

# Goblinspek Canonical Language Description v2.0

Created by John Simons

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## **Canonical Source**

The current canonical version of Goblinspek and its official supporting resources are maintained at:

[rinthpress.net/goblinspek](https://www.rinthpress.net/goblinspek)

## **Goblinspek Canonical Language Description v2.0**

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## Contents

|                                                          |    |
|----------------------------------------------------------|----|
| Goblinspek Canonical Language Description v2.0 .....     | 1  |
| 1 Introduction.....                                      | 7  |
| 1.1 What is Goblinspek? .....                            | 7  |
| 1.2 Design Philosophy .....                              | 7  |
| 1.3 How to Read This Document .....                      | 8  |
| 1.4 Goblinspek Document Ecosystem .....                  | 8  |
| 2. Phonology & Orthography .....                         | 9  |
| 2.1 Pronunciation Guide .....                            | 9  |
| 2.2 Sentence Tone, Rhythm and Stress .....               | 10 |
| 2.3 Syllable Structure .....                             | 11 |
| 2.4 Apostrophes.....                                     | 11 |
| 3. Core Grammar .....                                    | 12 |
| 3.1 Word Order .....                                     | 12 |
| 3.2 Clause Structure and Clause order .....              | 12 |
| 3.3 Pronouns .....                                       | 13 |
| 3.4 Connective and Relational Particles .....            | 17 |
| 3.5 Omission Rules (Ellipsis) .....                      | 18 |
| 3.6 Negation .....                                       | 20 |
| 3.7 Questions .....                                      | 20 |
| 3.8 Attributive Expressions.....                         | 21 |
| 3.9 Demonstratives and Deixes .....                      | 22 |
| 3.10 Expressing Relationships Without Prepositions ..... | 23 |
| 3.11 Directionality .....                                | 24 |
| 3.12 Discourse Markers .....                             | 24 |
| 4. Word Formation .....                                  | 29 |
| 4.1 Verbs as Root Words .....                            | 29 |
| 4.2 Compound Formation .....                             | 29 |
| 4.3 Semantically Foundational Verbs.....                 | 31 |

|                                          |    |
|------------------------------------------|----|
| 5. Scalar System.....                    | 35 |
| 5.1 Scalar Operator Function .....       | 35 |
| 5.2 List of Scalar Operator Pairs .....  | 36 |
| 5.3 Conflicted Scalars .....             | 37 |
| 6. Classifier System .....               | 37 |
| 6.1 List of Classifiers .....            | 37 |
| 6.2 Classifier Stacking .....            | 39 |
| 6.3 Standardized Classifier Stacks ..... | 39 |
| 6.4 Classifier Reduplication .....       | 39 |
| 6.5 Natural or Unclassified Nouns .....  | 39 |
| 6.6 Goblinization of Borrow Words.....   | 40 |
| 7. Time System .....                     | 41 |
| 7.1 Units of Time .....                  | 41 |
| 7.2 Philosophy of Time.....              | 41 |
| 7.3 Relative Time.....                   | 42 |
| 7.4 The Present .....                    | 42 |
| 7.5 Extended Actions and States .....    | 43 |
| 7.6 Time-First Syntax .....              | 43 |
| 7.7 Clause-Level Temporal Scope .....    | 44 |
| 7.8 Temporal Sequencing .....            | 44 |
| 7.9 Temporal Deixis .....                | 45 |
| 8. Numbers & Measurement.....            | 45 |
| 8.1 Numbers and Counting Logic .....     | 45 |
| 8.2 Counting Verbs .....                 | 46 |
| 8.3 Ordinal Numbers .....                | 47 |
| 8.4 Equality and Inequality .....        | 47 |
| 8.5 Measurement and Quantification.....  | 48 |
| 8.6 Approximation .....                  | 49 |
| 9. Canonical Lexicon .....               | 50 |

|                                                                   |    |
|-------------------------------------------------------------------|----|
| 9.1. Root Verbs .....                                             | 50 |
| 9.2 Transformative Reduplication .....                            | 54 |
| 9.3 Common Compound Verbs .....                                   | 55 |
| 9.4 Miscellaneous Lexicalized Words.....                          | 55 |
| Appendix A: Open License Agreement & Usage Terms .....            | 57 |
| A1. Purpose .....                                                 | 57 |
| A2. Permission to Use Goblinspek.....                             | 58 |
| A3. Attribution Requirement.....                                  | 58 |
| A4. Link-Back Requirement.....                                    | 59 |
| A5. Ownership of Creator Works.....                               | 59 |
| A6. Ownership of Goblinspek.....                                  | 59 |
| A7. Fishton and Reserved Intellectual Property.....               | 60 |
| A8. Compatible Dialects and Derivative Language Development ..... | 60 |
| A9. Commercial Use .....                                          | 61 |
| A10. Notification and Access .....                                | 61 |
| A11. No Endorsement .....                                         | 62 |
| A12. Canonical Version .....                                      | 62 |
| A13. Acceptance.....                                              | 62 |
| Appendix B: Version History.....                                  | 62 |
| B1. Project Inception .....                                       | 62 |
| B2. Minimum Viable Language .....                                 | 63 |
| B3. Version 1.0.....                                              | 63 |
| B4. Version 1.1 .....                                             | 64 |
| B5. Version 2.0 – Canonical Reference Edition (August 2026) ..... | 64 |
| Appendix C: Language Change and Variation .....                   | 65 |
| C1. Semantic Drift.....                                           | 65 |
| C2. Borrowing and External Influence .....                        | 66 |
| C3. Historical Relevance .....                                    | 66 |
| Appendix D. Design Objectives for Version 3 .....                 | 66 |

|                                               |    |
|-----------------------------------------------|----|
| D1. Document Reorganization .....             | 67 |
| D2. Expanded Vocabulary .....                 | 67 |
| D3. Historical and Regional Development ..... | 67 |
| D4. AI-Optimized Reference .....              | 67 |
| D5. Educational Materials .....               | 67 |
| D6. Expanded Examples .....                   | 67 |
| D7. Lexical Domains .....                     | 68 |
| D8. Continued Stability .....                 | 68 |

# 1 Introduction

## 1.1 What is Goblinspek?

Goblinspek is a robust fantasy constructed language spoken by the Goblin species. It is an open-license creation (See ‘Appendix A: Open License Agreement & Usage Terms’ for details) intended for use by authors, designers, creators, and fans for fiction, tabletop and video games, film, and television at no charge to the user.

## 1.2 Design Philosophy

The design philosophy is to make language acquisition easier than natural languages while retaining the ability to discuss complex thoughts and processes. Goblinspek is intended as a fun language where learning is play, experimentation is acquisition, and partial understanding is normal and successful.

Design strategies for achieving these goals include stacking words like LEGO bricks (agglutination), not changing words for tense or case, minimizing the need for prepositions, generous use of onomatopoeia, as well as using modifiers with existing words to create meaning instead of generating large numbers of unrelated words for every purpose. Relying heavily on root words and familiar affixes (prefixes and suffixes) often allows a speaker to get the gist of words they haven’t learned yet.

Modifiers that change the meaning of verbs (polar scalars) and specify type for nouns (classifiers) allow the expression of wide-ranging concepts while keeping the meaning of words in relation to each other for easy comprehension. For example, “lom” means “to experience” but polar scalars (va- meaning advancing, extending, externalizing, and ur- meaning receding, reflexive, internalizing) added to this one word yield either “valom” which means “to teach” or “urlom”, “to learn,” therefore linking all three words conceptually and making the entire verb network easier to acquire. Similarly, classifiers added to a word create nouns whose meaning relates to the root concept. “Valom” is to teach, so “valomra” is a place where teaching happens (a school, because -ra indicates places) and “valomlin” is a teacher (because -lin indicates creatures). This structure provides a simple, accessible surface while retaining a deep linguistic engine.

Goblinspek is designed to be spoken easily by English speakers, with mostly phonetic pronunciation and minimal silent-letter behavior. Each syllable is pronounced the same whether spoken alone or stacked into a word with other syllables.

## 1.3 How to Read This Document

If you're trying to learn to speak Goblinspek from this document, it will probably seem harder and less helpful than it needs to. That's because the Goblinspek Canonical Document is not a pedagogic guide; it's a reference document designed to answer specific questions and act as the authority document in an ecosystem of documents with different purposes in supporting your journey to mastering the language of goblins.

Trying to figure out what Goblinspek uses instead of adjectives? Read sections 3.8.1: Property Verbs (or Stative Verbs), 3.8.2 Attributive Nouns, and 3.8.3 Attributive Abstract Nouns. Want to find out why *rup* is a verb but also seems to be used for plurals? Read 4.3.5 Rup.

This document is aimed more at average people instead of linguists, but it can still be technical at times. If you don't know the terminology you need or can't find a specific answer, ask an AI to read the document and find exactly what you're looking for.

## 1.4 Goblinspek Document Ecosystem

There are different Goblinspek documents for different purposes. Here is an overview of each document:

- **Goblinspek Canonical Document v2** - The final authority description and reference for the Goblinspek language.
- **The Goblin Phrase Book** - (In development) An entry level document aimed at casual learners. The Phrase Book teaches basic common expressions and cultural background, but does not discuss grammar or how to formulate sentences from scratch.
- **The Developer Toolkit v1.0** - (Available now as a free download) The Developer Toolkit is designed to help authors, game developers, filmmakers, and other creatives who wish to incorporate Goblinspek into their work. It gives basic sentence construction rules and lists of vocabulary organized in useful domain groupings such as Business, Science, Fantasy, Anatomy, etc.
- **Goblin Mode** - (In development) Goblin Mode is a fun and fast card game in which players must construct goblin words and phrases to score points. The game teaches goblin word construction and phrase construction.
- **The Goblinspek Primer** - (In development) The Primer is the core pedagogic document for new or casual users of Goblinspek to learn how to express themselves in increasingly complex ways. The book leads the learner from basic construction through more complex thought.

## 2. Phonology & Orthography

### 2.1 Pronunciation Guide

The goblin language has a letter for each sound, and those sounds are always pronounced the same. Goblinspek spelling is highly regular. But since goblin keyboards are nonstandard, this document will use the English alphabet with special orthographic and pronunciation conventions.

**b** as in **boy** (e.g., *boek, bit*)

**ch** as in **cheese** (e.g., *chay, chech*)

**d** as in **dog** (e.g., *day, dret*)

**f** as in **fox** (e.g., *fesh, fush*)

**g** as in **goat** (e.g., *gob, glik*)

**h** as in **hat** (e.g., *hay, hesh*)

**dj** as the dg in **judge** (e.g., *ja, hidj, moedj, myedj*)

**k** as in **kite** (e.g., *keek, kor*)

**l** as in **lip** (e.g., *lom, lessa*)

**m** as in **map** (e.g., *mot, mru*)

**n** as in **net** (e.g., *nist, nur*)

**p** as in **pen** (e.g., *prel, pok*)

**r** as in **run** (e.g., *ray, ra*) but the sound is made more on the tip of the tongue than in English

**s** as in **sit** (e.g., *sas, sist*)

**sh** as in **ship** (e.g., *shef, shool*)

**t** as in **top** (e.g., *temp, tuhp*)

**v** as in **van** (e.g., *va, vi*)

**w** as in **win** (e.g., *wuf, wawaiyai*)

**y** as in **yes** (e.g., *yef, yi*)

**z** as in **zebra** (e.g., *zan, zab*)

## Vowels

**a** as in **father** (e.g., *va*, *ra*)

**e** as in **bed** (e.g., *yef*, *dret*, *temp*)

**i** as in **sit** (e.g., *nist*, *bit*, *lin*)

**o** as in **mob** (e.g., *gob*, *lom*)

**u** as in **flute** but with lips more tightly pursed and sound shorter than *oo* (e.g., *ur*, *nur*), It is distinct from *oo*

## Long Vowels and Vowel Combinations

**ai** as in **bye** (e.g., *mai*, *kai*)

**ay** as in **say** (e.g., *day*, *hay*, *ray*)

**ee** as in **meet** (e.g., *keek*, *heel*)

**oe** as in **wrote** (e.g., *boek*)

**oo** as in **boot** (e.g., *choo*, *shool*, *moo*)

**ow** as in **how** (e.g., *mowt*)

**eh** as in **meh** (e.g. *meh*, *deh*)

**uh** as in **but** (e.g. *shuhm*, *tuhp*)

## 2.2 Sentence Tone, Rhythm and Stress

Goblinspek does not natively convey significant meaning through tone or sentence rhythm. For example, English and many other Indo-European languages allow the speaker to raise the voice at the end of the sentence to form a question. This generally does not work in Goblinspek.

However, goblins live in enclave communities all over the world, and Goblinspek often picks up common traits of the regional language where the enclave is embedded. For example, many goblins live in English-speaking parts of the world, so goblin actors often portray native English speakers by forming questions with an end-of-sentence tone lift. Most goblins will understand this but consider it foreign sounding. Similarly, in certain areas of China, the interrogative particle will be placed at the end of the sentence and use the rising fourth tone, similarly to how Mandarin forms questions with “4ma.”

Individual stress on a word to create emphasis or to mark the topic of a sentence was historically also not part of Goblinspek, but it entered the language through English in the 19<sup>th</sup> century and is now considered standard practice.

