

Welcome to the land of Libraria!  
Congratulations! You are a

## Barbarian

Barbarians are an unruly people. They live in the barren, icy, northern lands; wield huge lethal-looking axes; and sport nifty horned helmets. Barbarians don't care what anyone thinks of them, especially those snooty elves. Their favorite possessions are their . . . actually, their favorite possessions are whatever their neighbor has at any given moment.

Their language is characterized by harsh sounds, hacking, and spitting.

### A. Creating a naming language

First you need a name than means something in your language.

**Step 1. Come up with some barbaric-sounding "words."**

#### Syllables 1

aka	brash	krash
ash	kor	gob
ako	brod	tak
shag	krod	dud

**Step 2. Match six of those "words" to English words.**

#### Words 1

Column A		Column B	
English	Barbarian	English	Barbarian
<i>nose</i>	_____	<i>biter</i>	_____
<i>head</i>	_____	<i>crusher</i>	_____
<i>stone</i>	_____	<i>cleaver</i>	_____

**Step 3. Combine your language's words to form meaningful names.**

Take a word from column A and add a word from column B to the end of it.

For example, if *gob* means *nose* and *krash* means *cleaver*, the barbarian name *gobkrash* means *Nose-cleaver*.

#### Names

English	Barbarian
_____	_____
_____	_____
_____	_____

## B. Building words

Even before generating an expansive vocabulary, you can make a fictional language have a unique sound just by picking certain speech sounds (phonology) and specifying the ways they can be combined into syllables (phonotactics).

### Step 1: Choose your sounds.

Phonetic stereotypes are often employed when choosing which sounds to work with in a conlang.

For the barbarians, you'll use rough sounds like *k* and *g* and harsh fricatives like *sh* and *z* (like Klingon and Tolkien's Black Speech of Mordor).

### Speech Sounds

C:	b	t	d	g	k
	s	z	sh		
	m	r			
V:	a	o	u		

### Step 2: Combine your sounds (phonemes/letters) into syllables.

Here's where you decide the structure of your language's syllables.

- Does every syllable need a consonant (C) and a vowel (V)?
- Can two consonants (CC) occur next to each other (like *b* and *r*)?
- Does every syllable need to end with a vowel (CV)? Or a consonant (VC, CVC)?

Software exists that can generate random syllables based on the letters and rules you set.<sup>1</sup>

The letters in the Speech Sounds box have been combined into the words and syllables in the

Syllables 2 box. These will be your building blocks for all the remaining exercises.

### Syllables 2

aka	brash	krash	ash	kor	gob
ako	brod	tak	shag	krod	dud
oko	odo	shob	sho	graz	brak
shrub	krak	shod	bud	gok	kroz
ro	krum	bod	kraz	roz	shu
grok	rub	shok	grum	grub	mug

### Rules

(C)V(C<sup>2</sup>) or C<sup>1</sup>rVC

where C<sup>1</sup> = {b, k, g, sh}; C<sup>2</sup> = {C<sup>1</sup>, d, z, m, r}

( ) means optional

### Step 3: Give the syllables some meaning.

Place one or two syllables from the Syllables 2 box on each line in the Words 2 box to assign meanings to them (e.g., *krod* or *krodmug*).

### Words 2

#### English

barbarian

axe

language

(to) like

(to) have

(to) speak

#### Barbarian

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

1. <http://www.fantasist.net/conlang.shtml>.

## C. Verbs and word order

There are several ways to assemble words (morphology).

1. *Agglutination* refers to the adding of affixes (prefixes, suffixes, and infixes) to reflect syntactical meaning.
2. *Isolation* uses separate words and particles.
3. *Inflection* changes the words themselves to reflect changes in grammar.

We'll use an agglutinating system for this exercise.

### Morphology

- Agglutination
- Isolation
- Inflection

### Step 1: The verb

❶ Take the word meaning (*to*) *like* that you created in the Words 2 box (step B.3), and put it over the ❶ symbol in the Verb Tense box.

