

# MASTERS OF THE EARTH LEXICON

Written By: Paul Williams ([gammahammer@yahoo.com](mailto:gammahammer@yahoo.com))

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## INTRODUCTION

In the interest of spicing up the Masters of the Earth Setting and creating a unique environment I've decided to standardize some language changes that may or may not be attributed to the degeneration or change of one or more base languages over time.

This will also aid the GM when naming some creatures or items, in that the players will largely remain ignorant of the language rules that govern the changes and thus the GM may add an element of mystery to game play and forestall as much as is possible the introduction of real world player knowledge into his or her roleplaying.

The spoken and written language for which this vocabulary represents may be considered 'common' or 'trade' language for purposes of language skill and availability in the MOTE setting. That is, it is spoken by a majority of peoples across regions in the MOTE setting and is as close to a standard language as the world currently has.

This psuedo-language is based on American English, but can obviously be adapted to any language by merely adding and deleting 'sounds' from the alphabet more appropriate for the language in which you would like to represent.

I am by no means a language expert and I have only spent about two days writing this out when it occurred to me that I might make use of something like this for my own purposes. Frankly, I barely speak and write my native tongue, although I used to speak Portuguese and Spanish in my youth, disuses of those languages have made of them only a memory. That is as close as a disclaimer as your likely to hear. I would like it if someone finds errors in thought, grammatical rules or just plain stupidity on my part, to please take the time to let me know and a course of correction for that error suggested. I welcome constructive criticism. Constructive criticism does not include calling me stupid, inept or verbally insulting me or my genes, nor the providers of my genes, or in any other way, UNLESS it includes a recourse or remedy.

## MOTE ALPHABET

The MOTE Alphabet is largely based on a phonetic system. If a sound is duplicated by another letter, one or the other letter is removed or changed. Common sounds created by two-single letter combinations have been added to the base alphabet and other changes documented below.

This alphabet is used by any number of regional, human or non-human settlements according to your needs and desires. Heck, it may have been the language of the ancients, if that is what you need.

**A A' A'R AR B CH D E E' ER F G H I I' J K L M N NN O O' OR OU OY P R S SH T TH U  
U' V W Y Z = 38**

**A** - always has the short A sound as in tan  
**A'** - always has the long A sound (replaces all ea and ei long A sounds) as in tame or veil  
**AR** - always has the soft AR sound (replaces all AI and ER and EIR sounds) as in air or very or their  
**A'R** - always has the hard AR sound (replaces OIR like Coire=Kwar or ER like sergent) as in Tar  
**B** - no change  
**CH** - always has the CH sound as in chew  
**D** - no change  
**E** - always has the short E sound as in ten  
**E'** - always has the long E sound (replaces all EA or EE or EI sounds or long E sounding I's and Y's) as in teen or ing or easy  
**ER** - always has the ER (replaces all UR sounds) sound as in turn or batter  
**F** - no change (replaces all PH sounds)  
**G** - hard G only, no J sounds as in grain  
**H** - no change  
**I** - always has the short I sound (replaces all short sounding UI's or Y's) as in tin, build, or nymph  
**I'** - always has the long I sound (replaces all EI's or YE's or AI's or IE's with the long I sound) as in line, vie, rye, height or aisle  
**J** - no change (replaces all soft G sounds) as in jail or jin  
**K** - no change (replaces all hard C or CH or QU sounds) as in cricket or kite, echo or queen  
**L** - no change (replaces all AL sounds) as in rural or mural  
**M** - no change  
**N** - always has the hard N sound as in nice  
**NN** - always has the N sound as in canyon or  
**O** - always has the short O sound (replaces all A or AW sounding short O sounds) as in on or father  
**O'** - always has the long O sound as in bone  
**OR** - always has the OR sound as in torn  
**OU** - always has the OU sound (replaces all OW sounds) as in sound as in sound or town  
**OY** - always has the OY sound (replaces all OI sounds) as in toy or oil  
**P** - no change  
**R** - no change  
**S** - no change (replaces all soft C sounds)  
**SH** - always has the SH sound (replaces all SC's and SH sounding C's) as in shine, conscience, or vicious  
**T** - no change (replaces all T sounding ED combinations like walked)  
**TH** - always has the TH sound  
**U** - always has the short U sound (replaces the O or EOU sounds like tongue or righteous)  
**U'** - always has the long U sound (replaces the long U sound of OO like tool)  
**V** - no change  
**W** - no change  
**Y** - no change (never has the E sound, replaces the Y sounding J's) as in year, holy, or hallelujah  
**Z** - no change (replaces all X sounds and Z sounding S's)

### WORD CONVERSION EXAMPLES

Excellent = Ekselelnt	Aqueduct = Okwadukt
Table = Ta'bl	Broken = Bro'ken
Tar = Tar	Xerces = Zerkse's
Your = Yor	Tune = Tu'n
Repair = Re'par	Survival = Servi'val
Liquor = Liker	Oil = Oyl
Pansy = Panze'	Judge = Judj
Walked = Wokt	Rural = Rerl
When = Wen	Stool = Stu'l

## ROOT WORD VOCABULARY (incomplete component, as it ALWAYS will be)

I tried to remain consistent, but I deliberately made up some words, simply to increase the divergence from its source language. Other words, I merely debased or 'slanged' so that it may sound similar to its original. At any rate, don't worry so much about making goofy words or using slang terms...I know I didn't. Have fun with this.

