

PLAYER'S GUIDE TO THE WILDERLANDS

BONUS LANGUAGES BY REGION

<u>Region</u>	<u>Bonus Language(s)</u>
Elphand Lands	Viridian, Ghinoran (Damkina), Elven, Sylvan, Giant
Valon	Avalonian, Orichalan (Malikarr), Skandik, Common, Tharbrian, Aquan (Valon, Coral Kingdom)
Valley of the Ancients	Gishmesh, Avalonian, Skandik, Common, Draconic (within the Valley of the Ancients)
Viridistan	Viridian, Common, Tharbrian, Elven, Aquan (Sae Laamer), Giant, Sylvan
City State	Common, Tharbrian, Altanian, Skandik, Dunael (Dearthwood), Dwarven, Viridian, Antillian, Gnome (Lightelf), Amazon (Sea Rune), Aquan (Modron), Elven, Orichalan (Moonraker Moors, river settlements with Roglo River Folk), Goblin, Orc (Dearthwood)
Tarantis	Gishmesh, Karakhan (Taranits), Common, Viridian (Tarantis)
Desert Lands	Viridian, Dorin, Antillian, Common, Tharbrian
Altanis	Altanian, Common, Antillian, Elven (Onhir), Tharbrian
Ebony Coast	Ghinoran, Gishmesh, Skandik, Elven (Revelshire)
Lenap	Ghinoran, Dorin, Common, Viridian
Isle of the Blest	Ghinoran, Common (Rallu), Skandik, Orichalan (Oricha)
Isles of the Dawn	Ghinoran, Skandik, Gishmesh, Karakhan
Sea of Five Winds	Ghinoran, Amazon, Common, Viridian
Ghinor	Ghinoran, Amazon, Dwarven
Silver Skein Isles	Ghinoran (Rallu), Skandik, Gishmesh, Karakhan, Tlalic (Tula)
Ament Tundra	Amazon, Ghinoran
Ghinor Highlands	Ghinoran, Amazon, Dwarven
Southern Reaches	Ghinoran, Dwarven
Karak	Karakhan
Great Glacier	Aquan, Avalonian
Demon Empires	Demonic, Infernal, Abyssal

Any other languages must be studied and purchased with the Speak Language skill and the Read Language skill.

SPOKEN LANGUAGES

In addition to Common and the languages listed in the *PHB*, the following major languages are spoken in the Wilderlands:

<u>Language</u>	<u>Typical Speakers</u>	<u>Alphabet</u>
Altanian	Altanians, people of the City State region	None
Amazon	Amazons, jungle creatures of the south	Elven
Antillian	People of Antil and the Antillian Peninsula	Elven
Avalonian	People of Valon	Aquan
Demonic	Demonbrood	Demonic
Dorin	Dorins, desert dwellers	Ignan
Dunael	Dunael of Dearthwood	Elven
Ghinoran	Rallu, Tlan, Lenap, Chim and Damkina	Glyphis/Dwarven
Gishmesh	People of the region of Tarantis, Karakhan	Common
Karakhan	People of Karak	Karakor
Orichalan	Orichalans, Moonrakers, City of Malikarr	Draconic
Skandik	Skandiks	Dwarven
Tharbrian	Tharbrians, near City State and Viridistan	Common
Tlalic	The local language of Tula, mages	Draconic
Viridian	Viridistan, surrounding lands and merchants	Common
High Viridian	Viridian nobles	Infernal

LANGUAGES

Unlike the *PHB*, not all races speak Common. Instead, each race (noted above in this chapter) lists the language or languages that race speaks by default. A character's race may also indicate what bonus languages they may select as a result of their race.

BONUS LANGUAGES BY CLASS

In addition to these racial languages and bonus languages, characters may select the following bonus languages based on class:

Alchemist: Orichalan

Cleric: Abyssal, Celestial, Infernal and any other language relevant to their chosen deity (such as Terran for an earth god, etc.)

