

Myrr and the Sarr

The Sarr are a felinoid race that lives in a country known as Myrr, which is just west of Lake Quentari. They are a bloodthirsty people who prefer swords and other edged weapons to all others. They are primarily carnivorous and will often eat what they have killed in battle, but many Sarr also supplement their diets with fruits, vegetables, and bread.

Sarr are color-blind and have a heightened sense of smell which allows them to detect disease or poison but does not allow them to identify it.

Sarr females come into "heat" once or twice a year; this is the only time of year that they can conceive. Litters usually have two to six children which are physically mature in two years. They are not considered adults until their sixteenth birthday.

Sarr do not marry; they mate for life and even this usually only occurs between two Sarr who are truly committed to one another or for political reasons. Sarr are not often monogamous, but when a female comes into heat it is the responsibility of her family to see that she mates appropriately, if at all.

The society of Myrr is matriarchal, the females outnumbering the males four to one. In Sarr society, females give the family its name as well as being the only members of society able to inherit and/or hold a title. Each clan is ruled by a Grand Matriarch, the eldest female of the eldest family. She is assisted by a council made up of the eldest female from each family. This oldest female holds the title of "Sandaj," a rough translation being "Lady," no matter how rich, poor, old, or young she is. Ladyships are inherited, while the title of "Sangar," or "Dame," is earned. Families within Myrr usually live within a compound of "apartments" where the entire extended family lives. All Sarr of the generation elder than oneself are referred to as mother or father; all Sarr of the same generation are son or daughter.

The family is the most important concept in Sarr culture. The highest form of treason in Myrr is fighting between families, even worse is causing war between two families. Of course, anything goes as long as you don't get caught. Being convicted of such a crime usually means death or banishment.

Sarr do not approve of the use of Celestial Magics; being attuned to the earth, they prefer and understand earth magics much better. Necromancy is the accepted, legal form of battle magic in Myrr. Slavery is also legal in Myrr, although it is much more like indentured servitude. A "slave" in Myrr is treated well, like valuable property, and is given every opportunity to gain or fine tune skills. After a period of five years a slave can buy himself free for the original buying price.

Sarr eat their dead; to not do so would be a waste of perfectly good meat. When a Sarr permanently dies, a "funeral feast" is held, during which the family and friends consume the body.

Sarr do not call themselves Sarr. The word that they use for themselves is "Gorbe." When the Sarr first settled in Myrr, they were met by Quentari Elves. In their first communications the elves asked "What are you?" and pointed at the Sarr. They replied "Sarh," which means "head." The Sarr had misunderstood and thought the elves were pointing at their heads.

There are nine Sarr clans -the big cats: Lion (Shir), Tiger (Nimeshab), Leopard (Palang), Jaguar (Barg), and Puma (Shen); and the small cats: Lynx (Neshan), Cheetah (Sari), Ocelot (Kamar), and Marquay (Darre) Each clan uses a different precious stone or metal fashioned into beads, which are worn in the hair or on the clothes as a clan marker.

Cities of Myrr

City	Description	Pop.	Clan	Marker
Shakar	Walled City	4200	Lion/Shir	Gold

Durggai	Walled City	3800	Tiger/Nimeshab	Silver
Nishapur	City	2700	Leopard/Palang	Ruby
Khiva	Town	2500	Cheetah/Sari	Emerald
Darvaza	Town	2200	Lynx/Neshan	Diamond
Jauf	Town	2000	Jaguar/Barg	Sapphire
Khurma	Town	1700	Puma/Shen	Turquoise
Shiraz	Walled Town	1200	Ocelot/Kamar	Amber
Kashan	Village	700	Marquay, Darre	Amethyst
Shahpur			***SPECIAL***	

SHAKAR

Shakar is a city on the central plain of Myrr. The region is controlled by the Lion Clan. It is the crossroads of the country and is the center of trade. The Lion Clan does not rule in Myrr. Shakar holds the only school of Celestial Magic in the country. There are four different marketplaces in Shakar; the Ghaza Bazaar, where food is sold; the Heivan Bazaar, where animals and slaves are sold; and the Morattab Bazaar, where general goods are sold. There is also the Khareji Bazaar, which borders the section of the city made up predominately of humans and elves, where goods from foreign countries are available.