\*note: to add to this lexicon, please see the **VOCABULARY EXPANSION** section below

English	Motees	Motees	English
<b>A</b>		<b>A, A', A'R, AR</b>	
Acid/Acidic	E'chakwa'	A'd	Part Of
Acquaintance	No'n	A'dka't	One-Quarter(measure)
Aft/Back	Bik	Adm	Ancient Men/Human
Air	Ornu'm	A'dtherd	One-Third(measure)
Airplane	Sordum	Ak	Water, short form
Amphibian	Tu'lakba'l	Aken	Rain/Rainy
Ancient/Old/Magic	O'ldn or Elden	Ake's	Ooze
Ancient Men/Humans	Adm	Ake'	Shapeless
Arch/Crescent	Onna'	Akwa'	Water
Armor	Stopen or Ha'rdn	Akwa'gren	Water Plant
Artificial Light	O'ldse'	Akwa'mish or merely Misha'	Water Pipe
Aunt	Onte'	Akwe'	Fish
Automobile/Car	Garenjagu'	Akwe'	Wet
<b>B</b>		Akwe'n Se'zn	Rainy Season
Bad	Ba	A'no'	Life/Alive
Bad Person	Bamen	Are'	Wrong
Ball/Sphere	Ru'nd	As	Tail
Barter/Trade	Swop	<b>B</b>	
Battery	Sel	Ba	Bad
Beam Weapon	Zunse'	Bae'ten	Cannibal
Bear/Bear like	Ursu'	Bagen	Fungi/Mold
Beast	Ba'l	Ba'l	Beast
Beautiful	Be'tu'	Ba'lmen	Primate/Ape/Monkey
Bee/Honeybee	Yumhet	Bamen	Bad Person
Beetle	Heta'rt	Barun	Lord/Ruler
Beggar	Li's	Ba's	Hiding Place/Sanctuary
Belonging To(part of)	Fin	Bash	Weapon
Between	Un	Batl	Fight/Combat
Big/Large	Gran	Bendum	Metal, Soft
Bird/Birdlike	Sor	Be'tu'	Beautiful
Bitter/Sour	Bi't	Bik	Aft/Back
Black	Da'rkn	Bi't	Bitter/Sour
Black Days	Da'rknda's'	Blo'en	Wind, light
Bladed Weapon	Derk	Blo'er	Wind, heavy
Blood	Pith	Blu'mn Se'zn	Spring
Blood Relation	Ya'	Bro'a	Female Cousin
Blue	Bu'	Bro'e	Male Cousin
Bone	Stik	Bro'dar	Brother
Box/Crate	Ku'b	Bro'der	Uncle
Bright	Mase'	Brun	Brown
Brother	Bro'dar	Bru't	Thug/Fighter
Brown	Brun	Bru'tus	Troublemaker
Bug/Insect	Het	Bu'	Blue
Bumpy/Rough	Kers	Buf	Hairless/Naked

