

Tengwar Eldamar v 2.0

Tengwar Eldamar is a font family for writing the *Tengwar*, or Feanorean letters, which appear in the writings of J. R. R. Tolkien.

The latest version of the font can always be found on the *Amanye Tenceli* web site at:

<http://at.mansbjorkman.net>.

Copyright notice

The *Tengwar Eldamar* font family is created by Måns Björkman © 2006–2007. It is licensed as freeware, meaning you are free and even encouraged to make copies of this font and share it with others. The accompanying files, including this documentation, should for practical reasons always be distributed together with the font. You may not alter the contents of the font or any of its accompanying files without written consent of the author. Distributors of shareware collections are asked to contact the author before including this font and its accompanying files in any of their distributions.

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Distribution contents

- `tengel_.ttf` — Tengwar Eldamar font file, in TrueType format
- `tengel_a.ttf` — Tengwar Eldamar Alt font file, in TrueType format
- `tengel_pfb.zip` — ZIP file containing Tengwar Eldamar font files in PostScript Type 1 format.
- `tengwareldamar.pdf` — This documentation, in Adobe PDF format.

Installing the font in Windows 95 or later

- In the Windows Start menu, choose *Settings, Control panel* (In some versions of Windows you can choose *Control panel* directly from the Start menu).
- When the Control panel has launched, open *Fonts*.
- In Fonts, choose *File, Install new font...*
- Navigate to the location where you stored the font files, select the fonts Tengwar Eldamar and Tengwar Eldamar Alt, and click the *Open* button.

Changes from version 1

- The tengwar ᚠ ᚡ ᚢ and ᚣ have been adjusted for greater faithfulness to Tolkien's writings.
- Minor improvements have been made to the letter-shapes throughout the font.

Tengwar Eldamar – Character reference

Common glyphs

In the table below, the columns correspond to rows on a PC US keyboard (except in the last row). To access each character, press the keyboard character shown in the same cell.

Lowercase				Uppercase (shift)			
þ	Ɔ	q	z	!	Q	A	Z
þ	Ɔ	Ɔ	x	@	W	S	X
þ	Ɔ	d	c	#	E	D	C
þ	Ɔ	f	v	\$	R	F	V
þ	Ɔ	g	b	%	T	G	B
þ	Ɔ	h	n	^	Y	H	N
þ	Ɔ	j	m	&	U	J	M
þ	Ɔ	k	,	*	I	K	<
þ	Ɔ	l	.	(O	L	>
þ	Ɔ	:	/)	P	:	?
:	['		-	{	"	
.	c	\	`	+	}		~

Additional glyphs

To access each glyph in Windows, hold down 'Alt' and, on the numerical keyboard, press '0' + the Character Code (or, when possible, simply select the corresponding ANSI character from your keyboard).

Tehtar

Above the tengwa

Glyph																
Char Code	170	128	175	181	212	213	214	215	216	217	218	219	220	221	222	223
ANSI Char	ª	€	–	µ	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
Glyph																
Char Code	224	225	226	227	232	233	234	235	236	238						
ANSI Char	à	á	â	ã	è	é	ê	ë	ì	ï						

Below the tengwa

Glyph																
Char Code	200	201	202	203	204	205	206	207	208	209	210	211	228	229	230	231
ANSI Char	È	É	Ê	Ë	Ì	Í	Î	Ï	Ð	Ñ	Ò	Ó	ä	å	æ	ç
Glyph																
Char Code	145	146	147	148	252	253	254	255	137	138	139	159	131	132	133	134
ANSI Char	·	´	“	”	ü	ý	þ	ÿ	%	Š	‹	Ÿ	f	„	…	†
Glyph																
Char Code	152	153	168	169	237	239										
ANSI Char	ˆ	™	¨	©	í	ï										

Inside the tengwa

Glyph				
Char Code	176	184	130	180
ANSI Char	˙	˘	˚	˛

S-curly

Glyph							
Char Code	161	162	197	198	163	165	199
ANSI Char	ı	ç	À	Æ	£	¥	Ç

Note: in other Tengwar fonts, the tehta often has the character code 173. Since many applications have problems displaying character 173, normally used for the soft hyphen, the tehta is relocated to character code 128 (though repeated at its traditional location for compatibility reasons).

Tengwar

Glyph	᠚	᠒	᠒	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚
Char Code	190	191	179	188	189	135	154	196	149	150	166	167	
ANSI Char	¼	¿	³	¼	½	‡	§	À	·	-	¡	§	

Punctuation

Glyph	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚
Char Code	192	193	155	185	186	136	194	172	171	187	177	178	151
ANSI Char	À	Á	>	'	°	^	À	-	«	»	±	²	—

Tengwar numerals

Glyph	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚	᠚
Char Code	240	241	242	243	244	245	246	247	248	249	250	251	174	195	140	156
ANSI Char	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	°	À	Œ	œ

Using Tengwar Eldamar

Like many other Tengwar fonts, the *Tengwar Eldamar* glyph layout adheres in most respects to the layout that Daniel Smith first developed in the early 1990's for his font *Tengwar Quenya*, and later extended in for version 1.9 of that font and the simultaneously created *Tengwar Sindarin* and *Tengwar Noldor* (1997). Further minor changes were introduced in the glyph layout of the font *Tengwar Parmaite* (2001), which the layout of this font agrees with.

