



Languages

A List of Languages. Any language with a star after it has a written component.

Table 119: Languages of Tigmar

Language Name	Users & Notes
Modern Languages	
Tiganese*	Holy Empire, Farman, Orcheron, Confederacy of Sampson
Llepot*	Religious/Noble Language of Orcheron
Samptin*	Republic of Sampson
Ootan*	Ootish Nobility
Sandanese	Sander Nomads
Kandovian*	Island Natives
Twitter	Twitil race
Jabber	Granite Flats Pirates
Hanch	Barbarian & Hill People Southern Shore of Sea of Tears
Targ	Dragon's Tongue Barbarians
Gora	Zalpas religious language
Modern Eldak	Gaer-straz language
Ssall*	Ssall
Ancient/Specialized Languages	
Old Kandovian*	Ancient texts
Old Hanch*	Ancient texts
Kanten*	Ancient Northern Rim Technological Texts
Badash*	Origins Unknown Secret Language of many cults
Eldak*	Ancient Eldish of Eldar's Forest Earth Cult holy tongue
Dak-gult* (Old Demonic)	Patron Race Language
Flambatin*	Dragon
Ssall Pictographic*	Archaic Ssall Language

The languages of Tigmar are fairly limited. The foremost is Tiganese, which is the language of the Holy Empire, Farman, Orcheron, and much of the Confederacy of Sampson.

The nation of Orcheron also speaks Llepot (yea-pot) as a religious language. Nobility and priests in Orcheron are the only people left who speak this tongue.

In the Kingdom of Sampson the common folk speak a language related to Tiganese called Samptin. There is some controversy over which of the two languages is

older as both empires consider themselves the purists.

If one knows Tiganese or Samptin, learning the other is fairly easy. To reflect this, add 1 skill point for every skill point devoted to learning either language if the other is already known. Most of the border keeps and surrounding areas of the Confederacy of Sampson speak Samptin.

The Ootish nobility speak in Ootan, a language which is entirely unrelated to any other language used in Tigmar. The nobility consider all other languages crass, and most, if not all, have translators who speak the other languages for them since they refuse to soil their melodious voices with the drivel of lesser beings.

The nomads speak Sandanese, a strange language also virtually unknown in much of Tigmar. For some reason, however, a group of keeps on the West borderline of the Confederacy of Sampson also speak Sandanese. The people of these keeps also have a strange affinity to horses.

The island natives speak Jabber or Kandovian, which is an ancient tongue used by many academics and sages. The natives sometimes have the ability to write, and they write in Kandovian.

The Twitil of the granite flats speak a language vaguely related to Sandanese which humans call Twitter, but which the birds themselves call Twillamin. Many of the pirates in the Granite Flats speak a language which is part Twillamin and part Kandovian euphemistically called Jabber. This language has no official name. Jabber also has no written component. For writing, Jabber speakers use Kandovian.

On the south side of the Sea of Tears a group of people who speak Hanch, a language used by ancient hill people, may be found. Most peasants south of the Sea of Tears are genetically different from the average inhabitant of Orcheron, and tend to be more squat, hairy, and burly than normal.

A relative of Hanch is used by the people on the Dragon's Tongue who are genetically similar to the South Tear folk. They call their tongue Targ.

The Tandite Roamers quite often speak a language of Tigmar useful in trade, such as Samptin. The Roamers themselves speak a tongue unlike the other languages of Tigmar; their contact with the West has altered their language somewhat. These Roamers use other human written languages, having not developed one of their own.

Written Languages

Languages which are written and found in many ancient texts are Kandovian, Tiganese, Samptin, and Hanch. Other tongues mostly forgotten in their written forms are: Kanten, a language used by people from the northern rim, or so it is theorized, Badash, a language

used by people beyond the northern rim, and Eldak, a language used by the ancient Eldish of the Eldar's Forest region. In addition, other racial tongues are read and spoken by the wise.

Religious & Magical Languages

Some Earth cults use Eldak as their holy tongue, and most rituals are composed in this language. Badash is found as the secret language of many cults of various forms. It is possible that this is the case due to a large religion which perished long ago which used Badash as the sacred tongue.

Magical languages are usually cannibalizations of various old tongues, much of which is forgotten. Some dead languages found in magical texts are Dak-gult, a language commonly called Old Demonic, which was said to be spoken by the Patron Race, who, or as mages theorize, prevent humans from achieving the feats of old, and Flambatin, a language said to be used by the dragons of the past. An alternate view of these two tongues is they were used by the wise travelers who passed through Tigmar teaching the ways of life before they departed onwards, wherever that happened to be.

The Ssall

The Ssall speak a language unpronounceable for most other races. Their anatomical relationship to frogs allows the use of bizarre croaking noises just not reproducible. Due to this it is called simply Ssall. On the other hand, Ssall cannot speak human languages. Due to this, communication between the Ssall and other races relies upon the Ssall Unnamed Caste, a tiny group of Ssall that can enunciate both languages.

The Ssall make use of an alphabet with sixty phonetic characters. In addition, some Ssall scholars-priestesses know how to read and write Dak-gult and Eldak. An additional language consisting of pictographs is employed for ritual purposes, and Ssall buildings are decorated with holy sayings written with this language.

The Graer-Staz

The Graer-Staz generally speak a bastardized version of Eldak, although many of these wolfmen also know a smattering of Samptin. The Graer-Staz are not thought by human beings to possess any form of written language.

The Zalpas

The Zalpas seem to have no native tongue; they tend to use the languages common to the areas they settle. A specialized religious language, known as Gora, does allow different groups of Zalpas to communicate, but does not seem to be the language primarily used by the Zalpas.