

# Јсo6aaЈoþuЈ /Јсo:ʎ.a::.Јo:.θu:Ј/ - An introduction to the language

Јсo6aaЈoþuЈ (lit. language that we speak), sometime also called oþcueЈ (language of the dead people), is the language spoken by the dead, the þce (plural oþce) living in the mountains north of a living civilization that called themselves the Hë-krëmërians. This language is known to be polysynthetic, with cases, evidentiality as well as likeability, and a weird negative prefix. It is also mostly unknown for the humans as only the powerful deads are able to make their speech hearable to the livings, except for the Record Samples, these sounds that gave the reputation to the deads.

# Phonology

## Phonemic Inventory

[ɔɒʁaaʃɔɐuf] has 12 voiceless consonants, with no plosives nor nasal, but instead fricatives, approximants, trills, and laterals.

	Coronal				Dorsal		Laryngeal	
	Dental	Alveolar	Postalveolar	Palatal	Velar	Uvular	Pharyngeal	Glottal
Sibilant Fricative		s	ʃ	ʂ <c>				
Non sibilant Fricative	θ <þ>				x		ħ <hh>	h
Approximant				j <j>	ɰ <w>			
Trill						ʀ~ʁ <r>		
Lateral		ɬ <hl> ɭ <ll>						

It also features a 9 vowel system. These vowels have three length distinctions : long (:), extra long (::), and extra extra long (:::) but no “normal” one. Due to this, the length of the vowel are noted like this with “a” and “ä” for example:

- Long : a ä
- Extra Long : aa ää
- Extra Extra Long : â ââ

	Front	Central	Back
Close	i: (:(:))		u: (:(:))
Close Mid	e: (:(:))		o: (:(:))
Mid		ə: (:(:)) <y>	
Open Mid	ɛ: (:(:)) <ë>		ɔ: (:(:)) <ö>
Open	a: (:(:))		ɑ: (:(:)) <ä>

It should be noted that every vowel here are voiceless, however for the sake of simplicity and aesthetically, they are not noted as such.

## Tones



[ɕoɓaaʃoɓuʃ] also features tones (3 tones and 4 contours to be precise), which are as it follows :

Tones		Numbers	Romanization
↑	High	4	1
┆	Mid	3	-
↓	Low	2	2
↗	Mid Rising	34	3
↘	Mid Falling	32	4
↘↗	R-Falling	343	5
↗↘	F-Rising	434	6

The tone is by default the Mid one. When there is a tone, the symbol will be added after the vowel and the length. The syllables after will often have a non marked tone that is a go back to the mid tone if there are no other tone to say.

## Record Samples

The speakers of [ɕoɓaaʃoɓuʃ] have what they call Record Samples, that will be shortened as RS for this document. They are made in the background of their speech, and while non-mandatory, allow the listener to more understand the point of view of the speaker. They are also the only sound of the language to be hearable by the livings without the speaker needing to put energy into their speech, thus it has become important when trying to convey informations to living beings.

Record samples		
Sound	Romanization	Example
Laughs	L	 Evil/Creepy Laugh - YouTube
Whimpers	W	 Girl Crying and Whimpering - Sound effect for editi...
Footsteps	F	
Tapping	T	

Chains Rattlings	R	
Small Cough	C	

The meanings of these are somewhat varying based on the speaker but most of the time :

- Laughs mean a happy sensation, but also a mocking one
- Whimpers mean an unpleasant sensation, even a very bad one if cries are made
- Footsteps mean that the speaker is “moving toward” it, that they are looking for it. It can also be a way of intimidating the others
- Tapping mean impatience, that the speaker want it to happen now, or that they are very annoyed
- Chains Rattlings, while often limited to the prison and other torture place, also expanded to other places to express extreme pain/suffering, or to signify the listener that they will attack very soon
- Small Cough is a way to turn the attention of the listener on that part of the sentence, it also express the Vocative case

While being somewhat simple, a lot of people are arguing about making the sound romanization more precise. For example the laughs are just too complex to define with only one letters.

