

# Languages of the Realms

Given the depth and breadth of *Garweeze World*, it's not surprising that characters have a truly staggering number of languages to choose from. Indeed, every character speaks a specific dialect, not simply the language as a whole. As such, character sheets should record the dialect name in quotation marks- “ ”, followed by the language name, and its family in parentheses ('). This will better allow players and GMs to apply appropriate modifiers to language use during the game. For instance, a speaker of the Fangagerie dialect of Forcuran would have the following written on his character sheet:

*“Fangaerie” Forcuran (Raagean)*

This section contains an enormous, but by no means complete, list of the many languages mentioned in or implied by this book. There are literally hundreds of barbarian dialects and non-human tongues that could not be included for space reasons.

## HOW TO READ THE ENTRIES:

Each entry gives the name of the language followed by the language's family in parentheses “( )” and the species of origin in brackets “[ ]”. The percentage given is the course difficulty modifier for HackMaster skill classes in any dialect of this language. This modifier is also used for courses in reading and writing the language if applicable.

This is followed by a short description of the language and a list of known dialects. The description mentions languages that are connected to the entry so that applicable modifiers can be used to skill checks. For space reasons, deciding which dialects are interchangeable or divergent is left to the GM. The article “What Did She Say?” in *Knights of the Dinner Table #111* may be used as a guide.

The family is listed so that players and GMs will know to which other languages the entry is related. It is worth noting that languages that have “Isolate” listed for their family are not related to any other known tongue. These languages may have interchangeable or divergent dialects, but no related tongues.

The description will also list languages from which the entry borrows, indicating when a “borrowing” penalty could be used. Idiomatic connections are left to the GM, but should always exist in any case where two languages borrow from a third language. For instance, Haagan and Sadok both have borrowing relationships with Forcuran, so a Haagan could speak idiomatically with a Sadok Elf.

## COMMON:

It is worth noting that the “Common” tongue mentioned in the *Players' Handbook* does not appear in the lists of languages in this book. This is because different parts of the continent have different trade languages. In the sectors detailed in the gazetteer section, this “Common” tongue is Forcuran:

FORCURAN (Raagean) [Humans] -5%

Forcuran is an amalgam, or pidgin, that borrows words from Abosorian, Haagan, Parzey, Sadok, and Meletian. It uses a phonetic version of the Raagean (Old Raagean) script, which is also used by many other languages. It is a direct descendant of Ver'Cereean (Old Forcuran).

**Known Dialects:** Regional. Forcuran dialects are too numerous to list.

## RULES CLARIFICATION VIS-A-VIS LANGUAGES

The “Maximum Number of Languages” value given for Intelligence in the *Players' Handbook* represents two things:

\* The total number of language families a character can learn from, not the number of sub-languages or dialects.

\* The total number of languages (not sub-dialects) in which a character can exceed 50% mastery. He can dabble in many, but only master a few.

## REGIONAL DIALECT RULE

Characters should use the town or city nearest where they learned it as the dialect name. Any time a character uses Forcuran more than 100 miles from this location, apply the “interchangeable” check penalty. Uses more than 500 miles away suffer the “divergent” penalty.

## HIGHLY REGIONAL DIALECT RULE

Use the place where the language is learned as the dialect name. Places farther than 50 miles from that point speak an interchangeable dialect, while points further than 100 miles speak a divergent one.

## MODERN LANGUAGES:

ABGREERIAN (Isolate) [Humans] +10%

Abgreerian is actually a collective name for several dozen related tongues that are spoken by barbarian tribes in the interior of Abgreer. No Abgreerian writing systems are known to exist, though rumors of a Bowmaran-based one have been circulating of late.

**Known Dialects:** Tribal.

ABOSORIAN (Ara'Kandish) [Humans] +5%

Abosorian is a bastardized outgrowth of the ancient Araa Gandeesh tongue. It borrows heavily from Forcuran, Haagan, and Sadok. Abosorian now uses the same alphabet as Forcuran, though some traditionalists still use the old, decorative script of their ancestors.

**Known Dialects:** Taughalin, Erefarish, and Ybertian.

ALDONESE (Aldonic) [Humans] +10%

Aldonese is a nearly extinct tongue, confined largely to the mountains of eastern Da'Neer and western Rarkin Kaldish. It is directly derived from Old Aldonese, and it is so similar to the old tongue as to be interchangeable. Aldonese is rarely written these days, but it uses the same ideographic calligraphy as Old Aldonese.

**Known Dialects:** Tribal.

AMBIDUGAN (Druugaash) [Minotaurs] +15%

Ambidugan is a harsh, nasal-sounding language spoken in Ambi Dugus. It has no alphabet, but a standardized set of pictograms is coming into use.