### Verb Tense

English	Barbarian
<i>likes</i>	( _____ + ) _____ (+ _____ )
or <i>am/are/is liking</i>	②                      ❶                      ②

❷ Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or back end of your verb in the Verb Tense box, over one of the ② symbols. This will indicate that a verb is in the present tense in your language.

### Step 2: The subject (whodunnit?)

Now choose a first person nominative pronoun (also known as "I"). Pick a syllable from the Syllables 2 box (step B.2) to mean *I*.

### Subject

English	Barbarian
<i>I</i>	_____

### Step 3: Word order

There are six possible orders for subject, verb, and object in a sentence, and they are listed in the Word Order box in the order of approximate prevalence in world languages, starting with the most common. (Notice that for about 95% of all the world's languages, the subject comes before the object.) Select a word order for your language.

Word Order <sup>2</sup>	Example	Prevalence	Example languages
<input type="checkbox"/> SOV	<i>Buford salsa drinks.</i>	>40%	Turkish, Tamil, Japanese, Tibetan, Quechua
<input type="checkbox"/> SVO	<i>Buford drinks salsa.</i>	<40%	English, Swahili, Chinese, Indonesian
<input type="checkbox"/> VSO	<i>Drinks Buford salsa.</i>	15%	Welsh, Hawaiian, Berber, Classical Arabic
<input type="checkbox"/> OSV	<i>Salsa Buford drinks.</i>		Jamamadi (Brazil), Yoda-ese (Dagobah)
<input type="checkbox"/> OVS	<i>Salsa drinks Buford.</i>		Hixkaryana (Brazil), Klingon
<input type="checkbox"/> VOS	<i>Drinks salsa Buford.</i>		Fijian, Terena (Brazil), Malagasy (Madagascar)

### Step 4: Subject + Object

In the Phrases box, put "I" (from the Subject box) and your conjugated verb (from the Verb Tense box) in the order you chose (VS or SV). We'll add the object (O) later.

### Phrases

English	Barbarian
<i>I like</i>	_____
<i>I have</i>	_____
<i>I speak</i>	_____

2. Rick Morneau, "Designing an artificial language: Syntax," *Essays on Language Design*, <http://www.eskimo.com/~ram/syntax.html>.



Welcome to the land of Libraria!  
Congratulations! You are an

## Elf

Elves are an ancient, self-important people. They live in the deep forests in ornate treehouses, wear flowers in their hair, and are always talking about how good times were before the gnomes, barbarians, and dragons showed up. Their favorite possessions are their books, wherein lies the knowledge of the ages (or at least the important elvish bits).

Their language is lyrical, flowing, and apt to put one to sleep.

### A. Creating a naming language

First you need a name than means something in your language.

**Step 1. Come up with some elvish-sounding “words.”**

#### Syllables 1

hali	yava	fili
lisa	heva	fasi
kweth	ama	vini
yata	esa	yiva

**Step 2. Match six of those “words” to English words.**

#### Words 1

Column A		Column B	
English	Elvish	English	Elvish
<i>superior</i>	_____	<i>archer</i>	_____
<i>excellent</i>	_____	<i>calligrapher</i>	_____
<i>elegant</i>	_____	<i>hairdresser</i>	_____

**Step 3. Combine your language’s words to form meaningful names.**

Take a word from column A and add a word from column B to the end of it.

For example, if *fili* means *elegant* and *yava* means *hairdresser*, the elvish name *filiyava* means *Elegant-hairdresser*.

#### Names

English	Elvish
_____	_____
_____	_____
_____	_____

## B. Building words

Even before generating an expansive vocabulary, you can make a fictional language have a unique sound just by picking certain speech sounds (phonology) and specifying the ways they can be combined into syllables (phonotactics).

### Step 1: Choose your sounds.

Phonetic stereotypes are often employed when choosing which sounds to work with in a conlang.

