



Issue 3  
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## FOREWORD

**Thanks for all your support on the Seattle Conlang Club Zine this year!** Whether you're a contributor, a new reader, or have been following us since our first issue, your support and interest in our articles is what lets us keep going.



It's a little crazy to think about, but it's been a *full year* since the first issue of our Zine back in September 2024! Time sure flies, doesn't it?

So to every contributor and writer, from the bottom of our hearts, *thank you* for a wonderful year. Here's to many more!

## ABOUT THE CLUB

**If you'd like to join the Seattle Conlang Club**, check out our website at [conlang.club](https://conlang.club) or join our Discord at [conlang.club/discord](https://conlang.club/discord).

We welcome members of all levels of linguistics knowledge, from absolute beginners to seasoned conlanging veterans. Most of our members are from Seattle or Washington State, but anyone is welcome.



*Discord server QR code*

We usually meet remotely over Discord, where we often discuss and create conlangs, as well as play our own immersive pidgin-making game, PidginCraft ([conlang.club/pidgin](https://conlang.club/pidgin)). We hope to see you there!

**SINCERELY, THE SCC ZINE CONTRIBUTORS: FREDERICK, DEJVID, LOGAN, FINN, AND ROSETTA**

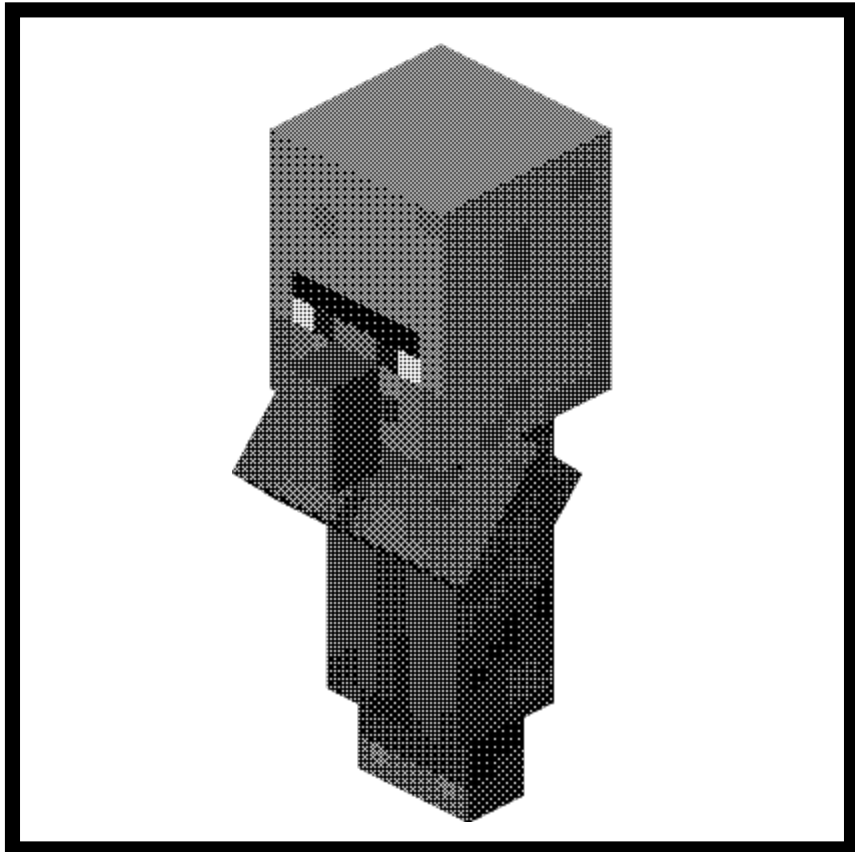
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## COMMENTS? QUESTIONS? WANT CONLANG CRITIQUES?

Join our [Discord](https://conlang.club/discord) or email Club President Frederick Chan at [fredchan@conlang.club](mailto:fredchan@conlang.club).



# WESO IIARI IU?



## PIRA HAMOR

VUOM LON IIA: 2025-08-16

VA LATOPA: LATOPA MOR

VRIM VUOM: 2025-07-30

IIASLOYO: YELENGIMA

IDAGAM: 0.975 NARA

Pe iia i tre pirabipbup inte bi:

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FRONT COVER BY FREDERICK CHAN & DEJVID KRUG, BACK COVER BY FREDERICK CHAN.



# UDANO MOR QUESTIONS

Seattle Conlang Club Pidgincraft Pidgin

Thursdays & Saturdays @ 6 PM Pacific

[conlang.club/pidgin](https://conlang.club/pidgin) for details



**SIL MOR?** Steve 

**BRIKDOR SIL?** Steve kota 

**KOTA SIL?** kota lekoleko giroleko 

**TRE SIL?** tre 3 lekoleko i 2 piraopa 

**DA SIL?** zik brik fredleko 

**BI SIL?** Steve bi boga 

**SIL VUOM?** brongoye 

## Get your conlang featured!

Submit your horoscopelang to the SCC Discord server at [conlang.club/discord](https://discord.com/invite/conlang), or e-mail it to [fredchan@conlang.club](mailto:fredchan@conlang.club), and your conlang could be featured in the next SCC Zine!

