Jogos Nhaiang Chahar

•••

dʒɔgɔs najaŋ ∫ahaç Dash Stevens

The Jogos Nhai are a group of nomadic zorselords who roam the plains east of the Bone Mountains, on Essos.

The Jogos Nhai are a group of nomadic zorselords who roam the plains east of the Bone Mountains, on Essos.

A zorse is a crossbreed between a zebra and a horse, almost exclusively with a zebra stallion and horse mare. They are selectively bred from two wild herds of zebras and horses in order to have a mount that's hardy enough to survive the sparse plains.

The Jogos Nhai are a group of nomadic zorselords who roam the plains east of the Bone Mountains, on Essos.

A zorse is a crossbreed between a zebra and a horse, almost exclusively with a zebra stallion and horse mare. They are selectively bred from two wild herds of zebras and horses in order to have a mount that's hardy enough to survive the sparse plains.

The Jogos Nhai exist in a constant state of war with their neighbors; the Yi-Ti are their favorite targets, though Ibbenese colonies on the shores were also targeted.

However, the Jogos Nhai do not fight amongst themselves.

However, the Jogos Nhai do not fight amongst themselves.

Each clan is lead by a Jhat, or warchief, and the entire horde unites under the banner of the Jhattar, the Jhat of Jhats, usually in times of war (though the Jhattar rules the whole of the Jogos Nhai in addition to their own clan).

However, the Jogos Nhai do not fight amongst themselves.

Each clan is lead by a Jhat, or warchief, and the entire horde unites under the banner of the Jhattar, the Jhat of Jhats, usually in times of war (though the Jhattar rules the whole of the Jogos Nhai in addition to their own clan).

The first Jhattar, Jhea, united the Jogos Nhai under his banner to raid Yi-Ti and punish Lo Bu, the Boy Too Bold By Half: the Golden Emperor of Yi Ti at the time who sought to annihilate the Jogos Nhai. Every Jhattar since has marked their ascension by drinking khaghaz, fermented mare's milk, from Lo Bu's gilded skull.

The Jogos Nhai practice a caste system: On top are the Jhat and Sahrang-Guciguro, the Moonsinger priestesses; beneath them are the warriors and the scribes; below them are the commoners; and below them are the slaves.

The Jogos Nhai practice a caste system: On top are the Jhat and Sahrang-Guciguro, the Moonsinger priestesses; beneath them are the warriors and the scribes; below them are the commoners; and below them are the slaves.

The Jhat are the nominal leaders of the clans of the Jogos Nhai, though their power is greatest in wartime. In times of peace, the Sahrang-Guciguro have more political power.

Jogos Nhaiang Chahar is a tripartite language. Its core cases are ergative, absolutive, and accusative. In addition there are the genitive, dative, ablative, and lative cases. Pronouns however lack ergative case marking and thus are glossed as nominative as the agent.

Jogos Nhaiang Chahar is a tripartite language. Its core cases are ergative, absolutive, and accusative. In addition there are the genitive, dative, ablative, and lative cases. Pronouns however lack ergative case marking and thus are glossed as nominative as the agent.

Its dominant word order is SOV though generally free due to the case system. However, some word orders have pragmatic changes (more on that later).

Jogos Nhaiang Chahar is a tripartite language. Its core cases are ergative, absolutive, and accusative. In addition there are the genitive, dative, ablative, and lative cases. Pronouns however lack ergative case marking and thus are glossed as nominative as the agent.

Its dominant word order is SOV though generally free due to the case system. However, some word orders have pragmatic changes (more on that later).

Its structure is strongly agglutinative, and almost exclusively suffixing. Its headedness is head-final.

Phonology

Consonant inventory: (for simplicity, some MoA are collapsed)

	labial	alveolar	palatal	velar	uvular	glottal
nasal	m	n	n	ŋ		
stop	p, b	t, d		k, g	q	3
affricate		र्स्, तेर्				
fricative	f, v	S, Z	J, 3	х, ү		h
approximant		r, 1	j			

Phonology

Vowel inventory: (for simplicity, some cells have collapsed)

	front	central	back
high	i, I		u
mid	e, e		Э
low		a	

Nominal Morphology

Nominal Morphology

Nominally, there is a distinction between singular and plural. However, pronominally, there is an additional dual, but only in the second person. There are words which function for the paucal and the collective, though those are determiners.

