

Goblinspek Developer Toolkit v1.0

Created by John L. Simons Jr.

Copyright and License

Copyright © 2026 John L. Simons Jr..

Goblinspek is an open-license constructed language. This Developer Toolkit is subject to the **Goblinspek Open License Agreement** contained in the *Goblinspek Canonical Language Description v2.0*. That agreement governs the permitted use, reproduction, adaptation, and expansion of Goblinspek and its associated linguistic materials.

Nothing in this notice replaces or modifies the terms of the Goblinspek Open License Agreement. In the event of any inconsistency, the Open License Agreement in the current Canonical Language Description governs.

Canonical Source

The current canonical version of Goblinspek, the Goblinspek Open License Agreement, and current supporting resources are maintained at:

rinthpress.net/goblinspek

Goblinspek Developer Toolkit v1.0

Published by Rinth Press

September 2026

Goblinspek Developer Toolkit v1.0.....	1
About this document.....	4
How to use this document.....	4
How Words Are Created & How to Coin Your Own.....	4
Serial/Action Stacking.....	4
Semantic Compounding.....	5
Reduplication.....	5
Scalars.....	5
Classifiers.....	6
Coining Your Own Word.....	8
Making Basic Sentences.....	8
Anatomy.....	9
Architecture.....	10
Types of Buildings/Structures.....	11
Types of Rooms or Chambers in a Building.....	12
Architectural Elements.....	12
Civil Engineering.....	13
Arts & Crafts.....	13
Astronomy.....	14
Botany/agriculture.....	15
Business/Professional Domain Vocabulary.....	17
Nonprofessional jobs.....	17
Clothes.....	18
Colors.....	19
Combat (medieval).....	19
Combat (modern).....	20
Family.....	20
Fantasy.....	21
Geometry.....	22
Halloween.....	23
Law and order.....	23
Library.....	24
Light/dark.....	25
Market/Store.....	25
Music.....	25
Navigation and travel.....	26
Science basics.....	27
Steampunk.....	28
Tavern/Restaurant.....	29
Tech.....	31
Time and Sequencing.....	32
Weather.....	32

About this document

The Goblinspek Developer Toolkit v1.0 is a companion document to the Goblinspek Canonical Language Description v2.0. The Toolkit is intended as a resource for authors, game developers, filmmakers, and other creatives who wish to use Goblinspek in their works. The Toolkit is subject to and a part of the same Open License Agreement described in the Canonical Language Description v2 Appendix A.

How to use this document

The Toolkit provides a short description of word construction and basic grammar, but it is mostly a series of domain vocabularies. A domain is a set of words that share a similar theme or purpose. Vocabulary words are organized by domain instead of a dictionary-style list so that if a creator is writing a fantasy novel, the relevant words for dragon, magic sword, and armor are gathered together; or, for an adventure video game, the words river, steam boat, and mountain are all together. Whatever project you are working on, be sure to check out related domains as well. A space opera will need astronomy, but maybe also geometry and travel words for swamps and plains and cities.

Goblinspek builds words by stacking root words together. A list of root verbs and common derivations can be found in the Canonical Description v2.0. Other key components of Goblinspek words are scalars and classifiers, which can also be found in the Canonical Description if you wish to derive words not on the domain lists.

Read through the brief word creation guide before deriving new words. Read the grammar introduction before writing sentences. For common expressions, refer to the Goblin Phrase Book, which contains a number of common expressions under different settings.

How Words Are Created & How to Coin Your Own

Creating words in Goblinspek starts with verbs. Verbs are the roots for most words in the language. Verbs can be stacked in serial or action stacking, semantic compounding, scalar modification, or classified into nouns. Once you understand these four options, you can use them to figure out words you have never seen before, or use the processes to create words not covered here.

Serial/Action Stacking

Verbs can be stacked together to create an action sequence. For example, *hesh* means “to walk” and *yef* means “to sit” or “to be located,” and *drukra* means “tavern” so *heshyef drukra* means “Walk to the tavern and have a seat.” Another example, *hay* means “to go”, *mut* means “to climb” and *chomtuhterra* is a mountain, so *Haymut chomtuhterra* is “Go climb the mountain.” And an overworked employee might say something like *Domch’choomash*

domch'choomash, which means "Sleep eat work, sleep eat work." In each of these cases, the verbs were strung together to show a series of actions.