### Sagittarius Mbalanhu

Bantu language, <10 thousand speakers in northern Namibia  
Mbalanhu is one of several mutually-intelligible languages within the Ovambo dialect cluster. Mbalanhu has a double-negative strategy for negative imperatives, combining the standard negator immediately in front of the verb plus a special prohibitive form of the verb. Mbalanhu also has a comitative-instrumental distinction and a 2nd sg vs. 2nd pl distinction.

### Capricorn Malagasy

Austronesian language, ~25 million speakers in Madagascar  
Malagasy has a fine-grained set of demonstratives and locative expressions with 7 degrees of deictic distance, and demonstrative determiners can be repeated on both sides of a noun for clarity. One dialect of Malagasy is undergoing tonogenesis conditioned on consonant voicing.

### Aquarius Seychelles Creole

French-based creole, ~120 thousand speakers in the Seychelles  
Seychellois Creole has three categories of pronouns: dependent (which can only be subjects), independent (which can be subjects or objects), and adnominal possessives. Verbs have a short form (used when a noun directly follows or an adverb is present) and a long form that is used otherwise.

### Pisces Urak Lawoi'

Endangered Austronesian language, ~5,000 speakers in southern Thailand  
Urak Lawoi has three types of syllables: major (obligatory, occur word finally, fully stressed and phonologically rich), minor (non-final, unstressed or weakly stressed, with restricted coda consonants), and pre-syllables (always initial and unstressed, can only have one vowel and no coda). Urak Lawoi is an isolating language, and 80% of its words are bi-syllabic. 🐉

## 6X6 LANGUAGES BY DEJVID

Here is a system for generating a random toy language using nothing but a six-sided die and some lookup tables. I was inspired to make this after playing *6x6 Tales*, a single player TTRPG. The game has you adventuring around a world built on a 6x6 grid, randomly generated by rolling a d6. In this randomly generated world you can encounter villages that give random quests, but I felt that the villages lacked a degree of personalization. None of the villages have names and the villagers are unnamed. So I made a system for using that d6 to generate a random language, and then generate words in that language. It isn't a real conlang; there is no grammar and the words have no meaning.

### SAMPLE

Here is a sample of vocabulary from several randomly generated languages.

**Karar:** rarrar, yorkror, kralkar, payo

**Inet:** leirlin, temtein, gener, peinpeir

**Seyoil:** sen, oulel, eloi, ilel

**Pajau:** pynjul, kurpa, jas, kurgaur

**Grulois:** rusgrom, triskryn, grastys, goistys

**Bei:** bumgwoi, fwu, fweinfwoi, gweim

**Seir:** jer, hemaure, eiraus, sessher



### MY GOALS

When designing this system, I was trying to satisfy these objectives, in order of importance:

1. Generated languages should feel like a human language
2. Cohesive languages; words within a language should feel similar
3. Distinct languages; words from two languages should feel different
4. Generating a language and words should not require too many rolls
5. The instructions should not be too long or use too many charts
6. Repetition in the charts, rerolls, and bucketed die values should be avoided.

Regarding goal 4, generating a random language with this system requires 20 2d6 rolls, and generating a word requires 8d6 rolls.

Onset Chart (2d6 per)

		Larger Number					
		1	2	3	4	5	6
Smaller Number	1	g	s	y	n	d	m
	2		Ø	k	l	f	b
	3			p	g	r	s
	4				v	p	Ø
	5					j	t
	6						k

Coda Chart (2d6 per)

		Larger Number					
		1	2	3	4	5	6
Smaller Number	1	t	s	Ø	m	l	Ø
	2		s	r	Ø	s	r
	3			l	Ø	Ø	l
	4				v	n	Ø
	5					n	m
	6						n

Special Consonant Chart (2d6 per)

2	3	4	5	6	7	8	9	10	11	12
z	w	h	Ø	Ø	Ø	Ø	Ø	l	r	w

Vowel Chart (2d6 per)

		Larger Number					
		1	2	3	4	5	6
Smaller Number	1	y	ou	ei	oi	au	ai
	2		u	o	i	e	a
	3			o	i	e	a
	4				e	a	u
	5					o	i
	6						u

Filling out the Language

**Chart:** For each slot in the Language Chart, roll one phoneme of the appropriate type (Ø included).

a blank Language Chart

		1d6→					
		1	2	3	4	5	6
Onset Set							
Special Set							
Vowel Set							
Coda Set							

## Instructions

Step 1: Make a language by filling out the Language Chart above. To generate each of the 6 consonants in your onset set, you must roll 2d6 and look up their ordered results on the Onset Chart. The codas and vowels work the same way. For the 2 special consonants, you must roll 2d6 and look up their sum on the Special Consonant Chart.

