



# LANGUAGES REWORK

AN EASIER SYSTEM FOR LANGUAGES IN 5TH EDITION



D&D HOMEBREW

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AN EASIER SYSTEM FOR LANGUAGES IN 5TH EDITION



CREATED BY



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# PREFACE

## WHY USE THIS REWORK

Players hate missing critical information when their characters can't read something in-game, and you can't always have the comprehend languages spell prepared. On the other hand, ask any DM, and they'll let you know handwritten calligraphy in made-up fonts can be a headache.

The purpose of the rework was two-fold, to make it easier for players and DMs alike.

## PLAYER BENEFITS

- The ability to speak/understand additional languages
- Better return from your known languages
- Pre-assembled fonts to easily decode handouts
- Adds opportunity for more roleplaying with diverse NPCs

## DM BENEFITS

- Easy rules for understanding additional languages
- Free downloadable fonts for all languages with written scripts
- Make handouts in seconds. Just type your message, change the font, and print!
- Adds opportunity for more roleplaying with diverse NPCs

### PRINTABLE PLAYER HANDOUTS !

We recommend printing out [pages 20 to 29](#) for your players so they can decode any printouts you make in other languages.

## HOW IT WORKS

This rework puts all languages (spoken and written) into 12 major groups. Each group is comprised of similar languages based on themes, locations, and commonalities between the species that use them.

The reasons for a character to understand similar languages are boundless. Could be a backstory, skill sets, plot armor, or any other reason you want.

## UNDERSTANDING DIFFERENT LANGUAGES

If a PC tries to speak, read, or eavesdrop on a language they do not know, but it is in the same group as one they do know; the PC can attempt to understand the unknown language. Since it is a different language entirely you may not understand every word, but usually can walk away with the gist of a situation.

As part of this process, the DM can either ask for a skill check or have a plot-driven reason to just let the PC understand. We've provided some example skill checks below to help get you started.

### EXAMPLE SKILL CHECKS

- **Arcana:** During your spell research, you learned additional scripts
- **History:** During your time in the library, you've studied other scripts
- **Insight:** Between the NPC's facial expressions and the broken conversation, you're able to communicate
- **Investigation:** Looking closer, you find similarities in the text
- **Perception:** The context from the few words you understand and the NPC's body language is enough to communicate
- **Performance:** Between a mixture of charades and hand puppets you're able to get your point across
- **Religion:** During readings of sacred texts, you've familiarized yourself with other scripts

### TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30

# PART 1

Language Groups



# LANGUAGE GROUPINGS

This rework puts all languages (spoken and written) into 12 major groups. Each group is comprised of similar languages based on themes, locations, and commonalities between the species that use them.

You can find more information about the grouping of languages below.

## GROUP DETAILS

The 12 different groups are:

Astral	Elvin
Beastial 1	Heavens & Hells
Beastial 2	Mean & Green
Common Speech	Old Ones
Down Under	Smol
Dragon	Secret Languages

### ASTRAL

This group contains **Gith and Vedalken** both races trying to achieve a “higher state of being” or both coming from planes beyond the material realm.

### BEASTIAL 1

This group contains three “monstrous races,” being **Gnoll, Leonin, and Naga**. These three were grouped since animals of the same species would be considered predators in a feral state.

### BEASTIAL 2

This group contains three “monstrous races,” being **Aarakocra, Loxodon, and Minotaur**. These three were grouped since animals of the same species would be considered prey or non-violent in a feral state.

### COMMON SPEECH

This group contains **Common, Halfling, and Mimicry**. The languages in this group are all based on English. While Halfling’s script is in English font, it does use a “shorthand” that not everyone can understand.

### DOWN UNDER

This group contains **Undercommon, Deepspeech, and Krual**, both races that live underground or in caverns concealed by the darkness.

### DRAGON

This group contains only one language being **Draconic**. While it may seem strange, dragons being a central theme in many campaigns keeping it secluded will help with balancing.

### ELVIN

This group contains **Elvish and Sylvan**, both languages having roots tieing to fey ancestry; it was an easy choice to put them together.

### HEAVENS & HELLS

This group contains **Abyssal, Celestial, and Infernal**. The group has languages of all the holy beings, friends, and hell dwellers.

### MEAN & GREEN

This group contains **Giant, Orcish, and Goblin**. While this group may initially seem like a strange pairing, the three could be green and usually portrayed as mean.

### OLD ONES

This group contains **Primordial** and its four dialects **Aquan, Auran, Ignian, and Terran**. While Primordial has a written script, the four dialects do not. Therefore, it is up to DM interpretation if a player who speaks a dialect can understand the Primordial base script.

### SMOL

This group contains **Dwarvish and Gnomish** since both races are, in fact, small and focus their time on inventions or innovations through different mediums.

### SECRET LANGUAGES

This group contains multiple scripts from Secret Languages, Glyphs, Runes, & Sigils. Some of these have a spoken form, while others are written only. The members of this group are **Druidic, Magi, Thieves' Cant, and Undead**.

