

Languages In D&D

Racial: Parent Tongues; Elven, Dwarvish, Gnomish, Halfling, Humanoid, Orchish, and the various Human tongues (organized by nation, all these tongues are similar so a pick in one of them costs half as much as a pick in other languages). All characters will have Common, Middle Sorish, their racial tongue and one per bonus point of intelligence (at least one for a minimum of 4 languages). You can read and write in any language that you can speak (except for barbarians who must pick up literacy separately). The most common racial tongues are Middle Sorish, Sylvain, Dwarvish (most subterranean races use dwarvish as a written language), Orcish, Gnomish and Hafling.

Subtongues; there are various subrace tongues Undercommon, Goblionoid (including Goblins and Hobgoblins), Orcish (similar to goblin), Ogre (and Ogre Magi). Also Giantish, Gnollic, Reptila (Lizard Men), and other humanoids.

Monsters: Any monster species with an intelligence of at least low (minimum of 5) can have a language. Some examples are: Beholders (one language for all varieties), Bladeling, Bugbears, Cloaker, Desmondu, Ettercap, Faries (who along with other Fey creatures speak Sylavin), Galeb Duhr, Gargoyles, Giff, Grell, Gremlin, Grimlock, Hadrimoi, the various forms of Hag share one language, Harpy, Hook Horror, Illithid (Mind Flayers), Jaebrin, Jermlaine, Kenku, Lamia, Manticore, Marrash, Medusa, Minotaur, Nagas (all forms), Neogi, Ormyrr, Otyugh (spoken by both Otyugh and Neo-otyugh), Peryton, Quaggoth, Rakshasa, Roper, Shedu, Sphinx (each subrace speaks the same language with a minor dialect difference), Spirrax, Thri-Kreen, Treant, Troglodyte, Troll (all subforms of troll share a common language), Umber Hulk, Yeti, Yuan-ti and Xill. Almost all of these monsters speak some form of Common.

Sea Monsters: Ixixachitl, Kuo-Toa, Merfolk, Sahuagin, Sirine, and Triton. These languages are harder to learn and require 1.5 skill points to learn.

Elemental: Auran (Air), Aquan (Water), Igan (Fire), Terran (Earth)

Extra-Planner: Baatezu (Devils of all forms including Imps and Mephits). Celestial, spoken by most good outsiders. The Gith, Githyanki and Githzerai share a common language as do the Slaad. All Tanar'ri speak the same language. Windblades speak the same tongue as Slaads.

Magical (Wyrms Tongue): Dragons and mages. This is the language of magic and is the reason why all dragons are able to cast verbal component only spells (they have the innate knowledge of magic to not have to rely on other components) Wizards may converse with dragons if they do not know wyrm tongue, but not very well (also spoken by Timat's spawn).

National/Regional (cost 1/2 point): Aquilis, (Roman), Northern Sora (Vertni and the Firmat Confederation), Celesian (Celes Empire), Etruscan, Gridaldi (Greek), (Cenastic Alliance, Gelisic, and Lilis), Alawipsh (Alawip), Imanish (Iman Kingdoms), Maltov (Maltoveny), Isipi (Isipic), Middle Sorish, and Farsi (Persian).

Common/Trade Tongue (free): A simplified form of Northern Sora and Middle Sorish that is taught to most people (Middle Sorish is also free).