Letter	Sound in IPA	Example Word	Explanation
A a	/a/	ami	the "a" in "father"
Вь	/b/	birdo	the "b" in "bed"
C c	$/\widehat{\mathrm{ts}}/$	cent	like the "ts" in "cats"*
$\hat{\mathbf{C}}$ $\hat{\mathbf{c}}$	$/\widehat{\mathrm{t}\mathfrak{J}}/$	$\hat{\mathrm{c}}\mathrm{ambro}$	the "ch" in "church"
D d	/d/	domo	the "d" in "dog"
$\to e$	/e/	en	the "e" in "let"
F f	/f/	fiŝo	the "f" in "fin"
G g	/g/	$\operatorname{granda}$	the "g" in "gone" (NOT the "g" in "gin")
$\hat{\mathrm{G}}$ $\hat{\mathrm{g}}$	$/\widehat{\mathrm{d}_3}/$	ĝi	the "g" in "general" (NOT the "g" in "go")
Ηh	/h/	hundo	the "h" in "house"
$\hat{\mathrm{H}} \; \hat{\mathrm{h}}$	/x/	$\hat{ ext{horo}}$	like the "ch" in German "ach" *
Ιi	/i/	ili	the "ee" in "feel"
Jј	/j/	${ m jes}$	the "y" in "yes"
J j Ĵ ĵ	/3/	$\hat{f j}$ aŭ ${ m do}$	the "s" in "pleasure"
K k	/k/	kato	the "k" in "king"
Ll	/1/	la	the "l" in "long"
M m	$/\mathrm{m}/$	muso	the "m" in "mother"
N n	$/\mathrm{n}/$	$_{ m ni}$	the "n" in "not"
Оо	/o/	ovo	the "o" in "for"
Рр	$/\mathrm{p}/$	persono	the "p" in "pare"
R r	/r/	m ri	like "rr" in Spanish or Italian*
S s	$/\mathrm{s}/$	saluton	the "s" in "sing" (NOT the "s" in "rise")
$\hat{\mathbf{S}} \; \hat{\mathbf{s}}$	/S/	ŝipo	the "sh" in "she"
T t	$/\mathrm{t}/$	tapiŝo	the "t" in "top" (NOT the "tt" in "latter")
U u	/u/	uzas	the "u" in "rude"
Ŭŭ	$/\mathrm{w}/$	${ m nareve{u}}$	the final "w" sound heard in "ow!"
V v	/v/	voli	the "v" in "vine"
$\mathbf{Z} \ \mathbf{z}$	/z/	zipo	the "z" in "zip"

\*these sounds don't occur in English. However, they aren't that hard to master; also,  $\hat{h}$  is very rare in Esperanto, and you probably won't have to worry about it for a while. It's possible to speak the language without dealing with this phoneme. However, r and c are all over the place.

Finally, the stress in an Esperanto word always comes on the second-to-last syllable. This rule is always consistant, without fail. The letters never change their pronunciations — you don't have to worry about "I before E except after C" or anything of the sort.