Burn	Feri'	Bu'lba	Sun
Bush	Ma'r	Bu'lbalo'	Sunset
Buy/Take	Ta'kn	Bu'lbu'pe	Sunrise
<b>C</b>		Bu'ma	Explosive/Gunpowder
Cactus/Cactus like	Javun	<b>CH</b>	
Cannibal	Bae'ten	Cha'njd	Physical Powers
Canal/Duct/Pipe	Mish	Chil	Cold
Car/Automobile	Garenjagu'	Chilnha't	Ice
Carnivorous/Meat Eating	Flesher	Chilaken	Snow
Carry/Haul	Tun	Chiln Se'zn	Winter
Cat/Cat like	Klo	Choper	Tooth/Teeth
Cave/Tunnel	Da'rgi'yuviv	<b>D</b>	
Cement/Ruins	O'ldenrok	Da'	Day
Center/Middle	Mid	Da'r	Dark
Change Form	War	Da'rez	Shadow
City	Vil	Da'rgi'yuviv	Tunnel/Cave
City, ancient	Eldenvil	Da'rkn	Black
	Stikvis	Da'rknda's'	Black Days
	Di'vis or Di'ervis	Dem	Toes/Toed
Clay/Mud	Skwis	Derk	Bladed Weapon
Climb	Hit	De'mo'	Toxic/Toxin
Cloud/Cloudy	Ornu'mlus	De'so'	Poison/Venom
Coach/Carriage/Covered Wagon	Jagu'	Di'	Die
Cold	Chil	Di'	Kill/Die
Combat/Fight	Batl	Di'ervis	Ancient City-Dying Place
Communicator	Werdnku'b	Dije'	Finger
Computer	Dige'ku'b	Dije'ku'b	Computer
Conceal/Hide	Ro'	Di'vis	Ancient City-Die Place
Consume/Eat	E'ten	Do	Father
Cook/Wife	Ku'k	Do'ne	Down
Costly/Expensive	Lo'd or Lo'dz	Drut	Dirt
Cousin, female	Bro'a	Duk	Duck(action)
Cousin, male	Bro'e	Dukin	Stormy
Cover/Shell	Koshen	Dum	Metal
Coward	Masle'k	Du'nutn	Lazy
Crate/Box	Ku'b	Dweln	House/Home
Crawl	Grub	<b>E, E', ER</b>	
Crescent/Arch	Onna'	E'ch	Hot
Crest/Crested	Plu'mu	E'cha'	Warm
Curved/Crooked	Ona'	Echakwa'	Acid/Acidic
Cut/Slush	Gash	E'cha'no'	Fire
<b>D</b>		E'cha'visum or Da'rknda's'	Hell
Dark	Da'r	E'ksu'	Thin
Daughter	Mi'fo'zin	Eldenvil	Ancient City
Day	Da'	Endum	Late
Dear/Dear like	Gra'un or Lo'p	Ert	Mammal, Small
Deceive/Lie	Li'en	E'ten	Eat/Consume
Devious/Sneaky	Slik	<b>F</b>	
Die	Di'	Fe'men	Female
Dirt	Drut	Fe'menum	Female Organs
Dog/Dog like	Ka'n	Feri'	Burn
Dome	Hafru'nd	Fin	Belonging To(part of)
Down	Do'ne	Flesh	Meat

Drain/Siphon	Suk	Flesher	Carnivorous/Meat Eating
Drill/Puncture	Po'kn	Fo'zin	Property
Dry	Par'cht	Fres	Early
Duck(action)	Duk	Fri't	Scary
Duct/Canal/Pipe	Mish	Frun	Fore/Front
<b>E</b>		<b>G</b>	
Early	Fres	Gahe'	Endless
Earth/The World	Gi'yu	Gahe'	Forever
Eat/Consume	E'ten	Garen	Mechanical
Electricity	Zap or Ju's	Garenjagu'	Car/Automobile
Endless	Gahe'	Gash	Cut/Slash
Expensive/Costly	Lo'd or Lo'dz	Ga'z	Gas or To Gas
Explore/Search	Se'k or Se'kn or Se'ker	Gem	Glass
Explosive/Gunpowder	Bu'ma	Givn	Give/Sell
<b>F</b>		Gi'yu	Earth/The World
Fall(season)	Storen Se'zn	Go'ju's	Gasoline/Fuel
Fast	Wu'sh	Gra'	Gray
Fat	Stouten	Gran	Big/Large
Father	Do	Granju'sn	
Female	Fe'men	Gra'un	Dear/Dear like
Female Organs	Fe'menum	Gren	Green
Fight/Combat	Batl	Grens'	Plants
Fighter/Thug	Bru't	Gro'en Se'zn	Summer
Finger	Dige'	Grouln	Hungry/Hunger
Fire	E'cha'no'	Grub	Crawl
Firearm	Sorzunmisha'	Gu'd	Good
Fish	Akwe'	Gu'	Slimy
Fix/Repair	Tekn	Gu'het	Slug/Worm
Flat	Sen	<b>H</b>	
Fly/Flyer	Sor/Soren	Haf	Half(measure)
Forest/Wooded	Mers'	Hafru'nd	Dome
Forever	Gahe'	Ha'rd	Tough
Formless/without form	Vo'j	Ha'rt	Hard
Friend	Ho'me'	Ha'vn	Paradise
Front/Fore	Frun	Het	Insect
Fuel/Gasoline	Go'ju's	Heta'rt	Beetle
Fungi/Mold	Bagren	Hetun	Moth
Fur	Ko'	Hi'der	Multi-Headed
<b>G</b>		Hit	Climb
Gas or To Gas	Ga'z	Ho'me'	Friend
Gasoline/Fuel	Go'ju's	Horzun	Horizon/Edge
Gem/Precious Stone	Lo'derok	Hu'm	Tool
Ghost/Spirit	Rizn	Hun	Predator
Giant	Jug	Hu'nd	Hand
Give/Sell	Givn	Huner	Hunter/Fighter
Glass	Gem	Hu'ner	Handheld Gadget
Glow	Ju'sn	Hu'p	Jump
Good	Gu'd	Hu'per	Rabbit
Goey/Sticky	Yik	<b>I, I'</b>	
Gray	Gra'	Ich	Smoke
Green	Gren	Ichmisha'	Muzzleloaded Firearm
Guard/Guardian	Woch or Wochoer	In	In
Gunpowder/Explosive	Bu'ma	I'nez	Tall