## 2.3 Syllable Structure

Syllables in Goblinspek are distinct, unchanging blocks, even when stacked against other syllables whose sounds tend to change when paired together in other languages. This gives Goblinspek a very stable pronunciation, even over long periods of time. There are exceptions, such as *choochoo* eroding to *ch'choo*, and cases where the “a” sound drops out when it follows the *dj* sound, but these are uncommon. In cases where two vowel sounds come together, instead of stretching into a diphthong, the two vowels are preserved adjacent to each other. Where the preservation of two adjacent vowels makes pronunciation difficult, a “t” may be inserted between them to make them easier to pronounce.

Syllables in Goblinspek are mostly consonant-vowel-consonant (CVC), particularly for root syllables, although there are certain exceptions to this such as *udu*, “to be fluffy.” Many scalars and most classifiers, by contrast, follow the CV pattern, although some are VC or CVC. The pattern VCV is rare.

## 2.4 Apostrophes

Apostrophes serve several purposes in Goblinspek. First, they show where sounds have dropped out of words, much like contractions in English. The word *ch'choo* is the most common example of this. This does not change the sound of the word, it merely marks a conversational omission that has become standardized.

Second, apostrophes are used when Goblinspek is written using the English alphabet to separate syllables where the adjacent letters would normally change pronunciation if following English pronunciation rules. For example, *tuhphay*, could be written *tuhp'hay* to prevent the pronunciation from becoming “tufay” for an English speaker. This use of apostrophes does not change the meaning or pronunciation of the words. Apostrophes are merely written markers that do not impart meaning or alter pronunciation. Apostrophes used in this second sense are optional and frequently not used by fluent speakers.

Third, apostrophes can be used to separate every syllable in a word. This is an old and formal habit used almost exclusively in legal documents and proceedings. Again, the pronunciation and meaning of the words is unaffected. Everyone except the *leyspektishoolin* finds this practice to be annoying and unnecessary.

### 3. Core Grammar

#### 3.1 Word Order

Sentences and phrases begin with verbs except for when time markers are required. In those cases, verbs come after time markers. Goblinspek is a VSO (verb subject object) language where the verb comes at the beginning of each phrase and is then followed by the subject of the phrase and then the object. For example:

1. Ch'choo maolin. *The cat is eating/eats.*
2. Ch'choo maolin finlin. *The cat is eating/eats the fish.*

And if a time marker is present it would look like this:

1. Urtemp ch'choo maolin finlin. *The cat ate the fish.*

Attributive expressions (words used to describe other things) come before the thing they modify. Example:

1. Fesh feshlin. *The bird is flying/flies.*
2. Fesh freyi feshlin. *The red bird is flying/flies.*

Grammar is resolved from left to right in text and from beginning to end orally, but the direction of the semantic logic can be reversed depending on the words used. Think of this like switching the words *to* and *from* in English. This is simple in an example such as:

1. Vahay vashuhmtishoolin shrpra. *The salesperson (or merchant in Middle Goblin) is going to the soup stand.*
2. Urhay vashuhmtishoolin shrpra. *The salesperson is coming from the soup stand.*

And in a more complex sentence with more elements (such as the relational marker *sas* in this example) it starts to look a little different than English:

1. Hay vashuhmtishoolin shrpra vasas drukra. *The salesperson is going from the soup stand to the tavern.*
2. Hay vashuhmtishoolin shrpra ursas drukra. *The salesperson is coming from the tavern to the soup stand.*

#### 3.2 Clause Structure and Clause order

A clause is any group of words that begins with a verb or time marker and verb. A clause may be a complete sentence on its own. So, *Hay drukra* or “I go to the tavern” is a complete sentence.

When a new verb or time marker appears in a sentence, a new clause begins. A sentence is a clause or collection of clauses that deal with the same topic. Within a sentence, clauses have flexible ordering. The following sentence has three clauses:

(clause 1) Hay drukra (2) vach'choo mao, (3) rast drukloe. "I'm going to the tavern where I'll feed the cat and clean the glasses."

This sentence could just as easily be in the order of: (clause 1) Hay drukra (3) rast drukloe (2) vach'choo mao.

As long as resolving the clauses from left to right results in a correct, understandable outcome, the order of the clauses is up to the speaker.

### 3.3 Pronouns

If there is a part of Goblinspek that could be described as lazy, it is the system of pronouns. A detailed and elaborate system of describing actors, recipients, and possessives in ancient times has eroded into today's system that has only three distinct pronouns: *meh*, *deh*, and *teh*, which are, respectively, I, you, and he/she/it. Goblins are so lazy with their pronouns that the pronouns often don't follow the same rules as other parts of speech. Sometimes a pronoun pretends it's a verb and stacks with a verb, sometimes it takes a scalar, and sometimes it smooshes together with a particle. Goblins just don't discipline pronouns like they do other words.

Even after discarding most of the pronouns found in ancient goblin, a speaker still needs to be able to say more than I, you, and it. A speaker also needs forms that allow the expression of we, you (a group) and they. To goblins, a group of "I" must be "we" and a group of "it" must be "they". The plural pronouns are therefore mehrup (a gathering of "I" as "we"), dehrup (a gathering of "you"), and tehrupe (a gathering of it)

Not only have goblins dropped most of the pronouns found in ancient goblin, they leave pronouns out of speech as often as possible, only adding them when their words would be too ambiguous otherwise. The 1928 classic novel *Difter Urterra* (The Golden Cave) by goblin novelist Mektershoo Sigur was famous for containing not a single subject pronoun.

When goblins think about pronouns, they use the simplest means possible to convey what they have to say. Goblin pronouns break down into four basic types: 1) subject pronouns, 2) object pronouns, 3) indirect object pronouns, and 4) possessive pronouns.

#### 3.3.1 Subject Pronouns

Subject pronouns are the actors of a sentence, the doers and the movers. In English these are I, you, he/she/it, we, and they. Every verb needs a thing that does the action, and subject pronouns are that thing if you don't use the actor's specific name.

The subject pronouns are:

|        |              |
|--------|--------------|
| Meh    | I            |
| Deh    | you          |
| Teh    | he/she/it    |
| Mehrup | we           |
| Dehrup | you (plural) |
| Tehrup | they         |

Goblin pronouns are ungendered, but when it is important to specify gender, the pronouns can act like verbs and take the gender scalars ma-/ba-. In that case, the speaker can say things like mamehrup (we women) or bateh (him).

In Goblingspek the subject is often left out if not necessary. For example, here is a standard sentence:

Hesh meh shrpra. Or: Hesh mehrup shrpra.

I walk to the soup shop. Or, We walk to the soup shop.

These sentences are perfectly understandable, but what a goblin will usually say is this:

Hesh shrpra.

Which could most accurately be rendered in English as “Someone walks to the soup shop.” Goblings only include the pronoun when the actor is both important to know and not clear from context.

Sometimes, Goblingspek speakers leave out other parts of a sentence so it becomes hard to tell who is doing the action. In that case, the speaker may choose to add -leh to the end of the subject or subject pronoun to mark who is doing the action. For example:

Oc deh.

This sentence could mean “I see you” or “you see.” If there is no clarifying context, the speaker could say:

Oc dehleh.

Which confirms that the speaker is saying “you see.”

The -leh suffix can be used with other words as well, as in this case:

Oc Bobleh.

Bob sees.

### 3.3.2 Object Pronouns

If subject pronouns are the things doing the action, object pronouns are ones the action is being done to. In English, the object pronouns are mostly different from the subject pronouns: me, you, him/her/it, us, they. In Goblinspek, the pronouns are still *meh*, *deh*, *teh*, *mehrup*, *dehrup*, *tehrup*. The big question then becomes: how do you tell when a pronoun is the thing doing the action or thing the action is happening to? The first way to tell is word order because the subject comes before the object, as in this sentence:

Oc meh teh.

Which means “I see him/her/it.” The pronoun *meh* is the subject “I” because it comes first in the sentence. The pronoun *teh* is therefore the object pronoun “him,” “her” or “it.” However, Goblins are more likely to say:

Oc teh.

In this case, the speaker assumes you know who is doing what because of context. If there is ambiguity, however, goblins will probably assume this means “I see him/her/it” because the speaker could have chosen to say “Oc tehleh” but did not.

### 3.3.3 Indirect/Recipient Pronouns

At the risk of angering linguists everywhere, for Goblinspek we generalize indirect pronouns as pronouns that in English are introduced by prepositions. In the sentence “I gave the hammer to him” the word “I” is the subject pronoun, “hammer” is the object, and “to him” is the indirect pronoun. The preposition “to” indicates a relationship, and that prepositional relationship (to, from, with, etc.) is what separates this group of pronouns from others. The indirect pronoun comes after the object pronoun, so the example sentence in Goblinspek would be:

Vachay meh nokshoo teh.

The example is easy to understand simply through word order, so of course goblins don’t usually say it this way. More commonly they would say:

Vachay nokshoo teh.

This is still highly understandable without much context because the hammer is clearly the object and *teh* comes after it. However, when goblins omit the hammer, the sentence becomes

Vachay teh.

That is much less clear because even if the listener knows the object is a hammer, is *teh* the subject or the indirect object? If context fails, goblins can reduplicate the pronoun, so the sentence becomes:

Vachay tehteh.

A reduplicated pronoun is only used to mark the recipient of an action, so this sentence becomes easily translated into “(I) gave (the thing) to him/her.

### 3.3.4 Possessive Pronouns

Possessive pronouns show ownership. In English, they are mine, ours, yours, his, hers, and its, theirs. In Goblinspek, ownership is shown by the use of *di* or *de*, in the same way English uses apostrophe-S. Goblinspek possessive pronouns are formed using *di*, so:

Mehdi mine

Mehrupdi ours

Dehdi yours

Dehrupdi yours (plural)

Tehdi his/hers/its

Tehrupdi theirs

### 3.3.5 Pronoun Plurals

Goblinspek recognizes plurals not designated by specific numbering as a *gathering*; thus, the pronoun *meh* (I or me) becomes *mehrup* (we or us). *Deh* becomes *dehrup*, and *teh* becomes *tehrup*.

### 3.3.6 Pronoun Ellipsis

Goblinspek often omits subject or object or both if context permits. When additional clarity is needed, the subject of the sentence can take the suffix *-leh*, which is a dedicated subject marker. So, *meh* would become *mehleh* if the speaker wanted to ensure the listener could identify the subject of the verb.

When omission makes it unclear which pronoun is the recipient or indirect object pronoun, the pronoun can be reduplicated, so *deh* (you) would become *dehdeh* (to you, at you, with you, etc.). And *dehrup* (you plural) would become *dehdehrup* (plural of to you, at you, with you, etc.)

## 3.4 Connective and Relational Particles

### 3.4.1 *eh*: *Joining Things*

To join two different ideas or things, Goblinspek uses *eh*, which functions in the same way as “and.” Items joined by *eh* are then considered collectively.

Kafedro eh pancho

Coffee and bread

### 3.4.2 *sas*: *Relating Things*

The particle *sas* is used to indicate a connection between two things without considering them as a unit. *Sas* can be neutral in this designation or take the scalars *ur/va* to create directionality. Directionality implies movement or intent of movement.

Neutral use:

Hen vishloe lopsistloe sas shrploe.

I placed the knife between the fork and the spoon.

Directional uses:

Vahay vishloe haypromloesul vasas benkhenloe.

I moved the knife from the silverware drawer to the table.

Vahay vishloe haypromloesul ursas benkhenloe.

I moved the knife to the silverware drawer from the table.

### 3.4.3 *ro*: *Joining Descriptions*

A noun can often be used to describe another noun. The descriptive noun is called an attributive noun. Examples of this are *chicken soup* and *computer screen*, in which *chicken* and *computer* describe the nouns that follow them. This same process occurs in Goblinspek, as in *kluklin shrpdro* (chicken soup) and *gobzashee marma* (computer screen). However, in a sentence, attributive nouns can become confusing. For example:

Ch’choo kluklin shrpdro

Does this sentence mean “I eat chicken soup” or “The chicken is eating the soup?”

Goblinspek solves this with the use of *ro*, a particle that connects pieces of a description. Now *Ch’choo kluklin ro shrpdro* clearly means that chicken is a description of the soup. Therefore, *Ch’choo kluklin shrpdro* clearly means “The chicken is eating the soup.”

The particle *ro* is not mandatory under all circumstances. It is used to clarify relationships between words when verbs are involved. A sign could simply say *kluklin shrpdro* and it would be perfectly understandable as “chicken soup” because there would be no ambiguity caused by the presence of a verb.

#### 3.4.4 *urro: Reverse/Following Descriptions*

Sometimes a descriptive clause follows the thing it describes. These instances are marked in English with words like *who*, *which* and *where*, such as “I want the red car, which is expensive.” In this case, the clause “which is expensive” describes the word “car” but also comes after “car.” Goblinspek does not use question words in this way; instead, it sees the clause “which is expensive” as being part of the totality of the meaning of “car.” To build a description of an object, Goblinspek connects words with *ro* (see 3.4.3) but it can’t do that if the description comes after the thing it describes. In such cases, *ro* takes the prefix *ur-* which reverses the direction of the description. Thus, this sentence:

Dun meh freyi haykrin urro chomkrotgi.

Means “I want the red car which is expensive.”

### 3.5 Omission Rules (Ellipsis)

Ellipsis is the art of leaving out the words everyone already knows you mean to say. Goblins love leaving out words, and they do it all the time. Anytime a sentence gets confusing, you can always ask *ke?* and they will usually repeat themselves with the missing words restored. Generally, once you get the hang of what kinds of words goblins leave out, you will have no trouble understanding what they mean.