For the elves, you'll use soothing sounds like *l* and *m* and unvoiced fricatives like *s* and *th* (like Tolkien's Quenya and Elgin's Laádan).

#### Speech Sounds

C:	p	t	kw		
	f	v	th	s	h
	m	n	l	r	y
V:	i	e	a		

### Step 2: Combine your sounds (phonemes/letters) into syllables.

Here's where you decide the structure of your language's syllables.

- Does every syllable need a consonant (C) and a vowel (V)?
- Can two consonants (CC) occur next to each other (like *b* and *r*)?
- Does every syllable need to end with a vowel (CV)? Or a consonant (VC, CVC)?

Software exists that can generate random syllables based on the letters and rules you set.<sup>3</sup>

The letters in the Speech Sounds box have been combined into the words and syllables in the

Syllables 2 box. These will be your building blocks for all the remaining exercises.

#### Syllables 2

hali	yava	fili	lisa	heva	fasi
kweth	ama	vini	yata	esa	yiva
nili	pith	yin	nas	rith	neth
tim	sel	kwa	yeth	mil	fam
ta	ne	ya	kwi	reth	kwa
ri	path	pith	elen	silá	am

#### Rules

(C<sup>1</sup>)V(C<sup>2</sup>)

where C<sup>1</sup> = {all except th}; C<sup>2</sup> = {s, th, m, n, l}

( ) means optional

### Step 3: Give the syllables some meaning.

Place one or two syllables from the Syllables 2 box on each line in the Words 2 box to assign meanings to them (e.g., *yata* or *yatanili*).

#### Words 2

##### English

*elf*

*book*

*language*

*(to) like*

*(to) read*

*(to) speak*

##### Elvish

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3. <http://www.fantasist.net/conlang.shtml>.

## C. Verbs and word order

There are several ways to assemble words (morphology).

1. *Agglutination* refers to the adding of affixes (prefixes, suffixes, and infixes) to reflect syntactical meaning.
2. *Isolation* uses separate words and particles.
3. *Inflection* changes the words themselves to reflect changes in grammar.

We'll use an agglutinating system for this exercise.

### Morphology

- Agglutination
- Isolation
- Inflection

### Step 1: The verb

❶ Take the word meaning (*to*) *like* that you created in the Words 2 box (step B.3), and put it over the ❶ symbol in the Verb Tense box.

### Verb Tense

English	Elvish
<i>likes</i>	( _____ + ) _____ (+ _____ )
or <i>am/are/is liking</i>	②                      ❶                      ②

❷ Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or back end of your verb in the Verb Tense box, over one of the ② symbols. This will indicate that a verb is in the present tense in your language.

### Step 2: The subject (whodunnit?)

Now choose a first person nominative pronoun (also known as "I"). Pick a syllable from the Syllables 2 box (step B.2) to mean *I*.

### Subject

English	Elvish
<i>I</i>	_____

### Step 3: Word order

There are six possible orders for subject, verb, and object in a sentence, and they are listed in the Word Order box in the order of approximate prevalence in world languages, starting with the most common. (Notice that for about 95% of all the world's languages, the subject comes before the object.) Select a word order for your language.

Word Order <sup>4</sup>	Example	Prevalence	Example languages
<input type="checkbox"/> SOV	<i>Buford salsa drinks.</i>	>40%	Turkish, Tamil, Japanese, Tibetan, Quechua
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### Step 4: Subject + Object

In the Phrases box, put "I" (from the Subject box) and your conjugated verb (from the Verb Tense box) in the order you chose (VS or SV). We'll add the object (O) later.

### Phrases

English	Elvish
<i>I like</i>	_____
<i>I read</i>	_____
<i>I speak</i>	_____

4. Rick Morneau, "Designing an artificial language: Syntax," *Essays on Language Design*, <http://www.eskimo.com/~ram/syntax.html>.