<b>H</b>		Inja	Wound/Pain
Hairless/Naked	Buf	Ish	Small/Tiny
Hair/Hairy	Ka'	<b>J</b>	
Half(measure)	Haf	Jagu'	Coach/Carriage/Covered Wagon
Hand	Hu'nd	Jagu'stopen or Jagu'ha'rdn	Tank
Handheld Gadget	Hu'ner	Java	Spine/Spike
Hang/Suspend	Ro'pn	Ja'ves	Horns
Hard	Ha'rt	Javun	Cactus/Cactus like
Hardy/Robust	Stout	Jug	Giant
Haul/Carry	Tun	Ju'sn	Glow
Head	Nog	<b>K</b>	
Hell	E'cha'visum or Da'rkn'da's'	Ka'	Hair/Hairy
Hide/Conceal	Ro'	Ka'h	Dog/Dog like
Hiding Place/Sanctuary	Ba's	Ka't	Quarter(measure)
High/Up	Upen	Ker	Hills/Hilly
Hills/Hilly	Ker	Kers	Bumpy/Rough
Hole	Pit	Klo	Cat/Cat like
Horizon/Edge	Horzun	Ko'	Fur
Horns	Ja'ves	Kon	Right
Hot	E'ch	Ko'ntrak	Just/Righteous
House/Home	Dwel'n	Koshen	Cover/Shell
Humanoid/Man like	Shemen	Ku'b	Box/Crate
Hungry/Hunger	Grouln	Ku'k	Wife/Cook
Hunter/Fighter	Huner	<b>L</b>	
Husband	She'ld	Li'en	Lie/Deceive
Hut/Hovel (Hole)	Pit	Li'nd	Stripe/Striped
<b>I</b>		Li's	Beggar
Ice	Chilnha'rt	Lo'	Yellow
Ill/Sick	Pu'ken	Lo'd or Lo'dz	Costly/Expensive
Immortal	Na'di'	Lo'derok	Gem/Precious Stone
In	In	Lo'en	Low/Down
Insect/Bug	Het	Lo'p	Dear or Dear like
<b>J</b>		Lu'd	Loud/Noisy
Jump	Hu'p	Lu'dgaren	Motor/Engine
Jupiter	Unjtwe'nk	Lung	Long
Just/Righteous	Ko'ntrak	Lungmerk	Rifle
<b>K</b>		<b>M</b>	
Kill/Die	Di'	Ma'r	Bush
Knowledge/Skill	No'in	Mas	Much/More
<b>L</b>		Mase'	Bright
Land	Tu'l	Mase'bu'lba	Sunshine
Large/Big	Gran	Masle'k	Coward
Late	Endum	Masu	Master
Lazy	Du'nutn	Men	Male
Lie/Deceive	Li'en	Men	Man
Life/Alive	A'no'	Mentat	Mental Powers
Light	Se'	Mente'nker or Dumen	Robot
Lightning	Ornu'se'	Menum	Male Organs
Like/As something	Um	Mer	Tree
Location/Place	Vis	Mera'	Lumber
Look/See	Og	Merk	Stick
Long	Lung	Mero'	Timber
Lord/Ruler	Barun	Mers'	Forest/Wooded

