

Languages

Languages allow characters to communicate privately, preserve cultural traditions, and recognize messages that others may not understand. Most languages are represented in play using an American Sign Language letter held visibly while speaking.

Learning a Language

Learning a language requires instruction from an approved teacher and ongoing roleplay overseen or attended by Plot.

- A character may learn only one language at a time.
- A common language requires one month of roleplay and costs 1 Build when first purchased.
- A magical language requires three months of roleplay and costs 6 Build when first purchased.

Speaking Another Language

Each language other than Imperial Common has an associated hand sign. Hold up the appropriate ASL letter while speaking so other players know which language is being used and can roleplay accordingly.

If no hand sign is shown, the character is assumed to be speaking Imperial Common.

Racial Languages

Each language other than Imperial Common has an associated hand sign. Hold up the appropriate ASL letter while speaking so other players know which language is being used and can roleplay accordingly.

If no hand sign is shown, the character is assumed to be speaking Imperial Common.

Celestial

Celestial is the language of the Seraphim. It is commonly used in religious and sacred writings, and many ancient prayers, rituals, and theological texts are preserved in Celestial.

Hand Sign: C

Death Cant

Death Cant is the language of the dead. It is used to communicate with Echos, the ghosts of those who have died. Liturgical or sacred texts concerning death, as well as writings intended for or created by the dead, are commonly written in Death Cant.

Hand Sign: M

Dok'Lphar

Dok'Lphar shares many words with Imperial Common, but no other language rivals its vocabulary concerning clothing, fashion, tailoring, and boomers. It is a language of refinement that relies heavily on tone and inflection to convey a statement's full meaning.

Hand Sign: L

Dryad Treesong

To unfamiliar ears, Treesong may sound like wind passing through branches, dry leaves rustling, or water moving gently over stone. Body language—from energetic movements to the slow swaying of a tree—helps communicate the speaker's emotions and intent.

Hand Sign: T

Draconic

Draconic, commonly also referred to as **Arcane**, is the language of dragons and is deeply connected to magic. It is frequently used by wizards, other magic practitioners, and those acquainted with the arcane arts or the study of dragons.

Hand Sign: N

Dwarven Tapsong

Tapsong draws its melody and rhythm from the sounds of labor and craftsmanship. Its sentences are direct, practical, and rarely contain unnecessary words.

Hand Sign: D

Elven

The Elven language flows like its written script, carrying flashes of elemental power beneath an air of grace and subtlety.

Hand Sign: E

Fae

The language of the Fae is as refined and fanciful as its speakers. Its words are often long and elaborate, yet an experienced speaker can roll each syllable from the tongue like poetry.

Hand Sign: F

Infernal

Infernal is the language of the Tieflings, Demons, and other Demonic entities. Though classified as a magical language, it remains an important part of Tiefling culture and identity.

Hand Sign: I

Goblin

Quick, sharp syllables give Goblin a fast-paced sound that some mistake for chittering. Beneath that speed lies a complex language in which subtle variations in pronunciation can drastically alter meaning.

Hand Sign: G

Heart Song

All Wild Folk know Heart Song, the language spoken among their bands at the Hjartamoot. It has innumerable dialects, but each contains musical elements that seem to lilt from the tongue.

Hand Sign: H

Imperial Common

Imperial Common is an amalgamation of older Imperial dialects and Ill'andari. It spread across the continent as cultures migrated, mingled, and changed.

Imperial Common is represented by English and does not require a hand sign.

Hand Sign: None

Kandar

Kandar, often called Labyrinth Tongue by native speakers, is generally spoken quietly, and those unfamiliar with it may mistake it for whispering or softly singing to oneself. Louder expressions may include growls, purr-like vibrations, and occasional chirps. Ear position, whisker movement, and eye position also convey meaning and distinguish its various dialects.

Hand Sign: K

Old Fae

Old Fae is used to communicate with ancient fae creatures, whose language is distinct from the common Fae spoken today.

Unlike other magical languages, Old Fae does not have an associated weapon tagline. Instead, learning it grants use of the Animal Empathy skill. Animal Empathy does not provide automatic control over an animal; its effects and the animal's response are determined by Plot.

Hand Sign: A

Orcish

Orcish balances the metallic clash of crossed swords with the meditative rhythm of peaceful chants. Its words favor modest simplicity over elaborate eloquence, but the language possesses a serene beauty of its own. It is said that those who understand its subtleties may find harmony within their souls.

Hand Sign: O

Satyr Hornrage

When demonic hordes invaded Aetheria, the Satyrs developed Hornrage as a secret language for military operations. Its words are short, loud, clear, and concise, making it popular among military commanders even today.

The name Hornrage recalls the ancestral fury the Satyrs once held toward their demonic enemies.

Hand Sign: S

Varn-howl

The Varn communicate through barks and howls, though much of Varn-howl is expressed through gravelly growls. Eye contact, ear position, and other physical cues play a major role in its meaning.

Varn can also communicate across long distances. Their howls allow them to estimate the positions of other party members and interpret their moods through changes in intonation.

Hand Sign: V

Voidtongue

Voidtongue is the language of the Void, spoken by abyssal and void creatures. Learning even a fragment of it inevitably drives the speaker toward madness, and there is no salvation from its influence. The more one learns, the more of oneself is lost. Those who learn too much are eventually consumed by it entirely.

Hand Sign: X

Wanderer's Cant

Wanderer's Cant is as colorful and varied as the lives of its speakers. Rather than a single structured language, it is a collection of gestures, words, and symbols gathered from cultures throughout the greater world.

Meanings may vary dramatically between Wanderer Bands, making Wanderer's Cant a constantly evolving form of communication.

Hand Sign: W

Magical Languages

Magical languages require more extensive study than common racial languages. Each requires three months of approved roleplay and costs 6 Build when first purchased.

Magical Language	Hand Sign
Celestial	C
Death Cant	M
Draconic/Arcane	N
Infernal	I
Old Fae	A
Voidtongue	X

Quick Hand-Sign Reference

Language	Sign	Language	Sign
Dok'Lphar	L	Orcish	O
Dryad Treesong	T	Satyr Hornrage	S
Dwarven Tapsong	D	Varn-howl	V
Elven	E	Wanderer's Cant	W
Fae	F	Heart Song	H
Goblin	G	Imperial Common	None
Kandar	K		