Welcome to the land of Libraria!  
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## Gnome

Gnomes are a hardy, squat people. They live in great halls carved beneath the mountains, forge steel weapons and golden jewelry, and are always talking about how annoying the elves are. Their favorite possessions are their beards, which they groom incessantly (especially the female gnomes).

Their language is a cross between elvish and barbarian.

### A. Creating a naming language

First you need a name than means something in your language.

**Step 1. Come up with some gnomish-sounding "words."**

#### Syllables 1

wahu	brani	fark
marg	samu	bruti
grivi	grasi	nirk
muvu	nuva	grali

**Step 2. Match six of those "words" to English words.**

#### Words 1

Column A		Column B	
English	Gnomish	English	Gnomish
<i>shining</i>	_____	<i>forge</i>	_____
<i>beautiful</i>	_____	<i>sword</i>	_____
<i>flaming</i>	_____	<i>beard</i>	_____

**Step 3. Combine your language's words to form meaningful names.**

Take a word from column A and add a word from column B to the end of it.

For example, if *samu* means *flaming* and *grasi* means *beard*, the gnomish name *samugrasi* means *Flaming-beard*.

#### Names

English	Gnomish
_____	_____
_____	_____
_____	_____

## B. Building words

Even before generating an expansive vocabulary, you can make a fictional language have a unique sound just by picking certain speech sounds (phonology) and specifying the ways they can be combined into syllables (phonotactics).

### Step 1: Choose your sounds.

Phonetic stereotypes are often employed when choosing which sounds to work with in a conlang.

For the gnomes, you'll use sounds between the harsh barbarian and lilting elvish ones (like Tolkien's Khuzdul).

#### Speech Sounds

b	t	d	k	g
f	v	s	h	
m	n	l	r	w
i	a	u		

### Step 2: Combine your sounds (phonemes/letters) into syllables.

Here's where you decide the structure of your language's syllables.

- Does every syllable need a consonant (C) and a vowel (V)?
- Can two consonants (CC) occur next to each other (like *b* and *r*)?
- Does every syllable need to end with a vowel (CV)? Or a consonant (VC, CVC)?

Software exists that can generate random syllables based on the letters and rules you set.<sup>5</sup>

The letters in the Speech Sounds box have been combined into the words and syllables in the

Syllables 2 box. These will be your building blocks for all the remaining exercises.

#### Syllables 2

wahu	brani	fark	marg	samu	bruti
grivi	grasi	nirk	muvu	nuva	grali
larg	fumi	uli	bri	brumi	unu
isu	ima	hark	brivi	ita	isi
ami	ihu	lavi	trufi	lina	sark
mafu	drig	sid	wud	grog	mud

#### Rules

(C<sup>1</sup>)V(C<sup>2</sup>) or C<sup>1</sup>VrC<sup>2</sup> or C<sup>2</sup>rV(C<sup>1</sup>)

where C<sup>1</sup> = {f, v, s, h, m, n, l, w}; C<sup>2</sup> = {b, t, d, k, g}

( ) means optional

### Step 3: Give the syllables some meaning.

Place one or two syllables from the Syllables 2 box on each line in the Words 2 box to assign meanings to them (e.g., *brani* or *branifark*).

#### Words 2

##### English

*gnome*

*ring*

*language*

*(to) like*

*(to) have*

*(to) speak*

##### Gnomish

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5. <http://www.fantasist.net/conlang.shtml>.

## C. Verbs and word order

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We'll use an agglutinating system for this exercise.

### Morphology

- Agglutination
- Isolation
- Inflection

### Step 1: The verb

❶ Take the word meaning (*to*) *like* that you created in the Words 2 box (step B.3), and put it over the ❶ symbol in the Verb Tense box.

### Verb Tense

English	Gnomish
<i>likes</i>	( _____ + ) _____ (+ _____ )
or <i>am/are/is liking</i>	②                      ❶                      ②

❷ Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or back end of your verb in the Verb Tense box, over one of the ② symbols. This will indicate that a verb is in the present tense in your language.