Loud/Noisy	Lu'd	Merso'	Tree Dwelling
Low/Down	Lo'en	Mi'	My(possessive)
Lumber	Mera'	Mid	Middle/Center
<b>M</b>		Mi'fo'zin	Daughter
Magic/Old/Ancient	O'den or Elden	Mish	Canal/Duct/Pipe
Make	Nis	Misha'	Pipe
Male	Men	Mo	Mother
Male Organs	Menu	Mo'sh	Move
Mammal, Small	Ert	Mo'shgren	Mobile Plant
Mammalian Sea Creatures	Orters'	Mo'shn	Movement/Mobile
Man	Men	Mo'shtwe'nk	Satellites
Mars	Redtwe'nk	Munt	Month
Master	Masu	Mu'te' or Cha'ngd	Mutant
Meat	Flesh	<b>N, NN</b>	
Mechanical	Garen	Na' or Na	No
Mental Powers	Mentat	Nabendum	Metal, Hard
Metal	Dum	Na'be'tu' or Nabe'tu' or Wo'	Ugly
Metal, Hard	Nabendum	Na'da'r	White
Metal, Soft	Bendum	Nada'rtwenk	Venus
Middle/Center	Mid	Na'di'	Immortal
Mold/Fungi	Bagren	Na'u'mu'	Outsiders/Strangers
Moon	Mu'n or GranJu'sn	Ni'	Night
Month	Munt	Nis	Make
Moth	Hetun	No'	New
Mother	Mo	Nog	Head
Motor/Engine	Lu'dgaren	No'in	Skill/Knowledge
Mount(ridable animal)	Ri'd	No'men	New Man
Mountain	Tu'sh	No'n	Acquaintance
Move/Movement	Mo'sh or Mo'shn	No'te'ng	Unknown Thing or New Thing
Much/More	Mas	No'u'm	Young
Mud/Clay	Skwis	<b>O, O', OR, OU, OY</b>	
Multi-Headed	Hi'der	O'der	Over
Mutant	Mu'te' or Cha'ngd	Og	Look/See
Muzzleloaded Firearm	Ichmisha'	O'denrok	Ruins/Cement
My(possessive)	Mi'	O'dn or Elden	Ancient/Old/Magic
<b>N</b>		O'dse'	Artificial Light
Naked/Hairless	Buf	Ona'	Curved/Crooked
New	No'	Onna'	Arch/Crescent
New Man	No'men	Onte'	Aunt
Night	Ni'	O'pn	Open
No	Na' or Na	Ornu'	Sky
Noisy/Loud	Lu'd	Ornu'm	Air
<b>O</b>		Ornu'mlus	Cloud/Cloudy
Ocean/Salt Water	Sa'we'	Ornu'se'	Lightning
Old/Ancient/Magic	O'dn or Elden	Orters'	Mammalian Sea Creatures
One-Quarter(measure)	A'dka't	Ortun	Wagon/Cart/Trailer
One-Third(measure)	A'dtherd	Outn	Out
Ooze	Aki	<b>P</b>	
Open	O'pn	Pa'l	Weak
Orange	Unj	Pa'rchn Se'zn	Dry Season
Out	Outn	Pa'rcht	Dry
Outsiders/Strangers	Na'u'mu'	Perp	Purple
Over	O'der	Pign	Pig/Swine

<b>P</b>		Pit	Hole
Pachyderm?/Pachyderm like	Therdem	Pit	Hut/Hovel (Hole)
Pain/Wound	Inja	Pith	Blood
Paradise	Ha'vn	Plu'mu	Crest/Crested
Part Of	A'd	Po'kn	
People/Folk	Shen	Pouer	Riches/Wealth
Physical Powers	Cha'njd	Pouer	Wealth/Riches
Pig/Swine	Pign	Pu'ken	Sick/Ill
Pipe	Misha'	<b>R</b>	
Pistol/Handgun	Stu'benmerk	Red	Red
Place/Location	Visum	Redtwe'nk	Mars
Plains	Sentu'l	Ri'd	Mount(ridable animal)
Plant, mobile	Mo'shgren	Rizn	Ghost/Spirit
Plants	Grens'	Ro'	Hide/Conceal
Poison/Venom	De'so'	Ro'het	Spider/Spider like
Powerful/Strong	Tuf	Rok	Rock/Stone
Predator	Hun	Ro'pn	Hang/Suspend
Primate/Ape/Monkey	Ba'lmen	Ro'u'm	Them
Projectile/Missile	Sorzun	Ru'nd	Ball/Sphere
Property	Fo'zin	<b>S, SH</b>	
Prophet/Seer	Se'er	Sa'we'	Salt Water/Ocean
Puncture/Drill	Po'kn	Se'	Light
Purple	Perp	Se'er	Seer/Prophet/Medicine Man
<b>Q</b>		Se'k	Search/Explore
Quarter(measure)	Ka't	Seka'dtherd	Two-Thirds(measure)
<b>R</b>		Se'ker	One who searches or Explores
Rabbit	Hu'per	Se'kn	Searching/Exploring
Radiation	Ta'rdi'	Sel	Battery
RadZone	Ta'rdi'vis	Sen	Flat
Rain/Rainy	Aken or Akwe'n	Sentu'l	Plains
Red	Red	Serkl	Wheel
Relation, by blood	Ya'	Shemen	Humanoid/Man like
Relation, by social ties	Ya	She'ld	Husband
Repair/Fix	Tekn	She'ld	Shield
Reptilian/Lizard like	Slith or Ki'	Shen	People/Folk
Riches/Wealth	Pouer	Sistu	Sister
Rifle	Lungmerk	Skwis	Mud/Clay
Right	Kon	Sle'k/Sle'ker	Run/Runner
Righteous/Just	Kontrak	Slik	Devious/Sneaky
Road	So	Slith or Ki'	Reptilian/Lizard like
Robot	Mente'nker or Dumen	So	Road
Robust/Hardy	Stout	So'ju	Warrior/Soldier-Professional
Rock/Stone	Rok	Sor	Bird/Birdlike
Rodent	Wiskert	Sor	Winged
Ruins/Cement	O'ldenrok	Sor/Soren	Fly/Flyer
Rough/Bumpy	Kers	Sordum	Airplane
Ruler	Barun	Sorzun	Projectile/Missile
Run/Runner	Sle'k/Sle'ker	Sorzunmisha'	Firearm
<b>S</b>		Stik	Bone
Salt Water/Ocean	Sa'we'	Stikvis	Ancient City-Bone Place
Salt Water Plant	Sa'we'gren	Stopen or Ha'rdn	Armor
Sanctuary/Hiding Place	Ba's	Storen Se'zn	Fall
Satallites	Moshtwe'nk	Stout	Hardy/Robust