Note that ellipsis is usually not used in situations that demand clarity, such as in legal, academic, or highly abstract/technical writing.

There are three guidelines to help you drop words like a goblin:

#### 3.5.1 *Subject or Object Dropping*

Goblinspek word order is VSO, or Verb-Subject-Object, but sometimes they might just use VS or VO or just V if the context of the situation is clear. This means that goblins might leave out the thing doing the action and/or the thing the action is done to.

Speaker 1 (Complete sentence): Dunnadun deh hayrup mehrup ch’choora? *Do you or not want us to go together to the restaurant* (Do you want to go to the restaurant with me?)

Speaker 1 (using ellipsis): *Dunnadun hayrup ch’choora?*

Speaker 2: *Dun hay*, or just *Dun*.

#### 3.5.1.1 Subject Marker -leh

It should be no surprise that sometimes dropping the subject (the thing that does the action) from a sentence can make it confusing. Does that mean goblins don't drop the subject? Of course not! Instead, they invented a cheat code to make their sentences clear even when they were too lazy to just say what they meant.

In this case, the cheat code is the classifier *-leh* that marks the subject of a sentence. Let's start with the following sentence:

Spek valomtishoolin meh.

This says, "The teacher speaks/is speaking to me." But, in the following case:

Spek meh.

This looks like a simple sentence meaning "I am speaking," or "I am talking," but in the context of the first sentence, the word *valomtishoolin* might have been omitted, which leads to possible interpretations such as:

Spek valomtishoolin meh. *The teacher is talking to me* or

Spek meh valomtishoolin. *I am talking to the teacher.*

In this case, the speaker might opt to use the classifier *-leh* to make the sentence clear, like this:

Spek mehleh. *I am talking (to the teacher)*

Note that the classifier *-leh* is itself omitted most of the time, only being used when clarity requires it or in certain cases to add emphasis.

#### 3.5.2 Root Dropping

When a conversation maintains a single topic, speakers can drop the root word entirely and speak using only the standalone scalars or classifiers.

##### Example 1 (Scalars):

Speaker 1: *Chomnist'hay!* (Turn sharply to the left!)

Speaker 2: (*Asking for clarification on a slight turn*): *Shool?* (Slightly?)

Speaker 1: *Na, chom!* (No, sharply/a lot!)

##### Example 2:

Teacher: nayef vaspek urlomruplin (Stand and speak to the class)

Student: Chom dolop shool? (loudly or quietly)

Teacher: Chomchom! (very loudly)

### 3.5.3 Response-Verb Ellipsis

In yes/no questions using the verb-negation-verb pattern (Section 3.7.1), the response naturally drops subjects, objects, and modifiers, leaving a completely naked verb or negative word.

**Full Question:** *Dunnadun druk Franzmya?* (Do you or not want to drink wine?)

**Ellipsis Response (Yes):** *Dun.* (Want.)

**Ellipsis Response (No):** *Nadun.* (Not want.)

### 3.5.4 Disambiguation and Context Re-anchoring

Disambiguation is not part of ellipsis; it's the opposite of it. When ellipses cause a breakdown in communication, speakers clarify or disambiguate by repeating the sentence with missing words added back in. A listener requests a linguistic anchor by simply uttering the root question word attached to a question particle: *Mekke?* (What is the action?) or *Yefke?* (What is the state/location?). Often, a simple *ke?* will do the job. Alternatively, a confused expression may accomplish the same request.

## 3.6 Negation

The negative is expressed with the prefixes *ne/na-* which attach to the beginning of the verb. Both *ne* and *na* are equally correct and are selected based on ease of pronunciation. If scalars are present, the negative particles attach first. Examples:

- Nahay *I'm not going.*
- Navachay deh finlin. *I'm not giving you the fish.*

The negative particles are also used when asking yes/no questions as explained in 3.7.1.

## 3.7 Questions

There are two ways to form questions in Goblinspek, yes/no questions and open-ended questions.

### 3.7.1 Yes/No (Closed) Questions

Yes/no questions are posed at the verb with a V-negation-V pattern. Responses are usually V+neg = no and V = yes.

- If a polar scalar was used, the scalar may be repeated also, but often is not. Therefore *vachaynavachay* is “are you going or not” and is equivalent to *vachaynachay*. Omitting the scalar operator is common for native speakers

### 3.7.2 Open Questions

Open questions require a more detailed answer than yes or no, and include who, what, how, when, why, and where. In *Goblinspek*, these question words are represented with the expressions below:

- **-ka** → where
- **-koo** → who
- **-ke** → what
- **-ki** → why
- **-ku** → how
- **-kai** → when

Question particles are not standalone words; they attach to the verb as suffixes.

Examples:

- Yefke *What is that?* (literally *what sits before me?*)
- Haykoo? *Who is going?*
- Maoki maolin? *Why is the cat meowing?*
- Ch’chooke dehleh? *What are you eating?*
- Haykai drukra? *When are we going to the tavern?*

Interrogatives, like other suffixes, can stack. For example:

- Haykakai? *Where and when are you going?*

While the full range of interrogative particles are in use, in modern conversational Goblin, *-ke* is used frequently as a general question. The other interrogative particles are often only used in formal contexts or when explicit clarity is required.

## 3.8 Attributive Expressions

An attributive expression describes the attributes of a thing. In many languages, this job is carried out by adjectives. In the expression “spotted cat” the word “spotted” is an adjective

that describes “cat.” Not so in Goblinspek. Goblinspek uses property verbs, attributive nouns, and abstract attributive nouns to describe objects or ideas.

### 3.8.1 Property Verbs (or Stative Verbs)

If you have a spotted cat, you describe that cat in English with the adjective *spotted*; but Goblinspek has the verb *nimr*, which means “to be spotted.” This is a stative verb because it describes a state that the cat is in, so *nimr maolin* is a complete sentence that says “the cat is spotted.” Many English adjectives are stative verbs in Goblinspek. *Gish maolin* is a similar stative verb “The cat is striped.”

### 3.8.2 Attributive Nouns

Attributive nouns are nouns used to describe other nouns, such as “chicken” in the expression “chicken soup.” This is a common construction in Goblinspek. When found in a sentence, an attributive noun expression will often have its parts connected by the particle *ro*, as in *wuflin ro ch’choocho* (dog food).

### 3.8.3 Attributive Abstract Nouns

Attributive abstract nouns such as *spekgi* (a talk or talking) can still be used to describe a noun, e.g. *spekgi goblin* (the talking goblin) but when used as a secondary clause they can take on additional meaning. For example:

Oc mehleh spekgi goblin    I saw the talking goblin.

Lush maogi maolin    I followed the meowing cat.

Vaprom mehleh lessa fregi djukforspekloe. I threw water on the book which was burning.

Spekrup Pantishoo Ninsun urlomgi Franzspek    I was talking with Ninsun Baker, who is learning French.

Hayspek goblin chelgi nokshoo    Go talk to the goblin who is using the hammer.

## 3.9 Demonstratives and Deixes

Demonstratives are words like this, that, these, and those. Goblinspek doesn’t have these words specifically, but communicates the same concepts through the verb *yig* (to point), the scalars *prosh-* (near) and *loot-* (far), the verb *rup* (to gather), and classifiers as appropriate. Because they are not exact translations, they function a little differently than in English.

Goblinspek “demonstratives” can be expressed as verbs or nouns.

As a verb: *yig* is used with nouns and can be included in serial verb stacking.

*Lootyig haykrin* would generally correspond to “that car,” but a more accurate translation would be “I mean that car over there.”

And with verb stacking in your dystopian novel it could be:

*Lootyigfre haykrin*, meaning “That car is burning.”

Using *yig* as a demonstrative verb also allows it to correspond to the words “here” or “there” as well. For example:

*Proshyigurhaych’choo deh di kluhkcho*.

Means: Come here and eat your chicken dinner.

As a noun: *proshyig* and *lootyig* can take any classifier, which turns them into nouns. The classifier should match the things you are talking about. For example: *Urchay proshyigshoo* means “take this tool” while *Urchay proshyigdro* would be “take this drink.”

*Rup* can be added to the stack to indicate a gathering or group. So, *Urchay proshyigrupdro* means “take these drinks.”

Use the noun form of the demonstrative when you want it to act as a pronoun instead of naming the actual nouns.

### 3.10 Expressing Relationships Without Prepositions

How can Bob be dating Linda if there are no prepositions? Because if there are no prepositions, he can’t go out *with* her, and if he can’t go out *with* her, how can they be dating?

The answer is that Goblinspek prefers word order and relational verbs over relational particles such as prepositions. Word order often replaces prepositions like *to*, *with*, *for*, *as* in this sentence:

*Shisk shisklin klukcho urshuhmlin*

Cooked (the) chef (the) chicken (for the) customer.

Verbs like *rup* and *yig* also replace English prepositions. For example, instead of saying “Rosario spoke with Fatima,” the sentence in Goblinspek would be:

*Spekrup Rosario eh Fatima*.

Spoke together Rosario and Fatima.

And instead of saying “Walk over here,” a goblin would say:

Proshyig hesh.  
(indicating nearby) walk.

There are additional ways that Goblinspek expresses relationships without prepositions, such as abstract attributive nouns. Each of these methods is detailed in its own section.

### 3.11 Directionality

Goblinspek grammar is resolved in left to right order, which often resolves phrases without the use of then or after. However, the logical flow can be reversed in goblinspek through the use of *ur-* or the origin/destination markers *glay* and *dray*. These words often correspond roughly to the use of words like *before* and *back* in English.

### 3.12 Discourse Markers

Discourse markers such as however, but, therefore, thus, because, etc. are not always expressed the same in Goblinspek as they are in English. While there are some dedicated words for this purpose, Goblinspek often uses freestanding verbs to achieve the same purpose, often arriving at different nuances than in English.

#### 3.12.1 Contrast and Alternative

Goblinspek uses several different constructions to express the contradictory direction of but. The first is *lop*, which means to branch. *Lop* is used as a very neutral contradiction linking two clauses, and is used in situations where but or alternatively are equally useful.

Ch'choo mehrup drukra lop ch'choo mehrup Hobraydotchlin Tso di Ch'choora.

We could eat at the tavern but (alternatively) we could eat at General Tso's Restaurant.

*Dotch* is used as a more direct contradiction.

Fonyoed deh wufwuflin dotch yef uchklarsi.

You can have a puppy but it's a bad idea.

#### 3.12.2. Conditional Statements

The scalar pair *toe/mai* combine to become the conflicted scalar *toemai* in which certainty is in question. This is the goblin way of saying if, and it can be used in a variety of ways.

Toemai can act as a scalar as in this example:

Toemaihay ch'choora ch'choo klukcho.

If I go to the restaurant I will eat chicken.

Toemai can be used to connect two separate clauses as in this example:

Dotchdotch teh frelilfeshlin toemai yipyef.

S/he will fight the dragon if it's small.

Toemai can also be used for logical or mathematical “if x then y” statements. In those cases, toemai is paired with another word to distinguish the outcome or result.

For mathematics or logic, *mun* (to equal, to sum) is used. In this case mun is used as “to result.”

Toemai x mun y.

In conversation, *toemai* is more likely to be paired with a freestanding *va* scalar acting as “thus” or “therefore” in this instance. *Va* does not stand on its own except to complement *toemai*.

Toemai mash va urchay difbit.

If you work, you get paid.

### 3.12.3 Cause and Result

In logical thought, “because” signals the reason or purpose that spawned a thought or action while “therefore” shows the result or logical conclusion of that purpose. Goblinspek pairs *lok* (“to have purpose”) with *glay* and *dray*, the verbs for origination and arrival, to create these discourse markers.

Nahay naylin glaylok dor teh.

The horse is not moving because it is asleep.

And also:

Dor naylin draylok nahay teh.

The horse is asleep; therefore, it does not move.

### 3.12.4 Additive Reinforcement

To press a point or add additional information to an argument, Goblinspek combines the words *bir* (“to exceed, to have excess”) and *mar* (“to show, to demonstrate”) to create *birmar*, which functions similarly to furthermore or moreover by connecting two separate clauses.

Nadun ch'choo birmar naheel'meh klukcho.

I'm not hungry and moreover I don't like chicken. (Chicken does not please me)

In legal, scientific, academic or other formal settings, *birmar* can be escalated by the addition of *kef* (“to be true”) to *birkefmar*, which emphasizes proof over opinion.

Urtemp vachaydif Bob ruptuldifsi birkefmar nayef leydakti.

Bob paid the bill already; furthermore, there is no contract.

### 3.12.5 Similarly and Contrast

Goblinspek expresses argumentative similarity or parallelism by stacking *frist* (“to resemble”) and *mar* (“to demonstrate”) into *fristmar*.

Nayef maosoom remisoom fristmar nayef plutsoom remisoom.

The moon is not a planet; similarly, Pluto is not a planet.

To discuss dissimilarity or contrast, Goblinspek uses *renkmar*. Showing contrast in English is often expressed with “but” but can also be expressed with “and” or other conjunctions.

Urhay bagoblin barsoom renkmar urhay magoblin cosoom.

Men are from Mars but women are from Venus.

### 3.12.6. Restriction and Exclusivity

Similar to the English “only” goblins base singularity on the number *ehr*, which is then applied to *yef* as if it were a scalar to create *ehryef*.

Unlike the English “only,” *ehryef* remains a verb so that *Ehryef Bob* is a complete clause and not an adjectival phrase. *Ehryef*’s construction can be generalized to expressions like *trayef maolin*, which would translate to “Only three cats.”