### Step 2: The subject (whodunnit?)

Now choose a first person nominative pronoun (also known as "I"). Pick a syllable from the Syllables 2 box (step B.2) to mean *I*.

### Subject

English	Gnomish
<i>I</i>	_____

### Step 3: Word order

There are six possible orders for subject, verb, and object in a sentence, and they are listed in the Word Order box in the order of approximate prevalence in world languages, starting with the most common. (Notice that for about 95% of all the world's languages, the subject comes before the object.) Select a word order for your language.

Word Order <sup>6</sup>	Example	Prevalence	Example languages
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<input type="checkbox"/> VOS	<i>Drinks salsa Buford.</i>		Fijian, Terena (Brazil), Malagasy (Madagascar)

### Step 4: Subject + Object

In the Phrases box, put "I" (from the Subject box) and your conjugated verb (from the Verb Tense box) in the order you chose (VS or SV). We'll add the object (O) later.

### Phrases

English	Gnomish
<i>I like</i>	_____
<i>I read</i>	_____
<i>I speak</i>	_____

6. Rick Morneau, "Designing an artificial language: Syntax," *Essays on Language Design*, <http://www.eskimo.com/~ram/syntax.html>.

## D. Nouns and building sentences

### Step 1: Marking plurals (“Two nouns are better than one!”)

English uses an -s suffix to mark plurals (with exception such as geese, mice, etc.). You have the power to change this in your language. Do you want to mark your plurals with a suffix or a prefix? Usually you’ll use the same position you did for the verb affix you created in the Verb Tense box (step C.1). (Infix isn’t really an option yet until you’ve specified your syllable rules further.)

- ① Take the word for *beard* from the Words 2 box (step B.3), and put it over the ① symbol in the Plural Noun box.
- ② Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or the back of *beard*, over one of the ② symbols.

#### Plurals

- Prefix
- Suffix

#### Plural Noun

English	Gnomish
<i>beards</i>	( _____ + ) _____ ( + _____ ) ②    ①    ②

You can now say *like*, *I*, and *beards* in your new language. Now we’re going to form a sentence using these three.

### Step 2: Indicating the object of the sentence

You could choose to mark *beards* with something to show it’s the sentence object (step 1a) or just rely on the word order to show which word in your sentence is the subject and which one is the object.

#### Object

- The sentence object is indicated by
- Word order (go to step 2a)
  - Affix (skip to step 3)

### Step 2a: Marking the object with an affix

If you decide to mark your object, choose another syllable from the Syllables 2 box (step B.2) and add it to the front or back of *beards*. You’ll usually use the same position you chose for the verb affix in the Verb Tense box (step C.1) and for the plural marker in the Plural Noun box (step D.1).

#### Object Marker

( _____ + ) _____ ( + _____ ) ② <i>beards</i> (D.1)    ②
---

### Step 3: Assembling the sentence

Now, put your words for *like*, *I*, and *beards* in the proper order in the Sentences box. Use the order you selected in the Word Order box (step C.3).

#### Sentences

English	Gnomish
<i>I like beards!</i>	_____
<i>I speak (the) language.</i>	_____
<i>I like Shining-forge!</i>	_____

Congratulations! You’ve created a sentence in the language of the gnomes. You could now say *I speak (the) language*, *I have (a) sword*, or even *I like Flaming-beard!*

**And this is just the beginning! Welcome to the wonderful world of conlanging!**

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## Dragon

Dragons are the fire-breathing serpents of the east. They love gold and jewels (which makes difficulties for the gnomes). They mostly keep to themselves except when ravaging a village or attending a party with the Barbarians. Their favorite possessions are usually the cheapest item in their treasure, like a cup, a bowl, or something they got out of a cereal box.

Their language includes many hisses, snarls, growls, and assorted sssnake-like sounds.

### A. Creating a naming language

First you need a name than means something in your language.