Scary	Fri't	Stouten	Fat
Search/Explore	Se'k or Se'kn or Se'ker	Stu'be'	Short
See/Look	Og	Stu'benmerk	Pistol/Handgun
Seer/Prophet	Se'er	Suft	Soft
Sell/Give	Givn	Suk	Siphon/Drain
Servant	Vaka	Swop	Barter/Trade
Shadow	Da'rez	<b>T, TH</b>	
Shapeless	Aki	Ta'k	Steal
Shell/Cover	Koshen	Ta'ker	Thief
Short	Stu'be'	Ta'kn	Take/Buy
Sick/Ill	Pu'ken	Tan	Tan
Siphon/Drain	Suk	Ta'rd	Slow
Sister	Sistu	Ta'rdi'	Radiation
Skill/Knowledge	No'in	Ta'rdi'vis	RadZone
Sky	Ornu'	Tekn	Fix/Repair
Slash/Cut	Gash	Te'ng	Thing
Slave	Vu'ka	Te'nk/Te'nker	Think/Thinker
Slimy	Gu'	Therd	Third(measure)
Slow	Ta'rd	Therdem	Pachyderm?/Pachyderm like
Slug/Worm	Gu'het	Therka't	Three-quarters(measure)
Small/Tiny	Ish	Tuf	Strong/Powerful
Smoke	Ich	Tu'l	Land
Sneaky/Devious	Slik	Tu'lakba'l	Amphibian
Snow	Chilaken	Tu'luntu'sh	Valley
Social Relation	Ya	Tun	Carry/Haul
Soft	Suft	Tunder	Thunder
Soldier/Warrior-Professional	So'ju	Tu'sh	Mountain
Son	Werk	Twe'nk	Sparkle/Star
Sour/Bitter	Bi't	<b>U, U'</b>	
Sparkle/Star	Twe'nk	Uder	Under
Speak/Talk	Werdn	Um	Like/As something
Sphere/Ball	Ru'nd	U'm	Strange/Weird
Spider/Spider like	Ro'het	U'melden	Supernatural
Spine/Spike	Java	U'mo'ld	Supernatural
Spirit/Ghost	Rizn	U'mu'	Us
Spring	Blu'mn Se'zn	Un	Between
Stars	Twe'nks'	Unj	Orange
Steal	Ta'k	Unjtwe'nk	Jupiter
Stick	Merk	U'pe	Up
Sticky/Gooney	Yik	Upen	High/Up
Stone/Rock	Rok	Ursu'	Bear/Bear like
Storm/Stormy	Dukin	<b>V</b>	
Straight	Zun	Vaka	Servant
Strange/Weird	U'm	Vil	City/Town
Strangers/Outsiders	Na'u'mu'	Vis	Location/Place
Stripe/Striped	Li'nd	Vi'et	Violet
Strong/Powerful	Tuf	Vo'j	Formless/without form
Summer	Gro'en Se'zn	Vu'ka	Slave
Sun	Bu'lba	<b>W</b>	
Sunset	Bu'lbalo'	War	Change Form
Sunrise	Bu'lbu'pe	We'k	Week
Sunshine	Mase'bu'lba	Werdn	Speak/Talk
Supernatural	U'mo'ld or U'melden	Werdnku'b	Communicator

Suspend/Hang	Ro'pn	Werk	Son
Sweet	Yum	Werk/Werker	Work/Worker
<b>T</b>			
Take/Buy	Ta'kn	Wisk	Whiskers
Tail	As	Wiskert	Rodent
Talk/Speak	Werdn	Wo'	Ugly/Hideous
Tall	I'nez	Woch/Woher	Guard/Guardian
Tan	Tan	Wo'men	Woman
Tank	Jagu'stopen or Jagu'ha'rdn	Wu'sh	Fast
<b>Y</b>			
Them	Ro'u'm	Ya	Social Relation
Thief	Ta'ker	Ya'	Blood Relation
Thin	E'ksu'	Yik	Sticky/Gooney
Thing	Te'ng	Yum	Sweet
Think/Thinker	Te'nk/Te'nker	Yumhet	Bee/Honeybee
<b>Z</b>			
Third(measure)	Therd	Zap or Ju's	Electricity
Three-quarters(measure)	Therka't	Zun	Straight
Thug/Fighter	Bru't	Zunse'	Beam Weapon
Timber	Mero'		
Tiny/Small	Ish		
Toes/Toed	Dem		
Tool	Hu'm		
Tooth/Teeth	Choper		
Tough	Ha'rd		
Toxic/Toxin	De'mo'		
Trade/Barter	Swop		
Tree	Mer		
Tree Dwelling	Merso'		
Troublemaker	Bru'tus		
Tunnel/Cave	Da'rgi'yuvis		
Two-Thirds(measure)	Seka'dtherd		
<b>U</b>			
Ugly	Na'be'tu' or Nabe'tu' or Wo'		
Uncle	Bro'der		
Under	Uder		
Unknown Thing or New Thing	No'te'ng		
Up	U'pe		
Us	U'mu'		
<b>V</b>			
Valley	Tu'luntu'sh		
Venom/Poison	De'so'		
Venus	Nada'rtw e'nk		
Violet	Vi'et		
<b>W</b>			
Wagon/Cart/Trailer	Ortun		
Warm	E'cha'		
Warrior/Soldier-Professional	So'ju		
Water	Akwa'		
Water Pipe	Akwa'mish or merely Misha'		
Water Plant	Akwa'gren		
Weak	Pa'l		
Wealth/Riches	Pouer		
Weapon	Bash		
Week	We'k		

