

Revised Language

This document presents playtest material for advanced language rules for our version of D&D for HAG. These mechanics offer a more nuanced approach to communication in our campaign world, replacing the standard language rules found in the *Player's Handbook*. This system is designed for campaigns where linguistic diversity, cultural barriers, and the challenge of translation play a role. As playtest material, these rules aren't fully balanced and may change. We welcome and encourage your feedback!

Expanded Languages

Language shapes adventures. Each tongue speaks of unique cultures, ancient histories, and distant lands. In this ruleset, there is no universal "Common" tongue. Characters instead rely on a diverse mix of languages determined by their origin, background, and experiences.

Fluency Levels

Characters' understanding of languages is defined by fluency, and levels of fluency are defined here:

- **None:** No comprehension.
- **Basic (Phrasebook):** Understands simple greetings, common phrases, and rudimentary instructions. Relies heavily on context and gestures.
- **Conversational:** Comfortable in everyday dialogue, able to barter, navigate, and grasp ordinary speech. Struggles with specialized vocabulary or complex discourse.
- **Fluent:** Near-native proficiency. Understands idioms, subtle nuances, and complicated topics. Reads and writes proficiently.
- **Academic/Native:** Mastery at the highest level, including archaic forms, complex texts, dialects, and deep cultural context.

Starting Languages

Characters gain initial languages based on their origins:

- **Origin:** Fluent proficiency in primary language(s) of your homeland or upbringing (DM discretion).
- **Background:** Often grants one additional language at Fluent proficiency.
- **Class/Race:** Certain classes or races (such as Druids, Elves, or Dwarves) grant specific Fluent languages.

Language Families & Related Languages

Many languages share common roots, aiding comprehension of related tongues.

Mechanic: Fluent proficiency in one language might grant Basic proficiency or Advantage on Intelligence checks when interacting with closely related languages.

Example: Fluent proficiency in Common Delphic grants Advantage when interpreting Ancient Delphic texts or Basic fluency in related dialects.

Learning Languages

Learning or improving language skills occurs during Downtime:

- **Basic:** 5 workweeks minus your Intelligence modifier.
- **Conversational:** 10 workweeks minus your Intelligence modifier (from Basic or None).
- **Fluent:** 10 workweeks minus your Intelligence modifier (from Conversational).
- **Academic:** Requires extensive study, a dedicated tutor, or special quests (DM discretion).

Cost: Typically 25 gp per workweek, adjusted by rarity or availability of tutors and materials.

Immersion: Spending prolonged time immersed in a language-speaking community may grant Advantage on progress or reduce required time.

Languages of the World

These languages are subject to change over time. Updates to these charts will be posted.

Common Languages of the World

Language	Origin	Speakers	Family	Script	Real-World Analog
Arcana	Arcana	Scollars of Magic and high class of Athenaeum	Arcana	Latin	Latin and Classical Greek
Arfordirian	Arfordir	People of Arfordir	Arf-Haroldian	Latin	French
Beccin	Bec	People of the Beccin Empire & Bec	Beccian	Cyrillic	Russian
Common Delphic	Athenaeum	People of the Athenaeum	Classical	Latin	Modern Greek
Modern Elvish	Last Elven State	People of the Last Elven State	Elven	Sarati, Cirth, & Sarati	Elvish
Haroldian	Harold-Ford	People of Harold-Ford & Gilded Nations	Arf-Haroldian	Latin	UK-English
Auran	Icebeach Mountains	Dwarves of the Auran Mountains	Dwarven	Dwarven Runes	Estonia

Language	Origin	Speakers	Family	Script	Real-World Analog
Ironic	Iron Bash	Dwarves and People of the Iron Bash	Dwarven	Dwarven Runes	Latvian
Cavosian	Great Cavern	Dwarves of all sorts (the common for Dwarves)	Dwarven	Dwarven Runes	Finish
Ikbesh	Icebeach	People of Icebeach	Ikbesh	Common	Norway
Astrousian	Astrousia	The people of Astrouia (each city state has their own langue but this is used by politics and trade)	Unknown	Latin	Old Nubian
Golith	Giants	Nomatic Giant Tribes	Giant	Not written, if so Latin	Sami, Kalmyk, & Nenets

Exotic

Language	Origin	Speakers	Family	Script	Real-World Analog
Draconic	Dragons	Kobolds, Dragons, and Dragon Borns	Draconic	Latin	German
Celestial	Gods	People of the Higher Planes	Celestial	Latin	Welsh
Aethonix	Ancient Ruins (Gaints)	Scholars of the Gaints	Aethonix	Glyphs	Mix of Sumerian and Cuneiform
Winthrex	Winrich	Evil Cults and studiers of acient and powerful dark magic	Ikbesh	Latin	Coptic
Infernal	Hell	The fiends of the hells and those whole live there for a time	Infernal	Latin	Mandaic

Scripts & Literacy

Each language typically uses a specific script. Fluent proficiency usually includes literacy. Deciphering unfamiliar scripts requires a high Intelligence (Investigation) or (History) checks.

Exotic & Secret Languages

- **Exotic Languages:** Represent rare or ancient tongues—Draconic circumstances or longer learning times.

- **Secret Languages:** Thieves' Cant or Druidic, which cannot be learned normally and require specific class features or story-based circumstances.

Gameplay Impact

This expanded system emphasizes linguistic diversity:

- **Social Encounters:** Communication challenges enhance roleplaying. Misunderstandings are frequent without shared languages.
- **Exploration & Investigation:** Reading ancient texts, maps, or messages depends on linguistic proficiency.
- **Character Development:** Language choices enrich character backgrounds and cultural ties.
- **Downtime Activity:** Provides meaningful and thematic activities between adventures, enhancing immersion and depth of play.

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