Grand Matriarch:

Shirvan Uthl-A very old and dignified female, she strongly supports the practice of Celestial Magic only being used by the Lion Clan.

Influential Families:

Ramishk-- The Ramishk family founded the Shakar School of Celestial Studies. They have continued to teach in the school into the present.

Bandar-- The Bandar family are the hereditary protectors of the city. They provide the town guard while the Sandaj functions as the city magistrate.

Tabriz-- The Tabriz family manufactures paper; they are also the keepers of The Archives, which contain research materials which do not pertain to Celestial Magics.

Shakar Map Key:

- 1) Uthal Complex
- 2) Ramishk Complex
- 3) Bandar Complex
- 4) Tabriz Complex
- 5) Shakar School of Celestial Studies
- 6) The Archives
- 7) Ghaza Bazaar
- 8) Heivan Bazaar
- 9) Khareji Bazaar
- 10) Morattab Bazaar
- 11) Darvaze-az-Setare (Gate of Stars)
- 12) Darvaze Tajer (Merchant's Gate)
- 13) The Marble Gardens
- 14) Little Claw Inn
- 15) Healers' Guild
- 16) Alchemy Guild
- 17) Town Guard
- 18) Orc's Tooth Tavern
- 19) Human/Elven Embassy
- 20) Council Hall of Sandaj
- 21) Other family complexes

DURQAI

Durqai is a city in the Dasht-i-Lut in northern Myrr; it is controlled by the Tiger Clan. Durqai is the artistic center of Myrr as well as housing several major schools of healing. Durqai also exports large amounts of silk, spices, and incense. Upon entering Durqai, one finds oneself looking down a long tiled street which ends in a beautiful white building. This is the Promenade and the Gallery. The Promenade is lined with statues of Sarr heroes and the stalls of the marketplace. The mosaics which make up the tiled street tell stories of the war with the Sand Goblins in the Dasht-i-Lut forty years ago. The Gallery is where artworks from all over Myrr are prominently displayed. Behind the Gallery is the Asmara School of Necromancy and Weaponmastery. This was founded by the current Grand Matriarch's grandmother during the Goblin Wars. It is still the leading school of the arts of war in Myrr.

Grand Matriarch:

Shusthar Asmara- This middle aged female is a great artist. She is also a great warrior, a fact which can be seen in her scarred face. Despite her frightening appearance, she is very kind.

Influential families:

Birjand - The Birjand family founded and continues to run one of the larger schools of Earth Magic on Durqai.

Anar - The Anar family produces fine silks. There are also many famous sculptures in the family. The Marble Gardens in Shakar were produced largely by Anar sculptors.

Mirabad - "The Storm of Myrr;" one of three white tiger families in Myrr, they led the war against the goblins in Dash-I-Lut. The Mirabad family manufactures incense, which is widely used in Myrr.

DURQAI MAP KEY

- 1) Asmara Complex
- 2) Birjand Complex
- 3) Anar Complex
- 4) Mirabad Complex
- 5) Academy of Healing Arts and Healers' Guild
- 6) Council Hall
- 7) Marketplace
- 8) Caravan Gate (Main Gate)
- 9) The Promenade
- 10) Town Guard
- 11) Alchemy Guild
- 12) Asmara School of Necromancy and Weaponmastery
- 13) Public Gardens
- 14) Artisans' Guild
- 15) The Lotus Blossom Inn
- 16) The Gallery
- 17) Other Family Complexes
- 18) Caravan Grounds

NISHAPUR

Nishapur is a city in the Nishapur Jungle in southern Myrr. The region is controlled by the Leopard Clan. Most of the fruit eaten in Myrr comes from the Nishapur Jungle; things such as bananas, mangoes, and papayas. The Leopard Clan also trades in exotic animals, such as monkeys, which are used as pets, as well as for food. The city of Nishapur is built mostly off the ground in the trees of

the jungle. The center of Nishapur is called the Jungle's Heart. This huge tree is where many of the bridges meet; This is also where the lifts to the on-ground portion of the city work from. On the ground there is a small walled area with a small Healers' Guild and marketplace. There is also an inn called the Root of the Tree in this enclosure.

Grand Matriarch:

Jahrum Tabr- Called "Madar" or "mother" by all of Nishapur, this thirtyish female has given birth to ten litters/ She became Grand Matriarch in her sixteenth year. In that year she had the town moved from the ground up into the trees to avoid Orc raids.