Furthermore, this Record Sample vocabulary is in constant evolution, and sounds are inserting themselves into the language at a fast rate, the chains rattlings being the newest one.

## Syllable formation

The syllables in  $[c\phi\delta a a f\phi p u f]$  are somewhat simple, and are made as  $(C)(C)V(L)(T)(C)$ , where C's a consonant, V's a vowel, L's a length, and T's a tone ; a Consonnant is permitted word finally.

However for simple words of one syllable, a C syllable is allowed.

When there seems to be an illegal cluster, a dummy vowel :  $y / \emptyset /$  is inserted before a two consonant cluster.

## Stress

Stress in  $[c\phi\delta a a f\phi p u f]$  only happen when the word is only composed of mid tones, then the stress will fall on the penultimate syllable of the word, unless in a word of two syllable if the ultimate syllable has greater value than the first one (closed syllable, length...)

## Allophony

In this language, many complicated clusters can appear. However it is simplified as such :

- If two fricatives are clustered, then only the first fricative have to be pronounced, or a epenthetic <y> can be added between them.

## Lenght Spreading

While Common Speakers of ꞗo6aaʃoɸuʃ allow the omission of this rule, it is noted that the vowel following a long vowel must be pronounced for one time less as long than the one before it.

For example [a:x] [a::x:] [a:::x:::], it allow the speaker for longer time to move their weakened mouths and have become a whole part of the language.

## Consonant Omission

Because of a lot of the low classe being unable to pronounce complicated sounds such as consonants, in popular casual speech, the omission of the consonants is possible, up to the will of the speaker, sometimes omitting some sounds and not other.

## Nominal Morphology

Nouns in ꞗo6aaʃoɸuʃ are made of root words, that are one syllable long. The root words, thanks to the great alternatives the tones and lengths propose, are multiple, and can have very precise meaning. It takes tens of years to master all of them for the spirits.

## Definiteness

Nouns in ꞗo6aaʃoɸuʃ are marked for definitness with the article “hhu”, and undefinitness with the article “ää”, for both the noun, and the adjectives surrounding it. For example :

ää-ɸru ää-ce = a-man a-dead = a dead man

hhu-ɸru hhu-ce = the-man the-dead = the dead man

A noun without an article works too, but will be seen as a generic noun, for example :

ɸru = man = any man

## Demonstratives

ꞗo6aaʃoɸuʃ possess a simple three way distinction in demonstratives, which are :

- sөө3 = This, something near the speaker and possibly near the listener also
- e4 = That, far the speaker and/or the listener
- iɸyy4 = Something far of the speaker and the listener, invisible to them.

## Negation and Restriction

A preffix can be added to the noun to act like an Abessive case, or another one to mark restrictive signification (only one,two...) or exactitude (exactly one, two...). Both can be used with the definite and the indefinite article. They are :

- l(ë) = signify “no...” :
  - lë-ää-ɸru = no man

- lë-hhu:-þru = the one who is no man
- lë-þru = not any man
- oo4 = signify the Restrictive negation and need to have a number just after :
  - oo4-hiipy-ää-þru = only four men
  - oo4-hiipy-hhu:-þru = only the four men
  - oo4-hiipy-söö3-þru = only these four men

## Plurality

Plurality in ꞑco6aaꞑoꞑuf is somewhat simple as it is only defined as “singular”, or “plural”, with the prefix “o-” to signify plural.

## Cases

ꞑco6aaꞑoꞑuf features 14 cases (that can stack), which are as they follow :

- Nominative : unmarked  
Marks the subject of an intransitive verb
- Agentive : sa-  
Marks the subject of a transitive verb, isn't marked on pronouns
- Patientive : -se  
Marks the object of a transitive verb
- Genitive : -u- (before the last vowel)  
Marks the possession, it is put on the possessor
- Dative : -þy  
Marks the indirect object
- Vocative : Cse6 -  
Marks an address to someone
- Translative : -ra  
Marks the change of something into something else, so x y-h'a would be “x becoming y”
- Instrumental : -hle  
Marks the instrument with what was done the action
- Comitative : -uca  
Marks the people with who whas done the action
- Benefactive : -oxë  
Marks the meaning for what/who was done the action
- Causative : -oxëë  
Marks the cause for why was the action done, can be seen as a pejorative benefactive

