

## 1.14 Languages

You need to know which languages (if any) your adventurer speaks to know how he can communicate with actors and other adventurers. Knowledge of languages is an INT based skill, and beginning adventurers may know zero, one or two languages

INT	Initial Languages
3 - 5	0
6 - 8	1
9+	2

Adventurers having an INT of less than 6 cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low INT is very challenging, because the player must communicate through actions rather than words.

The first language an adventurer with an INT greater than 6 learns is generally their first language. This is Paroli for most adventurers, although adventurers may pick any language they wish to be their first language. Picking something outside of the normal starting language should be accompanied with some backstory as to how the adventurer came to speak that language natively. The first language is always known at a skill rank of 9 or the adventurer's INT, whichever is lower.

With an INT above 8, the player may choose a second language. For adventurers, it would be prudent to pick the common tongue of the area to simplify communications. This second language is initially known at a skill rank of 6.

The available languages are split into **Standard Languages** and **Exotic Languages**. Standard languages are those commonly encountered while traveling the worlds of Jaern and Cahyali, while exotic languages are rarer, spoken by creatures of other nearby planes, or old languages no longer spoken. It also includes special languages that may be limited or restricted to select groups. Some languages are called different things on Jaern versus Cahyali, and have slightly different spellings and phonetics, but their vocabulary and grammar are the same (think of this distinction like the difference between British English and American English, or between Parisian French and Québécois French). Cahyalian names are given in parentheses (). For example, if you speak Elvish, you can read, write, and speak Dahabu, although you might say 'aluminium' instead of 'aluminum'. There are also unique **Off-Plane Languages**, which have their own rules and are explored further below.

Standard Languages	Description
Dwarvish (Pthoran)	race tongue of Dwarves
Elvish (Dahabu)	race tongue of Elves
Ferric (Uli)	race tongue of Humans
Haoog	dialect spoken by pirates
Orcish	race tongue of Orcs
Paroli (Saedic)	Common tongue of Jaern/Cahyali
Sel'ict	race tongue of lizards

Exotic Languages	Description
Arcadian	language of Fae, Dreaming, and Nature Spirits
Aquan	language of Merfolk, Cahyali Sea Kingdoms, and Sea Serpents
Breziak	archaic Human tongue
Divinic	language of Celestials, Cahyali Sky Kingdoms, and Divine Servitors
Draconic	language of Dragons, Drakos, and those in the Cahyali Labyrinth
Entish	speech and body language of sapient forest creatures and intelligent wildlife
Geleik (Auric)	archaic Elvish tongue
Infernal	tongue of Fiends, Demons, and Fallen Servitors
Primordial	tongue of Elementals, Arcane Constructs, and Beings of Aether. <b>This language requires having EU to speak.</b>
Trejon	ancient human language of Torandor civilizations, phonetics lost
Tusparol (Cahalan)	universal sign language performed with hand motions. <b>This language is bought at double cost.</b>

### 1.14.1 Off-Plane Languages

These languages are unique to a specific plane that isn't Jaern or Cahyali. Perhaps the plane is of a GM's own design, and the inhabitants speak a completely alien language. In this case, if a player learns an off-plane language, they must denote that it is off-plane and the GM's name. This is to clarify that the language is unique, and to avoid confusion between a player and other GMs. It is recommended that GMs use different names for languages on their plane to avoid unnecessary confusion. Some examples of these could include languages from Earth (English, Spanish, Japanese, etc.), or perhaps languages from other popular campaign settings (Giant, Sylvan, Deep Speech, etc.). As a player, if you find it too cumbersome to keep track of the off-plane languages of a particular GM, you can ask them to write up such languages as a magic item code in the system.

*For example, "Infernal (off-plane, Sam)" can be notated to differentiate the Infernal that this character knows is unique to Sam's plane, and it should not be confused with the "Infernal" above, which is spoken on Jaern/Cahyali. This confusion could be better avoided if Sam used the term "Demonic" to refer to their language instead of "Infernal".*