹	<i>speculative – Alathan's wild guess*</i>
5	𐌺	𐌺	<i>speculative – Alathan's wild guess*</i>
6	𐌻	𐌻	<i>speculative – Alathan's wild guess*</i>
7	𐌼	𐌼	<i>speculative – Alathan's wild guess*</i>
8	𐌽	𐌽	<i>speculative – Alathan's wild guess*</i>
9	𐌾	𐌾	<i>speculative – Alathan's wild guess*</i>

I have derived the above numerals from Favoril's *Book of Dwarven Lore* (from **TES: Redguard**). The book's text is unreadable on-screen (though Cyrus uses it to learn how to read Dwemeris). However, there are ten distinct sections visible in the book, and each section begins with a unique glyph that does not exist in the known dwemeris glyphset. Moreover, these glyphs are straight and angular, much like the known dwemeris glyphs. If we assume (and we know what they say about assuming, but bear with me) that these sections are *numbered*, then we can derive the dwemeris cardinal numbers above from the glyphs presented in the book. *Keep in mind all of this is highly speculative, but in the absence of any other official dwemeris lore revealing numerical glyphs, these are as good a guess as any.*

Admittedly, it is also possible that numerals may have been represented by dwemeris alphabetical glyphs (such as A = 1, B = 2, C = 3, etc.) in Dwemeris. This has been the case in many ancient Earth languages (Latin and Hebrew, for example), so it is also possible that the ancient mer did something similar. However, being the advanced technological culture the dwemer were, it is more reasonable to assume that they devised a separate and unique set of glyphs to represent numerals. Thus, I provide the above glyphs to represent dwemeris numerals 0 through 9.

NOTE: I will be redoing the Aldmeris numeral glyphs later to give them a more flowing, cursive appearance.

NOTE: I have attempted several times to get permission from Steven Deffeyes (aka dongle) to modify his Dwemeris font, but I have gotten no response. If at any point in the future Steven asks me to stop using his font as a basis for my font, I will build a new font from scratch, though it will probably be of even lesser quality given my lack of skill in font construction.