## Recap

Nouns in ꞑco6aaꞑoꞑuf are made with these slots :

1	2	3	4	5	6	7	8
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Negative/ Restrictive	Number	Definitness / Demonstrative	Vocative	Plurality	Agentive	Noun	Cases
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## Pronoun Morphology

There exist in ꞑo6aaꞑoꞑ 4 persons, divided into singular or plural :

		Singular	Plural
1	Nominative	ꞑuꞑ	oꞑuꞑ
	Agentive		
	Patient	ꞑuꞑus	oꞑuꞑus
	Genitive	uꞑuꞑ	ouuꞑuꞑ
	Dative	ꞑyꞑ	oꞑyꞑ
	Vocative	Cꞑuꞑ	Coꞑuꞑ
	Translative	ꞑaꞑ	oꞑaꞑ
	Instrumental	ꞑhluuꞑ	oꞑhluuꞑ
	Commitive	ꞑuꞑa	ꞑuꞑa
	Benefactive	ꞑëꞑ	oꞑëꞑ
	Causative	ꞑëëꞑ	oꞑëëꞑ

2	Nominative	ro	roo
	Agentive		
	Patient	ros	oros
	Genitive	rus	orus
	Dative	roꞑ	oroꞑ
	Vocative	Cro	Cro:
	Translative	ra	ora
	Instrumental	rohl	orohl
	Commitative	ruca	oruca
	Benefactive	roxë	oroxë
	Causative	roxëë	oroxëë

3	Nominative	wa2	owa2
	Agentive		

	Patient	sa2	owa2s
	Genitive	wu2	owu2
	Dative	wa2py	owa2py
	Vocative	Cwa3	Cowa3
	Translative	waa2	owaa2
	Instrumental	wa2hl	owa2hl
	Commitative	wu2c	owu2c
	Benefactive	wo2	woo2
	Causative	wëë2	owëë2

4	Nominative	pâp	opâp
	Agentive		
	Patient	pâs	opâs
	Genitive	pûp	opûp
	Dative	pÿp	opÿp
	Vocative	Cpâ	Copâ
	Translative	pâp	opâp
	Instrumental	pâpe	opâpe
	Commitative	pupa	opupa
	Benefactive	pox	opox
	Causative	pëp	opëp

The 4th person is used for people that we don't know, more precisely like the english "one" and "they", it can also be used for abstract things.

## Numerals

Most of the actual people speaking [co6aa]ɔpuɟ were former Hë-krëmërians, and as such use the same base-5 they were used to, adapted to their phonology.

Moreover, the long problem of the 0 as been solved. Because they are now more than aware of their non-existent existence, they invented their view of the zero.

It also evolved, and an ordinal series has been made with a suffix  $-(aa)p$  being added

Number	Cardinal	Ordinal
0	lë1wô	
1	jisö3xy2	jisö3xy2-p



2	jipwö3	jipwö3-p
3	jipwöo5	jipwöo5-p
4	hiipy	hiipy-p
10 (5)	iily4wy	iily4wy-p
11 (6)	xy2sy2wy	xy2sy2wy-p
12 (7)	wö3sy2wy	wö3sy2wy-p
13 (8)	wöo5sy2wy	wöo5sy2wy-p
14 (9)	pysy2wy	pysy2wy-p
20 (10)	jipwö3wy	jipwö3wy-p
30 (15)	jipwöo5wy	jipwöo5wy-p
40 (20)	hiipywy	hiipywy-p
100 (25)	jsap	jsap-aa
110 (30)	jsap xy2sy2wy	jsap xy2sy2wy-p
1 000 (125)	hü6l	hü6l-aap
10 000 (625)	xhi4	xhi4-p
100 000 (3 125)	owäl	owäl-aap

## Verbal Morphology

Verbs in ꞗco6aaꞗoꞗuf are weird. First, they can't be used alone. As such, when someone want to express only the verb, they would use the 4th person.

