

Aeluun — Cheatsheet (v0.1)

Design Laws

- Genderless
- No future tense
- Agglutinative
- Phonetic
- Minimal cases

Sounds

- Vowels: a e i o u ä ë
- Consonants: l n r s v m t k p h j
- Stress: first syllable

Pronouns (optional)

- | | |
|--------|----------------|
| • na | I |
| • ta | you |
| • sa | they / someone |
| • nara | we |

Time Particles

- | | |
|--------|--------|
| • nü | now |
| • varë | before |
| • homë | later |
| • alën | soon |
| • kai | always |
| • ei | never |

Verbs

- | | |
|---------------------|---------|
| • Root | present |
| • -te | past |
| • (no future tense) | |

Example

- | | |
|------------|---------|
| • lum | move |
| • na lum | I move |
| • na lumte | I moved |

Cases

- | | |
|-------|----------------|
| • -na | in / within |
| • -le | toward |
| • -se | from |
| • -i | of / belonging |
| • -t | plural |

Example

- | | |
|---------|--------------|
| • ael | light |
| • aelna | in light |
| • aelle | toward light |
| • aeli | of light |

Adjectives

Never change

- | | |
|---------|--------|
| • vala | bright |
| • serën | calm |
| • noorë | gentle |

Particles

- | | |
|------|-------------------|
| • ai | yes / affirmation |
| • en | no / negation |
| • va | uncertainty |
| • lo | surrender |
| • ke | question |

Syntax

[time] [subject] [verb] [place/object]

ael - light

• aelën	illumination
• aelar	constellation
• aelun	true light
• aelna	in light
• aelle	toward light
• aelse	from light
• aeli	of light
• aelt	lights
• aelënna	state of light
• aelarlo	accepted stars
• aelunkael	edge-light

kael - edge

• kaelën	boundary
• kaelar	horizon
• kaelun	ultimate limit
• kaelna	at the edge
• kaelle	toward the edge
• kaelse	from the edge
• kaeli	of the edge
• kaelt	edges
• kaelënna	liminal state
• kaelarlo	accepted limit
• kaeluneth	final between

uun - continuity

• uunën	duration
• uunar	cycle
• uunun	eternity
• uunna	within time
• uunle	toward continuity
• uunse	from time
• uuni	of continuity
• uunt	threads
• uunënna	ongoing state
• uunarai	affirmed cycle
• uununmer	meaning of eternity

sol - star

• solën	starlight
• solar	cluster
• solun	true star
• solna	among stars
• solle	toward star
• solse	from star
• soli	of star
• solt	stars
• solënna	stellar state
• solarlo	accepted cluster
• solunmer	stellar meaning

var - void

• varën	emptiness
• varar	abyss
• varun	true nothing
• varna	within void
• varle	toward absence
• varse	from nothing
• vari	of the void
• vart	voids
• varënna	state of emptiness
• vararlo	accepted abyss
• varunkael	edge of nothing

nor - world

• norën	existence
• norar	realm
• norun	true world
• norna	in world
• norle	toward world
• norse	from world
• nori	of world
• nort	worlds
• norënna	world-state
• norarlo	accepted realm
• noruneth	true between-world

eth - between

• ethën	interval
• ethar	passage
• ethun	true between
• ethna	in between
• ethle	toward between
• ethse	from between
• ethi	of between
• etht	intervals
• ethënna	liminal state
• etharlo	accepted passage
• ethunkael	edge-between

elën - life

• elënën	vitality
• elënar	biosphere
• elënun	true life
• elëнна	alive
• elënle	toward life
• elënse	from life
• elëni	of life
• elënt	lives
• elënnëna	living state
• elënarlo	accepted life
• elënunhel	sacred life

na - self

• naën	identity
• naar	person
• naun	true self
• nana	within self
• nale	toward self
• nase	from self
• nai	of self
• nat	selves
• naënna	state of being
• naarlo	accepted being
• naunhel	true love-self

lum - move

• lumën	motion
• lumar	journey
• lumun	destined motion
• lumna	on path
• lumle	toward motion
• lumse	from motion
• lumi	of motion
• lumt	movements
• lumëнна	moving state
• lumarlo	accepted journey
• lumunkael	edge-walk