Nominal Morphology

Nominally, there is a distinction between singular and plural. However, pronominally, there is an additional dual, but only in the second person. There are words which function for the paucal and the collective, though those are determiners.

There are five noun classes. Class I: people; Class II: all land animals (and aquatic animals); Class III: all flying animals (and all insects); Class IV: tools, weapons, and general inanimates; Class V: places, collections, assemblies, abstracts, and deities.

Sample Declensional Paradigm

singular	Class I	Class II	Class III	Class IV	Class V
ABS	hirts "person"	ffarlej "dog"	zaŋ "eagle"	həvel "sword"	ņai "a people"
ERG	hirts	ffarlejo	zaŋɔ	həvelge	ņajaŋ
ACC	hirtJa	ffarlejora	zaŋla	hoveleje	ņajīp
GEN	hirffege	ffarlejet	zaŋuḷ	hoveleje	ņajaŋ
DAT	hictset	ffarlejet	zaŋɔ	hoveleje	ņajet
ABL	hirtJolo	fʃarleju	zaŋu	hoveleje	ņajε
LAT	hirtJaŋ	fʃarleju	zaŋu	hoveleje	ņajaŋ

There is no distinction between locative, stative, and adjectival copulæ.

There is no distinction between locative, stative, and adjectival copulæ. Verbs do not agree with nouns.

There is no distinction between locative, stative, and adjectival copulæ. Verbs do not agree with nouns.

There are three tenses: past, nonpast, and narrative past. The narrative past, also called the distant past, is used both for events of the distant past and for clan stories. If a great battle occurred just three days ago, its story would be told in the narrative past.

There is no distinction between locative, stative, and adjectival copulæ. Verbs do not agree with nouns.

There are three tenses: past, nonpast, and narrative past. The narrative past, also called the distant past, is used both for events of the distant past and for clan stories. If a great battle occurred just three days ago, its story would be told in the narrative past.

The aspects and modes are: habitual, progressive, past-perfective, past-imperfective, indicative, optative, imperative, and negative.

Sample Conjugational Paradigm

tanonot "to eat"	NPST -taŋɔn	PST - taŋɔndəç	DPST - taŋəndəran
НАВ	taŋɔn	Ø	Ø
PROG	des taŋɔn	Ø	des taŋəndəran
PFV	Ø	taŋɔn	taŋɔn
IPFV	Ø	taŋəndəç	taŋɔndɔran
IMP	taŋɔn	taŋəndəç	taŋɔndɔran
NEG	taŋənguļ	taŋɔndɔrguļ	taŋɔndɔraŋul̥
OPT	taŋɔnadi	taŋɔndɔradi	taŋɔndɔranadi

Syntax-y Stuff: Intransitives

Syntax-y Stuff: Intransitives

Dorghul ngat bus yodor.

```
dor -γul nat bus jo -dor
before -night 1sg[NOM] good sleep -PST
"I slept well last night."
```

Syntax-y Stuff: Intransitives

Dorghul ngat bus yodor.

```
dor -γul nat bus jo -dor
before -night 1sg[NOM] good sleep -PST
"I slept well last night."
```

Carleyaurët dës mavaur.

```
ffarlej -aur -et des mav -aur
dog -DIM -PL this snarl -DIM
"The small dogs are snarling a little bit."
```

Syntax-y Stuff: Transitives

Syntax-y Stuff: Transitives

```
Samia ngat 'iaqargul!
sam -(ja) nat ?iaq -ar -gul
3sg -ACC 1sg[NOM] hit -PST -NEG
"I didn't hit them (but I did hit someone else)!"
```

Syntax-y Stuff: Transitives

```
Samia ngat 'iaqargul!
sam -(ja) nat ?iaq -ar -gul
3sg -ACC 1sg[NOM] hit -PST -NEG
"I didn't hit them (but I did hit someone else)!"
```

Ngat badagë mër hovëleje sahët ruqo bujadi.

```
ŋat bada -gε mες hɔvel -eje
1sg[NOM] father -GEN long sword -DAT
sa -(h)εt ruqo buj -adi
2sg -DAT now give-OPT
"I want to give you my father's long sword now."
```

With passive sentences, the patient of the verb remains in the case it would normally. A zorse that is being ridden remains in the accusative for example.