Moreover, the verbs come from a noun, or an adjective, and as to undergo affix addition to be usable as a verb.

The slots go like this :

1	7	2	3	4	5	6	8
Negative/ Contextual polarity prefix	Likeability	Verb Action	Stem	Tense	Aspect	Evidentiality	Active/ Passive/ Imperative/ Reflexive/ Interrogative

Only the Verb action type, the stem, the tense, the aspect and the evidentiality are mandatory, the other are used when needed.

## Negative / Contextual polarity prefix

The negative simply negate the verb, it is the action of “to not...” and is made with the prefix “ëës-”

The contextual polarity prefix (CP) is more difficult to understand. It’s meaning could be translated as “may or may not be...”. In precise terms, it means that the action might or might not have been done, depending on what is known as the context allow for for outcome to happen, it is marked by the prefix “âas-”

## Likeability

ƒco6aaƒoƒuƒ distinguish between multiple types of likability, that is how did the speaker liked to do the action, the Sound record hovers on the entirety of the verb

Hateable HL	The speaker hate to do the action	R-
Dislikeable DL	The speaker dislike to do the action	W-
Unknown UL	The speaker doesn't know how to feel about it	-
Likeable L	The speaker like to do the action	L-
Loveable LL	The speaker love to do the action	FL-

## Verb action

To make a verb, one must take a noun, and add one of the tiny prefix before it to precise how this noun is used to do the verb. Here is the table of said prefixes (the majuscules are for the gloss)

to do - D	to do something by means of -DM	to make -M	to make something by means of -MM	to destroy -DES	to destroy something by means of -DESM
aa-	aahle-	î5-	î5hle-	ûr-	ûrhle-

Using these allow for the simplest verb form, for example, by taking the word ƒ “language”, we could make (while ungrammatical):

- aaf : to speak
- aahleƒ : to say

- i5f : to conlang, to encode
- i5hleƒ : to deal, to make an agreement
- ûryf : to kill a language, to destroy its record...
- ûrhleƒ : to order the killing, the destruction...

## Stem

The stem of a verb is simply a noun that get transformed by the other slots, thus it does not need much information on that.

## Tense

Tenses in ƒco6aaƒoƒuƒ are based on a simple future/non-future distinction as well as an aorist tense (that does not have any time, it is often used for telling a story, or anything historical and as such is close to a Narrative tense), and looks like such :

Non-Future NFUT	Future FUT	Aorist AOR
-soo	-aê	-i

## Aspects

There are 7 Aspects in ƒco6aaƒoƒuƒ : the perfective, the continuous, the habitual, the perfect, the Inchoactive, the terminative, and the resumptive.

Perfective PRV	An action that is done in one point in time	-
Continuous CONT	An action that is done over a long or less long time	-l
Habitual HAB	An action that is done from time to time	-ƒ
Perfect PRF	An action that was done and still have importance on the actual tense	-hhyl
Inchoactive INCH	An action that is starting, has started	-haax
Terminative TER	An action that is finished, has finished	-hul
Resumptive RES	An action that was done in	-r

	the past, finished in the present, but will continue in the future	
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## Evidentiality

[co6aa]ɔpuʃ has 4 evidentialies, the witnessed, the inferential, the hearsay, and the sensory.

Witnessed WIT	The speaker saw and observed the action	-
Inferential INFR	The speaker understand the action based on evidences	-öl
Hearsay HRS	The speaker say something that was told by someone else	-ää
Sensory NVIS	The speaker sensed the action, by senses other than visual	-ii

## Active / Passive / Reflexive / Imperative

[co6aa]ɔpuʃ distinguishes four voices : active, passive, reflexive, and imperative. Please not that the Imperative voice can be stacked after the three other voices

Active ACT	The subject does the action to the object	-
Passive PASS	The subject is victim of the action done by the object	-ÿ
Reflexive REFL	The subject does the action on the object (or not) by itself	-saa
Imperative IMP	The subject is obliged to do the action	-o
Interrogative INT	A question is asked about the subject	-êe3

# Adjectival Morphology

Adjectives in [co6aafoɸuɸ] are simple, as they lack of them in the proper sense. Indeed, the speakers of [co6aafoɸuɸ] use noun put after the noun that they want to modify. The adjectives agree with definitness / demonstrative, and plural, and can have negation as well as the verbal contextual polarity prefix on them.