Step 2: Make a syllable by rolling 4d6 and looking up the results on your filled out Language Chart. You will have 1 each of [Onset, Special, Vowel, Coda] in that order.

Step 3: Make a word repeat step 2 two times to get two syllables, put them together, and remove the null phonemes (Ø).

## We cite our sources!

Want to know where these facts come from? Check out the online bibliography at [conlang.club/horoscope/](https://conlang.club/horoscope/)

## Leo Tepecano

Extinct Uto-Aztecan language last spoken in the 1980s in Central Mexico. Tepecano is a highly agglutinative language, where the verb takes a large number of affixes indicating its subject, object, possession, location, tense, and other grammatical information. For instance, in Mason 1917:

**n-a-t-tu'-ga-n-sa'a-in-ka'tua-dam-va-vwa**

then-she-did-it-the-my-blanket-my-shoulder-on-already-places

## Virgo Machiguenga

Arawakan language, ~6,200 speakers in Peru

Machiguenga has optional classifiers that attach to numerals that specify the type of noun being quantified. For instance,

**pa-poa-n-iro**

one-CL:cylinder-ANIM-one

**parari**

river.otter

Means 'one river otter (cylindrical)'. When the classifier is omitted, the noun is less specific, as in **paniro parari** 'one river otter (unspecified animate object)'.

## Libra Maxakalí

Endangered Macro-Jê language, ~2,000 speakers in Brazil

Maxakalí distinguishes between four codas symbolized as /P T C K/ which are underspecified for manner of articulation and occurrence of echo vowels. Due to contact with Brazilian Portuguese, the consonant inventory of Maxakalí is undergoing rearrangement, meaning that nasal and lateral consonants are phonemicizing.

## Scorpio Krenak

Severely endangered Macro-Jê language, ~10 speakers in Brazil

Krenak has a split between active and descriptive verbs. Descriptive verbs take the same person marking as nouns and are always intransitive like adjectives, blurring the line between parts of speech. Most verbs have no imperative morphology, but some common verbs (go, come) are formed by deleting a final consonant from the end of the verb.

# Language Horoscope

By Frederick (Aries–Virgo) & Dejvid (Libra–Pisces)

Using the zeniths of the brightest stars in each constellation, we've determined the luckiest natural language for each star sign. Make a conlang inspired by the features of your star sign's lucky language!

## Aries Shuri Okinawan

Endangered Ryukyuan language, 1.2 million speakers in Okinawa, Japan  
Verbs in Shuri Okinawan can take the evidential suffix **-ji**, meaning that the speaker witnessed someone perform the verb. The verb's agent is usually a third person, *except* in counterfactuals and when recalling dreams, where the speaker *"internally observes his mind or feeling from the standpoint of being transferred into the 3rd person's"*, according to Miyara 2015.

## Taurus Puluwatese

Severely endangered Micronesian language, 1,400 speakers in Micronesia.  
Puluwatese has a set of *polite vocative pronouns* that appear before proper names, and another set that appears clause-finally. They often co-occur, like the **ko** (pre-name) and **wó** (clause-final) pronouns in the sentence, **Meeta wo wúfa ko Siti wó** 'What did you say, Mr. Steve?'. Although common in daily life, the polite vocatives are rarely written.

## Gemini International Sign

Signed pidgin, used internationally

IS is a signed pidgin natlang used as an IAL by Deaf people at many international events, including Eurovision and UN conferences. IS makes use of a large number of classifiers representing subjects or objects that can be incorporated into verbs, a feature common to most known sign languages.

## Cancer Hawaiian

Critically endangered Polynesian language, up to 24,000 L1 and L2 speakers  
Hawaiian has the prefix **ho'o-**, which has two uses: a *causative* use that can be combined with verbs, nouns, and adjectives (e.g. **hele** 'to go' → **ho'ohēle** 'to set in motion/to cause to go'), and a *simulative* use that turns nouns into verbs meaning 'to act like <noun>' (e.g. **haole** 'white person' → **ho'ohaole** 'to act like a white person').

# SCC CONLANG RELAY #2

LOGAN › DEJVID › FREDERICK › FINN › ROSETTA

Article edited by Frederick Chan

A Conlang Relay is a Telephone-like game where the first player translates a text passage into their conlang, and gives it to the next person to translate into their own conlang, and so on. Once the last person is reached, it is translated back to English to see if the meaning of the original text survived.

## STARTING TEXT

“Always your sword, my umbral sovereign; in life, in death, in anything beyond life or death that they want to throw at thee and me. I died knowing you'd hate me for dying; but Nonagesimus, you hating me always meant more than anyone else in this hot and stupid universe loving me. At least I'd had your full attention.”

