

The Languages of *The Prophecy Keepers*

Old English

The New Language and the Old Language are the two languages spoken by the people of Earde. Everyone speaks the New Language (English), though different locations and social classes have distinct dialects. The Old Language is known and often spoken by the magical races and by the humans outside of Niwengeard. Various scholars, ritual keepers, and followers of the rituals know some of the Old Language.

The Old Language is based on Old English, the language spoken by the anglo-saxons between the fifth and eleventh centuries in Britain.

You will find many instances of the letter *Æ/æ*, throughout the books. This is the Old English letter “ash,” which is pronounced “a” as in mat.

In OE, the letters *Ð/ð* (eth) and *Þ/þ* (thorn) were used for the “th” sound, but I have replaced them with “th”

A Note on Pronunciation

In most cases:

Sc together are pronounced “sh”

Cg is dge as in edge

All consonants are pronounced: eg., the “c” in *cnapa*, the “h” in *hwæt*, and both “d”s in *biddan*.

Between vowels, “s”, “f”, and “th”, are pronounced like “z” as in zebra, “v” as in have, and “th” as in clothe.

Except for when it is at the beginning of a word before a vowel, “h” is pronounced like the “ch” in loch.

When they come before a, o, u, and y, c is pronounced k and g is pronounced like the “g” in good

When they come before e and i, c is pronounced like the “ch” in child and g like the y in yet.

The following are some OE words used in *The Prophecy Keepers*

Ærestgeard “Ærest” means first, so “first land”

Æscere *Æsc* is OE for “ash (tree).”

Abelgan Old English verb meaning “to make angry.”

Ackart “Firm-hearted, unyielding;” (OE, *Ac* means “oak”).

Brontan Mountains *Brontan* is plural of *bront*, which means “steep, difficult”

Díegol Peninsula *diegol* means concealment, darkness, obscurity, secrecy, mystery, a secret place, hidden place.

Dryhtendale from *dryhten* (king) and *dæl* (valley or dale).

Emeraudbrim Sea *Emeraud* is middle-English for “emerald,” *brim* is OE for “sea.”

Earde Earth or land

Forlætan Island *Forlætan* is OE for “abandon, neglect.”

Idel Lake *Idel* is OE for “idle.”

Gamol Forest *Gamol* means “ancient” in Old English.

Middengeard *middangeard*=world or middle earth

Middgarsec Sea OE midd (middle or mid) and garsecg (ocean or sea).

Motbeorh OE for “hill of meeting.”

Niwengeard *niwe* means new, so “new land”

Ofermod Court *Ofermod* (pride)

Onhwer Onsyn from *onhwerfan* (to change) and *onsyn* (face or appearance)

Rædan to advise

Sæl opportunity or occasion.

Sceawian to look, see, behold.

Scima light, radiance.

Scops Old English oral poets.

Stangeat Isle from *stangeat*, “an opening between rocks, an opening to pass through between stones.

Thystor from *Þeostru*, “darkness, gloom.”

Twegen Hæfel *twegen* (two), *hæfela* (head).

Uncuthbrim from *uncuð* (strange, unknown) *brim* (sea)

Old English in *The Prophecy Keepers*

Chapter One

Arethus asks Lisandra, “*Eart thu onhwer onsyn?*” “Are you an onwher onsyn?”

Chapter Two

Eladri arranges the ritual stones and says, “*Hringed agate scieppath annan. Gylden eohl-sand bringth mundbyrdnese; scinendlic hematite bringth efenlicnese. Ac Ic lecge sciene adamante ufanwardumre tō scieppenne ansundnes*”

Rædan gives Lisandra his Prophecy Piece in the Old Language:

Thonne thæt mægen scieppre leasbrednesse

Blandath tha swicfula healla

Thonne on tha sceada mihtige fæstennu

Weorthath medmicelu ac swigiath

Thonne seo sceollu mægth,

Wat that yfel lot,

And treowath hire mihte, ne hire wacnessa

Thonne yfel fylth

When the strength of forged falseness

Spreads to the counterfeit halls;

In the shadows mighty bastions

Then will grow silent and small;

When the girl, the One beholden,

Knows the evil fraud,

And trusts in strength and not in faults,

Then will the evil fall.

Chapter Four

Lucifæra tries to transfer Loki's power to herself:

“*Ferth of thære ealddeorcnesse, ágoe tha giefa of cnapes.*” “Mind of the old Darkness, take the Gifts of the boy.”

“*Alies his muthan.*” “Release his mouth.”

“*Fere to thæm cnapa.*” “Go to the boy.”

“*Alies.*” “Release.”

“*Ætthring*” “Take away from; deprive of.”

Chapter Six

Hægel tells one of the scops to *gesecan* (seek).

“*Giese,*” the landlady said. “*Hwæt.*”

Old English in *The Charm of Urizen*

Chapter Four

Nabhas's Prophecy Piece is translated:

*In se stede se forma man macode,
anes hwæt thære niwre worulde:
gehende thære ecge landes and brimes
he mithe thæt mihtig hweol
Macode on fruman to hreddan in Loses endeneh stum ealderdagum
Tha hæftas oferfl owendre setnese
And mid mane fand in ealdre worulde byrig
To stillan hire deorcan grape*

In the place the first human made,
alone in a brand new world
close to the edge of land and sea,
he would hide the potent whorl.
made first to save, in Los's last days
captives of prodigal law
and with one found, in an Old Land town
to stay her wicked claw

Chapter Five

The Twegen Hæfel's Prophecy Piece

Anes hwæt butan thæm frecnen beorge

*man færth in unwenlicre scame
awierpþ fram gehwæther thæm scīman thære deorcnesse
withsacen for scyldigre pīnnesse
se man hwa hwierfde ad hwierfde
eft hwa onwryhth thæs yfles last
æthel in his sierwunge thus
Forthfēran in gesæligre are*

Alone outside the treacherous mount,
One travels in desperate shame;
Cast from the Light and Darkness both,
Forsaken for guilty pain,
The one who turned and turned again,
Who bares the evil trace;
Heroic in his treason thus,
To die in blessed grace.