Example :

- ää-pru l-ää-ce = a man not dead => a living man

The slots of an adjective is like this :

1	2	3	4
Negative/ Contextual Polarity	Definitness/ Demonstrative	Plural	Noun

# Adverbial Morphology

Adverbs are done by taking a word, and add a Verb action like for the verb, but will not get any other modification and has to be put after the verb.

Example:

- aahle-sâl5 = truly, really

Some words can also be used without a Verb action, and thus will become an adverb but with a more abstract meaning, such as juɸ = time (moment) => when (moment)

# Prepositions

[co6aafoɸuɸ] allow prepositions to be put before the noun to precise even more the meaning.

# Conjunctions

Conjunctions are words than can be placed at the start of the sentence to link two together.

# Relative Clauses

WORK IN PROGRESS

# Sentence Formation

With all of these informations, [co6aafoɸuɸ] can allow sentences word like this :

For Transitive sentences :

(0)	1	2	3	4	5	6	7
Noun	Conjunction	Noun (Subject)	Adjectives	Verb	Adverbs	Noun (Object)	Adjectives

9	10						
Indirect Object	Complements						

The slot 0 is a particular slot. It is only allowed when making sentences that are only "thing that ...".

For Intransitive sentences :

(0)	1	2	3	4	5	6	7
Noun	Conjunction	Verb	Adverbs	Noun (Subject)	Adjectives	Indirect Object	Complements

## Script

(because of the time I didn't have, I was unable to make the script in paper, so only the thoughts and the words remains to describe it)

Three Types of scripts have arrived for the language of ꞗo6aaꞗoꞗuꞗ, these are :

The osuöraahlesrë script :

Made by the osuöraahlesrë, this script is an alpha-abjad, in simple terms, a script where only the vowels (along with their tones and lengths) are marked. While unusual, this type of script became popular among the osuöraahlesrë because of the inability of most of them to pronounce more complex sounds such as the syllables as it is more easy for them to pronounce the voiceless vowels. As such only the vowels are important for them.

The vowels are written using a combination of three vertical strokes, that can be long or little. and other strokes, vertical or horizontal, are used up and down the vowel to show its length or its tone.

The oo script :

The oo script is the script of the Rulers, and is said to be the closest form to their old civilization script. It is an alphabet, marking consonants, vowels, length and tone. It is only really used between the Rulers or with the Sages. The letters are written by carving the material with energy allowing for a long and flowy script, with a lot of curves and intricate details.

The su2 script :

This script might not be considered as a script itself. Indeed this script is used to store informations gathered by the Sages, and are put in seals that keep the energy poured into them organized and allow to the reader to simply put a little of their energy so the energy of the seals can flow in their mind. As such it has no material form, only psychological form. But some people who used a seal reported to have seen like long and flowy letters, looking a little bit like the oo script, except that the reader can understand what is said without knowing the script.

## Translation

“ They say you die twice. One time when you stop breathing and a second time, a bit later on, when somebody says your name for the last time “

aahleʃilääopâp, co6roWaahleyypjipwö3jupse,  
hêe5jisö3xy2paaihuliisaahhupserusluâ4oxëë.  
sy2jipwö3pâasaapaêääjupääjupaê,  
jupbâpaahleʃipsâ5ruslôohhujuphhuxu4s.