**Known Dialects:** Daeuush, Thaysh, and Doozh.

ARAGAN (Isolate) [Humans] +15%

Aragan is a unique tongue, found only deep in the jungles of the Everdark and Kakreed. Oddly, it borrows occasionally from Barsaran and Forcuran. Aragan uses a bizarre, spiral cursive to record information. The patterns are rumored to be magically hypnotic, implanting information directly into the reader's mind.

**Known Dialects:** Tribal.

ARGARIC (Argaryk) [Humans] +10%

Argaric is a catch-all term for the many tribal languages spoken by the barbarians of Argaryn. In general, Argaric does not borrow words nor share them with other tongues. Each dialect has its own “writing” system, though most are limited to pictograms.

**Known Dialects:** Tribal: Arapaari, Nardaachi, and countless others.

BARSARAN (Parzeyan) [Humans] +10%

Barsaran is a nasal-sounding derivative of Old Parzey, though it borrows quite heavily from Meletian and Raaturork. It is written using the same script as modern Parzey.

**Known Dialects:** Eastern, Southern, and Western Barsaran.

DA'NEERIAN (Parzeyan) [Humans] +10%

Da'Neerian is a pidgin tongue based on Parzey. It borrows heavily from Forcuran and Kryzaar, and less so from Barsaran. Da'Neerian uses the Parzey Script.

**Known Dialects:** Arsveki, Ataanic, and Dumarian.

DAURKK (Argaryk) [Humans] +5%

Daurkk is the lightly Raageanized heir of the ancient barbarian tongue Daarukaani. It borrows heavily from Haagan and to a lesser extent from Forcuran and Roatian. Modern Daurkk uses a simplified writing system developed by Karnundrus. Prior to about 70TR, Daurkk used the Forcuran system, but few records like this remain.

**Known Dialects:** Highly Regional. Due to poor education and very limited movement, virtually every community in Daurkhaid has its own dialect.

DEZIAN (Isolate) [Humans] +15%

Like Meletian, Dezian is a unique tongue believed to have Faarshuric roots that were completely lost over the centuries. For some reason, Dezians completely reinvented their language prior to the Raagean conquest. Dezian borrows only marginally from Forcuran and Hazaari and uses ideograms in its writing.

**Known Dialects:** Amarnacan, Athurian, Blainish, Durian, Keebinic, Naargaarleen, and Udish.

EXCERPT

#### ARAA GANDEECH- “Old Ara’Kandish” (Ara’Kandish) [Humans] +10%

Although not spoken today as a vernacular, Araa Gandeech is often used in scholarly discourse, formal parlance, or legal papers. It borrowed heavily from Saardorian and Faarshuric and used a script patterned on the Elves’ ancient tongue.

**Known Dialects:** River, Saratian, and Yarcenic.

#### DAARUKAANI- “Proto-Daurk” (Argaryk) [Humans] +15%

Daarukaani is a catch-all term for a number of northwestern barbarian tongues that diverged at some point from Haaraakan. It borrows heavily from Haaraakan and Grogorian. Daarukaani used the same runic writing as Haaraakan.

**Known Dialects:** Tribal.

#### FAARSHURIC (Faarshuric) [Humans] +10%

Faarshuric was the tongue spoken by the obscure race of humans encountered the Raageans in the Eder Soult. Scholars know that these people migrated in from the north, possibly from Harpania, but not exactly when. Their tongue spread throughout the region, all the way to the Orldian Sea, but these folk never achieved prominence before becoming subjects of Raga. Faarshuric writing was spindly, but graceful, and survives in modern Hazaari and other tongues.

**Known Dialects:** Regional.

#### GROGORIAN (Faarshuric) [Humans] +15%

Grogorian, the predecessor to modern Roatian, was an offshoot of Faarshuric. It borrowed from Daarukaani, Sarlangan, and Ver’Cereean. Grogorian relied on the same writing system as Faarshuric.

**KNOWN DIALECTS:** Regional.

#### HAARAAKAN- “Proto-Haagan” (Argaryk) [Humans] +15%

Haaraakan was a collection of barbarian tongues from the northwest. It borrowed heavily from Daarukaani and lightly from Faarshuric. Haaraakan writing seems to have drawn heavily on a runic alphabet that it shared with Daarukaani. Interestingly, this system is not used in modern Argaric.