sa - other

• saën	otherness
• saar	others
• saun	true other
• sana	among others
• sale	toward other
• sase	from other
• sai	of other
• sat	others plural
• saënna	state of otherness
• saarlo	accepted others
• saunkaen	feared other

kel - stop

• kelën	stillness
• kelar	pause
• kelun	true stop
• kelna	at rest
• kelle	toward stillness
• kelse	from stillness
• keli	of rest
• kelt	halts
• kelëнна	state of rest
• kelarlo	accepted stop
• kelunvar	void-rest

sur - fall

• surën	descent
• surar	collapse
• surun	true fall
• surna	in fall
• surle	toward fall
• surse	from fall
• suri	of fall
• surt	falls
• surënna	falling state
• surarlo	accepted fall
• surunkael	edge-fall

val - rise

• valën	ascent
• valar	emergence
• valun	true rise
• valna	rising
• valle	toward rise
• valse	from rise
• vali	of rise
• valt	risings
• valënna	ascending state
• valarlo	accepted rise
• valunael	light-rise

tal - speak

• talën	language
• talar	story
• talun	spoken truth
• talna	discourse
• talle	address
• talse	uttered from
• tali	of speech
• talt	voices
• talënna	linguistic state
• talarlo	accepted story
• talunkael	edge-truth

kuul - hear

• kuulën	listening
• kuular	audience
• kuulun	true hearing
• kuulna	attentive
• kuulle	toward sound
• kuulse	from sound
• kuuli	of hearing
• kuult	hearings
• kuulënna	listening state
• kuularlo	accepted hearing
• kuulunmer	heard meaning

mer — meaning

• merën	significance
• merar	symbol
• merun	true meaning
• merna	meaningful state
• merle	toward meaning
• merse	from meaning
• meri	of meaning

hel - love

• helën	affection
• helar	bond
• helun	devotion
• helna	intimacy
• helle	toward love
• helse	from love
• heli	of love
• helt	loves
• helënna	loving state
• helarlo	accepted love
• helunael	sacred love

ira - pain

• iraën	suffering
• iraar	trauma
• iraun	true pain
• irana	in pain
• irale	toward pain

- irase
- irai

serën - calm

- serënëen stillness
- serënar peace
- serënun true calm
- serëнна at peace
- serënle toward calm
- serëense from calm
- serëni of calm

kaen - fear

- kaenën dread
- kaenar terror
- kaenun true fear
- kaenna afraid
- kaenle toward fear
- kaense from fear
- kaeni of fear

vael - hope

- vaelën expectation
- vaelar promise
- vaelun true hope
- vaelna hopeful
- vaelle toward hope
- vaelse from hope
- vaeli of hope

nü - now

- nüën presence
- nünar moment
- nüun true now

varë - before

- varëën pastness
- varëär memory
- varëun true past

from pain

of pain

homë - later

- homëën anticipation
- homëär future-context
- homëun true later

kai - always

- kaiën constancy
- kaiär eternity-loop
- kaiun absolute always

rin - change

- rinën transformation
- rinär process
- rinun true change

jää - remain

- jääën persistence
- jääär legacy
- jääun true remaining

Core Translation Principles

No one-to-one translation. We never ask: "What is the Aeluun word for X in English?"

We ask: **What experience exists in the Aeluun worldview that is currently unnamed?**

Semantic Fields

Words are born inside **fields of experience**, not lists of nouns.

The 7 Canon Fields

- **Presence** — being, appearing, remaining
- **Motion** — change, approach, drift, resistance
- **Relation** — togetherness, distance, witnessing
- **Expression** — speech, silence, resonance
- **Inner State** — calm, fracture, surrender
- **Thresholds** — beginnings, endings, edges
- **Continuity** — cycles, memory, return

When to Create a New Root

If no existing root can grow into the needed experience **without distortion**, you may create a **new root**.

Rules for New Roots

- 1–2 syllables only
- Must fit Aeluun phonology (soft consonants, open vowels)
- Prefer **neutral** meaning at the root (emotion comes later)
- Do not imply agency unless intended

The Triad Growth Pattern

Every meaningful root should support the canonical triad:

- **root** — the experience
- **rootën** — the state/condition of that experience
- **rootar** — the manifestation/collective/narrative shape

If a root cannot form a triad, it is likely artificial.

The Negative Space Test

Before birthing a word, ask:

What breaks in Aeluun if this experience is absent?

If absence changes ritual, behavior, or worldview, the word is valid.