With passive sentences, the patient of the verb remains in the case it would normally. A zorse that is being ridden remains in the accusative for example.

Khaco chatora dës key. /xatso satora des kej/ "The boy is riding a zorse."

With passive sentences, the patient of the verb remains in the case it would normally. A zorse that is being ridden remains in the accusative for example.

Khaco chatora dës key. /xaffo satora des kej/ "The boy is riding a zorse."

Chatora dës key. /satora des kej/ "The zorse is being ridden."

Syntax-y Stuff: Passives

With passive sentences, the patient of the verb remains in the case it would normally. A zorse that is being ridden remains in the accusative for example.

Khaco chatora dës key. /xaffo satora des kej/ "The boy is riding a zorse."

Chatora dës key. /satora des kej/ "The zorse is being ridden."

To reintroduce an argument, the agent is brought back in, in the second position, and is demoted to the *absolutive* case. (Some dialects, however, have the original patient take the absolutive as well, and that is a valid passive strategy.)

Syntax-y Stuff: Passives

With passive sentences, the patient of the verb remains in the case it would normally. A zorse that is being ridden remains in the accusative for example.

Khaco chatora dës key. /xaffo satora des kej/ "The boy is riding a zorse."

Chatora dës key. /satora des kej/ "The zorse is being ridden."

To reintroduce an argument, the agent is brought back in, in the second position, and is demoted to the *absolutive* case. (Some dialects, however, have the original patient take the absolutive as well, and that is a valid passive strategy.)

Chatora khac dës key. /satora xaff des kej/ "The zorse is being ridden by the boy."

The causative and simulative suffix is -cece /tfetfe/

The causative and simulative suffix is -cece /tsetse/

To say, "You are like a zorse!" one would say sa chatcece sa! /sa sats:effe sa/

The causative and simulative suffix is -cece /tfetfe/

To say, "You are like a zorse!" one would say sa chatcece sa! /sa saff:effe sa/

This means you're being stubborn and annoying.

The causative and simulative suffix is -cece /tjetje/

To say, "You are like a zorse!" one would say sa chatcece sa! /sa saff:effe sa/

This means you're being stubborn and annoying.

To say, "The woman made the boy ride," one would say: *Huko khacia keyercece*. /huko xatʃa kejertʃetʃe/

To form a simple yes/no question, the word order is flipped and a rising intonation is placed on the verb.

To form a simple yes/no question, the word order is flipped and a rising intonation is placed on the verb.

Sam jhatia sa. /sam ʒatia sa/ "He is a jhat." > Jhatia sam sa? /ʒatia sam sa/ "Is he a jhat?"

To form a simple yes/no question, the word order is flipped and a rising intonation is placed on the verb.

Sam jhatia sa. /sam ʒatia sa/ "He is a jhat." > Jhatia sam sa? /ʒatia sam sa/ "Is he a jhat?"

For wh-questions, the same word order rearrangement and intonational uptick are employed.

The question *demsa?* is common, meaning "what is it?" (Or, more colloqually, "whassat?") *Dem* is a casual speech variety of the word for what/which, dempor /dempor/. *Sa* is the same register, but for the copula (as shown earlier).

The question *demsa?* is common, meaning "what is it?" (Or, more colloqually, "whassat?") *Dem* is a casual speech variety of the word for what/which, dempor /dempor/. *Sa* is the same register, but for the copula (as shown earlier).

Sam samia 'iaqar. "He/she hit him/her." > Ghim sam 'iaqar? "Who did he hit?"

The question *demsa?* is common, meaning "what is it?" (Or, more colloqually, "whassat?") *Dem* is a casual speech variety of the word for what/which, dempor /dempor/. *Sa* is the same register, but for the copula (as shown earlier).

