

Languages:

The following are the common languages widely known in the world of Zoralon (and possibly places beyond). Any words in parenthesis give different, mutually intelligible dialects of the language, and learning the language grants them all, though unusually obscure or ancient dialects (such as the Ilideri dialect of Elven) might require an Intelligence check to parse when first encountered. Note also that you may be more familiar with one dialect than others, which can have social consequences in certain situations.

Amurran (Amurri, Purrani): The language of the catfolk. The Amurri and Purrani have different dialects, though mutually intelligible with difficulty.

Common (Akarnathi, Eredori): Spoken by humans and halflings on the continent of Taraka and most of the Free Isles, save Tholiar. The Tarakan dialect is Akarnathi, while the Free Isles speak Eredori.

Cornyrian: The prime language of humans on the continent of Dendar and the Free Isle of Tholiar. Not mutually intelligible with Common/Akarnathi.

Draconic (Draketongue, Snaketongue): Spoken by dragons, kobolds, many Tomari, and learned elementalists in Abul Dar, there are two dialects, one spoken by true dragons (and the spellcasters who study them) and the other by lower orders of scalykind such as kobolds and drakes.

Dwarven (Hrolthr, Volstaari): The Hrolthr dialect is spoken on the Tarakan mainland by dwarves and some human traders. The Volstaari dialect is spoken in the Free Isles and contains many loanwords from Cornyrian.

Elven (Elendi, Ilideri): The Elendi dialect is spoken in the Delendel Forest. The Ilideri dialect, once spoken by the high elves, is now extinct everywhere but among the undead of Meledon, though many wizards know at least a few words.

Fey (Seelie, Unseelie): The beings who speak this language age so slowly that in all the time since the formation of Faralon, it has only produced two dialects, Seelie and Unseelie, which are mutually intelligible.

Gnomish: Part of the same language family as Fey, Goblin, and Jotun, but not mutually intelligible with them.

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Halfling (Ostlang, Whistlang): Divided into two mutually intelligible dialects by the Chillwind Mountains that divide Taraka in two at the border of the Auldari Reaches and the Karstlands. Ostlang is to the east, whistlang to the west.

Jotun (High Jotun, Low Jotun): The language of giants, titans, cyclopes, trolls, ogres, and ettins. Titans and true giants speak High Jotun, while ogres, trolls, and other such creatures speak Low Jotun. The people of Zendani often learn a little Jotun, dating to their eight-decade stint as a vassal state of the troll king Gurmungormo and his spawn.

Orcish (Karstspeak, Marshspeak): Heavily influenced by Goblin but not mutually intelligible with it, Orcish is spoken in the Karstlands and the Zuul Marshes, which have given rise to two separate but mutually intelligible dialects.

Sakvroth (Wormtongue, Gloamtongue): The language of drow, duergar, dero, and every other creature that bowed the knee to the Gloaming Empire before its collapse nine hundred years ago. The drow speak the Gloamtongue dialect, which is rendered distinct (but still mutually intelligible with effort) by its heavy borrowing from the long-lost high elf language, Ilideri.

Uncommon languages

These languages are not commonly spoken on Zoralon, save by scholars and rare monsters

Old Azrahi: The liturgical language of the long-extinct Pure Faith, it was the language spoken by the first human empire and gave rise to both Akarnathi and Cornyrian.

Aklo: Known as Farspeech, it is the language of mad scribblings best forgotten and spoken only by the Beings from Beyond, though a few mad priests of Zorgon know a smattering of words. Those who are fluent become so from traffic with beings that eventually (and often quickly) destroy them, and are thus exceedingly rare.

Chthonian: Also known as Abyssal, it is the language of demons and spoken by those sworn to their service. Demons once served Kunorkai, but long-ago rebelled against his strictures, and as a result their language now has almost no commonalities with Diabolic.

Diabolic: The language of devils, rakshasa, and infernal beings from the fires of Zemak, spoken by them and those sworn to their lord, Kunorkai. It is also known as Infernal.

Empyrean: The language of angels and other celestial beings, it is the distant ancestor of Old Azrahi.

Kholo: Spoken by the kholo, a hyena-like race known to humanity as gnolls.

Necril: The language of the undead, it sprung fully-formed from the god Geshkol's mouth upon his first rising to unlife. Necril and its sister tongue, Tartarean, share a great deal of vocabulary with one another, and also contain a smattering of loanwords from Farspeech.

Petran/Terran: Spoken by beings associated with elemental earth and the plane of Yomtor.

Pyric/Ignan: Spoken by beings associated with elemental fire and the plane of Yomak.

Sussuran/Auric: Spoken by beings associated with elemental air and the plane of Yomkas. Distantly related to Tengu.

Tartarean: Also known as Shadowtongue and commonly spoken in the Netherworld, it is the language of velstracs, daemons, darvakkas, and other beings born of or touched by the taint of Zemzin. It is similar to Necril in much of its vocabulary, but the grammar is drastically different, as are the connotations of many words. (For example, the word for "living thing", *zeshk*, is pronounced the same in both, but in Necril it can also be a synonym for "prey", while in Tartarean it can mean either "living thing" or "foe").

Tengu: Spoken by the race of the same name, Tengu is difficult for humans to speak, as many sounds require a beak to make correctly. Distantly related to Sussuran, as the Tengu once hailed from the Plane of Air.

Thalassic/Aquan: Spoken by beings associated with elemental water and the plane of Yomul.