Semantic Compounding

Semantic compounding is stacking two or more verbs to create a new meaning. For example, the word *so* means "to concentrate" and the word *oc* means to see. To make pronunciation easier, you put the two words together with a *t* separating them to get *sotoc*, which means "to watch" or "to examine". Another common example: the word *for* means "to make an image," while *spek* means "to speak." Put the two words together and *forspek* means "to write." Taking this a step further, the word *djuk* means "to recognize" and the word *djukforspek* is the goblin word for "to read."

Reduplication

Goblin verbs can be reduplicated (repeated) to increase intensity. *Hesh* means "to walk" but if you write *heshhesh* it means "to run." Some reduplication, such as *Ruprup* or *shefshef* transform or evolve the meaning of the word. For transformative reduplication, refer to the Goblintspeak Canonical Language Description v2.0.

Scalars

Scalars are pairs of prefixes similar to English adverbs, but they can transform meaning, not just modify it. For example, *chom/shool* are prefixes meaning "intense/not intense." *Spek* means "to speak" so *chomspek* is to talk forcefully or loudly/yell. *Shoolspek* is to speak quietly or to whisper. You can use scalars to change the meaning of verbs or to create new words altogether. The list of scalars is copied here from the Canonical Description, but for more complete information refer to the Canonical Language Description.

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

Classifiers

Classifiers are suffixes that tell you what sort of thing a thing is. *Vish* means “to cut.” The classifier *-loe* indicates utensils while *-dok* indicates weapons and *-sul* indicates containers; therefore, *vishloe* is a table knife, *vishdok* is a sword and *vishsul* could be a knife drawer or knife block. With only a few exceptions, any given thing (noun) will have at least one classifier at the end of the word. The list of classifiers is reproduced for your reference here, but for a complete list of classifiers and more examples of how to use them, refer to the Canonical Language Description.

-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

Coining Your Own Word

If you need a word that does not yet exist in Goblinspek, the word creation techniques listed above can help you build a word to fit your needs. Imagine you're designing a sci-fi game set in outer space. You need words for "space" and "spaceship," but they are not on the vocabulary lists. Begin by thinking about what space is and what it does. To us, space is a great emptiness. Taking a look at the Canonical Language Description, *nef* means "to be empty." Since space is conceptually an area, we could add the classifier *-ra* to it, making *nefra*. *Nefra* would mean a large empty area, or "space." We could distinguish this from an empty area on Earth because empty ground could contain the word *ter*, which means dirt, soil, or ground, thus creating *nefterra* for an empty piece of land. This gives us a fairly unambiguous word for space.

Once we have the word for space, we can build out some other useful words by stacking classifiers. The classifier stack *-rama* is used for buildings or constructed areas, *neframa* could be a building in space, or a space station. The classifier *-krin* is used for transportation, so *nefrakrin* would be a space ship. Reduplicating *prom* into *promprom* means to carry a burden, so *prompromnefrakrin* could be a star freighter. The classifier stack *-tishoolin* is used for professions, so a *nefratishoolin* might be a bureaucratic sounding name for an astronaut.

Identifying the core concept behind a word can unlock an entire family of vocabulary.

Making Basic Sentences

Goblinspek is a verb-first language, or verb-subject-object language (VSO). This means a sentence begins with the action, then the thing doing the action, then the thing the action is done to. Example:

Vamyedj dotchdotchlin frefeshlin

This sentence means "the warrior killed the dragon" but the literal translation is "killed warrior dragon." Don't worry about the articles "the" or "a/an" because Goblinspek doesn't have them.

Another example:

Ch'choo maolin feshlin.

This sentence means "The cat ate the bird," but a literal translation is "Ate cat bird."

For sentences that have a direct object and an indirect object, such as “The merchant gave the change to the customer,” Goblinspek does not have the preposition “to”. In this case, word order is sufficient to build the sentence. The sentence would be VERB + SUBJECT + OBJECT + INDIRECT OBJECT, like this:

Vachay (give) vashuhmlin (merchant or sales clerk) bir’difsi (change) urshuhmlin (to the customer).