— Gideon Nav from Harrow the Ninth

The starting text is a piece of dialogue from the science fantasy novel Harrow the Ninth by Tamsyn Muir, and was selected by Logan who had recently read the book. The quote is a passionate declaration of devotion to the necromancer Nonagesimus by Gideon Nav, her cavalier.

Gramatically, the passage contains a variety of structures which could pose a challenge for translators. For instance, The first sentence has a dropped subject and copula (the speaker is implied to be the umbral sovereign's sword), as well as a relative clause and an infinitive complement, **"to throw at thee,"** introduced by the verb, **"want"**. The second sentence contains a subjunctive phrase, **"you'd hate me for dying,"** as well as a comparative clause that compares two gerund phrases, **"you hating me"** and **"anyone else [...] loving me."**

With these complex structures, this text survive the relay? Let's find out!

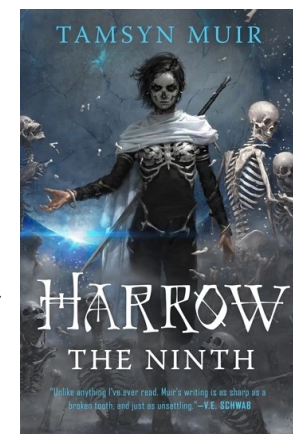


Image © Tamsyn Muir

## STEP 1: ZETASANITA (LOGAN)

Logan's first conlang makes a return in SCC Relay #2. Created according to the rules of the r/conlangs Speedlang Challenge 22, Zetasanita is an *a priori* conlang with a strict CV syllable structure, a robust system of determiners, and a morphosyntactic alignment shared by only 11 natlangs in WALS.

*The Zetasanita gloss and English translation was created by Dejvid for the next relay step and is not necessarily correct*

FIRST PERSON  
↓  
SECOND PERSON  
↓  
GODS &  
SUPERHUMANS  
↓  
ADULT HUMANS  
↓  
CHILDREN & ANIMALS  
↓  
PLANTS  
↓  
OBJECTS  
↓  
ABSTRACT ENTITIES

Zetasanita uses a direct-inverse morphosyntactic alignment, which allows the language to diverge from its basic word order of VSO.

The noun that is higher on the animacy hierarchy (shown on the left) is the subject, and the noun that is lower is the object.

This hierarchy can be inverted in a sentence with the inversion morpheme **xu** (glossed INVERT), in which case the opposite happens: lower-ranked nouns become the subject, and higher-ranked nouns become the object.

## A FUSING GRAMMAR

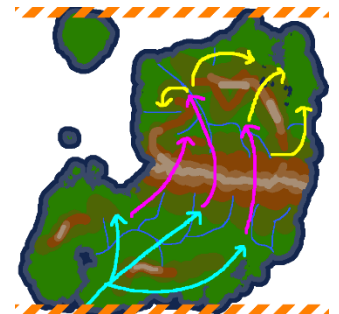
Besides the evolving phonology, the evolution of the grammar of Jethring shows a trend from a highly analytic proto-language to a partially synthetic evolved language. For example, in proto-Jethring all possession is marked by an independent word, but alienable possession increasingly fuses with the possessor throughout stage 2 and 3 leading to a bound genitive morpheme, although in-alienable possession still follows the stage 1 paradigm.

## THE GUIDANCE OF THE HOROSCOPE

The inspiration for the world building that I added on top of the original speedlang goals came from the Language Horoscope from the previous SCC Zine edition. I followed my star sign, Virgo, to determine my lucky natural language.

*Dhivehi is spoken in the Maldives, an archipelago in the Indian Ocean. Each island's dialect is thought to represent a stage in Dhivehi's development — the south retains older morphology similar to Classical Sinhalese. As you move north, the morphemes are reduced or lost altogether. –SCC Zine #2 Horoscope*

This is when I decided that rather than just finish one conlang, I would create three stages with each stage of development represented and formed by geography. Rather than an archipelago, the people who speak Jethring are divided by nearly impassible mountain ranges. Only on favorable summers can the journey be attempted, so linguistic contact is slim and different regions have distinct forms of the language.



*Three stages of people and language dispersion*

## THE FOREMAN'S FINAL REPORT

The foundation for Jethring is complete, but due to unforeseen add-ons the construction is delayed. The language lacks many forms, paradigms need fleshing out, and it is still missing an original requirement from the speedlang challenge: Example texts about the ocean. Work is still continuing however, and the project will be completed.



## VERBAL CLASSIFIERS - FOCUSED ON THE WEATHER

The people who speak Jethring live in a world controlled by the weather. Their ability to thrive is dictated by global warming and cooling periods, and the world has generally been getting cooler for the last couple millennia. Jethring has verbal modifiers that classify the subject by its physical attributes, and being particularly keen on the weather, the LGT, SLD, and WET classes are modeled after metrological phenomena.