Ulster Scots

Ulster Scots is a Scots dialect spoken in Ulster, Ireland. In *The Prophecy Keepers* the Milesians speak it.

Ulster Scots in *The Charm of Urizen*

Chapter Four

A Milesian warrior comes to Lisandra:

“*Ma name is Mæga. A come frae Ulster, i’Milesia.*” “My name is Mæga. I come from Ulster, in Milesia.”

“*A’ll tell ye aboot the Prophecy. Bide a wee! The’r a Keeper down there in Ulster!*” “I’ll tell you about the Prophecy. Wait a minute! There’s a Keeper down there in Ulster!”

Mæga talks to Arethus and Æscere:

“*Dinna skelloch! Dinna shuit! Ma name is Mæga. Yer freends are i’danger.*” “Don’t shout! Don’t Shoot! My name is Mæga, you’re friends are in danger.”

“*Dæmia isn’t yer freend. Thay been taen.*” “Dæmia isn’t your friend. They’ve been taken.”

“*A come frae Milesia, i’Middengeard. A’ll tell ye aboot the Prophecy. A’ve awreadies spak wi Lisandra.*” “I come from Milesia, in Middengeard. I’ll tell you about the Prophecy. I’ve already spoken with Lisandra.”

“*Tha’r nae tuil in the pailace. The yett is still wirkin—fer now. Thay want ye toe think the object thay hae is a tuil, but it will lat thaim follae ye sae thay can find the Prophecy.*” There isn’t a tool in the palace. The gate is still working—for now. They want you to think the object they have is a tool, but it will let them follow you so they can find the Prophecy.”

“*It wad draw ower muckle tent. We’ll hae tae distract thaim. Arethus, ye gae toe the richt an....*”

“It would draw too much attention. We’ll have to distract them. Arethus, you go to the right, and...”

Chapter Five

The companions go to Milesia, looking for a Prophecy Keeper. In this first bit, Cærwyn is confronted by Milesian warriors:

“Whit for are ye seekin’ here.”

“What are you doing here?”

“Ay, an we hiv wappens, an three men tae ane.”

“Yes, and we have weapons, and three men to one.”

“We ken ye nae. Whit for are ye seekin here?”

“We don’t know you. What are you looking for here?”

“A speir ye again: whit has brocht ye here, an whit is yer name?”

“I’ll ask you again: what has brought you here, and what is your name?”

“Bænon, a kent him brawly. He wis yer faither?”

“Bænon, I knew him well. He was your father?”

“We war pit aboot his daith.”

“We were sorry about his death.”

“An sin syne, t’warld hae grawn daurker. Ye spake o the Gifted One?”

“And since then the world has grown darker. You spoke of the Gifted One?”

“Thoo will bring her t’us an we’ll decide wirsel. Gif we trowe she’s ‘at you say she’s, thoo will meet wi Luægh. He sall rede ye.”

“You will bring her to us and we will decide for ourselves. If we believe she’s who you say she is, you will meet with Luægh. He shall advise you.”

All four companions meet with the warriors and then Luægh:

“It’s oot othocht, bi fegs. It’s true as tauld by t’Prophecy. Ne’er did a think a wad see this.”

“It’s her. It’s beyond belief, by faith. It’s true as told by the Prophecy. Never did I think I would see this.”

“Ay. It’s hooden deep inouth the firth. We’ll tak ye toe the richt peth.”

“Yes, it’s hidden deep in the forest. We’ll take you to the right path.”

“A see. Ye are the Gifted One. Reid hair. Cuirious. I am Luægh.”

“I see. You are the Gifted One. Red hair. Curious. I am Luægh.”

“Ay, the twegen hæfel. She will be fand l’Forlætlan Inch, inouth Idel Loch.”

“Yes, the twegen hæfel. She will be found on Forlætlan Island, in Idel Lake.”

“Idel Loch. Thare’s nae watter that fild it; it stands alane.”

“Idel Lake. There’s no water that fills it. It stands alone.”

“Follow this path toe t’ valley. Ye’ll come tae a road that does not belong. Follow it west, and ye’ll come toe t’ shores of t’ loch.”

“Follw this path to the valley. You’ll come to a road that doesn’t belong. Follow it west and you’ll come to the shores of the lake.”

“Dinna cleek in wi Phædria, the guid-wife o’ the inch, mynd ye, or ye micht gang agley!”

“Don’t associate with the mistress of that island, mind you, or you might go astray.”

Mæga is interrogated by Archimago:

She raised her head. Her face was bruised and swollen. *“A’ll dee first.”* *“I’ll die first.”*

Chapter Six

A Milesian speaks during a meeting of the Emphyreal Council:

“We hae the Key toe the Chairm o Urizen an we hae the Gifted Ane.”

“We have the key to the Charm of Urizen and we have the Gifted One.”