### 3.12.7 Concession

In arguments where one side acknowledges or concedes a point, they may continue to press their case by using however, although, nevertheless, etc. to communicate that the conceded point exists but is not the determining factor in the argument. Goblinspek does this through the use of *dakdotch*, which signals agreement but continued opposition. *Dakdotch* can connect two clauses the way “however” does, or it may precede the first clause and the second clause is understood to be in opposition to the first.

Heel’meh chokcho dakdotch nach’choo.

I like chocolate; however, I don’t eat it.

Dakdotch heel’meh chokcho nach’choo.

Although I like chocolate, I don’t eat it.

### 3.12.8 Exemplification

When demonstrating an abstraction with a real case, English uses expressions such as “for example.” In Goblinspek, the speaker says something closer to showing one or illustrating one. They do this by combining *ehr* with *mar* to get *ehrmr* or combining *ehr* with *for* to get *ehrfor*. These two expressions are interchangeable in most circumstances. Like *ehryef*, they may be enumerated so that *domar* specifies two examples, *trafar*, specifies three, etc. although most speakers do not bother to do this. But there is always a proper-speaking nerd showing off.

### 3.12.9 Topic Management

Where an English speaker might say “regarding” or “by the way” to introduce a general topic, goblins will use *spekyig*, literally “speaking of that thing.” Reversing the verbs to *yigspek* is equally understandable, but demonstrates geographic origin. From Hy-Brasil westward through the Americas, *spekyig* is standard, while European and Eastward populations use *yigspek*. In Asia, the expression is simply abbreviated to *yig*, while metropolitan Taiwanese goblins often use the borrow compound “*shwoyig*.”

Spekyig ch’choocho, dunnadun fincho?

Regarding food, are you hungry for fish?

### 3.12.10 Narrative Sequencing

Goblinspek and English both share a basic method of sequencing narratives, arguments, directions, or explanations: ordinal numbers. Where in English we say “first” or “in the first place,” Goblinspek says *Ehrra*. Second is *dora*, third *trara*, and so on. The literal meaning of *ehrra* is first place.

In addition, Goblinspek has a variety of other narrative sequencing methods. Besides *ehrra* to signal the beginning, a goblin can also say *glayspek*, which is like saying, “I would like to begin by saying...”

A common conversational question is *Vadetleskke*? Or “what happened next?” *Det* means to happen and *lesk* means to sequence something. Combining the two implies temporal sequencing, so *va* turns the expression into “next” or “then” while *ur* turns the expression into “before,” which allows the sharing of this violent encounter:

Speaker #1: Fush Bob teh di spekja. (Bob opened his mouth)

Speaker #2: Vadetleskke? (And then?)

Speaker #1: Vadetlesk vach’choo teh meh di dokja (I fed him my fist)

And if things are happening simultaneously, Goblins have the word *muntemp*, literally “equal time.” Muntemp can be used to mean both “meanwhile” and “while.”

Speaker #1: Muntemp dotchdotchrup bob ch’choo meh di daycho meh di klukcho.

(While I was fighting with Bob, my sweetie (slang) ate my chicken dinner.)

### 3.12.11 Conclusion and Summary

In concluding a presentation or argument, Goblinspek uses *drayspek*, which means to arrive at the end of speaking.

When summarizing, Goblinspek stacks lev (“to distill”) with spek, so *levspek* means “to summarize.”

### 3.12.12 Clarification and Reformulation

*Moedjspek* is most often translated as “to edit” in English but literally it is “to change speech,” and so is used in conversation to mean “in other words” or similar reformulative constructions as well as the narrower “to edit” definition.

Yef valomtishoolin. Moedjspek na’yoed difbit.

I am a teacher. In other words, I have no money.

When a correction is needed, Goblinspek uses nar (“to fix”) to make *narspek*, which signals that you have misspoken and will restate the meaning.

Narspek yef valomtishoolin draylok chomurshuhm meh urshuhmmomo meh di urshumruplin.

I should have said that I am a teacher and therefore bought my students lots of school supplies.

### 3.12.13 Attribution

Goblinspek draws a distinction between a position, belief, or assertion of information and a specific set of words. Attributing a stance or set of claims to an individual or source is done with the verb *pel*, which means “to advocate or assert.”

Pel Mektishoo Bob Yef haykrin tuhpdifbit.

According to Bob Smith, the car is top dollar.

To designate exact wording or quotes, Goblinspek stacks *mun* (“to equal”) with *spek* (“to speak”) to create the word *munspek*. *Munspek* is used like the word *spek* but indicates exact wording or quotation.

Munspek Bob naheel frefeshjacho meh.

Bob said, “I don’t like hot wings.”

### 3.12.14 Transitional Agreement

When an English speaker might say “and that leads into...” or “...which brings us to...” or “...which reinforces...” the speaker is agreeing with a point or statement and then moving into a related idea, position, or consequence. In Goblinspek this is done with *eh chuk* (“and to connect”)

Chomch’choo hobwuflin eh chuk chomkrot wuflin ch’choocho.

Big dogs eat a lot which brings us to the high cost of dog food.

### 3.12.15 Exception and Exclusion

To express exclusion or exception, Goblinspek uses *suf* (the verb) or *sufgi* (an exception or exclusion)

Suf Mektishoo Bob yomhayrup pasklin drukra      Except for Bob Smith, the employees love to go together to the tavern.

## 4. Word Formation

### 4.1 Verbs as Root Words

The semantic heart of Goblinspek is verbs. Verbs start most sentences and clauses, and most nouns are generated from verbs. Verb roots can be added onto with prefixes, suffixes, and stacking additional verbs in order to create new verbs, to refine and specify meaning, to disambiguate, and to create nouns. For example, the verb *shuhm* means “to exchange.” *Shuhm* is the root word found in “to sell,” “to buy,” “vendor,” “purchaser,” “salesman”, “store,” “sales manager,” “Director of Sales,” “purchasing agent,” etc. Thus, knowing root verbs allows the listener to comprehend the domain of a word even if they have never heard the word before. This allows partial comprehension even in situations where the listener has had limited instruction or opportunities to learn.

### 4.2 Compound Formation

Verbs are compounded in four ways: prefixes, verb stacking, suffixes, and reduplication.

Questions are formed with interrogative particles which act as suffixes, but the addition of negatives does not compound into a new word and is covered in *Section 3.7 Questions*.

#### 4.2.1 Prefixes (Scalars)

Most prefixes are scalars, a paired set of values that represent a range of meaning encompassing two opposite concepts and all the levels of meaning in between. Adding a scalar to a verb usually changes the meaning of the verb so it would be translated into English by a completely different verb. For example, *va-* (outward moving, extending, externalizing) plus *shuhm* (to exchange) would be translated into English as “to sell.” The verb remains a verb when scalars are applied.

#### 4.2.2 Verb Stacking

Verb stacking is the addition of two or more verbs together to create a sequence or procedure. For example, *Urhaych’choo* means come and eat. For another example, *hay* means to move or flow while *urchay* means to take or receive. The sentence *Hayurchay kluklin* means “Go and take the chicken.” Verb stacking is common.

When verbs are stacked, they remain verbs.

#### 4.2.3 Suffixes (Classifiers, Nominalization)

Suffixes are called classifiers. Classifiers sort verbs into categories of things. Being categorized as a thing is how nouns are created. Verbs with classifiers are no longer verbs; they are nouns defined by the process or activity of the root verb but set within a specific domain specified by the classifier. For Example, *-ra* is a classifier meaning a place. Taking the verb to drink, *druk*, and adding *-ra*, gives the word *drukra*, which means a place of drinking, but further has the specific meaning of a tavern, bar or club. Changing *-ra* to *-mya*, which means “stuff” gives *drukmya*, which is a quantity that you drink. If the classifier is changed to *-lin* (a creature) you get *druklin* or someone who drinks or is drunk. So, when you walk into a *drukra*, you order a *drukmya*, but if you *druk* too much you become a *druklin*.

In addition to these derived nouns, there are natural nouns. Natural nouns are often old, lexicalized, or borrowed nouns that do not fit into the general rule for noun creation. An example of this is *lessa*, the word for water. *Lessa* is an ancient word that was once a verb but was replaced by *hay* and now exists as a standalone noun that does not follow the classification rules for nouns.

#### 4.2.4 Reduplication

Reduplication is repeating and stacking a verb to convey greater intensity or even a transformation in meaning. For example, *hesh* means to walk and saying *heshhesh* is one way to say to run. Similarly, *hay* means to go, so saying *hayhay* means to go quickly.

Sometimes the scalar is reduplicated instead of the verb. For example, *spek* means to speak and *looshspek* means to whisper, so *looshlooshspek* means to speak very, very quietly.

Sometimes reduplication leads to a new perspective on the verb, not just intensity. For example, *shef* means “to nothing” or the process of doing/accomplishing nothing. Saying *sheshef* cannot mean “to do more nothing” so the verb is transformed to mean that nothing further is possible, i.e. there is no option for doing anything. This use of reduplication is more idiosyncratic and applies to specific cases established through common use, not a general rule.

### 4.3 Semantically Foundational Verbs

Certain verbs occupy key structural positioning in the semantic theory of the language, affecting multiple domains and altering the conceptual linguistic architecture.

Understanding these verbs is a requirement for effectively communicating in Goblinspek. These verbs have evolved beyond their original meanings to encompass broader linguistic concepts. These verbs have crashed out of their neat, orderly lanes to impact the very logic and structure of Goblinspek in ways that are not immediately obvious or intuitive to native English speakers, thus requiring special explanations. These verbs are *yef*, *lop*, *shef*, *temp*, *rup*, and *glay/dray*.

#### 4.3.1 Yef

*Yef* literally means “to sit,” and it is used for that purpose. However, sitting occupies a huge place in goblin thought and culture that makes *yef* anchor additional semantic domains that have nothing to do with the word “sit” in English.

*Yefka yefra, yef.*

“Wherever you sit, that is where you are.” This expression is the heart of sitting as a location. *Yef* is therefore used to indicate physical location such as *Yef goblin drukra* “The goblin is at the tavern,” and also for abstract situations such as *Yef mashdray*, “I’m at the end of my work,” or more colloquially, “I’m done working.” *Yef* can also be used as part of a time clause to anchor a phrase to a specific point in time. Example: *Yef ekdo’alitemp hay franzra*, “In one year I’ll go to France.”

*Yef* also signals identity, which is often expressed in English with the verb “to be.” *Yef valomtishoolin* would be translated as “I’m a teacher,” but a literal translation would be closer to “I sit before you as a teacher.”

Similarly, taking on another aspect of the English “to be,” *yef* often expresses existence. After all, a thing can only sit in a place if it exists. Thus, *yefnayef kluklin* means “do you have a chicken?” but what it’s literally saying is “Does or does not a chicken sit (exist) here?”

#### 4.3.2 *Lop*

*Lop* means “to branch,” both literally and metaphorically, but is used in *Goblinspek* to a much greater extent than in English. *Lop* is used to analyze and differentiate concepts in every sphere of life. Goblins see the world around them as processes and flows, and thus the concept of branching is semantically central to their language. For example, *hesh* means to walk. *Heshja* means leg and *lopheshja* is the foot, because the foot is a branching of the leg. *Heshra* means a path or road while a *lop’heshra* would be translated as a fork in the road or an intersection. The same logic applies to ideas. *Gob* is to think and *vagob* is to work through a line of reasoning, so *lopvagob* is to consider diverging lines of thought.

*Lop* is also commonly used in discourse markers, such as *lopyef*, which roughly translates to “whether” or

#### 4.3.3 *Shef*

*Shef* means “to nothing.” It does not correspond to an absence or zero quantity; that is the number *prel*. Instead, *shef* signals a lack of activity or result, depending on context. In English this concept is a noun that must be paired with a verb, as in “doing nothing,” but in *Goblinspek* it is seen as an anti-activity that is as much an action as any other verb. This carries a lot of cultural weight, and can be either positive or negative, depending on context and intent. *Shefgotti* is the discipline of meditation and is positive. *Sheftemp* can be vacation or downtime, depending on context, and may be positive or negative. A *sheflin* is someone who is doing nothing, which might be a person without purpose or a person accused of something but who did nothing wrong. On the other hand, a *sheftishoolin* is sarcastic, describing someone as a professional doer-of-nothing.

Using reduplication to get *shefshef*, transforms the verb. *Shefshef* is not doing more nothing; it indicates that nothing further is possible. So, *shefshef lessahayti* means that your system of water movement (your pipes) do not have the option of doing anything (they are clogged). Time to get a plumber (*lessahaytishoolin*)!

#### 4.3.4 *Temp*

Linguists debate how to classify *temp*. *Goblinspek* treats time alternatively as a flow (*temp’hay*) and a metaphorical location (*tempyef*). As the domain marker for time, *temp* is not a verb, but it can also appear in a sentence as if it were a verb (when verb stacking) or a classifier. It refuses to be bound by the rules that apply to other words. *Temp* occupies all these roles effortlessly, prompting linguists to suggest it is one of the oldest and most

primordial words in the goblin language, and that it follows rules from a proto-goblin language.

**As a time marker:**

Dofre temp hay vashuhmra. In two days I'm going to the market.

**As a stacked verb:**

Tempyef        now

Fre eh fre temp'hay. Day by day, time goes by.