Druid: Sylvan

Witch: Sylvan plus Infernal and Abyssal if evil or Celestial if good

Wizard: Draconic

Sage: Any

BONUS LANGUAGES BY REGION

Regardless of race and class, the following bonus languages may be selected based on a character's starting region. Several languages are allowed only if both the region and homeland (in parenthesis) are met. For example, only a character from the region of Valon with the homeland of Malikarr may select Orichalan. Similarly, only a character from the Elphant Lands region with a homeland of Damkina may select Ghinoran.

Language and Alphabet Notes:

Altanian: Spoken by the red-skinned barbarian Altanians, this language dominates the Altanian Peninsula and is pervasive among the common folk of the region of the City State. Altanian is historically not a written language, though it could be written phonetically using the Common alphabet.

Amazon: This is the language of the amazons, who adopt the elvish alphabet due to their connection with the forests and animals. The language itself is a derivation of Sylvan. The language itself has few subtleties, relying on the innate psionic nature of the amazons to communicate shades of feeling and emotion rather than word choice or language.

Antillian: A common version of Ancient Antillian, this language is spoken in and around the city of Antil and is used as their trade language.

Avalonian: The language of the people of Valon, and the language of avalonian wizards, Avalonian uses the strange Aquan alphabet.

Demonic: This is the common tongue of the demonbrood and other denizens of the Demon Empires to the south. Though there are many other languages spoken there, this is the most common. Demonic uses the Demonic alphabet and is derived from the ancient language of the Markrabs, who created and kept the demonbrood as a slave race in pre-history. Demonic is not to be confused with Abyssal, which is the actual language of demonic outsiders.

Dorin: Spoken by dorins and by the desert peoples, such as the desert elves and other humans, Dorin has become

somewhat of a trade language of the desert. In its written form, however, it uses the ancient and alien Ignan alphabet, so it is most commonly only spoken, except by dorins.

Dunael: This language is a human-based version of elven spoken by the woodmen and rangers of Dearthwood. It uses the Elven alphabet, though it is infrequently written.

Ghinoran: Spoken by the peoples descended from the Ghinoran Successor States of ancient Kelnore, Ghinoran is unlike Common (which descends from Viridian, Tharbrian and Altanina). In fact, Ghinoran uses a unique and complex alphabet known as Glyphis, which, though hard to believe, is itself a simplified form of the incredibly complex Glyphic writing of ancient Kelnore. In Chim, the Ghinoran language was maintained by the dwarves but a modified version of the Dwarven alphabet was adopted.

Gishmesh: Spoken by both the Gishmesh and Paldorian tribes of Tarantis, Gishmesh uses the Common alphabet and has been adopted by traders from Karak as the language of the Wilderlands.

Karakhan: This highly structured and complex language uses a system of glyphs and figures said to be handed down by the god Kar himself. The written form of the language is nearly impossible for non-native speakers to learn.

Orichalan: This harsh language is based on the speech of dragons and it is said that dragons can understand it. Though the Orichalan Dragon Lords have all but been extinguished, those of Orichalan blood have maintained the language, though they normally speak it in secret. The language uses the Draconic alphabet.

Skandik: The language of the skandiks is a simple language that normally has very few shades of meaning, though they have dozens of words for "boat," "water" and "axe," each with a subtle distinction. They have adopted the Dwarven runic alphabet.

Tharbrian: Tharbrian, Altanian and Viridian merged to form the Common tongue. The Tharbrian language is the language of the nomad people and is a beautiful and musical language, despite the coarse nature of many of its speakers. Many ancient tales and bardic songs were composed in Tharbrian. Originally not a written language but a language with a strong oral tradition, Tharbrian uses the Common alphabet which they learned from the Viridians.

Tlalic: This strange language is a polyglot language based on the language of many races that have come to need a commonly understood magical language. It is not well suited to common conversation or trade, being more focused on precise descriptions of things arcane. The language is spoken almost exclusively in Tula and knowledge of it is a prerequisite to study in any of the schools there. Tlalic uses the Draconic alphabet. It is believed to have been created by an ancient lizardman-lich who was an instructor in Tula in its early days (and may still be today).