Growth Order

Do **not** begin with tools, professions, measurements. Aeluun grows in this order:

being → relation → expression → action → artifact

Canon Word-Birth Template

Fill this for every new root:

Root:

Field:

Core experience (1 sentence):

What breaks if it's missing:

Allowed derivations:

Forbidden derivations:

Example: Word-Birth Demonstration

We avoid "translation". Instead we name a missing experience:

New Root: sil

Field: Relation

Core experience: Being together without exchange

What breaks if missing: Ritual becomes performance

Derivations:

- **silën** — shared stillness
- **silna** — in silent togetherness
- **silar** — gathering without speech

New Root: reth

Field: Thresholds

Core experience: The moment before change

What breaks if missing: Preparation has no name

Derivations:

- **rethën** — readiness
- **rethar** — omen / sign-before
- **rethna** — in pre-change

New Root: oma

Field: Presence

Core experience: Existing without being noticed

What breaks if missing: Humility cannot be expressed

Derivations:

- **omaën** — quiet being
- **omana** — unnoticed presence
- **omar** — those who remain unseen

New Root: del

Field: Motion

Core experience: Slow, unresisted movement

What breaks if missing: Gentle motion collapses into "move" only

Derivations:

- **delën** — drifting
- **delna** — moving without force
- **delar** — a slow passage / drift-path

Practical Use

When writing and you feel you must "translate a word":

1. Stop.
2. Describe the experience without language.
3. Assign it to a field.
4. Try derivation from existing roots.
5. If derivation breaks meaning: birth a new root.

The 100 Canon Objects of Aeluun

Objects are named by **enabled experience**, never by form.

Expression Objects (tal — speak)

- **talir** — expression-enabler
- **talem** — holder of speech
- **talka** — surface for utterance
- **talor** — focus of expression
- **taleth** — passage of voice

Relation Objects (sil — co-presence)

- **silir** — togetherness-enabler
- **silem** — vessel of stillness
- **silka** — receiving surface
- **silor** — focus of gathering
- **sileth** — shared passage

Motion Objects (lum — move)

- **lumir** — movement-enabler
- **lumem** — carrier
- **lumka** — receiving path
- **lumor** — directional focus
- **lumeth** — crossing-way

Gentle Motion (del — drift)

- **delir** — drift-enabler
- **delem** — gentle holder
- **delka** — resting surface
- **delor** — calm focus
- **deleth** — slow passage

Change Objects (rin — change)

- **rinir** — enforced change
- **rinem** — change-container
- **rinka** — impact surface
- **rinor** — catalyst focus
- **rineth** — transition gate

Threshold Objects (eth — between)

- **ethir** — crossing tool
- **ethem** — liminal vessel
- **ethka** — threshold surface
- **ethor** — liminal focus
- **etheth** — formal passage

Edge Objects (kael — edge)

- **kaelir** — boundary tool
- **kaelem** — edge-holder
- **kaelka** — limit surface
- **kaelor** — horizon focus
- **kaeleth** — boundary passage

Presence Objects (oma — unnoticed being)

- **omair** — concealment aid
- **omaem** — quiet container
- **omaka** — unnoticed surface
- **omaor** — humility focus
- **omaeth** — unseen passage

Listening Objects (kuul — hear)

- **kuulir** — hearing aid
- **kuulem** — sound holder
- **kuulka** — resonance surface
- **kuulor** — listening focus
- **kuuleth** — sound passage

Meaning Objects (mer — meaning)

- **merir** — sense-maker
- **merem** — meaning vessel
- **merka** — interpretive surface
- **meror** — symbolic focus

- **mereth** — meaning passage

Love Objects (**hel** — love)

- **helir** — bonding tool
- **helem** — intimacy vessel
- **helka** — receiving warmth
- **helor** — devotion focus
- **heleth** — relational passage

Calm Objects (**serën** — calm)

- **serir** — calming aid
- **serem** — peace-holder
- **serka** — resting plane
- **seror** — still focus
- **sereth** — quiet crossing

Pain Objects (**ira** — pain)

- **irir** — pain-bringer
- **irem** — pain-holder
- **irka** — suffering surface
- **iror** — agony focus
- **ireth** — descent passage

Fear Objects (**kaen** — fear)

- **kaenir** — fear-instiller
- **kaenem** — dread vessel
- **kaenka** — terror surface
- **kaenor** — fear focus
- **kaeneth** — panic passage