Mottempshee        clock/watch

**As a classifier:**

Ekdo'asitemp Year (as a period of time)

Forekdo'asitemp        calendar

#### 4.3.5 *Rup*

*Rup* means simply “to gather” and, by extension, “to gather” and “to herd,” but this concept takes the place of several adjacent concepts in English. Goblin words are never conjugated, declined, or take cases, but *rup* by its nature indicates plurality in a language that does not demonstrate plurals in a way that is familiar to Western languages. *Rup* is therefore often stacked with other verbs or even treated as a classifier-like suffix to indicate groups, collective action, or totality. In many cases, *rup* takes the place of prepositions used in English expressions. When reduplicated, *rup* means all of something.

**As a stacked verb:**

Dunnadun hayrup? Do you want to go together?

Spekrup ch'choora formotdifbit        Let's discuss (together) the restaurant bill.

Dotchrup ch'choora formotdifbit        Let's discuss (debate) the restaurant bill.

Vafretemp ch'choorup        Let's do lunch tomorrow.

**As a pronoun classifier**

Meh        I or me

Mehrup        we

Deh you

Dehrup y'all

**Reduplicated (Meaning “all” or “everything”)**

Hayruprup drukra Everyone is going to the tavern.

Ruprup udulin Gather all the sheep.

Promruprup Carry all (of it).

Prompromruprup to carry the entire burden

**As part of a noun construction:**

Ruprupterra All the lands, the whole land

Dotchdotchruplin war band

Dotchdotchruplin The entire army

Virupruplin every living creature

**4.3.6 Glay and Dray**

Glay means “to originate or begin” while dray means “to arrive or finish” but these two words carry much more semantic and grammatical weight than their English counterparts. Each of these words can be used to determine the flow of logic or semantic direction, temporal order, and mark recipient objects, which makes them particularly useful in otherwise ambiguous sentences. In short, glay and dray mark semantic boundaries of various types.

Here are some examples of how boundary marking affects meaning in different situations.

Yus haykrin drukra. “I drove the car to the tavern.”

But:

Yus haykrin glay drukra. “I drove the car beginning at the tavern,” which equates to “I drove the car from the tavern.”

Yus haykrin glay drukra dray meh di vira. “I drove the car from the tavern to my house.”

Glay and dray have temporal uses as well by opening, closing, or setting aside periods of time for actions. This often is translated to perfect or perfect progressive tenses in English but this is a translation approximation. Glay and dray do not grammaticize perfect tenses in Goblinspek; they open and close periods of time during which an action takes place.

Do fre urtemp glay urvayus drukra. “I have been driving to and from the tavern for two days.”  
(Literally: two days ago I began back and forth driving to the tavern.)

Alitemp glay mashmek mehrup vashuhmruprama ekdoalitemp dray. “We began building the mall a month ago and we will finish a year from now.”

And:

Tra ali urtemp glay hayyef franzra do ali urtemp dray. “We visited France from three months ago to two months ago.”

Glay and dray can also clarify actors, sources, destinations, and recipients in constructions that may appear to break standard word order. They do not. Because glay and dray are verbs, each begins a new clause. These clauses continue the established topic and may be arranged in any logical order that preserves the intended relationships.

Vachay finlin glay Bob dray maolin. “Bob gave the fish to the cat,” but:

Vachay finlin dray Bob glay maolin. “The cat gave Bob the fish.”

## 5. Scalar System

### 5.1 Scalar Operator Function

Scalars are opposite terms which, in context with each other, can provide a continuum of meaning. Scalars correspond in English to antonyms, but as modifiers to verbs, often have a stronger or more nuanced effect than they would in English.

For example, *ur-/va-* mean respectively “inward moving/receding/reflexive” and “outward moving/advancing.” Combining with the verb *lom* (to experience), we get *valom* (to teach) as an outward communication of experience and *urlom* (to learn) as the receiving of experiences. Scalars allow verbs to anchor entire conceptual word families.

Scalars can also stack, allowing combinations such as this:

chom/shool = intense/not intense

nist/dret = left/right

hay = to move or flow

nist’hay = move to the left/turn to the left

chomnist'hay = turn sharply to the left

shoolnist'hay = bear to the left/make a slight left turn

## 5.2 List of Scalar Operator Pairs

|       |                                         |
|-------|-----------------------------------------|
| keek  | playful/humorous                        |
| boek  | serious                                 |
|       |                                         |
| va    | outward / away / projecting / advancing |
| ur    | inward / toward / receiving / receding  |
|       |                                         |
| cha   | beautiful, pretty, pleasing             |
| uch   | ugly, aesthetically unappealing         |
|       |                                         |
| hob   | large/important/chief                   |
| yip   | small/lesser/subordinate                |
|       |                                         |
| tuhp  | elevate, high, tall                     |
| mus   | lower, low, short                       |
|       |                                         |
| chom  | high intensity                          |
| shool | low intensity                           |
|       |                                         |
| toe   | possible                                |
| mai   | impossible                              |
|       |                                         |
| nist  | left                                    |
| dret  | right                                   |
|       |                                         |
| rinj  | similar                                 |
| renk  | dissimilar                              |
|       |                                         |
| ma    | female/feminine principal               |
| ba    | male/male principal                     |
|       |                                         |
| prosh | near                                    |
| loot  | far                                     |
|       |                                         |
| fie   | fast                                    |
| nai   | slow                                    |
|       |                                         |

|      |             |
|------|-------------|
| orn  | gentle/kind |
| kern | rough/cruel |

### 5.3 Conflicted Scalars

Stacking a scalar with its opposite partner creates a sense of uncertainty or conflict. These combinations are called conflicted scalars, and they can result in special case uses, sometimes even standalone use without a verb.

|        |                                                                                                                     |
|--------|---------------------------------------------------------------------------------------------------------------------|
| urva   | Denotes a back and forth struggle, often used in physics, sports, and conflict                                      |
| toemai | Expresses uncertainty, used in place of “if.” May operate as a prefix or a standalone particle linking two clauses. |

Not every conflicted scalar becomes lexicalized; only those with stable community usage are considered canonical.

## 6. Classifier System

The goblin culture and language emphasize action and function as defining characteristics of objects; therefore, the root for almost all nouns is a verb that describes what the noun does, is used for, or represents. A suffix called a classifier is then added to the verb, which makes the verb into a noun representing a specific object or idea. The classifier defines what kind of object is being talked about. For example, the word *oc* means “to see.” The classifier *-ja* indicates an anatomical part, so *ocja* is the word for “eye.” The classifier *-shee* means a machine, so *ocshee* means a mechanical eye or camera.

For another example, the verb *vish* means “to cut.” The classifier *-loe* indicates utensils while *-shoo* indicates tools, and *-dok* indicates weapons. Therefore, a *vishdok* is a sword or dagger, a *vishshoo* is cutting tool, and a *vishloe* is table knife or a cooking knife.

Classifiers may be stacked on top of each other to increase meaning and specificity. Stacking classifiers can give you more precise nouns, such as using *-fae* (magic) to say *vishfaedok*, i.e. a magic sword.

### 6.1 List of Classifiers

|      |                                                                                                       |
|------|-------------------------------------------------------------------------------------------------------|
| -bit | a thing that is a piece of a whole. Difbit is a piece of money, klukchobit is a piece of chicken etc. |
| -bo  | a plant, fungus, non animal.                                                                          |

|       |                                                                                                                                                                                                                                      |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -cho  | derived from “choo”. Used for both plants and animals to refer to the part one eats. Roughly designates “meat” or edibles.                                                                                                           |
| -dro  | Something you drink, derived from druk.                                                                                                                                                                                              |
| -deks | unit of measure                                                                                                                                                                                                                      |
| -dib  | shape, form                                                                                                                                                                                                                          |
| -dok  | weapon                                                                                                                                                                                                                               |
| -fae  | magic/supernatural                                                                                                                                                                                                                   |
| -gi   | an abstract state, activity, quality, concept, or field of thought; frequently used to create attributive concepts from verbs                                                                                                        |
| -ja   | anatomical part. Some natural nouns are body parts, so this carries a certain redundancy and may be left off in casual conversation.                                                                                                 |
| -krin | Transportation/vehicles                                                                                                                                                                                                              |
| -leh  | A disambiguation classifier that marks the subject in a sentence. Often omitted when the subject is obvious. In a complex sentence where this is omitted, the subject is assumed to be the speaker unless the sentence is a command. |
| -lin  | creature / animate being                                                                                                                                                                                                             |
| -loe  | utensils                                                                                                                                                                                                                             |
| -ma   | constructed thing. This can be used for anything made, but it is especially connected to buildings and civil engineering projects. <i>Superrama</i> is a modern borrow word indicating a supermarket.                                |
| -da   | relation (literally family, but metaphorically for classification as well)                                                                                                                                                           |
| -mo   | thing                                                                                                                                                                                                                                |
| -momo | things, an assortment, collection (books in a library, collection of Pokemon cards), sometimes uncountable (sand on a beach)                                                                                                         |
| -mya  | meaning stuff, volume, something uncountable. There is a gray area between -momo and mya where things that are practically uncountable can be either one, such as sand, hairs on a person’s head, etc.                               |
| -ni   | Emotions and feelings                                                                                                                                                                                                                |
| -ra   | place                                                                                                                                                                                                                                |
| -shee | machine                                                                                                                                                                                                                              |
| -shoo | tool                                                                                                                                                                                                                                 |
| -si   | a bounded occurrence in time; an event, episode, session, or instance of an action                                                                                                                                                   |
| -soom | A celestial object                                                                                                                                                                                                                   |
| -sul  | a container                                                                                                                                                                                                                          |
| -ter  | the word for dirt, used as a classifier indicates minerals, soils, or things found in the earth. Colloquially used with people like “close to the earth” or “down to earth”. Eventually applied as “materials” in a broader sense.   |
| -ti   | Systems, ontology                                                                                                                                                                                                                    |
| -tug  | clothing                                                                                                                                                                                                                             |
| -yi   | a color                                                                                                                                                                                                                              |

## 6.2 Classifier Stacking

Classifiers can be stacked, demonstrating that the object is defined by multiple domains, or that an object already defined in one domain is being applied to another domain.

For example, *hesh* means “to walk,” *-ja* designates body parts, *-ma* designates constructed items or products, and *-shee* indicates machines. *Heshja* is the word for leg. *Heshjama* could therefore refer to an artificial leg while *heshjashee* would refer to a mechanical leg.

Another example, *-loe* refers to utensils, *-shoo* refers to tools, and *-sul* refers to containers. Stacking *-loesul* means a container for utensils like silverware or kitchen utensils while *-shoosul* would indicate a toolbox of some kind.

## 6.3 Standardized Classifier Stacks

Some classifier stacks have become standardized to always mean the same thing. Below is a list of fossilized classifier stacks.

|            |                                                                                            |
|------------|--------------------------------------------------------------------------------------------|
| -dokkrin   | Any sort of combat vehicle                                                                 |
| -faedok    | magic weapon                                                                               |
| -rama      | Used for buildings, construction projects                                                  |
| -tigi      | A logical or organizational system                                                         |
| -tishoolin | Original usage: a tool using skilled tradesman. Modern usage: generic for any professional |

## 6.4 Classifier Reduplication

Classifiers can be reduplicated (repeated) in order to indicate the species or general type of a thing. For example *difmotlin* is a bookkeeper but *difmotlinlin* means bookkeepers as a class of people. *Haykrin* is a car but *haykrinkrin* is cars as a class. Similarly, *moolin* is a cow but *moolinlin* is the species of cows.

This usage differs from *ruprup* in the same way that talking about all the cows (*ruprup*) on the farm might be different than talking about the species of cows, *Bos taurus*, or *moolinlin* in Goblinspek.

## 6.5 Natural or Unclassified Nouns

A small number of nouns exist without classifiers. In most cases, these are ancient words that predate the complete classifier system used today, or they are borrow words from other languages. Borrow words, such as *kafe* (coffee), sometimes do not have classifiers.

Just because a noun is natural or a borrow word that has no classifier normally does not mean the speaker can't add a classifier to it. In this case, the word acts like a verb that is

being nominalized. For example, *lessa* means *water* even without a classifier, but *lessara* is commonly used for a body of water like a pond or a small lake. Another example is *kafe*, a borrowed noun that takes classifiers in constructions such as *kafera* or *kafferama* (coffeeshop) or *kafeloe* (coffee cup). And sometimes, the use of a borrowed noun as a verb precedes the word becoming an actual verb, as is happening with *kafe*.

## 6.6 Goblinization of Borrow Words

Nouns that enter the language as borrow words often end up being converted into verbs, a process that can be seen with *kafe*. *Kafe* is the word for coffee, but it was goblinized into a verb meaning “to make coffee.” Once the foreign word has been turned into a goblinspek verb, it is quickly adapted to other purposes through the application of scalars and classifiers. Over time, the borrow word may become fully goblinized so that it stops being a noun at all, such as the word *udu*, which began as a noun borrow word (Sumerian for “sheep”, now the verb “to be fluffy”) but is now fully integrated into the Goblinspek grammar.

The process of “Goblinization” often depends on how long the word is. Short, phonologically compatible, and frequently used words that are adopted usually go through goblinization rapidly. Longer, phonologically foreign, or rarely used words feel less natural and take much longer to achieve wide adoption. Often, this leads to a native derivation cropping up and replacing the borrow word before the borrow word has become fully accepted, which is one reason Goblinspek maintains consistency over long periods of time despite external linguistic influences.

