Dialogue Key

Reason for this section: Since dialogue in my posts is often complex, I use a key to mitigate confusion.

"<text>" = speech
--Double quotes and bold denote openly spoken words. For most of my characters, they try to speak a language that would be recognized in the region they're in, though they often prefer Adeluna trade tongue since it's the most commonly used in the world.

~<text>~ = telepathy
--Tildes and bold denote telepathy. Obviously, this dialogue can only be heard by the person/s it is directed toward.

'<text>' = mental/silent/special dialogue
--Italics and single quotes mean that the contained text is a thought, normally incoherent or otherwise mumbled speech. The first and third options can't be heard by anyone no matter their level of hearing, whereas the second option would likely require knowledge of the spell to hear.

Example: I also use italics when my character is using something like commune with beasts where the speech would be unintelligible to anyone who didn't have that spell.