However, while this is the most basic way to say the sentence, there are other ways to do it. For more complex sentence construction, consult the Canonical Language Description 2.0

Anatomy

kop	to swallow
lot	to digest

gobja	head
chooja	teeth
skelja	bones
gobskelja	skull
heshja	legs
ginuheshja	knee
heshskelja	leg bone
tepja	heart
hayteptija	circulatory system
zabgobtija	nervous system
sheemja	nose
spekja	tongue
ch’chooja	mouth
sahmja	lips
ocja	eyes
ch’chooskelja	jaw bone
lilja	lungs
plarja	tear ducts
flarja	ears
chukpromja	wrist

loppromja	finger
roesja	foot
chukroesja	ankle
loproesja	toe
fruja	hair or fur
hoevja	skin
lotja	stomach
kopja	throat/neck
promja	hand
loppromja	finger
hekja	arm
chukhekja	shoulder
ginuhekja	elbow
ocfruja	eye lashes
tuhpocfruja	eye brow
lessatepja	blood
yefja	butt
nurja	anus
tuhp'heckja	upper arm
mus'heckja	forearm
tuhp'heshja	thigh
mus'heshja	lower leg
djukja	face

Architecture

-ma	a constructed thing, product. Architectural features often take -ma.
-rama	a building, warren, excavation or other macro construction. Sometimes the -ma is left off for common usages such as ch'choora (restaurant) unless specifically discussing the building (ch'choorama) or drukra (tavern, vs drukrama the tavern building). Some architectural elements may take -rama to avoid ambiguity. For example, a municipal pool is finrama because finra could apply to a natural swimming hole.

Bur	to dig
-----	--------

Types of Buildings/Structures

ruprama	a building
urterrama	a warren or hold that has been excavated
virama	a constructed living space such as a house or a warren, where you live
domrupra	dormitory
domrama	a hotel
urterra	the underground world. This can include natural caves as well as tunneled areas
shrpra	soup shop/stand
yigchora	hotdog joint
vichechrama	hospital or clinical complex
vashuhmrama	a retail establishment (modern)
vashuhmruprama	a mall or shopping center
urbruprama	a government or administrative building
feshrama	an airport
hayformarrama	movie theater
urtemp marrama	History museum
formarrama	art museum
forvashuhmmarrama	art gallery
motkefgimarrama	science museum
sheshrama	a fort
sheshruprama	a castle
tuhprama	tower
sotoc tuhprama	watchtower
tuhplirama	skyscraper
diframa	a bank
panrama	a bakery
keekvashuhmrama	toy store/game store
valomrama	school
tuhpvalomrama	college or university
mekrama	workshop
mekruprama	factory
superrama	(modern borrow word) supermarket

yipkeekrama	playground
rayrama/tuhprayrama	seat of power/palace
suldokrama	armory
yipvirama	a bungalow/cabin
terterrama	stone building
urvaterterrama	metal building
shmerrama	thatched hut (“woven” building)

Types of Rooms or Chambers in a Building

domra	a bedroom or sleeping area
revra	your own bedroom or sleeping area that you call home
chukra	hallway/connecting tunnel
shiskra	kitchen
yefra	sitting room/living room/parlor/conference room
ch'choora	dining room. This is the same word as restaurant, a similarity that has been known to lead to family arguments
keekra	family room/game room
mashra	office
rastra	cleaning room
rastsulra	janitor's closet
bodfushra	courtyard or atrium
fushra	open area, lobby (modern only)
urkorra	entrance (only)
vakorra	exit (only)
korra	entrance/exit
suldokra	weapons storage/weapons closet

Architectural Elements

doharvma	an arch
hekma	a support
chahekma	a visible pillar with aesthetic value
hekhesma	steps/stairs

zabhekheshma	escalator
fushma	door way
rtikloe	door
chukheshma	walkway
maoheshma	catwalk
maotocma	Balcony
heksimma	Chimney
tuhmpmus'hayma	elevator
finrama	pool
lilfushma	Window
benkbodma	Wall
lilburma	ventilation duct/shaft
tuhpbodma	Roof
ehryefma	Foundation
sheshbodma	battlement/defensive wall (castle)

Civil Engineering

hayrama	road/highway
heckhayrama	bridge/elevated road
lessapromrama	dam
burchukma	a connecting tunnel
burrati	a tunnel system
burrama	a warren
difburrama	a Mine
nurhayrama	Sewer

Arts & Crafts

lalum	To sing
trum	To color
lalumspek	To speak poetry
alumspeksi	A poetry recital
Lalumforspek	to write poetry