Influential Families:

Haddar- The Haddar family has held a monopoly on bananas for the past decade. Bananas are a major export from the jungle.

Doshtar- The Doshtar families are ropemakers. Rope is very important in Nishapur for the building of walkways between the trees.

Sarbaz- The Sarbaz are a family of hunters and warriors. They have always been at the forefront of Nishapur's defences.

NISHAPUR MAP KEY

1. Tabr Complex
2. Haddar Complex
3. Doshtar Complex
4. Sarbaz Complex
5. Council Hall
6. Healers' Guild
7. Town Guard
8. Marketplace
9. The Jungle's Heart
10. Center for Bridge Maintenance
11. Other Family Complexes
12. Caravan Grounds
13. The Root of the Tree

KHIVA

Khiva is a Town on the southeastern plains of Myrr. The region is controlled by the Cheetah Clan. Khiva is where most of the horses are bred and trained. The plains of Khiva also make it possible for the Cheetah Clan to raise livestock. The Sarr of the Cheetah Clan are very fast runners and are often hired by other Sarr to work as messengers and couriers.

Grand Matriarch:

Najran Suud- This very young female has only been matriarch for a year. When her predecessor died, Najran was barely an adult. Since her accession, she has begun a policy of growing grain on Khiva lands; this policy has met resistance from many Sarr.

Influential Families:

Bakhtiari- The Bakhtiari breed horses. Their animals are used mainly for riding; they do not breed many horses for food.

Shahrud- A legendary warrior family whose name means "thunder," a name given to them because they could be heard over the plains from a great distance, the Shahrud are a family of cattle and sheep breeders.

Astera- The Astera family was virtually unknown two years ago. When Najran Suus installed the policy of grain growing, the Astera Family became one of the first families to take advantage of the situation. They began planting grain and have become a favorite of the young Grand Matriarch.

Khiva Map Key

1. Suud Complex
2. Bahtiari Complex
3. Shahrud Complex
4. Astera Complex
5. Healers' Guild
6. Town Guard
7. Council Hall
8. Granaries
9. Stickyard
10. Marketplace
11. Leatherworker's Guild
12. Saddle and Stirrup Tavern
13. Other Family Complexes
14. Stables

Darvaza

Darvaza is a town in the Darvazan Forest in western Myrr. The region is controlled by the Lynx Clan. The Darvazan Forest is the largest hardwood forest in Myrr. It is from here that most of the wood used for furniture or building comes from. The Lynx Clan also exports venison which comes from the tiny deer that are native to the forest.

Grand Matriarch:

Anah Karbala- A female in her late twenties, Anah has been Grand Matriarch for the past decade. In the past five years she has begun a project to expand the size of the Darvazan Forest. She wishes to avoid a time when the forest could be entirely cut down.

Influential Families:

Rashid- The Rashid are lumberers. They export hardwood to cities all throughout Myrr, especially to the island of Jauf.

Tamrah- The Tamrah family builds furniture from the hardwoods of the forest. Some of their furniture is sold directly from the Darvaza, but most is sold in Durqai, where artists decorate it for sale.

Sari- This family is made up mostly of hunters, but they have also been great supporters of the forest expansion plan.

Darvaza Map Key

1. Karbala Complex
2. Rashid Complex
3. Tamrah Complex
4. Sari Complex
5. Council Hall
6. Healers' Guild
7. Town Guard
8. Alchemy Guild
9. Marketplace
10. Woodwright's Guild
11. Caravan Grounds
12. Bloody Claw Tavern

13. Other Family Complexes
14. Sawmill

Jauf

Jauf is an island in southwestern Myrr on Lake Jauf. The region is controlled by the Jaguar Clan. The people of Jauf export fish to the rest of Myrr as well as being excellent shipbuilders. There are several large orchards on Jauf where apples and pears are grown.

Grand Matriarch:

Samar Baqura- An elderly female who has been in poor health, Samar is expected to be dead by the end of the year. Her daughter Zabul will take her place. The Baqura are a fishing family.

Influential Families:

Sa'in- The Sa'in families are shipbuilders. They specialize in the larger ships used on Lake Quentari, not the smaller boats used to sail Lake Jauf.

Ormara- The Ormara family grows pears. They are not eaten by Sarr; instead they are either fed to animals or exported to Wolvacra and Quentari.

