

Languages



Player accessible racial languages are:

- ❖ **Dok'Lphar:** The Dok language shares many words with Imperial Common, but no other language compares when it comes to the vast numbers of words pertaining to clothing, fashion, tailoring, and boomers. The Dok' Lphar language is one of refinement that heavily relies on tone and inflection to properly glean the full meaning of any statement.
- ❖ **Dryad Treesong:** People unfamiliar with Treesong can easily mistake the language for wind whistling through the trees, the rustle of dry leaves, or the gentle splashing of a stream. Body language ranging from energetic movement of the limbs to gentle swaying like a tree helps convey the speaker's emotions and intent.
- ❖ **Dwarven Tapsong:** A language of the melody and rhythm of the work of crafting. Sentences are straightforward and usually include only words that are necessary.
- ❖ **Elven:** The elven word flows the same as their script: with highlights of elemental power and an undertone of grace and subtlety.
- ❖ **Fae:** The language of the Fairies is as they are: refined and fanciful. Most words are multisyllabic, and yet despite their length and extravagance, a seasoned speaker of the language is able to roll each syllable off the tongue like poetry.
- ❖ **Goblin:** Quick, sharp syllables punctuate this language that sounds to some like chittering, but contains many layers of complexity in its' fast-paced pronunciation.
- ❖ **Heart Song:** All Wild Folk know Heart Song, the language that the bands of Wild Folk use to speak to each other at the Hjartamoot. There are innumerable dialects, but all have musical elements that lilt off the tongue.
- ❖ **Imperial Common:** An amalgamation of older Imperial dialects and Ill'andari that has spanned the continent as cultures have shifted and moved. Represented by English with no hand sign.
- ❖ **Kandar:** The Kandar language is very quiet and those unaccustomed to its sound may mistake it for whispering or singing to oneself. Louder intonations include growls, vocal vibrations similar to purring, and occasional chirps. Body language like ear position, whisker twitches, and eye position also help convey the meaning and help flavor the various dialects.
- ❖ **Orcish:** This language perfectly balances the metallic clang of meeting swords with meditative chants of peace. Though most words sacrifice eloquence for the sake of modesty, there is a certain beauty to the serene and simplistic nature of this language. It is said that by understanding the subtleties of Orcish, one can find harmony within their soul.
- ❖ **Satyr Horn-rage:** When the demonic hordes invaded Aetheria, the Satyrs developed Hornrage as a secret language designed for use in military operations. The language is short, loud, clear, and concise, making it a favored language of military commanders in the present day. Hornrage draws its name from the ancestral anger the Satyrs once felt toward their demon enemies.
- ❖ **Varn-howl:** The Varn communicate through various barks and howls, but a majority of the language is executed through gravelly growls. Body language plays a major role in the Varn language including eye contact and ear position. The Varn can communicate long distances using howls to triangulate party members' positions and mood through intonation.
- ❖ **Wanderer Cant:** The language of the Wanderers is as colorful as their lives. Wander' s Cant is less a structured spoken language and more of an agreed upon collection of gestures, words and symbols from all the various places of the greater world. The particular meanings of any one word, symbol and gesture may vary wildly from one Wanderer Band to another. As a result, Wander' s Cant is generally regarded as a constantly evolving language.

Languages **require** time and instruction from an approved teacher with roleplay (ghosted/attended by Plot). Languages can only be learned one at a time.

- ❖ **Common:** 1 month of roleplay, 1 build at first purchase
- ❖ **Magical:** 3 months of roleplay, 6 build at first purchase

Speaking in a different language in play

Each language (except Imperial) has an associated letter in American Sign Language used to represent it. Simply hold it up to show that you are speaking in another language so that players can roleplay, or listen in, accordingly. If no hand sign is shown, one is considered to be speaking in Imperial.

- ❖ Dok'Lphar: L
- ❖ Dryad: T (for Treesong)
- ❖ Dwarf: D
- ❖ Elf: E
- ❖ Fae: F
- ❖ Goblin: G
- ❖ Kandar: K
- ❖ Orc: O
- ❖ Satyr: S
- ❖ Tiefling: I (Because they speak Infernal)
- ❖ Varn: V
- ❖ Wanderer: W
- ❖ Wild Folk: H (for Heart Song)

Magical Languages:

- ❖ Celestial: C
- ❖ Draconic: N
- ❖ Infernal: I
- ❖ Voidtongue: X
- ❖ Death Cant: M