Lalumspekma	A poem
Mekterfrist	To sculpt
Mekterfristma	A sculpture
For	To create an image
Mekyima	Paint
Trumfor	To paint
Trumforloe	paintbrush
Rupmekyimaloe	Palette
Vishfor	To engrave
Vishforma	An engraving
Shmerhoevma	a woven blanket/rug
Fristdibma	a figurine, thing in the shape of something
Fristloe	a shaped utensil, often pottery

Astronomy

Goblin astronomical terms have changed tremendously over the centuries. Classically, goblins, like humans, named planets after gods. The Earth was called Djassoom after the earth god Djass or Mabusoom after the water goddess Mabu depending on whether a goblin hold was patriarchal or matriarchal. This was not a contentious difference between goblins, who comfortably move between patriarchal and matriarchal systems. The names fre and ali for sun and moon come from ancient goblin and so both predate old or classical goblin. Therefore, the replacement of ali (moon) with maosoom (Djass' cat, who was the trickster god in goblin mythology) was an old-goblin change in line with mythological naming.

When the Romans introduced the Ptolemaic model of the solar system to goblin scholars, the planets underwent a renaming using numbers in which Earth was Ehrsoom, the moon was dosoom, Mercury was trasoom, and so on.

After Copernicus, goblin sages renumbered the planets so that the sun was Ehrsoom, Mercury was dosoom, Venus was trasoom, and so on. Other goblin astronomers argued that the sun was not like the planets and that the nomenclature should be fresoom for the sun, ehrsoom for Mercury, dosoom for Venus, and so on. The status of the moon was a huge debate, with some arguing it should be cotsoom, while others argued it needed a different name altogether. These disagreements, combined with the generally poor quality of astronomical observation by a species that has always been predominantly subterranean, led to centuries of confusing texts often described by modern scholars as gobbletygook.

During the Renaissance, both the mythological and numerical names were replaced by terminology that is much easier to use scientifically. Fre and ali were restored to common usage, while fresoom and alisoom became used in technical documentation. With much relief, the

scholarly circles adopted tersoom for Earth, and goblin astronomers began to be viewed more as scholars and less as comic relief.

The mythological names survive in modern goblin literature, predominantly in the fantasy genre or in poetry. In English, that same cosmological nomenclature is remembered as planetary names in science fiction stories introduced by an early 20th century author named Burroughs, who studied Greek, Latin, and one semester of Classical Goblin at the Harvard School in Chicago.

Tersoom	Earth
Remisoom	a planet
Remisi	one complete orbit
Ali	Moon
Alisoom	Moon (scientific name)
Maosoom	The moon (archaic, poetic)
Djassoom	Earth (archaic)
Mabusoom	Earth (archaic)
Toevisoom	Inhabitable planet
Maivisoom	uninhabitable planet
Keetsoom	Star
Keetsoomti	Star system
Fre	Sun
Fresoom	Sun (scientific name)
Fresoomti	The Solar System
Lilsoom	a gas giant
Lessasoom	a waterplanet
Lushsoom	a moon
Yipsoom	an asteroid

Botany/agriculture

Pya	to grow leaves
Sya	to grow
Fya	to flower
Hya	to fruit
-jabo	part of a plant
Pyabo	A plant

pyajabo	A leaf
Alibo	Fungus/mushroom
Loppyajabo	Branch
Pyapya	To vine
Pyapyajabo	A vine
Pyasi	A growing period/season
Pyaterbo	Roots
Pyater	To root
Pyateriti	Root system
Aliterboti	Mycelium
Gl原因bo	Seed
Vishglaypyabo	Cutting
Shrpglaybo	bean
Draypya	To go to seed, run its course
Sistjabo	a thorn
Sistbo	a thorn plant
Viterra	Fertile soil
Pyaterra	Farm
Pyaterlin	farmer
Gobpyabo	Tree (archaic: dryad)
Lessapyabo	water plant
Drukpyabo	hops
Frefyabo	sunflower
Sistfyabo	rose bush
Sistfyajabo	a rose
Ch'choofyabo	Venus flytrap
Freyi pyapyahyabo	tomato plant
Hyabo	a fruit plant
Hyajabo/hyacho	a fruit
Hyasi	the fruiting (period, season, or act of)
Fyasi	the flowering (period, season, or act of)
Hyaterjabo/hyatercho	tubers
Varkglaybo	a nut plant
Varkglayjabo/varkcho	nuts
Sheempyabo	spice plant
Hoepvyajabo	bark/skin of a tree
Yippyabo	seedling/sapling
Lessaterpyabo	swamp plant
Basmotjabo	stamen
Masmotjabo	pistils