Jauf Map Key

1. Baqura Complex
2. Sa'in Complex
3. Ormara Complex
4. Council Hall
5. Healers' Guild
6. Marketplace
7. Orchards
8. Shipyard
9. Docks
10. The Peach Pit Inn
11. Other Family Complexes
12. Town Guard
13. Alchemy Guild

Khurma

Khurma is a town in the Khurman Mountains in southeastern Myrr, and is controlled by the Puma Clan. The Puma Clan mines the Khurman Mountains and gives Myrr most of its metals and precious stones. Khurma is also a trade point with kingdoms to the east, due to its location on Lake Quentari. Large sections of Khurma are built right into the Khurman Mountains.

Grand Matriarch:

Dianna Saji- This middle-aged Sandaj is unusual due to the fact that she is human. She had married the previous Sandaj's son, and when the Sandaj died, Dianna was next in line. She met resistance at first, until her understanding of humans was shown to be a great asset in trade agreements.

Influential Families:

Yabrin- The Yabrin families are metal workers. They do not work decorative metal; they make weapons and armor.

Mazanderan- This family is involved in both mining and fishing. They have been gradually edging their way out of fishing; there is more profit in mining.

Arija- Those of the Arija family are known as some of the best jewelers in the land. They prefer to use the metals and gems mined from the Khurman Mountains, but they are also known to make trading expeditions to countries such as Draelonde and Evendarr.

KHURMA MAP KEY

1. Saji Complex
2. Yabrin Complex
3. Mazanderan
4. Arija Complex
5. Council Hall
6. Marketplace
7. Healers' Guild
8. Town Guard
9. Docks
10. Silver Sickle Inn
11. Other Family Complexes
12. Jewelers' Guild
13. Metalworkers' Guild
14. Alchemy Guild
15. Mines

Shiraz

Shiraz is a town in the Dasht-I-Kavir in northern Myrr. The region is controlled by the Ocelot Clan. Shiraz is where the camels of Myrr are bred and trained. The Ocelot Clan also exports a desert delicacy to the rest of Myrr-the large jumping desert mice that Sarr enjoy so much. Members of the Ocelot Clan are often hired to do jobs involving thievery due to their size and enjoyments of such pursuits. In a way, Shiraz is sister city to the Durqai; they are the only desert cities of Myrr, and while Durqai had the Promenade, Shiraz has the Walk. The Walk is vaguely modeled after the Promenade; the mosaics are parodies of various Sarr myths while the statues are of an erotic nature rather than representing the heroes of Myrr.

Grand Matriarch:

Na'in Minab- This middle aged female has sometimes been accused of using poisons to get what she wants. This may be true, but the Sarr tradition of standing by your Grand Matriarch is too strong to allow anything but occasional grumbling.

Influential Families:

Saravan- the Saravan families breed camels, but it is no secret in Myrr that many members of this family hire out their services as assassins.

Qain- This family has run the Alchemy Guild for many years. For a price, they will teach the recipes of some of the simpler poisons, but they jealously guard the recipes for the more complex elixers.

Shiraz Map Key

1. Minab Complex
2. Saravan Complex
3. Qain Complex
4. Council
5. Alchemy
6. Rogues' Guild
7. Healers' Guild
8. Town Guard
9. Caravan Grounds
10. Marketplace
11. Stables (Camels)
12. Hopping Mouse Tavern
13. Other Family Complexes
14. The Walk

Kashan

Kashan is a village on Lake Quentari in northern Myrr. The region is controlled by the Marquay Clan. The Marquay grow wheat for bread as well as fishing on Lake Quentari. Kashan, like Khumara, is involved with trade to the east, due to its location on Lake Quentari. The last ruling family, the Raji, were greatly loved and respected, and the ruins of their home are treated with great reverence.

Grand Matriarch:

Ardistan Mahabad- This elderly female is the first Grand Matriarch from this family. The last ruling family, the Raji, died in a fire that destroyed their complex three years ago.

Influential Families:

Nafud- the Nafud families are merchants; they bring quite a bit of money into Myrr. Not only do they bring goods from Myrr into Quentari, but they bring merchants from Quentari and beyond.

Dahna- The Dahna are fisherman as well as owning two of Kashan's three inns; the Fishing Net and Merchant's Roost.