Weird/Strange	U'm
Wet	Akwe'
Wheel	Serkl
Whiskers	Wisk
White	Nada'r
Wind, heavy	Blo'er
Wind, light	Blo'en
Wife	Ku'k
Winged	Sor
Winter	Chiln Se'zn
Woman	Wo'men
Wood/Forest	Mers'
Work/Worker	Werk/Werker
Worm/Slug	Gu'het
Wound/Pain	Inja
Wrong	Are'

**X**

**Y**

Young	No'u'm
Yellow	Lo'

**Z**

## CELESTIAL BODIES

Moon	Granju'sn
Stars	Twe'nks
Mars	Redtwe'nk
Jupiter	Unjtwe'nk
Venus	Nada'rtwe'nk
Satellites	Moshtwe'nk

## WEATHER

Snow	Chilaken
Rain	Aken
Sunshine	Mase'bu'lba
Cloudy	Ornu'mlus
Stormy	Dukin
Sunset	Bu'lbalo'
Sunrise	Bu'lbu'pe
Wind, light	Blo'en
Wind, heavy	Blo'er

## SEASONS

Spring	Blu'mn Se'zn
Summer	Gro'en Se'zn
Fall	Storen Se'zn
Winter	Chiln Se'zn
Rainy	Akwe'n Se'zn
Dry	Pa'rchn Se'zn

## TIME (incomplete component)

Seconds  
Minutes  
Hours  
Periods  
Days  
Weeks  
Months  
Years  
Decades  
Centuries

## MONTHS WEEKS and DAYS

Ancient	MOTE	MOTE Translation
January	First Month	Ferst Munt
February	Second Month	Sekund Munt
March	Third Month	Therd Munt
April	Fourth Month	Fort Munt
May	Fifth Month	Fift Munt
June	Sixth Month	Sikst Munt
July	Seventh Month	Sevent Munt
August	Eighth Month	A't Munt
September	Ninth Month	Ni'nt Munt
October	Tenth Month	Tent Munt
November	Eleventh Month	E'levent Munt
December	Twelvth Month	Twelvt Munt

First Week	First Week	We'kfer
Second Week	Second Week	We'ksec
Third Week	Third Week	We'kther
Fourth Week	Fourth Week	We'kfor

Monday	First Day	Ferst Da'
Tuesday	Second Day	Sekund Da'
Wednesday	Third Day	Therd Da'
Thursday	Fourth Day	Fort Da'
Friday	Fifth Day	Fift Da'
Saturday	Sixth Day	Sikst Da'
Sunday	Seventh Day	Sevent Da'

NUMBERS	mathematical	textual
Zero	0	Zer
One	1	Fer
Two	2	Sek
Three	3	Ther
Four	4	For
Five	5	Fi'

Six	6	Sik	
Seven	7	Sev	
Eight	8	A't	
Nine	9	Ni'	
Tens	10	Feru'd	
Twenties	20	Seku'd	
Thirties	30	Theru'd	
Forties	40	Foru'd	
Fifties	50	Fi'u'd	
Sixties	60	Siku'd	
Seventies	70	Sevu'd	
Eighties	80	A'tu'd	
Nineties	90	Ni'u'd	
Hundreds	100	U'm	
	(100)	Feru'm	
	(200)	Seku'm	
	(300)	Theru'm	
	(400)	Foru'm	etc...
Thousands	1,000	U's	
	(1,000)	Feru's	
	(2,000)	Seku's	etc...
Ten Thousands	10,000	U'f	
	(10,000)	Feru'f	
	(20,000)	Seku'f	etc...
Hundred Thousands	100,000	U'l	
	(100,000)	Feru'l	
	(200,000)	Seku'l	etc...
Millions	1,000,000	U'n	

\*note: the . (period-MOTE text name = da) still denotes a fractional number and the place names, tens, hundreds, thousands, still apply for denoting a fractional numbers place value.  
(i.e. Fera'tni'u'm da sevni'u'd = [189.79] )

## NUMBER EXAMPLES

1,105 = Ferferzerfi'u's

38 = Thera'tu'd

503,649 = Fi'zerthersikforni'u'l

372 = Thersevseku'm

24,876 = Sekfora'tsevsiku'f

3,675.22 = Thersiksevfi'u's da sekseku'd

\*note: simply look at the last two 'place number identifiers' at the end of a word to know what number column to begin the number sequence. EX: the number (textually written) ferfiseku'm - simply note the u'm (meaning hundreds) and start writing the numbers in the order they are written in the rest of the text... fer = 1, fi = 5, sek = 2 or 152.