Business/Professional Domain Vocabulary

motdecksgi	Analytics (numerical)
shuhmgi	Business
difgi	Banking
difsyagi	Finance
difshuhmgi	Currency
urbgi	Administration (civil servants specifically)
urbshuhmgi	Business management
mekshuhmgi	Entrepreneurship
motdifgi	Accounting
glikmotgi	auditing/verification
motti	mathematics
spekti	Linguistics
difti	economics
liladifgi	inflation
krotgi	price
pasklin	employee
vapasklin	employer
pasksi	employment

Nonprofessional jobs

motlin	teller
vashuhmlin	salesperson (clerk)
chechurshuhmlin	customer service
motvashuhmlin	cashier
chechlin	Assistant
vachaycholin	Server (medieval)
chaycholin	waiter (modern)
vichechlin	healer (medieval/archaic, but still used by nonmedical holistic practitioners)

Clothes

hort	to use, to wear
horttug	clothing
t-tug	t-shirt (borrow word)
mashtug	work clothes
heshtug	pants
heshheshtug	jogging clothes/sweats
yogatug	yoga outfit (borrow word)
tug	"fit"
revtug	pajamas
vahteshtug	hiking clothes/gear
duntug	lingerie
mustug	"kicks" slang for shoes, no verb
chahaytug	fancy clothes (for going out)
uchkristdaytug	ugly Christmas sweater (borrow word)
reemtug	dress
chareemtug	elegant/beautiful dress
yipreemtug	skirt
yipyipreemtug	mini-skirt
reemmeftug	wedding dress
gobjatug	hat/head covering
fintug	swimsuit/swimwear
lessatug	raincoat
feshtug	archaic: cape, modern circa 1920s: goggles, leather jacket, scarf
raytug	royal raiment
yiptug	kids clothes (modern word)
keektug	play clothes (worn, comfortable clothes, sweats, old t-shirts)
keeksmottug	fetishwear
heskeektug	cosplay/costuming
liltug	windbreaker
chaliltug	leather jacket
shuhmtug	business attire
keekshuhmtug	business casual
daytug	priestly vestments
muttug	climbing clothes (athletic wear)
haytug	travel clothes
hoevtug	robe

yiphoevtug	shawl
dayhoevgobtug	hijab

Colors

Goblins have a limited list of colors but use scalars to describe intensity and other characteristics. They also use the classifier -yi to compare colors. For example, nuryi would be poop colored while teryi would be dirt colored. This gives goblins a lot of expressiveness in color

freyi	Red
shoolfreyi	Yellow
pyayi	Green
lessyi	Blue/aqua colors. May also be written in older forms as lessayi.

Combat (medieval)

vishdok	sword
dovishdok	double edged sword
hobvishdok	great sword
vishdokfae	magical sword
nokdok	war hammer
pokdok	war axe
do'pokdok	double headed war axe
yipvishdok	dagger
sistdok	spear
sistnokpokdok	pole axe
feshdok	arrow
vapromloe	bow
vapromdok	javelin/spear
tertug	armor
tuhptertug	helm
sheshloe	Shield
sheshterloe	Metal shield
sheshfaeloe	magic shield

Combat (modern)

fredok	Firearms
vapromfredok	Flamethrower
promjafredok	Hand gun
chomfredok	Heavy weapons
hobtuhpchomfredok	B.F.G.
sofredok	Sniper rifle
kloekloedok	Bomb (sometimes just kloedok)
promkloedok	Hand grenade
simfredok	Black powder weapons
nokja	fist
dotchvapromsi	judo/throwing style
nokroessi	Martial arts (TaeKwon-do/Karate)

Family

While goblins may live in a nuclear family unit as humans typically do, they are more likely to live in a small group we would think of as a hold (archaic) or a commune/co-op today. The hold structure began as a practical adaptation to subterranean living where space is limited, but became a deeply ingrained cultural norm.