Verbal Classes		
Explanation	Label	Examples
things with light	LGT	sun, eclipse, fire
solid things	SLD	rock, hail, frost
wet things	WET	rain, river, dew
amorphous, abstract	NCM	clouds, ash
animate 1: people, domestic animals	ANO1	people, cattle, pets
animate 2: wild animals, monsters	ANO2	wild game, predators
rooted things, mountains	RM	plants, mountains
constructed things, prepared food	CPF	house, rope, bread

These verbal classes only apply when using one of four verbal roots that show basic motion: *to come down, to spread laterally, to appear, to disappear*. Thus, to say that something is falling, you must modify the verb with the appropriate class according to the subject: light shining gets LGT, rain falling gets WET, acorns dropping get RM, etc. This system is most prevalent in the Stage 1 form of Jethring and is increasingly fossilized over time. Besides being required by the speedlang challenge, this system is inspired by Southern Athabaskan.

## SOUND CHANGES

The history of Jethring spans 1800 years, and consequently it has undergone a series of sound changes. Here is the evolution of 'Jethring' and 'Sofēt'.

Stage 1: 0 yrs	The proto-form	gʷetəɾiŋ	supetχə
Stage 2: 1k yrs	Consonant fronting & lenition; vowel chain shift and elision; phonemicization of emphatics	gjeθɿiŋ	sifetʰ
Stage 3: 1.8k yrs	Velars palatalize; vowel backing; emphatics ejective, pharyngeals neutralize	dʒeθɿiŋ	sofeʰt'

Fi            zu-qu xe   pizitata Qy   sumu noxeMyfivose,   suqu puzive  
POS.INDIC is-1   of   eternity I   your knight,            my   dark  
**noxeFunuta;**  
ruler;  
*"I am eternally your knight, my dark ruler;"*

**xepizi   Suvivusu, xepizi   Sisu,   no xepizi   qony   tato-mu   fytu**  
during life,            during death, or while   COND.POS be-2.SG any  
**xepupizi   Suvivusu no   xepupizi   Sisu Tu   za xu   fi**  
beyond   life            person beyond   death thing REL INVERT POS.INDIC  
**vasa-sesenuse-kafy Qyta Kita.**  
want-challenge-3   we   3.PL  
*"during life, death, or if you were to be anybody after life or anything after death that wants to challenge us."*

Fi            mife-sisu-qu   Qy xi   tuqu   mapota ky   xu  
POS.INDIC PAST-death-1   1   with part-1.SG ideology COMP INVERT  
**ki   vy-panonunyno-mu Qy   Mo;**  
SUBJ FUT-hate-2.SG            1.SG   2.SG  
*"I died believing that you hate me."*

**ni   Nonasezimusu, fi            mife-pasanaxy-ke xe   pizitata tumu**  
but Nonasezimusu, POS.INDIC PAST-mean-3.SG   of   eternity part-2.SG  
**mapota ky   xu   fi            mife-panonunyno-mu Qy   Mo**  
ideology COMP INVERT POS.INDIC PAST-hate-2.SG            1.SG   2.SG  
**zatixi-pumany xu   fi            popa-kafy Qy   fytu No**  
than-few            INVERT POS.INDIC love-3            1.SG any person  
**xetunu ze   fitanoto me nosaxu   zuqanota.**  
within mult hot            and annoying constellation  
*"But Nonasezimusu, part of your ideology always meant that you hate me less than any person inside a hot and annoying constellations loves me."*

**Ty kute, xu   fi            qi-putu   zipoka-mu            Qy Mo.**  
Like bread, INVERT POS.INDIC ADVERB-full pay.attention-2.SG   1.SG 2.SG  
*"At least, you fully paid attention to me"*

Júd ríb, senar fivdáem dgi zihd sherb  
 dark\INTER monarch\INTER, your.MEM knight\INTER me forever PST  
 sen, faet senar fivdáem dgi zihd sef sen.  
 be, and your.MEM knight\INTER me forever DISFUT be.  
*"Dark Monarch(?), I will forever be a knight of yours, who is of our house, now  
 and for eternity."*

Senar fivdáem dgi sen gwet wa\_berei vād sen, faet  
 your.MEM knight\INTER me be while we alive be, and  
 senar fivdáem dgi sef sen gwet wa\_berei hiféi sef sen,  
 your.MEM knight\INTER me DISFUT be while we ghost\INTER DISFUT be,  
 krir var suhber blíhm grak sef sen.  
 if you.SG.MEM our enemy\INTER despite DISFUT be.  
*"I am your knight for as long as we live, and will be when we are ghosts, if our  
 enemies exist despite [our deaths]"*

Dgi haefdáem im sherb fob gwet ihg  
 me Grim\_Reaper\INTER REAC PST take\_or\_remove\_from\_lot while COMP  
 senar dgi ihn groùs frai seb sish dgi  
 your.MEM me towards relationship\_meter very bad feel me  
 sherb wugu-wugu.  
 PST beleive-NOINTER.  
*"The grim reaper took me while believing that your relationship to me was very  
 bad."*