**Step 1. Come up with some draconic-sounding "words."**

#### Syllables 1

fez	asha	hassa
fless	sass	klez
ali	seza	hiss
flash	eshi	zif

**Step 2. Match six of those "words" to English words.**

#### Words 1

Column A		Column B	
English	Dragon	English	Dragon
<i>gold</i>	_____	<i>tail</i>	_____
<i>silver</i>	_____	<i>fang</i>	_____
<i>broken</i>	_____	<i>nose</i>	_____

**Step 3. Combine your language's words to form meaningful names.**

Take a word from column A and add a word from column B to the end of it.

For example, if *eshi* means *broken* and *hassa* means *fang*, the dragon name *eshihassa* means *Broken-fang*.

#### Names

English	Dragon
_____	_____
_____	_____
_____	_____

## B. Building words

Even before generating an expansive vocabulary, you can make a fictional language have a unique sound just by picking certain speech sounds (phonology) and specifying the ways they can be combined into syllables (phonotactics).

### Step 1: Choose your sounds.

Phonetic stereotypes are often employed when choosing which sounds to work with in a conlang.

For the dragons, you'll use hissing sounds that remind one of serpents or fire.

A language usually has a ratio of consonants to vowels of about 2:1 (although you can fiddle around with this rule when conlanging).

#### Speech Sounds

p	t	k	x	
f	s	z	sh	h
l				
i	e	a		

### Step 2: Combine your sounds (phonemes/letters) into syllables.

Here's where you decide the structure of your language's syllables.

- Does every syllable need a consonant (C) and a vowel (V)?
- Can two consonants (CC) occur next to each other (like *b* and *r*)?
- Does every syllable need to end with a vowel (CV)? Or a consonant (VC, CVC)?

Software exists that can generate random syllables based on the letters and rules you set.<sup>7</sup>

The letters in the Speech Sounds box have been combined into the words and syllables in the

Syllables 2 box. These will be your building blocks for all the remaining exercises.

#### Syllables 2

fez	asha	hassa	fless	sass	klez
ali	seza	hiss	flash	eshi	zif
six	shesh	lesh	shex	slish	fish
tex	slix	les	pex	slez	slit
ef	tis	fel	slep	tet	zip
lix	klish	flass	shahi	fliz	klif

#### Rules

$(C^1)V(C^2)$  or  $C^3IV(C^2)$

where  $C^1 = \{\text{all except } k, x\}$ ;  $C^2 = \{\text{all except } k, h\}$ ;

$C^3 = \{k, f, s\}$ ; ( ) means optional

### Step 3: Give the syllables some meaning.

Place one or two syllables from the Syllables 2 box on each line in the Words 2 box to assign meanings to them (e.g., *zip* or *zipslix*).

#### Words 2

English	Dragon
<i>dragon</i>	_____
<i>diamond</i>	_____
<i>language</i>	_____
<i>(to) like</i>	_____
<i>(to) have</i>	_____
<i>(to) speak</i>	_____

7. <http://www.fantasist.net/conlang.shtml>.

## C. Verbs and word order

There are several ways to assemble words (morphology).

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2. *Isolation* uses separate words and particles.
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### Morphology

- Agglutination
- Isolation
- Inflection

### Step 1: The verb

❶ Take the word meaning (*to*) *like* that you created in the Words 2 box (step B.3), and put it over the ❶ symbol in the Verb Tense box.

### Verb Tense

English	Dragon
<i>likes</i>	( _____ + ) _____ (+ _____ )
or <i>am/are/is liking</i>	②                      ❶                      ②

❷ Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or back end of your verb in the Verb Tense box, over one of the ② symbols. This will indicate that a verb is in the present tense in your language.

### Step 2: The subject (whodunnit?)

Now choose a first person nominative pronoun (also known as "I"). Pick a syllable from the Syllables 2 box (step B.2) to mean *I*.