As a hold arrangement, all adult females are called mother and all adult males are called father because children are raised communally. The biological parents can be specified when desired.

rupda	Family
mamekda	mother
bamekda	father
mavyedjda	daughter
bavyedjda	son
vyedjrupda	siblings
hobmamekda	grandmother (hobma for short)
hobbamekda	grandfather (hobba for short)
marupda	aunt
barupda	uncle
masepda	Honored mother (biological)
basepda	Honored father (biological)

Fantasy

raylin	ruler
maraylin	queen
baraylin	king
fre	fire/to burn/sun
lil	air/to breathe/wind blow
lessa	water
ter	earth/dirt/to harden
frefeshlin	firebird
lilfrefeshlin	dragon
hobgoblin	large goblin/goblin leader
syalin	giant
fresyalin	fire giant
lilsyalin	cloud giant
uchrevlin	nightmare/dream monster
gobpyabo	dryad (tree. Goblins once thought all trees were dryads)
diflin	dwarf
yefyeflin	elf
ch'choolin	orc
dotchdotchlin	fighter/warrior
daylin	holy person
dayfaelin	cleric/miracle worker
dekfaelin	mage
daypyafaelin	druid
tepmeklin	bard (modern: drummer)
chomurlomlin	sage (modern: scholar/researcher)
myedjfaelin	Necromancer
dunfaeza	Charm/enchantment magic
dunfaelin	Enchanter
fristfaeza	Illusion magic
fristfaelin	Illusionist

vichechfaelin	Healer (magical)
mekfaeza	magical power
vichechfaeza	Healing power
mek	to do/make/create/cast a spell
zabfae	magical lightning bolt
kloekloefae	fireball
hayterfae	earthquake spell
ocfae	scrye/clairvoyance
frefae	Magical fire
flarfae	Claire audience
myedjfaeza	Necromancy
sheshfae	Defense spell
sheshfaera	Warded area
vichechfae	Healing spell
shaifae	Magical music
shrpglayfaebo	Magical beans

Geometry

yig	To point
chuk	To connect
harv	To curve
telk	to have depth
benk	to flatten
bes	to flip
bod	to bound, set a boundary
frist	to resemble
ginu	to bend
kef	to be true
lila	to inflate
remi	to circle, surround
sul	to contain
yigdib	a point
chukdib	a line

benkdib	plane (flat surface)
rupsuldb	volume
ginudib	angle
remidib	circle
trabod	triangle
cotbod	quadrilateral
muncotbod	square
minginudib	equal angles
telkmuncotbod	cube
telkremidib	sphere
rupboddib	perimeter
harvdib	a curve

Halloween

myedjlin	corpse
kawlin	crow
drukmyedjlin	vampire
heshmyedjlin	zombie
naterlin	spirit/ghost
myedjterra	grave
myedjterrapra	graveyard
skooshkawlin	scarecrow
shmerskellin	spider
chiskellin	stinging bug or insect

Law and order

leyti	Legal system
leykefti	Judicial system
sheshlin	(medieval term for guard)
oc'sheshlin	security guard
fre oc'sheshlin	Armed security guard
leysheshlin	Police officer

kloekloedokrup	Bomb squad
sofredokrup	S.W.A.T. Team
sofredoklin	Sniper
leyspektishoolin	Lawyer
leychechlin	Legal assistance/paralegal
leyspeklin	(Archaic. Law speaker/lawyer)
leykeftishoolin	Judge
dotchleyspektishoolin	Prosecution
sheshleyspektishoolin	Defense lawyer
leydotch	Legal dispute
leydak	To reach a legal agreement
leydakti	Contract
leydotchsi	trial
varkra	prison
varksi	imprisonment, sentence
urvavarkra	dungeon
sotocvarklin	prison guard

Library

hur	to roll
forspek	to write
djukforspek	to read
forspekloe	writing instrument
djukforspeksi	a reading
hurdjukforspekloe	a scroll
djukforspekloe	a book
pyaforspekloe	a page
ruprup djukforspekloe	a collection
forspeklin	a writer
rupdjukforspeklin	a librarian
benkmomoloe	shelf
benkmomoma	built-in shelf

Light/dark

ata	To illuminate
nir	To soften
nirata	the waning of the light
terata	the waxing of the light
terata fre	to dawn
teratasi fre	the dawning
nirata fre	to sunset
niratasi fre	the setting of the sun
orn-	Gentle/kind
kern-	Rough/cruel
ornata	To glow

Market/Store

vashuhmlin	merchant (medieval)/sales clerk (modern)
urshuhmlin	customer/purchaser
ruptul	to total a bill
ruptulsi	total owed/bill/account
vashuhmmomo	goods for sale/inventory
vashuhmshee	cash register/till
bir'difsi	change owed
henhen	to restock/replace
vashuhmhen	to merchandise
vachaydif	To pay
urchaydif	To be paid
vachaydifbit	Payment (outgoing)
urchaydifbit	Payment (receiving)