Sam samia 'iaqar. "He/she hit him/her." > *Ghim sam 'iaqar*? "Who did he hit?"

Dasam zafar sa. "The slave is over there." (lit: "that slave over there is."; proximal determiners are used to form basic location sentences.)

The question *demsa?* is common, meaning "what is it?" (Or, more colloqually, "whassat?") *Dem* is a casual speech variety of the word for what/which, dempor /dempog/. *Sa* is the same register, but for the copula (as shown earlier).

Sam samia 'iaqar. "He/she hit him/her." > *Ghim sam 'iaqar*? "Who did he hit?"

Dasam zafar sa. "The slave is over there." (lit: "that slave over there is."; proximal determiners are used to form basic location sentences.)

> Qirar zafar sa? "Where is the slave?"

Orthography

Orthography

Jogos Nhai has gone through several stages of writing. The history of writing for the Jogos Nhai starts with the capture of a scribe from a YiTish city during a raid. The scribe bargained for his life with the jhat: in exchange for his being spared, he would join the Jogos Nhai and teach them the secrets of YiTish writing, which the jhat agreed would give them a tactical advantage.

Orthography

Jogos Nhai has gone through several stages of writing. The history of writing for the Jogos Nhai starts with the capture of a scribe from a YiTish city during a raid. The scribe bargained for his life with the jhat: in exchange for his being spared, he would join the Jogos Nhai and teach them the secrets of YiTish writing, which the jhat agreed would give them a tactical advantage.

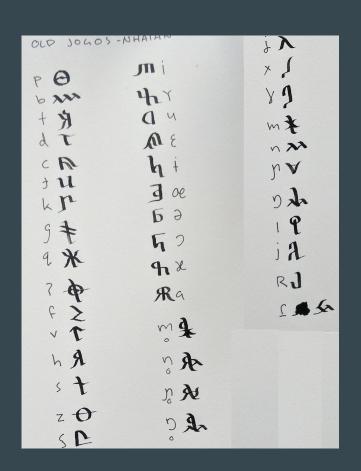
Over time, the scribe caste rose to prominence, recording the histories of their clans (alongside the sung chants and oral histories). The Guciguro took up writing themselves, commonly writing down sacred scriptures which they would then tattoo on their bodies (so that they had permanent reminders of their teachings).

YITISH "TORTOISE - SCRIPT" LATE STAGEHIEROGLYPUS Vim & mim & bilal un non m taw & net & deg o 710 8 tang 19 lame jaw & kun P gal x water gel Sir Rul 2 7aw-0iw 555 Paro B in & van 1 41 0 het & ej Si STP A omo & zubal 0 El 13 Sasa U Shim 12 zaw n olat B KET J

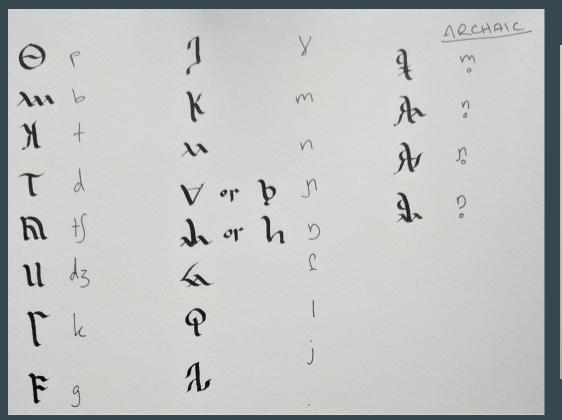
Late-Stage YiTish hieroglyphs

PROTO JOGOS-NHAIAN RUNES nM ny 1 4 RJ u œ ZO X × 9

Early Stage Old Jogos Nhai Runes



Old Jogos Nhai Script



* 9	A	1	
Q 7	4	I	
2 f	4	ч	
t v	h	e	
A h	M	٤	
	h	2	
7 5		3	
0 2	R	0	
c s			
\(\lambda\) 3			
<pre>/</pre>			

Modern Jogos Nhai Script

Questions? Qayfu sa?

•••

Thank you! Samïkia pïkhoyïq!