

## BACKSTORY

Idea: Language spoken by mermaids (split of from humans before development of language, so not influenced by human language). Influenced by what sounds carry well underwater (e.g. fewer fricatives, more vowels and clicks) and how other sea creatures communicate (e.g. clownfish!). Deep sea dwellers, so ocean surface is where dead things to but also where food comes from (probably go up to get food). Northern Atlantic Ocean.

Daily life includes: mostly hunting for food, since they live in open ocean / deep sea (especially since human developments have made it unsafe to be near the coast because humans pollute and also are scary); poor eyesight, more words for smells/sounds as well as orientation wrt the earth (magnetic fields for orientation); lots of human cargo ships lose cargo in the Atlantic, and they're interested in what they find because they can sometimes be useful but also it just adds to the ocean trash situation which is upsetting; because of their need to remain undetected and mobile, they don't keep a lot of clutter with them

Society: everyone is mostly spread out because there's space to do that in the ocean, but "highway" travel via currents (e.g. Gulf stream); mostly live in nomadic tribes (smaller numbers evade detection) that belong to geographic kingdoms, but distance means royalty is not part of daily life; generally peaceful, since there's a lot of pressure to exist off humans' radar and survive in over-fished oceans

Good things are associated with ocean currents, which bring warm and nutrient-filled waters as well as food and a means of travel; storms are not good because the rain and turbulent makes it hard to hear at a distance; WHALES are awesome because their corpses last forever