An example of a longer borrow word that has become goblinized is *teramin*, derived from the word *theremin*. No native word was ever derived for the theremin, so the longer borrow word stuck. After decades of using the word as an ordinary borrowed noun, the word began to appear with classifiers, such as *teraminshaishoo*, which means “theremin sounding instrument” even though the original word *theremin* already contains the quality of being an instrument in its meaning. As part of this process, spelling also changes to Goblinspek standard conventions, with usually only inconsistencies around diphthongs and a few vowel sounds.

By contrast, the shorter and much more commonly used borrow word *kafe* went through goblinization almost immediately.

## 7. Time System

### 7.1 Units of Time

Goblins developed concepts of measured time largely in response to the human concept of time. As subterranean dwellers, units of time have historically been less meaningful to goblins than to human beings. Days and months are concepts they adopted in order to interact with the surface world, and so the great markers of time on the surface, the sun and the moon, became central to their expression of time, which is why the sun (*fre*) is also the word for day and moon (*ali*) is also the word for month. The more abstract word *temp*, referring to time itself rather than a natural cycle, is almost certainly a borrowing from a human language.

Unlike humans, goblins often draw a distinction between time as a unit of measure (objective) and how time feels (subjective), which is why they have two words for both hour and second. An hour can be an hour on the clock, or it can be an hour in a waiting room, and those two are not always the same.

|            |                            |
|------------|----------------------------|
| fre        | fire/sun (informally day)  |
| fresi      | day                        |
| ali        | Moon (informally month)    |
| alisi      | Month                      |
| fredeks    | a minute                   |
| hobfredeks | an hour (objective time)   |
| yipfredeks | a second (objective time)  |
| naifredeks | an hour (subjective time)  |
| fiefredeks | a second (subjective time) |
| estfresi   | a week (a seven-day)       |
| ekdoalisi  | a year (a twelve-month)    |

### 7.2 Philosophy of Time

Goblinspek does not use verb tense conjugation like in English. There is no “went”, “was”, “have gone”, “will go” or “will have gone” in Goblinspek. Instead, temporal expressions are placed at the beginning of a clause when time needs to be explicitly described. The system reflects the language's broader preference for contextual framing, operator-based meaning construction, and clause-level semantic organization.

The root:

- *temp* — abstract time, temporality, temporal existence

Directional operators applied to *temp* establish temporal orientation:

- **vatemp** — future time, future-oriented temporality
- **urtemp** — past time, past-oriented temporality

Unlike many languages, Goblinspek does not require every verb to carry tense marking. Each clause establishes its own temporal frame, allowing multiple temporal perspectives to coexist within a single sentence.

### 7.3 Relative Time

Temporal direction may be expressed with abstract temporal references or with measured temporal references.

#### Abstract Temporal Reference

When no numerical quantity is specified, *temp* establishes generalized temporal orientation.

Examples:

- **vatemp** — in the future / future exists
- **urtemp** — in the past / past exists

#### Measured Temporal Reference

Temporal operators may combine with units of time.

Examples:

- **fre vatemp** — one day in the future / tomorrow / there will be a day
- **ali urtemp** — one month ago / there was a month in the past

This structure treats time as directional movement relative to the speaker's temporal position.

### 7.4 The Present

The present moment is treated as the time in which the speaker currently exists.

- **tempyef** — now / the current time-state / the time in which one sits or exists

This derives from:

- **temp** — time

- **yef** — to sit, exist in a location or state

Thus *tempyef* literally implies: “the time in which one is situated.”

## 7.5 Extended Actions and States

English often expresses continuing actions, completed actions with present relevance, and temporal relationships through perfect tenses. Goblinspek instead expresses these meanings through temporal markers, clause sequencing, explicit duration expressions, and persistence verbs such as *som*, which means “to last or persist” and often marks a duration.

I went to the restaurant for two months.     Do alisom urtemp hay ch’choora. (Literally “Two monthperiod in the past I went to the restaurant”)

I had been going to the restaurant every day until I returned to work.     Frerup urtemp hay ch’choora dray ferg mashsi. (Literally, “All days in the past I went to the restaurant finishing as return to work”)

## 7.6 Time-First Syntax

Time markers come before verbs and set the temporal order and duration of the phrase, thus taking the role of tenses found in other languages.

Temporal expressions appear at the beginning of the clause they govern. This allows time to function as a contextual frame for the entire clause rather than as a property attached directly to the verb.

Example:

- **Dofre ch’choo meh finlin.**
  - “Two days ago I ate a fish.”

Literal structure:

- two-day-past eat me fish

## 7.7 Clause-Level Temporal Scope

Each clause can have its own time marker, allowing a single sentence to discuss more than one time or tense in a single thought.

Example:

- **Dofresi ch'choo meh finlin eh fresi ch'choo meh kluklin.**
  - “Two days ago I ate a fish and yesterday I ate a chicken.”

Each clause contains its own temporal marker:

- **dofresi** — two days ago
- **fresi** — one day ago

This allows Goblinspek to maintain temporal clarity without extensive verb conjugation systems.

## 7.8 Temporal Sequencing

Temporal clauses may chain together through logical or causal connectors.

Example:

- **Dofresi ch'choo meh finlin eh fresi ch'choo meh finlin draylok yeftemp ch'choo meh kluklin.**

Approximate meaning:

“Two days ago I ate a fish, and yesterday I ate a fish, therefore now I eat chicken.”

This structure demonstrates:

- temporal chaining,
- logical sequencing,
- and clause-level time framing.

Temporal information remains localized to the clause it governs unless otherwise implied by context.

## 7.9 Temporal Deixis

Goblinspek stacks or serializes verbs, which can sometimes communicate relative time and duration without time markers. Common examples of this are *glay* and *dray*, with *glay* meaning to originate and *dray* meaning to complete or arrive at the end. Examples:

Glayahesh drukra.

- I started walking to the tavern, or
- I am walking to the tavern.

Heshdray drukra.

- I arrived (walking) at the tavern.

## 8. Numbers & Measurement

### 8.1 Numbers and Counting Logic

Goblinspek uses a base-10 system for counting, and a multiplicative system similar to many Asian languages for counting beyond 10. For example, expressing “23” in Goblinspek would literally be “two ten three” ( $2 \times 10 + 3$ ).

|    |       |
|----|-------|
| 0  | prel  |
| 1  | ehr   |
| 2  | do    |
| 3  | tra   |
| 4  | cot   |
| 5  | pytch |
| 6  | see   |
| 7  | est   |
| 8  | heet  |
| 9  | nuf   |
| 10 | ek    |

100 ekek

1,000 zan

10,000 ekzan

100,000 ekekzan

When written in long form, each place value is written as a complete word separate from each other place value.

Examples: ekek heetek est = 187, cotek do = 42, nufekzan dozan cotek do = 92, 042

## 8.2 Counting Verbs

The core counting verb is *mot* but like most verbs in Goblinspek, it can take scalars that change or refine meaning. *Va-/ur-* affect *mot* in a predictable pattern with *va-* meaning advancing/increasing and *ur-* meaning receding/decreasing.

- Mot – to count
- Vamot – to count forward
- Urmot – to count backward/count down

Mot is used when counting things (“Mot kluklin” = Count the chickens), while vamot and urmot are usually for the process of counting. To distinguish between counting *to* a number and counting *by* a number, Goblinspek incorporates the verb *yef*, which is used for location, both physically and metaphorically. Examples:

Vamot ek = Count by tens.

Vamotyef ek = Count to ten. Literally, “Count until you sit at 10.”

Urmot ek = Count down by tens.

Urmotyef ek = Count down from ten. Literally “Count down from where you sit at 10”

Vamot ek yef ekek = Count by tens to 100. Literally, “Count by tens until you sit at 100.”

Urmot ek yef ekek = Count down by tens from 100. Literally, “Count down by tens from where you sit at 100.”

Note that where separate phrases are formed by *yef* and *mot*, the phrase order can be reversed while maintaining clarity. Example: “Yef ekek urmot ek” is equally correct as “Urmot ek yef ekek.”

### 8.3 Ordinal Numbers

Numbers in Goblinspek take the classifier *-ra* (a place) to be converted into ordinal numbers. Thus, *ehrra*, *dora*, *trara* are literal translations of first place, second place, third place, etc. and may be used for ranking, competition positions, order of arrival, social hierarchy, and so on. They may also be used for order of operation or organizational importance. (“First, add the eggs and stir, second, fold in the cheese.”)

### 8.4 Equality and Inequality

*Mun* is the Goblinspek word for “to equal” and it forms the framework for much of logical and commerce reasoning. Because equality and inequality compare multiple terms, *mun* often works in conjunction with *eh* (and) or *sas* (between, or relational connectedness). Expressions with *eh* express simpler concepts.

The subject classifier *-leh* is often omitted from expressions with *mun*, but may be added to improve clarity in complex constructions.

#### **Goblinspek   English**

Mun ehr eh ehr.      One equals one.

Namun ehr eh do.    One does not equal two.

For more complex inequalities, *mun* can take the scalars *hob-* (big) and *yip-* (small) to create the concepts of greater than and less than. The word *sas* expresses the direction of the inequality by taking *va-/ur-*.

Additionally, in conversation, greater than and less than are used to express better or worse in English.

Basic inequality constructions:

#### **Goblinspek   English**

|                        |                              |
|------------------------|------------------------------|
| Hobmun do vasas ehr.   | Two is greater than one.     |
| Nahobmun ehr vasas do. | One is not greater than two. |
| Yipmun ehr vasas do    | One is less than two         |
| Nayipmun do vasas ehr  | Two is not less than one.    |

Because sas can also take ur-, the logical direction of the relationship between the components can be reversed.

### Goblinspek English

|                        |                              |
|------------------------|------------------------------|
| Hobmun ehr ursas do.   | Two is greater than one.     |
| Nahobmun do ursas ehr. | One is not greater than two. |
| Yipmun do ursas ehr    | One is less than two         |
| Nayipmun ehr ursas do  | Two is not less than one.    |

This reversal of directional logic is used productively in philosophy and mathematics, but a more common day-to-day usage is the fraudulent hiding of accounting or required reporting in commerce and banking. This is why goblin accountants are often seen as shady and goblin tax code is treacherous to most speakers of English and other Indo-European languages.

In day-to-day speech, however, inequality reversal serves conversational purposes when comparing nonnumerical objects. Example dialogue:

| Speaker | Goblinspek                                                               | English                        |
|---------|--------------------------------------------------------------------------|--------------------------------|
| 1:      | Hobmun maolin vasas wuflin.                                              | Cats are better than dogs.     |
| 2:      | Na, hobmun maolin ursas wuflin.<br>or<br>Na, hobmun wuflin vasas maolin. | No, dogs are better than cats. |

## 8.5 Measurement and Quantification

Deks means to measure or quantify, and is used for measurement, quantitative comparison, and socially standardized units. Deks does not by itself differentiate between weighing, measuring length, or volume. The word sas (relationship marker) is used to connect the thing being measured to the unit of measure to establish method of measurement.

### Examples as a verb:

Deks deh di heshja Measure your legs

Deks drukmya Measure the drink

Over time, deks was also adopted as a classifier suffix and in that role is used to denote a unit of measure. Historically, units of measure originated in commerce or culture and were

standardized over time. King Bork’s flagon became the standard unit for volume, while the standard unit for mass originated in the marketplace and was derived from the average mass of a chicken. Distance was once measured in pig-lengths, although this was replaced in the 1800s after Edward Lear wrote a limerick about a goblin named Shap who boasts of his sexual physicality but is still shunned by women.

### Units of Measure

|                             |                                          |
|-----------------------------|------------------------------------------|
| Borkmyadeks (or borkdeks)   | standard volume measure = .26 gallons    |
| Klukjadeks (or klukdeks)    | standard mass measure = 2.2 lbs.         |
| Oinkdeks (archaic) Shapdeks | standard measure of distance = 3.28 feet |

### Example sentences using units of measure:

|                                          |                                             |
|------------------------------------------|---------------------------------------------|
| Deks lessamya sas borkdeks.              | Measure the liquid by liter.                |
| Deks goblinleh ursas pytchek klukjadeks. | The goblin weighed himself and was 110 lbs. |

These standardized units coexist with local and archaic measures in historical texts.

## 8.6 Approximation

Much of approximation is built around the word *mun*, which means equal. Combined with scalars or compounded with other words, it takes on nuances of meaning for quantities that are not equal.

|                                       |                                                                                          |
|---------------------------------------|------------------------------------------------------------------------------------------|
| <b>Proshmun</b>                       | About, nearly equal or sort of equalish.                                                 |
| <i>Som haysi proshmun do fre.</i>     | The trip will take about two days.                                                       |
| <b>Lootmun</b>                        | Not even close to equal, absolutely unequal                                              |
| <i>Lootmun difbit tempgi.</i>         | The money does not come close to equaling the time.                                      |
| <b>Vamun</b>                          | Meaning “greater than” in math, <i>vamun</i> is used conversationally for “more than” or |
| <i>Ch’choo teh vamun ch’choo deh.</i> | S/he eats more than you eat.                                                             |
| <b>Urmun</b>                          | “Less” or “Less than” in math, <i>urmun</i> is common in conversation as well.           |
| <i>Urmun ch’choocho, heel’deh</i>     | Less food, please (When something is too much)                                           |
| <b>Urmunnava</b>                      | “At most”                                                                                |
| <b>Vamunna’ur</b>                     | “At least”                                                                               |

## 9. Canonical Lexicon

This lexicon contains all canonical root words and a representative selection of officially recognized derived words. Because Goblinspek is highly productive, not every valid compound is listed. Additional domain-specific vocabulary appears in the Developer Toolkit.