Viridian: Spoken in and around Viridistan, Viridian (along with Tharbrian and Altanian) is the basis for the Common tongue. Viridian uses the Common alphabet and is in fact the basis of the Common alphabet. Viridian is spoken by many merchants as Viridistan has for so long been a center of commerce. Viridian is to Common much as German is to English. Viridian is the debased and common version of High Viridian.

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High Viridian: High Viridian is spoken by nobles of Viridistan. High Viridian itself is a form of Ancient Viridian. Those who speak Viridian are presumed to be able to speak High Viridian and *vice versa*, though they cannot read it as High Viridian uses the Infernal alphabet as does Ancient Viridian.

ANCIENT LANGUAGES

In addition to the above spoken languages, there are a number of ancient or dead languages that exist primarily in written form. They may be selected using the Read Language skill. Learning to read an ancient language has some prerequisites, which are discussed below in the description of the ancient languages. The primary prerequisite to learning an ancient or dead language is having access to a book or work large enough from which the ancient language can be studied (Judges discretion). It ordinarily takes 1 year to learn to read an ancient language given a proper source, unless one has a tutor who can read the language. Unless otherwise noted, learning to read an ancient language requires spending 4 skill points on the Read Language skill.

Ancient Antillian: Spoken by the extinct people of Antil, this language uses the Elven alphabet. To learn this language, in addition to having access to a book containing the language, one must know how to read Antillian. Sources of Ancient Antillian are plentiful and this is perhaps the easiest ancient language to learn. Many spells related to animals and plants and animal summoning can be found in texts written in Ancient Antillian.

Ancient Draconic: Spoken and written by dragons. A source text is nearly impossible to find. The primary source would be to be tutored by an ancient dragon directly, which brings its own difficulties. Dragon Disciples often seek to learn this language. Many powerful and ancient spells are written in Ancient Draconic. Reading Draconic is a prerequisite.

Ancient ("Auld") Viridian: One of the few languages that is not dead, Ancient Viridian is spoken by the remaining Viridians (though there are only two) and by high priests of

Armada Bog during high rituals. Many religious tracts dedicated to Armada Bog are in Ancient Viridian, so securing a number of books from which the language can be learned is less difficult than with other ancient languages—though such books are not for sale and priests of the god hunt any person stealing such works. Ancient Viridian uses the Infernal alphabet with a strange Aquan influence. To learn Ancient Viridian, a character must first be able to read Viridian, Infernal and Aquan.

Elder Tongue: The language of the ancient race said to have populated the Wilderlands. The alphabet of the Elder Tongue is Galactic, an alien alphabet not designed for human pronunciation. This language can only be learned if a character has a rank in Knowledge (eldritch arcana) and can read Draconic, Terran, Aquan, Ignan and Auran. Several ancient artifacts written in the Elder Tongue are reported to exist that hold the secrets of epic magic.

Kelnoran: This ancient language is highly complex and uses the near-indecipherable language of Glyphic on which the Ghinoran alphabet of Glyphis is based. To learn to read Kelnoran, one must first speak and read Ghinoran. One must also have access to a source text. This will prove the largest barrier as few surviving works are written in Kelnoran, though it is rumored that the library at Damkina has a collection of such tomes.

Logii: This language is the logical language of the ancient Philosophers based on pure reason. It is written in a precise and unique mathematical alphabet called Physik. Most tracts written in this language were destroyed in the War of the Pious and Philosophers. Learning to read Logii takes 6 skill points due to its cryptic nature and razor-sharp logic unless the student possesses 10 ranks in Knowledge (physical universe).

Markrab: This language is altogether alien, and often uses pictograms. The spoken language is written in Ancient Demonic, an alphabet from which the modern Demonic language is derived. Learning to read Markrab requires 6 skill points due to its alien nature.