Snou senar vād gwet, Gogashezmuhs, sihm krùhl  
 but your.MEM life while, Gogashezmuhs, sim uncomfortable  
 dikdàg grei on dgi ihn dèg groùs ter gi  
 cosmos inside of me towards good relationship\_meter than none  
 shi senar dgi ihn sèb groùs sherb sen.  
 near your.MEM me towards bad relationship\_meter PST be.  
*"But in your life, nearly nobody had a worse relationship with me than  
 Gogashezmuhs in the cosmos."*

Ze\_ihfi, suhdg sige var bub li sherb  
 luckily, me chat you.MEM no never PST  
 push-pu.  
 decline\_or\_reject\_an\_action-NOINTER?  
*"Luckily, you never declined to chat with me."*



**WARNING: THIS IS AN ACTIVE CONSTRUCTION ZONE**  
**HARDHATS ARE REQUIRED**

## JETHRING: A SPEEDLANG UNDER CONSTRUCTION

BY DEJVID

The r/Conlangs subreddit hosts a reoccurring speedlang challenge, but by time the SCC decided we wanted to do the 23rd Speedlang Challenge, the deadline to submit had already passed. That didn't stop us from hosting our own event inspired by the recently closed one. After a short workshop with the club, I spent the next few days making a solid foundation for my speedlang. I hadn't worked on a conlang much since previously losing the hard drive with another project of mine, so I had pent up conlanging energy which, combined with the clear guidance of the speedlang challenge, lead to making quick progress. However it also lead to the project expanding in scope well beyond merely completing the speedlang challenge. It has now come to include a conculture, three stages of language evolution, and the wisdom of the previous zine's horoscope. As such, the construction of Jethring is experiencing delays, and this is a report by Foreman Dejvid of the current construction status.

## OVERVIEW

Jethring is the modern name for a lineage of languages first spoken on the continent of Sofēt' 1800 years before modern Jethring. Sofēt' is a cold mountainous continent with long mountain chains that separate the people into linguistically isolated communities. Modern Jethring is the most widely spoken variety, although its golden age of literature occurred around 800 years before modern Jethring. Some features of Jethring are: emphatic consonants that formed during mid-Jethring; split ergativity; possessive classifiers for alienability; and verbal classifiers.

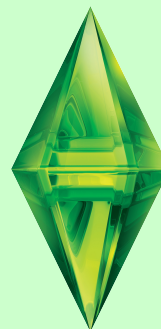


# CONLANG RELAY RESULTS

ORIGINAL	<i>Always your sword, my umbral sovereign;</i>
RELAY	<i>The sign ruled, except I was still in the middle of conflict.</i>
ORIGINAL	<i>In life, in death, in anything beyond life or death that they want to throw at thee and me.</i>
RELAY	<i>Coming from the bad end of spring towards the second conflict, the loving springtime devils.</i>
ORIGINAL	<i>I died knowing you'd hate me for dying;</i>
RELAY	<i>Death is a bad thing to reach for, that one needs to plainly finish to know.</i>
ORIGINAL	<i>But Nonagesimus, you hating me always meant more than anyone else in this hot and stupid universe loving me.</i>
RELAY	<i>But, Kokasheznuhsys, the making of misunderstandings is what makes historian conflicts live.</i>
ORIGINAL	<i>At least I'd had your full attention.</i>
RELAY	<i>The only good choice is for a mover to deliberately wait.</i>

## WANT TO JOIN THE NEXT SCC CONLANG RELAY?

Visit [conlang.club/discord](https://conlang.club/discord) to join our Discord server and be notified when the next relay starts! Players get two weeks to translate and hand off their passage to the next person. If the relay's already started, don't worry— we might be able to fit you in before it ends! 🌸



## STEP 2: SIMLISH (DEJVID)

Simlish, Dejvid's unofficial conlang based on the life simulation game, The Sims. Created at UW ca. 2020, it features a variety of references to Sims' whimsical game mechanics baked-in to the grammar.

*The Simlish gloss and English translation was created by Frederick for the next relay step and is not necessarily correct*

Image © Electronic Arts



### DEATH

The Grim Reaper is an NPC, who in Simlish has no free will. When he reaps the knight, the reactive (REAC) morpheme **im** is used, because that's just what he does.

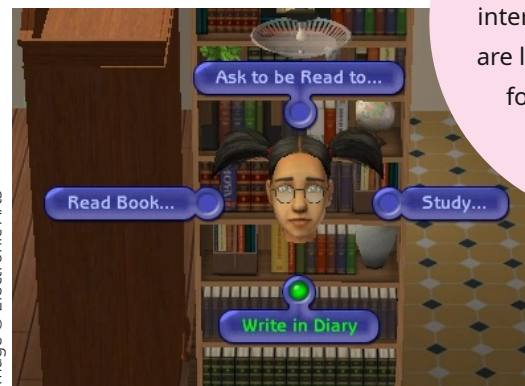
“Despite the phonology and some grammar being inspired by the language spoken in the video games, it is mostly an a priori language. I took some of what I was learning in linguistics classes and applied them to my lang directly. For example, I put the tonal system in Simlish in part because I was studying tonal systems in phonology class around that time.”