### 9.1. Root Verbs

| <b>Goblinspek</b> | <b>English</b>                                                       |
|-------------------|----------------------------------------------------------------------|
| ata               | to illuminate                                                        |
| bar               | to be angry (archaic: to take vengeance)                             |
| benk              | to flatten                                                           |
| bes               | to flip                                                              |
| bir               | to exceed/have excess/exhibit bounty                                 |
| bik               | to be beaked                                                         |
| bod               | to bound/set a boundary                                              |
| bur               | to dig                                                               |
| chay              | to transfer                                                          |
| ch'choo           | to eat (reduplicated/worn form)                                      |
| chech             | to help or assist                                                    |
| chel              | to use (as a direct instrument of your will, like a tool or utensil) |
| chi               | to sting                                                             |
| choo              | to bite                                                              |
| chuk              | to connect                                                           |
| dak               | to agree                                                             |
| day               | to sanctify                                                          |
| deks              | to measure                                                           |
| det               | to happen/occur                                                      |
| djuk              | to identify/recognize                                                |
| dif               | to value                                                             |
| Dom               | to sleep                                                             |
| dotch             | to disagree                                                          |
| dray              | to arrive at a destination, to complete                              |
| druk              | to drink                                                             |
| dun               | to want                                                              |
| elg               | to taste sour                                                        |
| emm               | to taste umami                                                       |
| en                | to taste salty                                                       |

|        |                                                  |
|--------|--------------------------------------------------|
| esh    | to taste sweet                                   |
| erk    | to taste bitter                                  |
| fal    | to know                                          |
| ferg   | to return                                        |
| fesh   | to fly                                           |
| fet    | to wish                                          |
| fin    | to swim                                          |
| flar   | to hear                                          |
| fon    | to be able/can                                   |
| for    | to draw, to make a sign                          |
| fre    | to burn                                          |
| frist  | to resemble, like (similies)                     |
| fru    | to grow hair                                     |
| fush   | to open                                          |
| fya    | to flower                                        |
| gish   | to be striped                                    |
| ginu   | to bend                                          |
| glay   | to originate, begin, start                       |
| glik   | to test, evaluate                                |
| gob    | to think                                         |
| goo    | to ooze                                          |
| grak   | to vomit                                         |
| hag    | to endure, to suffer                             |
| harv   | to curve                                         |
| hay    | to flow, move                                    |
| heel   | to please                                        |
| hek    | to lift                                          |
| hes    | to shape (also used for to have a shape)         |
| hen    | to place or set                                  |
| hesh   | to walk                                          |
| hidj   | to be married                                    |
| ho     | to laugh                                         |
| hoev   | to cover                                         |
| hoosh  | to chase (modern. Medieval was <i>heshlush</i> ) |
| hort   | to wear                                          |
| humrum | to hum                                           |
| hur    | to roll                                          |
| hya    | to fruit                                         |
| Kaw    | to caw                                           |
| kef    | to be true                                       |
| klar   | to decide/choose                                 |
| kloe   | to ignite, <i>kloekloe</i> to explode            |

|       |                                                                                                         |
|-------|---------------------------------------------------------------------------------------------------------|
| klor  | to heat                                                                                                 |
| kluk  | to kluk                                                                                                 |
| kop   | to swallow                                                                                              |
| kor   | to cross a boundary                                                                                     |
| krak  | to break                                                                                                |
| krot  | to cost                                                                                                 |
| kya   | to bud                                                                                                  |
| lalum | to sing                                                                                                 |
| lesk  | to sequence                                                                                             |
| lev   | to distill                                                                                              |
| lil   | to breathe/to blow wind                                                                                 |
| lila  | to inflate                                                                                              |
| lof   | to float                                                                                                |
| lom   | to experience                                                                                           |
| lok   | to have purpose                                                                                         |
| lot   | to digest                                                                                               |
| lush  | to follow                                                                                               |
| mar   | to demonstrate/show                                                                                     |
| mao   | to meow                                                                                                 |
| mash  | to work                                                                                                 |
| mek   | to make, create, do                                                                                     |
| moedj | to change                                                                                               |
| mok   | to present falseness                                                                                    |
| molg  | to react                                                                                                |
| mot   | to count                                                                                                |
| mowt  | to need                                                                                                 |
| moy   | to wipe (closer to “to stroke”)                                                                         |
| mru   | to grow nails                                                                                           |
| mut   | to climb                                                                                                |
| myedj | to die                                                                                                  |
| nar   | to fix/to correct                                                                                       |
| nef   | to be empty                                                                                             |
| nimr  | to be spotted                                                                                           |
| nir   | to soften                                                                                               |
| nok   | to hit or hammer                                                                                        |
| nur   | to poop                                                                                                 |
| oc    | to see                                                                                                  |
| oosh  | to wither                                                                                               |
| pan   | to bake                                                                                                 |
| pask  | to employ (in the sense of creating an agent functioning on your behalf as in the case of an employee.) |
| pel   | to advocate/assert                                                                                      |

|          |                                                       |
|----------|-------------------------------------------------------|
| plar     | to cry, to rain                                       |
| plut     | to believe                                            |
| pok      | to chop                                               |
| Prom     | to hold                                               |
| pya      | to grow leaves                                        |
| pyedj    | to realize                                            |
| rast     | to clean                                              |
| ray      | to rule                                               |
| reem     | to wrap                                               |
| remi     | to circle, surround, orbit                            |
| Rev      | to sleep                                              |
| roes     | to kick                                               |
| rtik     | to close                                              |
| sahm     | to smile                                              |
| sek      | to dry                                                |
| sep      | to respect                                            |
| shai     | to make music                                         |
| sheem    | to smell or taste                                     |
| shef     | to nothing                                            |
| shesh    | to defend                                             |
| shishash | to saw                                                |
| shisk    | to cook                                               |
| shmer    | to weave                                              |
| shrp     | to make soup                                          |
| shuhm    | to exchange                                           |
| sim      | to smoke                                              |
| sist     | to poke/stab                                          |
| skel     | to crunch                                             |
| skoosh   | to scare                                              |
| smot     | to have sex                                           |
| so       | to focus                                              |
| som      | to last, to persist, to endure (for a period of time) |
| spek     | to speak                                              |
| sud      | to chill                                              |
| Suf      | to exclude/except                                     |
| sul      | to contain                                            |
| sya      | to grow                                               |
| syasya   | to vine                                               |
| tarsh    | to steam                                              |
| telk     | to have depth                                         |
| tep      | to carry a beat, rhythmic sound or action             |
| ter      | to harden/become firm                                 |

|          |                                                   |
|----------|---------------------------------------------------|
| tov      | to vacuum/generate suction                        |
| trum     | to color                                          |
| tul      | to owe                                            |
| ublubl   | to boil                                           |
| udu      | to be fluffy                                      |
| urb      | to govern/administer                              |
| vark     | to imprison                                       |
| vi       | to live                                           |
| vish     | to cut                                            |
| vyedj    | to be born, be quickened                          |
| wawaiyai | to cry                                            |
| wuf      | to bark                                           |
| yahm     | to call, to name                                  |
| yig      | to point                                          |
| yoed     | to possess/have                                   |
| yom      | to like or love (For similes, use <i>frist</i> ). |
| yus      | to drive, pilot or steer                          |
| zab      | to be struck by lightning/electrified             |

## 9.2 Transformative Reduplication

Reduplication of verbs causes an intensification of the verb (Hesh means to walk while heshhesh means to run; spek means to speak while spekspek means to talk a lot.); however, for some verbs reduplication creates a transformative escalation of the verb's meaning. Here is a list the most common transformative reduplications.

| <b>Goblinspek</b> | <b>English</b>                                                                                       |
|-------------------|------------------------------------------------------------------------------------------------------|
| dotchdotch        | Transforms from disagree to physical conflict                                                        |
| ruprup            | Transforms from gather to gather all or everything                                                   |
| shefshef          | Transforms from doing nothing to having no option or way to do anything                              |
| besbes            | Literally this could be a series of flips but in context transforms into the metaphorical flip flops |
| chukchuk          | Transforms into making a profound connection (love at first sight, instant best friends)             |
| djukdjuk          | To comprehend completely                                                                             |
| dundun            | To obsess                                                                                            |
| heelheel.         | To be obsequious                                                                                     |
| henhen            | to place again/replace/restock                                                                       |
| kefkef            | To be the true nature of a thing (I.e. phenomena vs noumena)                                         |
| promprom          | To bear a burden                                                                                     |
| pyapya            | to grow vine like                                                                                    |

|            |                                                   |
|------------|---------------------------------------------------|
| pyapyapya  | (Rare triplication) to grow out of control        |
| pyedjpyedj | To have an epiphany                               |
| remiremi   | To go around in circles                           |
| kloekloe   | To explode                                        |
| lillil     | To hyperventilate                                 |
| mekmek     | Recreate                                          |
| molgmolg   | To overreact, be touchy                           |
| rtiktik    | (Note pronunciation change). To shut out          |
| yomyom     | to love intensely, sometimes used to mean a crush |
| zabzab     | To be shocked by something                        |

### 9.3 Common Compound Verbs

Compound verbs are verbs created by combining two or more verbs into one semantic unit. Compound verbs may take scalars and classifiers just as root verbs and reduplicated verbs do. This is by no means an exhaustive list of compound verbs, but serves as an example of the compounding mechanism.

|          |                                              |
|----------|----------------------------------------------|
| Haylush  | to chase/pursue                              |
| Hayyef   | to visit                                     |
| Kloryom  | to be madly in love                          |
| markef   | to prove                                     |
| meknar   | to repair                                    |
| plutsep  | to trust                                     |
| sotoc    | to watch, to examine                         |
| soyom    | to obsess over, “be into”                    |
| speksep  | to praise                                    |
| spekpel  | to argue/make a case                         |
| varkyahm | to be pigeonholed by your name or reputation |
| vyedjgob | to have a revelation                         |
| yigoc    | to draw attention to                         |
| zabyom   | to fall in love at first sight               |

### 9.4 Miscellaneous Lexicalized Words

This is only a fraction of the Goblinspek vocabulary, but serves to demonstrate how words are derived in this language. For more extensive domain-based vocabulary, refer to the Developers Toolkit v1.1.

| Goblinspek | English               |
|------------|-----------------------|
| boekmok    | fraud, to con someone |

|                   |                                                                                    |
|-------------------|------------------------------------------------------------------------------------|
| chamok            | to perform, entertain                                                              |
| chamokforspeklin  | writer                                                                             |
| chamoklin         | entertainer                                                                        |
| chamokspeklin     | poet, oral storyteller                                                             |
| chaurshuhm        | good deal for the buyer                                                            |
| chavashuhm        | good deal for the seller                                                           |
| chomchavashuhm    | aggressively sell, hard-sell                                                       |
| chomchomdruk      | binge drink                                                                        |
| chomchomspek      | shout, yell                                                                        |
| chomdruk          | drink heavily                                                                      |
| chomfreyi         | bright red/scarlet/etc.                                                            |
| chomhesh          | move quickly, hurry                                                                |
| chomheshhesh      | sprint, run for your life                                                          |
| chomspek          | speak loudly, speak intensely                                                      |
| chomurshuhm       | buy aggressively, impulse-buy                                                      |
| chomvalomrup      | intensive group teaching, workshop, cram session                                   |
| daycho            | divine food, blessed food                                                          |
| daylin            | holy being, sacred creature                                                        |
| dayra             | holy place, shrine                                                                 |
| dayray            | god, deity                                                                         |
| daytishoolin      | priest, sacred specialist                                                          |
| forhaytishoolin   | cartographer                                                                       |
| forspektishoolin  | scribe                                                                             |
| fortishoolin      | artist or painter                                                                  |
| Freyi             | colors in the yellow/orange/red range                                              |
| heshhaytishoolin  | road engineer                                                                      |
| heshheshtishoolin | courier                                                                            |
| hobraylin         | king, monarch                                                                      |
| hoburblin         | mayor, governor, chief administrator                                               |
| keekmek           | kids playing                                                                       |
| keekmekdotch      | horsing around physically.                                                         |
| keekmok           | to prank someone                                                                   |
| lessahaytishoolin | plumber                                                                            |
| lessyi            | colors in the blue/aqua range. Formally lessayi, the a is dropped in conversation. |
| ley               | n. A law. This word may take classifiers as a verb.                                |
| leyurbliin        | congressperson, representative, legislator                                         |
| leyurbruplin      | congress, legislative assembly                                                     |
| leyurbrupra       | congress building, legislative hall                                                |
| musdaylin         | fallen sacred being, corrupted holy figure                                         |
| musraylin         | fallen noble                                                                       |
| musurblin         | low administrator, clerk                                                           |

|                 |                                                        |
|-----------------|--------------------------------------------------------|
| naday           | to desecrate, to profane                               |
| nadaycho        | forbidden food, profane food                           |
| nurhaytishoolin | sewage/sanitation worker                               |
| raylin          | noble, aristocrat                                      |
| rayra           | palace, noble court                                    |
| raytishoolin    | noble ruler, aristocratic authority                    |
| shooldruk       | sip                                                    |
| Shoolfreyi      | yellow                                                 |
| shoolhesh       | stroll, meander                                        |
| shoolheshhesh   | jog                                                    |
| shoolshoolspek  | whisper, murmur                                        |
| shoolspek       | speak softly                                           |
| shrptishoolin   | soup cook                                              |
| soyomgi         | hobby                                                  |
| teryi           | colors in the tan/brown range                          |
| tokmektishoolin | toolmaker                                              |
| tuhpdaylin      | exalted sacred being, saint                            |
| tuhplilra       | sky                                                    |
| tuhpraylin      | exalted ruler, high noble                              |
| tuhpurblin      | high administrator                                     |
| uchmok          | to lie, commit fraud                                   |
| uchurshuhm      | bad deal for the buyer                                 |
| uchvashuhm      | bad deal for the seller                                |
| udulilmya       | cloud                                                  |
| urblin          | bureaucrat, administrator                              |
| urbra           | administrative district or city/town                   |
| urday           | to receive blessing, to become blessed                 |
| vaday           | to bless                                               |
| yipchamok       | little white lies                                      |
| yomoc           | to like the way someone looks, be physically attracted |

## Appendix A: Open License Agreement & Usage Terms

### A1. Purpose

Goblinspek is an open-license constructed language intended for use in fiction, games, educational materials, videos, films, artwork, roleplaying games, software, websites, merchandise, and community projects.