Music

shailin	Musician
shaitishoolin	(Modern) professional musician

mekteplin	Drummer
mektephshoo	Drum
mekteplloe	Metronome
lilshaishoo	Woodwind
tershaishoo	Brass horn
urvatershaishoo	Trombone
pyapyashaishoo	stringed instruments
rayshailin	Conductor
shaispeklin	Singer

Navigation and travel

urvaterterloe	Compass
forheshrati	Road/trail/tunnel map
forterrati	Map
haydray	arrive
glayhay	depart
tuhpterra	Hill
tuhpterrupra	Hilly region
chomtuhpterra	Mountain
chomtuhpterrupra	Mountain range
lessahayra	River
lessahayrati	River system
lessamyedjhayra	Whitewater River
benkra	Flatlands
lessaterra	Swampy area
yigterra	A point, cape
-krin	Transportation
lof	To float
tarshmashkrin	steam powered car
lillofma	A balloon
lillofkrin	Manned balloon
hoblillofkrin	Dirigible
tarshlillofkrin	Steam powered dirigible
tarshhayti	Rail system
tarshhaykrin	Train

lofkrin	raft/barge
lessalofkrin	Boat
prompromlessalofkrin	freighter
lillessalofkrin	Sailboat
tarshlessalofkrin	Steamboat
promkrin	cart
haypromkrin	car/truck
zabhaypromkrin	ev
haypromkrinsi	road trip
urbra	Administrative district (city/town/county)
rupurbra	Country/nation
Chirupurbra (informally Chira)	China
Igrupurbra (Igra)	England
Franzrupurbra (Franzra)	France
Dotchrupurbra (Dotchra or sarcastically dotchdotchra)	Germany
Hekfrerupurbra (hekfrera)	Japan
Yefyefrupurbra (yefyefra)	Avalon
Romrupurbra (romra)	Italy
Toolrupurbra (Toolra)	Thule
Nairupurbra (naira)	Egypt
Pytchekrupurbra (hobpytchek)	United States

Science basics

ter	Dirt, earth, to harden
-ter (as classifier)	Minerals
-za	Energy
motkef	to conduct science
motkefti	scientific systems
motkefgi	science
terter	Rock
urva-	Back and forth force or principle
urvaterter	Ferrous materials
naurvaterter	Nonferrous materials
urvaterterza	Magnetic force

urvaterterra	Magnetic field
yefza	Potential energy
hayza	Kinetic energy
freza	Solar energy
zabza	Electrical energy
molgza	chemical energy
terfreza	geothermal energy
lessahayza	hydraulic power
lessahayzabza	hydroelectric energy
syasotoc	Magnify
syasotocloe	Magnifying glass
chomsyasotocloe	Microscope
lootsyasotocloe	telescope
dolootsyasotocloe	binoculars

Steampunk

-krin	Transportation
lof	To float
tov	To vacuum/generate suction
tarsh	To steam
tarshmashshee	Steam engine
tarshmashkrin	steam powered car
lillof	To float in the air
lillofma	A balloon
lillofkrin	Manned balloon
hoblillofkrin	Dirigible
tarshlillofkrin	Steam powered dirigible
tarshhayti	Rail system
tarshhaykrin	Train
lofkrin	raft/barge
lessalofkrin	Boat
lillessalofkrin	Sailboat
tarshlessalofkrin	Steamboat
tarshtishoolin	Engineer (steam engines)
tovmashshee	Vacuum engine
tovhayspekshee	Pneumatic message conveyance
tovhayspekti	Pneumatic pipe system

tovlinshee	Pneumatic robot
tarshlinshee	Steam powered robot
lillofterra	Floating island
lillofurbra	Floating city