### Subject

English	Dragon
<i>I</i>	_____

### Step 3: Word order

There are six possible orders for subject, verb, and object in a sentence, and they are listed in the Word Order box in the order of approximate prevalence in world languages, starting with the most common. (Notice that for about 95% of all the world's languages, the subject comes before the object.) Select a word order for your language.

Word Order <sup>8</sup>	Example	Prevalence	Example languages
<input type="checkbox"/> SOV	<i>Buford salsa drinks.</i>	>40%	Turkish, Tamil, Japanese, Tibetan, Quechua
<input type="checkbox"/> SVO	<i>Buford drinks salsa.</i>	<40%	English, Swahili, Chinese, Indonesian
<input type="checkbox"/> VSO	<i>Drinks Buford salsa.</i>	15%	Welsh, Hawaiian, Berber, Classical Arabic
<input type="checkbox"/> OSV	<i>Salsa Buford drinks.</i>		Jamamadi (Brazil), Yoda-ese (Dagobah)
<input type="checkbox"/> OVS	<i>Salsa drinks Buford.</i>		Hixkaryana (Brazil), Klingon
<input type="checkbox"/> VOS	<i>Drinks salsa Buford.</i>		Fijian, Terena (Brazil), Malagasy (Madagascar)

### Step 4: Subject + Object

In the Phrases box, put "I" (from the Subject box) and your conjugated verb (from the Verb Tense box) in the order you chose (VS or SV). We'll add the object (O) later.

### Phrases

English	Dragon
<i>I like</i>	_____
<i>I have</i>	_____
<i>I speak</i>	_____

8. Rick Morneau, "Designing an artificial language: Syntax," *Essays on Language Design*, <http://www.eskimo.com/~ram/syntax.html>.

## D. Nouns and building sentences

### Step 1: Marking plurals (“Two nouns are better than one!”)

English uses an -s suffix to mark plurals (with exception such as geese, mice, etc.). You have the power to change this in your language. Do you want to mark your plurals with a suffix or a prefix? Usually you’ll use the same position you did for the verb affix you created in the Verb Tense box (step C.1). (Infix isn’t really an option yet until you’ve specified your syllable rules further.)

#### Plurals

- Prefix
- Suffix

- ① Take the word for *diamond* from the Words 2 box (step B.3), and put it over the ① symbol in the Plural Noun box.
- ② Choose another syllable from the Syllables 2 box (step B.2), and tack it onto either the front or the back of *diamond*, over one of the ② symbols.

#### Plural Noun

English	Dragon
<i>diamonds</i>	( _____ + ) _____ ( + _____ )
	②                      ①                      ②

You can now say *like*, *I*, and *diamonds* in your new language. Now we’re going to form a sentence using these three.

### Step 2: Indicating the object of the sentence

You could choose to mark *diamonds* with something to show it’s the sentence object (step 1a) or just rely on the word order to show which word in your sentence is the subject and which one is the object.

#### Object

- The sentence object is indicated by
- Word order (go to step 2a)
  - Affix (skip to step 3)

#### Step 2a: Marking the object with an affix

If you decide to mark your object, choose another syllable from the Syllables 2 box (step B.2) and add it to the front or back of *diamonds*. You’ll usually use the same position you chose for the verb affix in the Verb Tense box (step C.1) and for the plural marker in the Plural Noun box (step D.1).

#### Object Marker

( _____ + ) _____ ( + _____ )
② <i>diamonds</i> (D.1)                      ②

### Step 3: Assembling the sentence

Now, put your words for *like*, *I*, and *diamonds* in the proper order in the Sentences box. Use the order you selected in the Word Order box (step C.3).

#### Sentences

English	Dragon
<i>I like diamonds !</i>	_____
<i>I speak (the) language.</i>	_____
<i>I like Silver-tail!</i>	_____

Congratulations! You’ve created a sentence in the language of the dragons. You could now say *I speak (the) language*, *I have (a) tail*, or even *I like Broken-fang!*

**And this is just the beginning! Welcome to the wonderful world of conlanging!**