— Dejvid, July 20, 2025

### INTERACTIVITY

Interactive (INTER) nouns are high tone, and non-interactive (NOINTER) nouns are low tone, which is used for adjective and verb agreement.

Image © Electronic Arts



## STEP 3: ADIUGOSKR (FREDERICK)

Adiugoskr is a tonal language spoken by the people of the fictional Kingdom of Ogdorja, a country struggling to modernize after a long period of militant isolationism. While it is a work-in-progress, the latest version of the reference grammar is available online at [fredchan.org/adiugoskr](http://fredchan.org/adiugoskr)

*The English translation was created by Finn for the next relay step, but the gloss is Frederick's, as Finn did not create a gloss during translation*

### DIRECT-INVERSE ALIGNMENT

Like Zetasanita's direct-inverse hierarchy, 1st and 2nd person nouns (collectively, *Speech Act Participants* or *SAPs*) outrank 3rd person arguments in Adiugoskr and are usually assumed to be subjects. However, certain verbs (usually morally negative verbs) like **zjataj** 'steal' are *inherently inverse*, meaning 3rd person arguments to these verbs are subjects by default.

In addition to more common moods such as the optative, Adiugoskr features the counterfactual mood marked by the clitic, **it=** (glossed CNTRFCT), indicating the verb is hypothetical and did not actually occur. Counterfactual verbs are often seen in conditionals, or in clausal objects of verbs like **vena** 'believe'.

### POSSESSUM MARKING

In possessive noun phrases, Adiugoskr marks the possessed noun (the *possessum*) with a suffix that agrees with the possessor. For instance, if the possessor is an animate 3rd person, the possessum uses the **-wár** suffix (glossed POSSD.3\AN), but if it is a SAP, then the suffix **-nír** (glossed POSSD.SAP) is used.

### COUNTERFACTUAL MOOD

Цурназыс нишанын, мыжав, вас утан  
rule-GEN sign-DEF, middle-ADV, 1-ACC outside-DAT  
конфликтс цыл ны яр.  
conflict-LOC to still COP.PRES-3SG

*"The sign ruled, except I was still in the middle of conflict."*

Ѓвор ливс яндыс цыл анар конфликтав ны  
spring bad end-LOC towards second conflict-ADV but  
яр, хы ғвор цизынс дзажвын со яшкан  
COP.PRES?-3SG, and spring time-GEN devils? such love  
мо.  
PRES?

*"Coming from the bad end of spring towards the second conflict, the loving springtime devils."*

Дозы, йыж лытс цыл нон тыртвыт,  
death, bad thing to reach need.PST-3SG-COMP,  
шетав яндангвы гвытанкылы.  
flat?-ADV end-INS know.FUT

*"Death is a bad thing to reach for, that one needs to plainly finish to know."*

Ны, Кокашезнухсыс гвараждыныс гарарыни  
but, K'ok'ašeznuhs-GEN COP-COND-C? make-ыни?

укужназыр гарандо, янгыс контакти лывым.  
misunderstanding-PL make-PRS.PTCP, historian conflict-LOC live.1PL

*"But, Kokasheznusys, the making of misunderstandings is what makes historian conflicts live."*

Енав рерары шин ғуз ғвал гваалаҳав кы  
one-ADV toucher PRON.REFL-GEN good choice deliberate-ҳав? NEG  
бизанкылы.

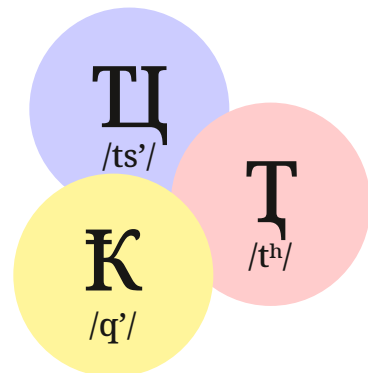
wait.FUT-ы?

*"The only good choice is for a mover to deliberately wait."*

## STEP 5: SYZKYN (ROSETTA)

In active development since 2017, Syzkyn is an alt-history conlang spoken by Norse explorers who settled the northeastern coast of the Black Sea in the 10th century, after the fall of the Khazar Khaganate. It is evolved from Old Norse, with grammar and phonology inspired by Kartvelian languages.

*The English translation and gloss was created by Logan to complete the relay and is not necessarily correct*



### ABKHAZ LETTERS

Syzkyn uses the Cyrillic alphabet, with a twist: the language uses several lesser known letters from Abkhaz Cyrillic. It's no surprise, since in real life, Abkhazia is contained within the inhabited region of Syzkyn's alt-history Norsemen.

