

Language Notes

It costs one skill point per “level” of language skills for common languages (basic, fluent, mastery, literacy). It costs two skill points per level of language skills for uncommon languages. However, if you hold “mastery” in a related language, this cost is reduced to one skill point per level.

Common Languages

Written/Alphabet

Related To

Tradespeak (Common)	Yes/Emorian	Old Emorian
Gallic	No/-	-
Caeldonic	Yes/Elvish	Elvish
Khazar	Yes/Dethek Runes	Khazar-Dethek
Sythic	Yes/Sythic	-
Gnoll	No/-	-
Druidic	Yes/Elvish	-
Sylvan	Yes/Elvish	Elvish
Shadowspeech	Yes/Infernal	Infernal

Uncommon Languages

Written/Alphabet

Related To

Draconic	Yes/Draconic	Several
Celestial	Yes/Celestial	-
Khazar-Dethek	Yes/Dethek Runes	Khazar
Elvish	Yes/Elvish	Caeldonic/Sylvan
Old Emorian	Yes/Emorian	Tradespeak
Infernal	Yes/Infernal	Shadowspeech
Aquan	Yes/Draconic	Draconic
Auran	Yes/Draconic	Draconic
Ingan	Yes/Draconic	Draconic
Terran	Yes/Draconic	Draconic
Handspeak	No/-	-

Tradespeak: Modern Emorian or Common, Tradespeak is the mostly widely spoken and read language in all of the lands. Those that do not understand Tradespeak are at a grave disadvantage in most dealings.

Gallic: Spoken by the barbarian tribes of the Western Wilds. Gallic has a dozen different dialects, so a listener must make an intelligence check (DC 10) to understand a different dialect.

Caeldonic: Derived from a mixture of Old Emorian and Elvish, Caeldonic is spoken mainly by Caeldyn and is common in the Lost Northern Provinces, the Monrovia Highlands and the Eastenmarch. It uses the Elvish alphabet and is related to Elvish.

Khazar: Derived from a mixture of Old Emorian and Khazar-Dethek (Dwarven). Khazar is spoken mainly by Khazardyn and is common in the Monrovia Highlands. It uses the Khazar-Dethek runic alphabet and is related to Khazar-Dethek.

Sythic: Sythic is a separate language spoken in the lands of the Sythian Federation, the southern part of Eastenmarch and by the desert tribes of the Demon's Anvil. It uses the Sythic alphabet and is unrelated to any other language.

Gnoll: Gnoll is a mish-mash of half a dozen different tongues, as befits the Gnolls scavenger nature. Gnolls, Bugbears and several other unsavory types speak Gnoll.

Druidic (Druidic Initiates Only): Druidic is a secret language spoken only by those initiated into druidic circles. It uses the Elvish alphabet.

Sylvan: Sylvan is spoken primarily by woodland beings, such as dryads and fairies. It is rarely written, but uses the Elvish alphabet when it is. It is related to Elvish.

Shadowspeech: Once secretive language of the Cult of Shadows, Shadowspeech is now well known. The Felevar, the Warveds, Skaven and Shadow Cultists speak it. It uses the Infernal alphabet and is related to Infernal.

Draconic: Draconic is a secretive tongue spoken by kobolds, lizard folk and dragons. It is the basis for many elemental or outsider tongues. It uses the Draconic Alphabet and is related to Aquan, Auran, Ingan and Terran.

Celestial: Celestial is the language of the Hosts of Heaven. Good-aligned outsiders and many clerics of the Church of Light speak it. It is unrelated to any other tongue.

Khazar-Dethek (Dwarven): Khazar-Dethek is language of the lost Dwarves. It is rarely used and is considered a "dead language". Many ancient texts are written in Khazar-Dethek, however, so knowledge of it can be valuable. It uses the Dethek Runic script and is related to Khazar.

Elvish: Elvish is the language of the vanished Elves. It is rarely used and is considered a "dead language". Many ancient texts are written in Elvish, however, so knowledge of it can be valuable. It uses the Elvish alphabet and is related to Caeldonic and Sylvan.

Old Emorian: Old Emorian was the primary language of the Emorian Empire during its days of glory. It has been superseded by Tradespeak (Modern Emorian or Common). Old Emorian is still spoken in some of the noble houses of the Empire and most texts older than 200 years are written in it. It uses the Emorian alphabet and is related to Tradespeak.

Infernal: Infernal is the language of the Hordes of Hell. Evil outsiders and many priests of the Cult of Shadows speak it. It uses the Infernal alphabet and is related to Shadowspeech.

Aquan, Auran, Ingan and Terran: These languages are spoken by elemental creatures related to water, air, fire and earth, respectively. They are rarely written, but use the Draconic alphabet when they are. These languages are related to Draconic.

Handspeak: Handspeak is not a spoken or written language, but is a “language” of complex hand signals. Thieves and soldiers often use it when communication is necessary but silence is desired. Handspeak has dozens of “dialects” and requires an intelligence check (DC 10) to understand an unfamiliar dialect. It has no written component and is unrelated to any other language.