Tavern/Restaurant

drukra	tavern (original) bar/club/pub (modern)
ch'choora	tavern that served good food (original), restaurant (modern)
-sul	container
-loe	utensil
-dro	a beverage
lessasul	water glass
lessasuldro	a glass of water
tuhplessasul	Water bottle
tuhplessasuldro	a bottle of water
druksul	cup/glass
tuhpdruksul	bottle
yipdruksul	shot glass
terlessa	ice (lessa is a natural noun that once was a verb. It still behaves like a verb grammatically and is therefore an exception)
shrpsulloe	bowl (technically for soup, but expanded to all bowls)
shrploe	spoon
vishloe	table knife or cooking knife
sistloe	skewer
lopsistloe	fork
Pyarupcho	salad
hobmoochobit	steak
feshjacho	wings
fre feshjacho	hot wings
lessaskelcho	shellfish
skelcho	invertebrates (insects, arachnids, isopods)
yefloe	chair (some furniture is classified as utensils)
benkhenloe	table
ch'chooloe	silverware/place settings

ch'chooloemomo	full set of silverware
benkchloe	plate
hobbenkchloe	platter
kafedro	coffee (borrow word)
kafesul	coffee cup
hobkafesul	coffee mug
shiskra	kitchen
shisk	to cook
klor	to heat
fre	to burn (fire)
pan	to bake
ublubl	to boil
freshisk	to fry
frepan	to broil
freshiskloe	frying pan
ublublloe	pot
panloe	bread pan
besshistloe	spatula
urchayloe	tongs
motdecksshrploe (or sometimes motloe)	measuring spoon
motdeckssul	measuring cup
promloesul	kitchen cabinet
haypromloesul	silverware drawer
drukpromloesul	liquor cabinet
sheempromloesul	spice cabinet
chasheem	to taste delicious/be flavorful/spiced
frechasheemcluckcho	spicy chicken
Chira frechasheemcluckcho	Szechuan Chicken
burgcho	a burger (borrow word)
yigcho	a hotdog
uchsheem	to taste bad
nursheem	to taste like crap
chomsheem	to have a strong flavor
shoolsheem	to have a mild flavor
sheemcho	spices
sheemloe	tasting spoon
franzdro	wine (particularly French)
fredro	distilled liquors

moodro	milk
lilsheemdro	carbonated drink
franzliidro	champaign
enmomo	table salt
elgmya	vinegar
emmmomo	MSG
eshmomo	sugar
eshmya	honey

Tech

Goblinspek often deals with modern technology and devices with the verb zab (to be electrified), and the classifiers -shoo (tool), -loe (utensil), -ma (constructed things, architecture/products), and -shee (machine). -shee entered the language in the 14th century but did not become widespread until the end of the 17th century when reliable trades such as clockmaking established themselves. In modern times, -shee is often lexicalized as -zashee for electronics or software.

zabspekloe/spekzasheeloe	phone
hayspekloe	mobile phone
gobspekloe	smart phone
zabforspek	to text
gobzashee	computer
hayforma	movie/video
urmarma	A projection screen
hobmarzashee	a jumbotron/large screen
lilflarzashee	a radio
lilflarsi	a radio broadcast
liloczashee (liloc)	a TV
lilocsi	a TV broadcast
marzashee	a monitor/screen
motzashee	a calculator
frezaloe (frelae)	a light/flashlight
zabkeekma	video game
zabmekgob	to code
zabgobma	software
zabskelma	a software bug
dotchdotczama	electronic warfare
uchmaozama	malware

Time and Sequencing

fresi	day
fre	sun/fire and verb to burn, also “day” conversationally
alisi	month
ali	moon, also “month” conversationally
rup	to gather/group
ruprup	to gather all/everything
temp	time domain marker, can appear in verb/scalar/classifier/ locations
vatemp	future
urtemp	past
rupvatemp	the whole future/gathered possibilities of the future
rupurtemp	history (gathered past)
ekdoalisi	a year
ekdoali	a year in casual conversation
ruprupfre	every day
ruprupekdoalisi	every year
chatemp	good times
uchtemp	bad times
dotchdotchtemp	violent times
fretemp	someday/one day
alitemp	some month
yef fretemp	Once upon a time

Weather

Weather such as clouds, storms, fog, etc. usually take the classifier -ra for an area.

plar	To rain/cry
lil	To blow wind/breathe, sometimes sky
zab	To strike with lightning/be electrified
udu	To be fuzzy/fluffy

lilmekti	Weather system
plarplarra	Rain storm
zabplarra	Lightning storm
lillilra	Windstorm
lilmomora	Sandstorm
lilatasi	Sunny day/sunny sky
plarsi	A rain/rains
udulilra	Cloud
udulilrupra	Overcast/filled with clouds
lessalil	To fog/mist
lessalilra	Foggy conditions/foggy area
sekra	Dry conditions/dry area