### ALTERNATIVE CONVERBS

Though not featured in this relay, Syzkyn has the unique *alternative converb* feature: Aside from the main verb, another verb may be marked with an *alternative suffix*, indicating that the main verb occurred *instead* of the marked verb.

Ха аханџази  
1 drive-CVB  
автобус рыза  
bus ride-PST-1SG

*"I rode the bus instead of driving"*

Kóláu Sjelá, a kan yi emra sedbó nerrá-nír vi  
Monarch Dark, in now to forever COP-1>3 knight-POSSD.SAP POS  
lau irín-nír nín sjíu  
from people-POSSD.SAP 1+2 you  
*"Dark King, now and forever you are a fighter for us."*

sedbó nerrá-nír yi fál-wár aván-nír, fir yi  
COP-1>3 knight-POSSD.SAP to end-POSSD.3\AN life-POSSD.SAP, and to  
vi sedbó iríl nín zjon, íz=zjos ajen rrunjará-nír  
POS COP-1>3 ghost 1+2 time, COND=SIMUL exist enemy-POSSD.SAP  
*"A fighter you are to the end of our lives, and spirit of our time, if there are enemies to us."*

wát iu=iun zjataj-dé, iu=zjos vená  
death\TOP PST=PERF steal(INVERSE)-1>3, PST=SIMUL believe\AN  
vi it=iu=sed sjiulá-nír reg-a  
POS CNTRFCT=PST=COP relationship-POSSD.SAP bad-EMPH  
*"Death steals in the end, (but) we will think that we were happy together."*

na a aván-nír, nót sjiula esj ín reg-et fa  
but in life-POSSD.SAP, few relationship with me bad-COMP than  
Gogashezmuhs a zerta iu=iun wanár  
Gogashezmuhs in universe PST=PERF make\AN  
*"But in our life, there is no-one around that is as happy as they were when Gogashezmuhs was here."*

nenét esj ín sazjgu lovo iu=iun vaulu-bó  
conversation\TOP with me luckily never PST=PERF refuse-2>3  
*"Lucky words with me without waiting."*





**Kaìsal skur-ul, jiyi-sur s-aya-vaè yhen-ja-ya-sres**  
 governance mark-OBJ?, average-in s?-still-towards conflict-VOL-still-COP  
**slah srel-ye-srai-kra.**

other person-NOUN-1PL-from

*"The mark of governance is still, on average, towards conflict apart from us."*

**Yhen-ja-ya-sres slah-nè eir na-sri-yi-srai-vaè,**  
 conflict-VOL-still-COP other-ADV end POSS-life-TEMPORAL-1PL-towards,  
**veì nkulu na-şar-ya-srai, shei-çeh**  
 and demon POSS-time-still-1PL EXISTENTIAL-COND  
**je-ki-yi-srai-kruvi.**

REPEATEDLY-love-TEMPORAL-1PL?-with

*"It is still like another conflict towards the end of our lives, and our time's demon may yet love it."*

**Ves eir li-k-nus, tul-yus-a**  
 death end ACTION\_LIST-?-oil know-HAPPEN-FUT  
**àv-vreh-ta-ya-srai rava-l.**

OBLIGATION-touch-PST-?-towards bad-THING?

*"Death ending slickly will happen to know that it had to reach towards a bad thing."*

**Naç sri-yi-srai(n)yi, srel-ye-zyu**  
 but grow-TEMPORAL-1PL-TEMPORAL person-NOUN-NONE  
**vreh-thah-ya-sur çeì rava-lles-res Kokaşeznuhs svah**  
 touch-group-?-in make bad-read-raise Kokaşeznuhs world  
**sai-srel-ye-sur.**

make-person-NOUN-in

*"But we live in contact with no one, making misunderstandings in the maker of the world of Kokaşeznuhs."*

**Ja-vreh sreç-ye-kruvi vul-kti-n stuka-ja(y)a-zyu.**

AGENT-touch self-NOUN-with good-choice-POSSESSIVE wait-VOL-FUT-NONE

*"A toucher by itself will deliberately not await its good choices."*

## STEP 4: SEKTALE (FINN)

Started in 2013, Finn's *Sektale* is an *a priori* conlang that's phonologically inspired by Siberian languages like Evenki, as well as certain Finno-Ugric languages. Its grammar is highly agglutinative, with a heavy focus on derivational affixes. A short intro to Sektale featured in SCC Zine #1, page 14.

*The Sektale gloss and English translation was created by Rosetta for the next relay step and is not necessarily correct*

### DERIVATIONAL SUFFIXES

Sektale consists of a large set of word roots that are derived into verbs, nouns, and adverbs by adding one of various suffixes. For example, **-ye** creates nouns, **-nè** creates adverbs, and **-s** creates verbs.

### SEKTALE SLABS

An avid neographer and font maker, Finn has created several writing systems for Sektale. The Sektale runic script as seen below has been carefully inscribed into one of a few wooden *Sektale Slabs*.