Kashan Map Key

1. Mahabad Complex
2. Nafud Complex
3. Dahna Complex
4. Ruins of Raji Complex
5. Council Hall
6. Marketplace
7. Council Hall
8. The Fishing Net
9. Merchant's Roost
10. Tanzer's Inn
11. Town Guard
12. Shipyard
13. Docks
14. Other Family Complexes

15. Caravan Grounds

Shapur

Shapur is not a city, but more of a campground, and it is not controlled by any clan. At the start of each season, Sarr from all over Myrr come here for a week long festival celebrating the change of seasons. Merchants set up tents with wares from all over Myrr. There are also athletic competitions, dances, dramatic presentations, and grand feasts. During festival week, most of the cities of Myrr appear to be fairly empty. Most clans have traditional places where their tents are raised every festival. During Festival Week, the Grand Matriarchs from the various cities meet to discuss any problems that may have arisen. This is also when many bargains are made between families from different cities. Matings are also a popular thing to arrange at the Festival.

If you are interested in playing a member of the following families, please call the person listed as they have control over who plays a member of their family. OR, if you would like to register your family, just send me who they are, what they are, what they do, etc... Thanks.

Arija- Nicole D. Stolpa (Sandaj Cynesra Arija Nosfer'Vae)- (617)736-9607

Bandar- Morgan Whitney (Daerath Darkthunder) (603)645-4097

Race Marshal

Mirabad- Jade LeBlanc-Whitney (Tristamere Mirabad) (603)645-4097

x- Pronunciation

-as in English-

b	m
d	n
f	p
g (get)	s (set)
h	t
j	v
k	y
l	z

-

r-trilled

kh- Scottish loch

sh-sheep

ch-chat, chap

zh-French je

gh-no English equivalent, whatever works

-

glottle stop - ` bo`le for bottle

-Double consonants-

Each consonant is pronounced separately

-vowels

a'-wash, on
a-hat
e-end
i-deed
o-French mot
u-oooh

diphthongs

e^i-raid
ow-mow

-Verbs-negative and affirmative forms

verb+an=affirmative
verb+on=negative

ex. Paridan -to jump
paridon- do not jump

Vocabulary

A

a -ye
(to be) afraid- tarsidan
after ba`d
afternoon- ba`d az zohr
again- do bare
(to) agree- mova'feghat kardan
air- hava'
alive- zende
all- hame
ambassador- safir
and- o
angry- as^aba'ni
animal- heiven
another- digar
(to) ask- porsidan
at- dar
attack- (noun) hamle, (verb) hamle kardan
attractive- jazza'b
autumn- pa`iz

B

back- posht
battle- jang
(to) be- budan
(bead (clan marker))- mohre
because- bara'ye inke
before- pish az
big- bozorg
birth- tavallod
(to give) birth- zaida'n
(to) bite- ga'z gereftan
blood- khun

body- badan
bone- ostekha'n
book- keta'b
bottom- tah
border- ha'shie
box- ja`be
brother- bara'dar
but- amma'
butcher- ghassa'b
(to) buy- kharida'r

C

Camel- shotor
candle- sham
(to be) careful- mova'zab budan
carpet- farsh
(to) carry- ham kardan
cat- gorbe
(to) catch- gereftan
catnip- tarya'k
city- shahr
claw- changa'l
clothes- leba's
coin- sekke
cold- sard
comfortable- raha't
copper- mes
custom- ada't

D

dame- sangar
danger- khatar
dark- ta'rik
daughter- dokhtar
day- ruz
dead- morde
desert- da'shte
dinner- sha'm
dirty- kasif
down- pa`in
dusk- ghorub

E

east- mashregh
empty- kha'li
enemy- doshman
execution- e`da'm

F

family- kha'neva'de
far- dur
father- pedar
female- zan
festival- jashn
(to) fight- jangidan
fire- a'tesh
for- bara'ye

forest- jangal
from- az

G

(to) go- raftan
gold- tala'
good- khub
goodbye- khoda' ha'fez

H

hair- mu
healer- darma'n
heart- ghalb
help- komak
home- manzel
horse- asb
hot; heat- da'gh

I

if- agar
in- dar
iron- a'han
island- jazire

J

jewel- java'har
journey- safar
(to) jump- paridan

K

kidney- kolye
(to) kill- koshtan
kiss- ma'ch
kitten- bacheche gorbe
knife (sword)- cha'gu

