

Skroth Dialogue, Episode I

I've divided the short scene in Episode I into sections. For each section in which dialogue is called for, I've given you different options so that you can go with what sounds best, or what will fit most closely. Let me know what you use, and if you need updates.

First Sighting/Execution (~1:00:22-1:00:26)

In this section, the White Walker comes up behind the man who says "What is it?" and then slays him. He says something before he slays him, and then makes a noise as he slays him (what's there for that noise sounds pretty good). Here are some options for what he might say (ordered by length).

Kros kha srecha. ([skr1.mp3](#))

[kʰROS xa 'sRE.tʰa]

Shakh thi srecha. ([skr2.mp3](#))

[ʃax θi 'sRE.tʰa]

Srecha. ([skr3.mp3](#))

['sRE.tʰa]

Tsirs. ([skr4.mp3](#))

[tʰiRS]

Kkhals. ([skr5.mp3](#))

[kxʰaʃs]

Second Sighting (~1:01:01)

We see separate shots of the two Black Brothers running, and then as we see the latter of the two running in the foreground, an Other runs by to his left, and he says something short. Here are some options for that. (Note: If you need other single words for the chase sequence, any of these will do.)

Throsh. ([skr6.mp3](#))

[θROʃ]

Klakh. ([skr7.mp3](#))

[kɫax]

Mur. ([skr8.mp3](#))

[myɾ]

Tih. ([skr9.mp3](#))

[tʰih]

Second Sighting (~1:01:02)

Next there's an exchange between two of them. Here's a plausible call from one and then a response from the other.

Kha kros af. ([skr10.mp3](#))

[xa kɾos af]

Tsar. ([skr11.mp3](#))

[tsʰaɾ]

Third Sighting (~1:01:09~1:01:14)

The chase here continues, and what it looks like is the Others continue to chase the pair, and then leave them (or appear to do so, at least), giving them the impression that they're safe (and, so, can stop momentarily). The back and forth here is probably coordinating that effort. I'll give you options for each piece of conversation (going from longest to shortest).

First Speaker

Path likros tsakhakh. ([skr12.mp3](#))

[pʰaθ 'ʰi.kɾos 'tsʰa.xəx]

Resh likros. ([skr13.mp3](#))

[ɾeʃ 'ʰi.kɾos]

Shkir likros. ([skr14.mp3](#))

[ʃkiɾ 'ʰi.kɾos]

Second Speaker

Spars fa khasas. (skr15.mp3)

[sp^hars fa 'xa.səs]

Spars fa. (skr16.mp3)

[sp^hars fa]

Spar lih. (skr17.mp3)

[sp^har lih]

Third Speaker

Trefa likros. (skr18.mp3)

[fa sp^hars 'xa.səs]

Skirsha fa shakha fa. (skr19.mp3)

['sk^hir.ʃa fa 'ʃa.xa fa]

Froths. (skr20.mp3)

[froθs]

Tsar. (skr11.mp3)

[ts^har]

Fourth Sighting (~1:01:29)

This is where the Other comes up behind Benjen and beheads him. Again, I'll do these from longest to shortest.

Srecha kha shakh fa kkharth. (skr21.mp3)

['sre.tʃ^ha xa ʃax fa kx^harθ]

Srecha kkharth. (skr22.mp3)

['sre.tʃ^ha kx^harθ]

Chaksh hil. (skr23.mp3)

[tʃakʃ hił]

Chaksh. ([skr24.mp3](#))

[tʃakʃ]

Parting Words (~1:01:36~1:01:42)

After the silent beheading, and after Will has fallen to his knees, the Other steps away with the head, says something taunting or mocking to Will, and tosses the head to him. There's the possibility for a fairly long sentence here (comparatively speaking), so I'll give you several options of varying lengths, and you can use what fits.

Srecha kha nahkus fa kkharth, hish shakh kha likros fa res skars. ([skr25.mp3](#))

[ˈsre.tʃʰa xa ˈna.xys fa kxʰarθ hiʃ ʃax xa ˈi.kros fa res skars]

Likkh hish; has rekkhash kha kros thi reth shlar. ([skr26.mp3](#))

[ʔikxʰ hiʃ has ˈre.kxʰəʃ xa kros θi reθ ʃlar]

Hish kha shref shakh fa skroths srecha thi. ([skr27.mp3](#))

[hiʃ xa ʃref ʃax fa skroθs ˈsre.tʃʰa θi]

Froths kkhasa kha likus nahkus fa res tih. ([skr28.mp3](#))

[froθs ˈkxʰa.sa xa ˈi.kys ˈnah.kys fa res tʰih]

Likkh hish nahkus fa. ([skr29.mp3](#))

[ʔikxʰ hiʃ ˈnah.kys fa]

Modification

Additionally, I've taken some of the dialogue and modified it to give you an idea about what kind of effects might be applied to it. In each case, I'll tell you what I did.

Kkhals. Reverb ([skr30.mp3](#))

[kxʰaʃs]

Kkhals. Reverb + Echo ([skr31.mp3](#))

[kxʰaʃs]

Kkhals. Reverb + Echo + Vocoder ([skr32.mp3](#))

[kxʰaʃs]

*Kkhal*s. *Reverb + Echo + Vocoder + Overlay* ([skr33.mp3](#))

[kx^hats]