## MEASUREMENT (incomplete component)

Linear

Area

Volume

Weight

Liquid

Dry

## COLORS

Black	Da'rkn
White	Nada'r
Blue	Bu'
Green	Gren
Yellow	Lo'
Red	Red
Violet	Vi'et
Purple	Perp
Orange	Unj
Brown	Brun
Gray	Gra'
Tan	Tan

\*note: When relating to colors, use the prefixes: Da'r for dark or Se' for light (i.e. Light Blue = Se'bu' or Dark Blue = Da'rbu, etc...)

## RELATIONS

Father	Do
Husband	She'ld
Mother	Mo
Wife	ku'k
Son	Werk
Brother	Bro'dar
Daughter	Mi'fo'zin
Sister	Sistu
Uncle	Bro'der
Aunt	Onte'
Cousin	Bro'e -male Bro'a-female

\* Ya' - related by blood (i.e. Ya'bro'a = the daughter of your fathers brother)  
Ya - related by social ties (i.e. Yasista = sister-n-law)

## LANGUAGE RULES

-Adding a hard vowel sound such as a' or e' to a root word often denotes a derivative word. As in tree (mer) and wood (mera'). Or, when a word already ends in a vowel, often a consonant is added, such as m, n or t.

-Adding a soft vowel sound such as a or e to a root word often denotes gender. As in mera (female tree) or mere (male tree).

-Adding an S' to the end of a word always denotes a plural. As in mer (tree) to mers' (trees).

-When joining to root words to form a derivative word often soft vowels are used. As in tu'sh (mountain) and So (road), Tu'shaso. Some regions may or may not use the vowel separation and simply call a mountain road, Tu'shso.

If by joining two words, the first ending in a vowel and the second beginning with a vowel, drop either vowel, which ever sounds the best. If you need a hard rule, always drop the last letter of the first root word. If the word sounds fine by joining two vowels, just leave the darn thing alone. It's all about how it SOUNDS and LOOKS.

If by joining two words there are two of the same consonants (i.e. mm or tt or bb, etc) drop one of the consonants otherwise use a joining vowel as described previously.

-When written, the sentence always begins and ends with a (symbol) that denotes its structure and intent. As in question: "?Where are my shoes?" or exclamation: "!You suck!" or statement: ".The end is near."

-When reading, especially vowels when placed next to each other, it is typical to enunciate each vowel separately, unless the conjoining vowels are listed among the alphabet. (i.e. Bro'e = Bro' + e sounds, Bro'a = Bro' + a sound, Brou = Brou, since OU is in the alphabet).

-When beginning a new sentence, the first following letter is always capitalized. As in ".You have a long nose. ?Can I pull it?".

-There are no silent letters as in vine, czar, bdellium, talked or scene. These letters are always removed from the MOTE phonetic system. (vi'n, zar, dele'um, tolkt, or se'n)

-All multiple letters with the sound of its root component are deleted. As in bitten = biten or canny = cany.

-Differently spelled words that sound the same are either changed or omitted for different sounding alternatives. As in tune or toon or there and their.

-Proper names are still capitalized.

-Prefixes:(old- anti, con, de, dis, en, ex, fore, in, mis, out, over, per, post, pre, pro, re, sub, un, under). When no specific prefix example is given in this section and you would like to create a MOTE word that does not already have an example, use a MOTEES translation of an existing American English Prefix.

-Suffixes:(old- able, age, ate, ed, er, est, ful, ic, ing, ings, iest, ish, ism, ist, ive, ly, man, men, or, sion, tain, th, tion, ure). When no specific suffix example is given in this section and you would like to create a MOTE word that does not already have an example, use a MOTEES translation of an existing American English suffix.

Common MOTEES Suffixes: um, n, en, er, ne, e

Action Suffix : Es or Se (as in Hites or Hitse = Climbing)

Descriptive Suffix : er or re' (as in Ta'ker or Ta'kre' = Thief or Stealer)

-Any word that has a '-' separating two portions merely means that the word is pronounced or enunciated as separate words, usually with the emphasis on the second word.

## VOCABULARY EXPANSIONS

\*note: This section is for others, like yourself, who would like to contribute to the lexicon of the MOTE language.

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**English**

**Motees**

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