Since there is no one-to-one relationship between Roman letters and Tengwar symbols, the mapping of the latter to the keyboard is based on the systematic appearance of the symbols and their order in the Tengwar table presented in *The Lord of the Rings* Appendix E. The most common tengwar will be accessible by pressing keys on the keyboard, but the tengwar that appear will most certainly not correspond to the Roman letters that you type. If you press 'r', for example, you will get the tengwa ᠚ which sometimes stands for *j*, sometimes for *g* and sometimes for *ng*.

To make diacritics, *tehtar*, appear above or below a tengwa, place your text cursor to the right of that tengwa and type the tehta. Regardless if tehtar are meant to be read before or after the tengwar, tehta glyphs always appear above or below the tengwa glyphs on their left.

Tolkien → 1j^z`B5\$ →

᠚ ᠚ ᠚ ᠚ ᠚ ᠚ ᠚ → ᠚ ᠚ ᠚ ᠚ ᠚ ᠚ ᠚

1 j ^ z ` B 5 \$

Tengwar Eldamar Alt – Character reference

Common glyphs

In the table below, the columns correspond to rows on a PC US Keyboard (except in the last line). To access each character, press the ANSI character shown in the same cell.

Lowercase				Uppercase (shift)			
þ 1	Ɔ q	Ɔ a	Ɔ z	þ !	Ɔ Q	Ɔ A	Ɔ Z
þ 2	Ɔ w	Ɔ s	Ɔ x	þ @	Ɔ W	Ɔ S	Ɔ X
þ 3	Ɔ e	Ɔ d	Ɔ c	þ #	Ɔ E	Ɔ D	Ɔ C
þ 4	Ɔ r	Ɔ f	Ɔ v	þ \$	Ɔ R	Ɔ F	Ɔ V
þ 5	Ɔ t	Ɔ g	Ɔ b	%	T	G	B
þ 6	Ɔ y	Ɔ h	Ɔ n	þ ^	Ɔ Y	Ɔ H	Ɔ N
þ 7	Ɔ u	Ɔ j	Ɔ m	þ &	Ɔ U	Ɔ J	Ɔ M
8	Ɔ i	k	,	Ɔ *	Ɔ I	K	Ɔ <
9	Ɔ o	Ɔ l	.	(O	L	>
þ 0	þ p	;	/	þ)	þ P	:	þ ?
-	['		-	{	"	
=]	\	Ɔ ,	+	}		Ɔ ~

Additional glyphs

To access each glyph in Windows, hold down 'Alt' and, on the numerical keyboard, press '0' + the Character Code.

Tehtar

Glyph	ƒ̃	ƒ̂	ƒ̄	ƒ̇	ƒ̂̃	ƒ̂̂	ƒ̄̃	ƒ̇̃	ƒ̂̃̃	ƒ̂̂̃	ƒ̄̃̃	ƒ̇̃̃
Char Code	216	217	218	219	224	225	226	227	232	233	234	235
ANSI Char	ø	ù	ú	û	à	á	â	ã	è	é	ê	ë

Tengwar

Glyph	Ƨ	Ƨ̃	Ƨ̂	Ƨ̇	Ƨ̂̃	u	đ	Ƨ̂̃̃	Ƨ̂̂̃̃
Char Code	200	201	202	204	205	208	191	154	196
ANSI Char	È	É	Ê	Ì	Í	Ð	¿	Š	Ä

Punctuation

Glyph	Ƨ̂̃̃̃	Ƨ̂̂̃̃̃	Ƨ̂̃̃̃̃	Ƨ̂̂̃̃̃̃	Ƨ̂̃̃̃̃̃	!	?	;	()
Char Code	192	193	155	185	151	199	174	195	140	156
ANSI Char	Ä	Å	>	'	—	Ó	°	Ã	Œ	œ

Using Tengwar Eldamar Alt

The alternative font *Tengwar Eldamar Alt* contains a large number of glyphs that are designed to combine well with a following glyph. In the table of Common Characters, the glyphs with closed bows, and those with bows open downwards, are specifically meant to be used in combination with s-curves (the benefits may be more obvious in printed output than on the screen):

With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>	With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>	With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>
					
l i	l i	q +	q +	z Æ	z Æ

Glyphs with raised stems to the right are made to form nice ligatures when the following glyph has a raised stem to the left, as seen in the *Namárie* text, [DTS 20](#):

With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>	With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>	With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>
					
d 3	d 3	v !	v !	s e	s e

The glyphs ℥ (ANSI asterisk) and ℧ (character code 201) are likewise used to form ligatures with following glyphs, as seen in the Old English documents ([DTS 50-51](#)), and in the Ring-inscription ([DTS 7](#)):

With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>	With <i>Tengwar Eldamar</i>	With <i>Tengwar Eldamar Alt</i>
			
* 1	* 1	j z	É z

The rest of the glyphs are either calligraphic variants of glyphs in the standard font, or rare symbols that did not fit into the standard font.

Note: in other Tengwar fonts, the glyph u (a variant of \mathfrak{u}) is sometimes found on the *h* or *H* keys. In this font it has for consistency reasons been moved to character code 208.