Hope Objects (**vael** — hope)

- **vaelir** — hope-bearer
- **vaelem** — promise-holder
- **vaelka** — receptive sign
- **vaelor** — aspiration focus
- **vaeleth** — hopeful passage

Remaining Objects (**jää** — remain)

- **jääir** — stabilizer
- **jääem** — memory vessel
- **jääka** — legacy surface
- **jääor** — endurance focus
- **jääeth** — lasting passage

Continuity Objects (**uun** — continuity)

- **uunir** — cycle enabler
- **uunem** — time-holder
- **uunka** — recurring plane
- **uunor** — continuity focus
- **uuneth** — cycle passage

Light Objects (**ael** — light)

- **aelir** — illumination tool
- **aelem** — light vessel
- **aelka** — reflective surface
- **aelor** — luminous focus
- **aeleth** — radiant passage

Void Objects (**var** — void)

- **varir** — nullifier
- **varem** — absence-holder
- **varka** — void surface
- **varor** — emptiness focus
- **vareth** — vanishing passage

World Objects (**nor** — world)

- **norir** — world-shaper
- **norem** — realm-holder
- **norka** — ground surface
- **noror** — worldly focus
- **noreth** — world-gate

Taboo Objects

These objects **must not** receive names. Naming them collapses ethics, ritual, or time.

- **Total domination tools** — devices that erase will
- **Perfect knowledge containers** — nothing may hold all meaning
- **Time-freezing instruments** — violates continuity
- **Identity extractors** — breaks selfhood
- **Ownership seals** — no object may claim a being
- **Unconditional weapons** — harm without context is forbidden

These are referred to only as:

eth varna — things that should not cross

No suffix may attach to them.

Ritual Scene

Kai ael jää.

Talir lo. Silem lo. Etheth lo.

Vaelir lo. Jääem lo.

Eth varna ei tal.

Kai uun.

—

Light remains eternally.

The expression-tool is accepted. The vessel of stillness is accepted. The passage is accepted.

The bearer of hope is accepted. The holder of memory is accepted.

That which must not cross is not named.

Continuity endures.

Technological Objects Under Aeluun Rules

Technology is not a category. It is a **density of intention**. Advanced artifacts obey the same object laws as primitive ones.

Core Law

A technological object is named by the **experience it enforces at scale**, never by complexity, material, or intelligence.

Allowed Technological Suffixes

(identical to primitive artifacts)

- **-ir** — enabler
- **-em** — container
- **-ka** — surface
- **-or** — focus
- **-eth** — passage

No new suffixes may be introduced for technology.

Canonical Technological Objects

Expression Systems

- **talor** — focus of expression (network, console, interface)
- **talesh** — passage of voice (transmission field)
- **talem** — container of speech (archive, memory-core)

Movement and Transit

- **lumeth** — way of crossing (gate, drive, corridor)
- **rineth** — enforced transition (jump, warp, override)
- **delor** — stabilizing drift-focus (navigation core)

Cognition and Computation

- **meror** — focus of meaning (analysis engine)
- **merem** — container of interpretation (data vault)
- **kuulor** — listening focus (sensor array)

Control and Governance

- **rinor** — catalyst focus (command system)
- **kaelor** — boundary focus (security field)
- **uunor** — continuity focus (scheduler, regulator)

Technological Taboo Line

If an artifact:

- removes surrender (**lo**)
- erases witnessing (**kuul**)
- collapses becoming into certainty

it crosses into the forbidden, regardless of utility.

Children Rediscovering Forbidden Objects

Narrative Canon

Forbidden objects are never rediscovered by scholars, rulers, or engineers. They are rediscovered by **children**, because children still interact with objects as experiences, not tools.

Why Children

- They do not name by function
- They test without mastery
- They listen before controlling

Children do not *use* taboo objects. They *encounter* them.

Scene — Ritual Inventory

Nü silna. Kaar ei rin.

The children find the thing beneath the ground.

Ei talir. Ei rinir.

They do not speak it. They do not force it.

Kuulna. Delna.

They listen. They move gently.

Eth varna jää.

That which should not cross remains.

Canonical Outcome

- The object is not named
- The object is not destroyed
- The object is reburied or forgotten
- The children change; the world does not

This is considered a **successful containment**.