The purpose of this license is to encourage the growth and use of Goblinspek while protecting the ownership of the language itself, the rights of creators who adopt it, and the separate intellectual property associated with the Goblinspek project.

## A2. Permission to Use Goblinspek

Permission is granted to any individual, company, organization, publisher, developer, educator, or community group to use Goblinspek in both commercial and non-commercial works.

This includes:

- Books
- Short stories
- Games
- Tabletop roleplaying products
- Video games
- Film and television
- Websites
- Educational materials
- Merchandise
- Software applications
- AI translation or language tools

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## A3. Attribution Requirement

Any public use of Goblinspek must include attribution substantially similar to the following:

"Goblinspek created by John Simons. Used under the Goblinspek Open License."

Where practical, users must also provide a link to the official Goblinspek download page or current canonical source.

## A4. Link-Back Requirement

Websites, digital products, online publications, software, videos, and similar projects using Goblinspek must include a link to the official Goblinspek phrasebook download page or designated canonical source.

Printed products should include the URL in their credits, acknowledgements, legal notices, or equivalent section.

## A5. Ownership of Creator Works

Use of Goblinspek does not grant any ownership interest in a creator's original work.

Creators retain full ownership of:

- Their stories
- Characters
- Artwork
- Settings
- Games
- Rules systems
- Software
- Merchandise
- Trademarks
- Other intellectual property

The creator of Goblinspek makes no claim of ownership over original content merely because it contains Goblinspek language.

## A6. Ownership of Goblinspek

Use of Goblinspek does not transfer ownership of Goblinspek to any user.

The Goblinspek language, canonical documentation, official logos, official branding, and associated intellectual property remain the property of their respective owner unless explicitly released under separate terms.

## A7. Fishton and Reserved Intellectual Property

This license applies only to the Goblinspek language.

It does not grant permission to use proprietary settings, characters, storylines, organizations, locations, artwork, trademarks, or other protected intellectual property associated with:

- Fishton
- Rinth
- Explorers of Rinth
- Official Goblinspek story settings
- Other specifically designated proprietary properties

Users may reference or discuss these settings, works, or locations for descriptive, educational, commentary, review, or compatibility purposes.

However, this license does not grant permission to reproduce, adapt, publish, distribute, or commercially exploit those settings or intellectual properties.

For example:

Permitted:

- "This game includes Goblinspek, a language originating from the Fishton setting."

Not Permitted:

- Publishing a new adventure set in Fishton without separate permission.

## A8. Compatible Dialects and Derivative Language Development

Users may create:

- Dialects
- Regional variants
- Technical jargon
- Slang systems

- Alternate orthographies
- Expanded vocabulary

Such works should clearly identify themselves as:

- Compatible Goblinspek
- Goblinspek Dialect
- Goblinspek Variant

Derivative language works must not falsely claim to be the official canonical version of Goblinspek.

## A9. Commercial Use

Commercial use is expressly permitted.

No royalties are required.

No licensing fee is required.

Attribution and compliance with this license are the only requirements.

## A10. Notification and Access

For commercial products using Goblinspek, the creator agrees to provide reasonable access to the finished work.

This may be accomplished through:

- A review copy
- A digital copy
- A publicly accessible website
- A subscription access code
- Another reasonable method of access

The purpose of this provision is documentation, archival preservation, and community awareness rather than ownership or editorial control.

No approval is required prior to publication.

## A11. No Endorsement

Use of Goblinspek does not imply endorsement, sponsorship, partnership, approval, or affiliation with the creator of Goblinspek unless separately agreed in writing.

## A12. Canonical Version

The official Goblinspek documentation serves as the canonical reference for the language.

Where conflicts arise between dialects, variants, or derivative works, the canonical documentation governs the meaning of official Goblinspek.

## A13. Acceptance

By publicly using Goblinspek, the user agrees to the terms of this license.

# Appendix B: Version History

## B1. Project Inception

### April 27, 2026 — Foundational Architecture Phase

On or around this date, the decision was made to create Goblinspek as an agglutinative, modal, verb-first language optimized for intuitive acquisition and compositional meaning generation. Early design goals included minimizing acquisition barriers (such as reducing reliance on prepositions), maximizing semantic transparency, and supporting highly generative vocabulary construction.

The first word:

- *urterra* – the underground

The first roots were:

- *druk* — to drink
- *drukra* — a tavern, meaning derived from the verb *druk* and *-ra* meaning place, which occurred in the *urterra*.

Core architectural concepts under consideration at this stage included:

- VSO word order
- directional semantic resolution
- classifier systems
- scalar operators
- verb-root derivation

## B2. Minimum Viable Language

### May 7, 2026 — Minimum Viable Language (MVL)

Reached Minimum Viable Language status.

At this point, Goblinspek possessed:

- stable VSO word order
- foundational grammar rules
- noun and verb derivation systems
- polar scalar framework
- classifier architecture
- final question particles

Although vocabulary remained limited, the compositional and generative structure of the language allowed the creation of hundreds of meaningful expressions from a relatively small root set.

Major cornerstone verbs introduced during this phase included:

- lop
- yef

These verbs became central to later semantic and grammatical expansion.

## B3. Version 1.0

### May 12, 2026

Reached Version 1.0 functional milestone.

Major additions included:

- temporal architecture
- numerical systems
- expanded high-frequency verb inventory
- broader generated vocabulary
- directional grammatical resolution
- aside modifier structures
- onomatopoeia as a foundational lexical source for animal and natural vocabulary
- early causal and academic language structures

At this stage, Goblingspek evolved from a primarily expressive/travel language into a system capable of more abstract and analytical communication.

## B4. Version 1.1

**May 15, 2026**

Expanded complex-sentence capability and semantic chaining systems.

Major additions included:

- directional clause chaining
- improved tense and temporal handling
- expanded scalar inventory
- additional high-frequency verbs
- increased support for compound and complex sentence construction

This phase emphasized improving conversational flow, expressive precision, and logical continuity across multi-clause speech.

## B5. Version 2.0 – Canonical Reference Edition (September 2026)

Version 2.0 represents the first mature edition of Goblingspek intended to serve as the language's canonical technical reference. While earlier versions established the core grammatical framework, Version 2.0 reorganizes the document into a coherent reference manual suitable for translators, creators, educators, and AI implementations.

Major additions include expanded documentation of pronouns, discourse markers, the scalar system, classifier conventions, semantically foundational verbs, and the temporal

framework. The grammar has been reorganized to present concepts in a more logical progression, with cross-referenced sections replacing much of the exploratory discussion found in earlier drafts.

Version 2.0 also establishes the long-term philosophy of Goblinspek as a compositional, operator-driven language built around contextual meaning rather than extensive inflection. Rather than attempting to mirror English grammar, the language now consistently emphasizes semantic relationships, clause-level organization, and the productive creation of new vocabulary from a relatively small set of foundational concepts.

This version is considered feature complete for the core language. Future development will focus primarily on expanding vocabulary, improving documentation, creating educational resources, and refining the presentation of existing systems rather than introducing fundamental grammatical changes.

Version 2.0 also serves as the foundation for the Goblinspek Phrase Book, Developer Toolkit, Goblin Mode word-building game, and future dialect and historical language documentation.

## Appendix C: Language Change and Variation

### C1. Semantic Drift

Over millennia, Goblinspek has evolved, both from outside cultural and linguistic influences and also from changes in speaking habits by the people who use the language. Little is known of Ancient or Old Goblinspek because no goblins experimented with writing before the Middle Ages, and that writing was insignificant until the language acquired a standard alphabet in the 14th century. Prior to this, everything that is known about Goblinspek comes from the close association of goblin cultures with human or dwarven cultures. Because goblins were frequently subservient populations, rulers of Sumeria, Egypt, Thule, and other kingdoms created edicts or laws which were translated into the language of their vassal or servant cultures using the alphabet and writing system of the dominant society. For most of goblin history, such decrees, edicts, and governing records are all that remain of the spoken goblin language of the time.

Even once a goblin alphabet was formulated, it was rarely used for centuries. German, English, and French dominated printing, and Goblins adjusted by expressing themselves in those writing systems.

Clues remain of the earlier versions of the language. The oldest goblin words, such as *lil*, *ter*, *lessa*, and *fre*, have broad meanings and often break rules other words normally obey. *Lessa* is a noun without a classifier, but it was once a verb before it was replaced by the more modern *hay*. Even now, *lessa* is compounded into words as if it were still a verb. *Ter* is a verb and a classifier and a noun. *Lil* is the name of an ancient goddess who may have been borrowed from the Annunaki pantheon, and now she appears in mythology as a legend, in grammar as multiple verbs and roots, in poetry as a stock warchest of metaphors, and in feminist literature as a misogynistic icon.

The language is still evolving. Modern Goblingspek is a buzzier language than it was in the Middle Ages, with the rare “z” sound of the earlier language proliferating with modern electricity. Words have grown longer as greater specificity is required in the modern era. There are more Vice-Presidents of Accounting (*hoburbrupmotdiftishoolin*) in today’s society than high kings (*hobrayruplin*). The meanings of words have shifted some since the Middle Ages when goblin sages first began to experiment with writing their own tongue, but Goblingspek remains a remarkably stable language with a semantic logic and literary tradition unlike any other in the world.

## C2. Borrowing and External Influence

Like any language, Goblingspek sometimes borrows words from the languages around it. As a diaspora population, goblins are distributed all over the world, so nearly any word from anywhere could conceivably be introduced into Goblingspek. This leads to regional variations where goblins in China might refer to *chaidro* (tea) while Australian goblins might use the *barbiloe* (grill). Often, these words begin by being used just as in the language they came from, but over time they become goblinized -- made to work like a verb and then take on scalars and classifiers until they behave more like native goblin words.

For the grammatical process of loanword integration, see §6.6, Goblinization of Borrow Words.

## C3. Historical Relevance

Although the canonical version documents Modern Goblingspek, historical forms remain important because they explain irregular compounds, archaic vocabulary, and many productive metaphors.

## Appendix D. Design Objectives for Version 3

Version 2.0 establishes the core grammar and semantic architecture of Goblingspek. Future versions are expected to emphasize refinement, expansion, and usability rather than

fundamental redesign. The following objectives represent the current long-term development goals for Version 3 and beyond.

## D1. Document Reorganization

Version 3 will reorganize the reference manual around conceptual relationships rather than the historical order in which systems were developed. Related grammatical systems will be grouped together to improve navigation, reduce duplication, and provide a more intuitive progression for both human readers and AI systems.

## D2. Expanded Vocabulary

The canonical lexicon will continue to grow through carefully selected root words and standardized derived vocabulary. Priority will be given to high-frequency concepts useful for conversation, storytelling, gaming, education, and software implementation rather than maximizing raw vocabulary size.

## D3. Historical and Regional Development

Future editions will document the historical evolution of Goblinspek, including semantic drift, lexical borrowing, dialect variation, and reconstructed earlier forms of the language. These additions are intended to support worldbuilding while providing natural explanations for irregular vocabulary and cultural variation.

## D4. AI-Optimized Reference

A machine-oriented edition of the grammar is planned to accompany the human-readable reference. This version will prioritize standardized terminology, consistent formatting, explicit grammatical relationships, and structured lexical data to improve translation accuracy and language implementation by AI systems.

## D5. Educational Materials

The reference grammar serves as the foundation for a broader educational ecosystem. Planned companion publications include a learner's primer, phrase book, developer toolkit, classroom resources, and additional instructional material designed for self-study, gaming groups, and language workshops.

## D6. Expanded Examples

Future editions will significantly increase the number of worked examples throughout the grammar. Additional examples will demonstrate conversational usage, literary style, translation strategies, and increasingly complex multi-clause constructions while preserving the underlying simplicity of the grammatical system.

## D7. Lexical Domains

Version 3 will expand standardized vocabulary for common semantic domains, including settlements, wilderness, commerce, travel, household life, religion, magic, military organization, governance, and technology. These domains are intended to improve consistency across creative works while preserving the productive nature of Goblinspek word formation.

## D8. Continued Stability

The long-term objective of Goblinspek is evolutionary refinement rather than continual grammatical revision. Once core systems have been established, future development should favor expanding expressive capability, improving documentation, and increasing interoperability without introducing unnecessary complexity or incompatible changes.

Goblinspek is intended to remain a living language. Future revisions will be guided by practical use in storytelling, gaming, education, and translation. Changes will favor clarity, consistency, and expressive power while preserving backward compatibility with previously published canonical material.