

Protoidic

All Protoidic script is written in Unicode for simplicity.

Protoidic or **3-SΔΠ** (*tr. Sheryoth*), formerly known among its speakers as **S>ILΔΠ** (*Rynkyoth*), is the lingua franca of Renyoth. On its home planet, the language is an isolate, even to its now-extinct predecessors. However, it is closely related to Serpentine, and it is confirmed that it is the tongue of their god S>IL/ (*Rynko*).

Name

The endonym Sheryoth literally means "abstraction of the homelander", and is ultimately derived from the root sherahong, meaning "homeland". Its previous name, Rynkyoth, means "abstraction of God", alluding to the first speakers' ties to their god.

The exonym Protoidic is ultimately from the Greek and Latin affixes πρωτο- and -id, together meaning "of or pertaining to the first".

History

The first instance of Protoidic is from 900 BCE, in the form of fragments of the S>ILΔ (*Rynkyo*), the speakers' holy book. Back then, the spelling was =>MLV/, with the letter M denoting a /ŋ/ sound. This is both an instance of the first Protoidic alphabet and an instance of Old Protoidic.

Sometime between the Rynkyo and the Total Conquest of Renyoth, a universal consonant shift happened that reduced /ŋ/ at the end of a word to /n/. Many consonants were also dropped to ease pronunciation, such as /x/ in the middle of a word. During this time, the alphabet was also reformed and standardized.

After the Total Conquest and first contact with Dethak, the /n/ at the end of a word was mutated entirely to /θ/.

In the present day, there is a vowel shift in progress: /y/ is currently being reduced to /i/ by foreigners and natives alike. Most institutions still use /y/ in regular speech, but informally the letter [y] can now represent both sounds.

Phonology

Consonants

Protoids have no lips, so many of the labial consonants must be approximated and the native language has no such consonants. It does, however, have many of the other possible sounds a human can make.

	Alveolar	Velar	Glottal
Nasal	n	(ŋ)	
Plosive	t	k g	
Fricative	th /θ/ s	sh /ʃ/	h
Approximant	l		
Trill	r		

Vowels

The biology regarding vowels is identical to humans'. Each of these vowels has a long variant.

	Front	Back
Open	i y	u
Mid	e /e~ε/	o
Close		ɑ

Diphthongs

The language has four standard diphthongs: ay /ai/, au /au/, yo /io/ and yu /iu/. These have remained unchanged since the language's conception.

Grammar

Protoidic's general word order is OVS, and the positions are reversed in case of a sentence with only an agent. The grammar is moderately agglutinative, which indicates time, person and voice for verbs, and gender, possession and number for nouns. It does not, however, have excessively long compound or agglutinated words.

Verbs	Sing.	Plur.
Fam.	-a	-au
For.	-u	-iu

The familiar and foreign genders in verbs are used as first and second persons. The third person is denoted by a -t suffix. The past is denoted by a nu- prefix, and the passive voice is denoted by -t- before the root. A future tense does not exist.

Nouns	Def.	Undef.	Spec.
Nom.	-oth	-e	-toth
Gen.	-yo	-y	-tyo
Plur.	-au	-a	-tau

In the case of a gendered word, which is usually animated, the defined nominative is replaced with either -o for familiar, and -i for foreign.

Adjectives always use the genitive and go after their referent, but their definition is congruent with their referent: for example, an undefined noun will have an undefined adjective.

Abstractions are denoted by adding another suffix, usually -oth, to the genitive or plural of the root, depending on what is being abstracted.

Script

Protoidic uses an alphabet, designed by their god for simplicity and speed of writing. The numerals of Protoidic are derived from this script, and use base six in correspondence with the number of vowels.

On the left of each two columns is the letter in the alphabet, and on the right is the Romanization of that letter.

<	a	>	y	I	n	M	t
-	e	Y	h	Π	th/ng	A	ay
V	i	J	g	S	r	K	au
/	o	L	k	Z	s	Δ	yo
Λ	u	B	l	3	sh	N	yu