**Known Dialects:** Tribal.

#### KAARDRAMUNIC (Kaardramunic) [Dwarves] +15%

Kaardramunic was the language of the united Dwarves under Gundra-Syn. It borrowed somewhat from Knaardak. Kaardramunic used all of the writing systems common in Kuraat, as well as several older forms that are no longer seen in Dwarven lands.

**Known Dialects:** Proto-, Imperial, and Declinative.

#### KNAARDAK- “Old Gnardik” (Gnardik) [Gnomes] +15%

Knaardak is the ancient tongue of the wandering Gnomish peoples who settled in the Fargruss valley. It borrows lightly from Kaardramunic and Faarshuric. The wildly stylized ideograms of Knaardak are found all over the Eder Soult in old ruins and small caves.

**Known Dialects:** Central, Dawnish, Eastern, and Valley.

#### PAARZEE-FAAL- “Old Parzey” (Parzeyan) [Humans] +15%

The forerunner of modern Parzey, it borrows somewhat from Aldongeech and Raakoran. Paarzee-Faal used the same script as modern Parzey.

**Known Dialects:** Early, Middle, and Late periods.

#### RAAKORAN- “Old Raagean” (Raagean) [Humans] +15%

Raakoran is the tongue of Old Raga, dating back more than a millennium and a half. It originated across the sea in a place known to legend as Meestaa’K. Raakoran was written in ideogramic glyphs with complex submarking for tense and aspect.

**Known Dialects:** Early, Inner, Outer, and Vulgar.

#### SAARDORIAN (Saardorian) [Elves] +10%

Saardorian was the forerunner of the many tongues spoken by Elves in the gazetteer region. It spawned many children, including the Human dialect known as Araa Gandeech- a blend of Faarshuric and Elven words and grammar. Saardorian borrows from no known forms of communication. It was written in a flowing, phonetic script that contained a number of beautiful ideogramic connotations.

**Known dialects:** Baoneer, Naorheed, Saordheek, Saorleeng, Zaomeesh.

#### SANDAYRAN (Faarshuric) [Humans] +15%

Sandayran was the mysterious tongue of a lost Human culture that first plumbed the depths of the mines around Varturus. It borrowed heavily from both Kaardramunic and

Uudhrul. Their Dwarf- and Hobgoblin-inspired carvings are still found throughout the Fargruss River valley. This tongue is believed by some sages to survive in the speech of modern Santello, far to the west.

**Known Dialects:** Early and Late.

#### UUDHRUL (Uudhraalic) [Hobgoblins] +15%

Uudhrul is the mostly-forgotten tongue of an ancient Hobgoblin empire that once stretched from modern Rogues’ Haven to Argarsta, south of the Flamaar. The Uudhrul empire faded from human memory after being splintered by the Sarlangan exodus, roiled by waves of northern barbarians, and finally enslaved by the Kobian Orcs as they fled west before the legions of Raga. It is spoken today only by holy men, hermits, and wise leaders amongst the Hobgoblins.

**Known Dialects:** Mountain, Northern, Southern, and Valley.

#### VER’CEREAN- “Old Forcuran” (Raagean) [Humans] +10%

Ver’Cereean was the early form of the modern trade tongue, Forcuran. It is still used in official decrees and legal matters, but is rarely spoken except by scholars. It borrowed lightly from Abosorian, Faarshuric, Haaraakan, Meletian, and Sadok. Strong ethnic pride amongst Haaraakans (proto-Haagans) changed the language heavily after the Raagean capital was moved from Fangaerie back to Raga in -476TR. Ver’Cereean used a phonetic variation on the Raakoran glyphs for writing purposes.

**Known dialects:** Regional. □

## Language Skill Rules

Just because a character doesn’t actually know a given dialect doesn’t mean he can’t communicate with someone who speaks it. The character basically falls back on a language he does speak in order to try and convey his meaning. This fallback is reflected by penalties that the character must overcome to succeed.

In **HackMaster**, the penalty takes the form of a modifier to skill checks made against a language the character knows. See the table below for suggested modifiers.

### SKILL MODIFIERS FOR INTERDIALECT LANGUAGE USE

Dialect is:	Skill Modifier*:
Interchangeable	-5%
Divergent	-20%
Related	-50%
Borrowing	-70%
Idiomatic†	-80%

\* Use the complexity of the subject matter to determine the difficulty of the communication. Questions like “Where’s the outhouse” are easy, for instance.

† Idiomatic communication is limited to very simple concepts and general topics. Actual conversation is impossible. Because it involves silly buzzwords, loud volume, odd expressions, and pantomime, using idiomatic language in HackMaster costs a point of temporal Honor on a successful skill check. Failed checks cost 1d4 points of temporal Honor.

# EXCERPT