/a::te:ʃi:lâ:oo:θa:θ || ɔ:ʌ.ɾo:(whimpers).a::te:ə:θji:θ.mɔ:ʌ.ju:θ.se: ||  
hɛ::ʌ.ji:sɔ:ʌ.xə:l.θa::i:hu:l̥i:saa:ñu:θ.se:ɾu:s.lu:a::ʌ.o:xɛ: ||  
sə:l.ji:θ.mɔ:ʌ.θa::sa:θa:e::a::ju:θa::ju:θa.e:: ||  
ju:θ.θa::θa::te:ʃi:θsa:ʌ.ɾu:s.l̥o::ñu:j̥u:θ.ñu:xu:ʌs/

aahle-f-i-l-ää-opâp,  
DM language AOR PRV HRS 4PL.NOM  
Saying I heard they are

co6-ro-W-aahle-yyb-jipwö3-jup-se.  
that-2SG.AGT-DL-DM-change.from.life.to.death-two-time.moment-PAT  
that you die (dislikeable) two time

hêe5-jisö3xy2-p-aa-i-hul-ii-saa hhu-p-se-rus-l-<u>â4-oxëë.  
when.duration-one.ORD-action-AOR-TER-NVIS-REFL-DEF-existence-PAT-2SG.GEN  
NEG-respiration<GEN>-CAUS  
When first your existence is finished because of your existence's non breathing.

sy2-jipwö3-p-âas-aa-p-aê-ää-jup-ää-jupaê,  
and-two.ORD-CP-D-existence-FUT-NDEF-time.moment-NDEF-futur  
And a second time will or won't be in a time in the future

jup-pâp-aahle-f-i-psâ5-rus-lôo-hhu-jup-hhu-xu4s.  
when 4SG.AGT DM language AOR name 2SG.GEN for.time DEF-time.moment DEF-alone  
When someone says your name for the last time

Help :

D existence : to be

DM language : to say

D language : to say

action TER : to finish

## Wordlist

â4 [a::ʌ] (noun) - respiration  
aa [a:] (noun) - action  
ce [çe:] (noun) - death (the state of being)  
co6 [ço:ʌ] (conj) - that... (relativizer)  
hêe5 [hɛ::ʌ] (noun) - time (duration)  
hêe5xu4s [hɛ::ʌxu:ʌs] (noun) - day  
hêe5p [hɛ::ʌθ] (noun) - night  
hh [h] (noun) - ear  
hhâ5 [hã::ʌ] (noun) - feminineness  
î5 [i::ʌ] (noun) - creation  
ju3x [ju:ʌx] (noun) - the moon  
juþ [ju:θ] (noun) - time (moment)  
juþaê [ju:θa:ɛ::] (noun) - futur  
juþsoo [ju:θso:] (noun) - past, present  
lôo [lɔ::] (prep) - for something related to time  
luröluy [lu:ɾɔ:luy:ə:] (noun) - sun  
oo [o:] (noun) - king, master, ruler  
opçuef [o:θçue:f] (noun) - other name of the language  
rêe [ɾɛ::] (noun) - littleness, dwarf  
ru [ɾu:] (noun) - maleness  
ryröluy [ɾɛ:ɾɔ:luy:ə:] (noun) - name of the world/Earth  
sâ5 [sa::ʌ] (noun) - the truth, the reality  
so [so:] (conj) - because  
srë [sɾɛ:] (noun) - food  
su2 [su:] (noun) - knowledge  
sy2 [sɛ:ʌ] (conj) - and, plus,  
ʃ [ʃ] (noun) - language  
ʃco6aaʃopuf [ʃço:ʌ.a::ʃo:.θu:] (noun) - name of the language  
ûr [u::ɾ] (noun) - destruction  
uuxʃof [u::xʃo:f] (noun) - lightness, brightness  
wa2 [wã:ʌ] (noun) - differenceness  
xu4s [xu:ʌs] (noun) - aloneness, isolation  
yyþ [ɛ::θ] (noun) - death (the change from life to death)  
yþÿ [ɛ:θɛ::] (noun) - bigness, giant  
þ [θ] (noun) - one self, the existence of someone  
þaa [θa:] (noun) - darkness  
þce [θçe:] (noun) - name of the people



phhâ45 [θhã::ʌ] (noun) - woman

pru [θɾu:] (noun) - man

psâ5 [θsã::ʌ] (noun) - name lit. true existence