L

lady- sanda'j
lake- dara'che
left- chap
liver- kabed
leather- charm

M

male- mard
many- kheili
mate- arus
mating (wedding)- arusi
meat- gusht
metal- felez
mother- madar
mood- ma'h
mountain- kuh
mage- seta're

N

near- nazdik
(to) need- la'zem dashtan
night- shab
no- na
noon- zohr
no one- hichkes
north- shoma'l

O

of- I
of course- albatte
off- az
old- pir
on- ruye
one- yek
open- ba'z
or- ya'
our- birun

P

pain- dard
port- bandar
pregnant- a'bestan
prison- zenda'n
(to) puncture- panchar
purr- ma'ch

Q

(to) question- so'al
quick- tond
quiet- sa'ket

R

rib- dande
right- ra'st
river- rudkha'ne
road- ja'dde
rogue- dozd
(to) rot- pusidan
(to) run- davidan

S

sad- ghamgin
safe- amn
(to) scratch- kha'ra'ndan
secret- ra'z
(to) see- didan
shut- bastan
sick- mariz
silk- abrisham
silver- noghre
sister- kha'har
skin- pust
(to) sleep- kha'bidan
slow- a'heste
small- kuchak

smell- bu
son- pesar
(I'm) sorry- bebakhsid
south- jonub
spice- adviyye
spring- baha'r
(to) steal- dozdian
stone- sang
(to) stop- ista'dan
summer- ta'besta'n
sun- a'fta'b

T

rable- miz
(to) take- gereftan
(to) talk- harf zadan
tea- chai
(to) teach- dars da'dan
tears- ashk
that- a'n
then- a'nvaght
there- a'nja'
these- inha'
(to) throw- anda'khtan
(to) tie- kera'va't
to- be
today- emrus
tomorrow- farde
tonight- emshab
too- ham
(to) touch- dast zadan
town- shahr
traveller- mosa'fer
tree- derakht
tribe (clan)- ghabile

U

ugly- zesht
under- zire
up, upper- ba'la'
urgent- fowri
(to) use- nada'rad

V

valuable- arzande
veil- tha'^dor
very- kheili
village- deh

W

(to) walk- ra'h raftan
wall- diva'r
(to) want- kha'stan
war-jang
warm- garm
water- a'b
waylay- kond

we- ma'
weapon- aslahe
week- hafte
west- gharb
wet- khis
what- ch^I
when- kei
where- koja'
which- ke
who- ki
why- chera'
wine- shara'b
winter- zemesta'n
with- ba'
without- bedune
wood- chub

Y
year- sa'l
yes- bale
yesterday- diruz

--Numbers

zero- sefr
one- yek
two- do
three- se
four- chaha'r
five- panj
six- shesh
seven- haft
eight- hasht
nine- noh
ten- dah
twenty- bist
-- numbers over ten
ex. 15- dah o panj
 ten and five
32- bist o dah o do
twenty and ten and two

--days of the week

Sunday- Yekshambe
Monday- Doshambe
Tuesday- Seshambe
Wednesday- Chara'rshambe
Thursday- Panjshambe
Friday- Jom`e
Saturday- Shambe

--pronouns

I- man we- ma'
you- to you (formal)- shoma'
he, she, it- u they- isha'h

-the verb "to be"- budan
I am - budam
you are- budi
he, she, it is- ast
we are- budim
you are (formal)- budid
they are- budand

--insults

dog-sag
puppy- tule sag
mouse- mush
eater of leaves- khordan barg

--curses

cage- ghafas
collar- yaghe
chain- zanjir

* monsters

iron golem- a'han ma'rd
stone golem- sang ma'rd
werewolf- sag tarkib
wraith, spectre- sa'ye
goblin- mar
undead (deneric)- marg
lizard man- khonak ma'rd
kobold- ma'rin
troll- gorosnegi
ogre- anda'z sang

-races

elf- ghadimi
barbarian- vahshi
dwarf- fara'mush
hobling- dozdari
gypsy- masa'far
human- ensa'ni
sarr- gorbe

Sarr Alphabet

a,e,o,u	b
p	t
s	j
ch	h
kh	d
z	r
z	zh
s	sh
s	z
t	z
gh	k

g
m
v, ow
y, i, ei
f

h
l
n
gh