**A Note About Languages (D&D 2013)**

The Players Handbook has general information on languages. This information focuses primarily on racial and magical languages. One list is found on page 82 (under skill, Speak Languages). For purposes of my campaign in 2013, there are additional details relating to the non-magical, non-racial tongues spoken throughout the continent.

Common tongue is a universal language. It is spoken or known nearly everywhere in civilized society. Think of it as English on planet Earth. However, it is not the only spoken language out there. There are a litany of cultural and regional languages that are known. For purposes of this campaign, these languages will not be important or essential to the game. They are included to enhance the flavor of the campaign.

Most of the languages would fall into language groups. On planet Earth, these would be such language groups as Germanic, French, Spanish, Norse/Scandinavian, Farsi, Chinese, Japanese, etc. Each individual country or kingdom may have its own separate language unique to that country only, but generally speaking different countries in the D&D campaign speak various languages based on language groups. The following chart will provide more details – I use modern planet Earth language types in order to provide frame of reference (but the actual name of these languages in the D&D world are different):

Region/Country/Kingdom Primary Language Group Spoken (besides Common)

Perrenland Germanic

Tiger/Wolf Nomads Mongolian

Ekbir / Zeif / Paynims Arabic

Tusmit / Ket / Ull Farsi

Veluna Swiss (German-French mix)

Furyondy Briton/Norman (French-English mix)

Celene / Greyhawk Dutch

Bissel / Gran March / Geoff French

Sterich / Ulek / Keoland Spanish

Yeomanry English (common tongue is native language)

Sea Princes Japanese & Dutch dialects

Each new character, in addition to Common and any other languages he/she may select with the Speak Language skill, may choose *one* language group type (from list above) for free. This will be the native language of the region from which the character comes. This language will have a non-essential effect on the game, but may allow a +1 bonus to rolls involving social interaction with other members of that language group culture. Please note the language choice on your character sheet.