Unlike the other 11 groups, players won’t be able to make any additional checks or understand different languages in this group. Players will only be able to understand the languages of this group if explicitly listed on their character sheet.

## THIEVES CANT CHANGES

### ORIGINAL

Thieves Cant is defined as a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It also “takes four times longer to convey such a message than it does to speak the same idea plainly.”

This ruling makes using Thieves Cant worse than using simple innuendo or a shared language to communicate an idea privately. The only benefit to this version is the details of its written form.

### UPDATED

Our version of Thieves Cant doesn't have a written form but it does contain some benefits for verbal communication.

If two characters share Thieves Cant they can seamlessly use innuendos or speak in a cryptic manner that others around them do not understand, even though they are speaking in a normal conversational language. In addition, this version retains all the benefits of the original of its written form.

## HOMEBREW LANGUAGES

The following languages are optional and are not included in the official WotC Cannon.

### MAGI

Magi are the magic symbols used by arcane scholars in ancient scrolls and scriptures to help document findings. Magi isn't used for spell casting, but many arcane sigils originate from Magi characters. This concept for Magi is similar to how doctors use Latin in the real world. This text is universally understood by those who study, derive powers from the arcane arts, and magical backgrounds. Such as but not limited to **Artificers, Bards, Sorcerers, and Wizards**.

### UNDEAD

The language of those who cross over to the other side. Unknown to many mortals but regularly used among the servants of undeath. Undead text is universally understood by those with a background, study, or derive their powers from the dark arts or influences of necromancy. Such as but not limited to **Clerics, Warlocks, and Wizards**.



# LANGUAGES IN ALPHABETICAL ORDER

# LANGUAGES BY GROUP

## CONVERSATIONAL LANGUAGES

Name	Spoken	Written	Sample Text	Group	Font Used
Common	✓	✓	DVVAGE	Common Speech	Georgia
Halfing	✓	✓	QEIXTM	Common Speech	Green Nature
Mimicry (Kenku)	✓			Common Speech	
Draconic	✓	✓	וּלְבָנָה	Dragon	Dovahkiin
Elvish	✓	✓	Արագած	Elvin	Elvish
Sylvan	✓	✓	Էլ Էլ	Elvin	Edronheem
Kraul	✓	✓	ԷԼՎԻՇ	Down Under	Cybertronianfinal
Undercommon	✓	✓	օՏօՏօՏօ	Down Under	Espruar
Deep Speech	✓			Down Under	
Dwarvish	✓	✓	ԷՐԵԿԻ	Smol	Ninjargon
Gnomish	✓	✓	ՋՈՒՋԻ	Smol	Highschool Runes
Giant	✓	✓	ԽԵՐՔԵ	Mean & Green	Kehdrai
Orcish	✓	✓	ՅՐԴՆԻ	Mean & Green	KhuzdulEreb0r
Goblin	✓	✓	ՊՎՃՎՆ	Mean & Green	Angerthas
Merfolk	✓	✓	:ԵԿՇԱՌԻ	Old Ones	Kitisakkullian
Primordial	✓	✓	ԱՇԽԵ	Old Ones	Alien Hieroglyph
Aquan (Primordial Dialect)				Old Ones	
Auran (Primordial Dialect)				Old Ones	
Ignian (Primordial Dialect)				Old Ones	
Terran (Primordial Dialect)				Old Ones	
Abyssal	✓	✓	ԱՅՋԱՋԱՋ	Heavens & Hells	Baybayin Doctrina
Celestial	✓	✓	ԱԿԱՅԱՋԱՋԱՋ	Heavens & Hells	Elbisch
Infernal	✓	✓	ԱՅՋԱՋԱՋ	Heavens & Hells	Mage Script
Gith	✓	✓	ԱՐՋԻ	Astral	LR Talisman
Vedalken	✓	✓	ԼԻԼԻԼԻ	Astral	Sith AF
Gnoll	✓			Beastial 1	
Leonin	✓			Beastial 1	
Naga	✓			Beastial 1	
Aarokocra	✓			Beastial 2	
Loxodon	✓			Beastial 2	
Minotaur	✓			Beastial 2	

## SECRET LANGUAGES

Name	Spoken	Written	Sample Text	Font Used
Druidic	✓	✓	ԾՐԾԾԾ	Ophidian
Magi	✓	✓	ՉԵՄԵՄԵ	Harpers
Thieves' Cant		✓	ՖԵԼԻԼԻԼ	Beth Luis Nion + Fearn
Undead	✓	✓	ԷՐԱՍՄԱՆ	Sigali

# PART 2

Codex



# CODEX

## ABYSSAL

A	B	C	D	E	F	G	H	I	J	K	L	M
අ	ඔ	ඇ	ආ	ඇ	ඉ	ඇ	ඈ	ඉ	ඇ	ඇ	ඇ	ඇ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ං	ඃ	ඇ	ඇ	ඇ	ඉ	ඉ	ඉ	ඃ	ඔ	ඇ	ඇ	ඉ

## CELESTIAL

A	B	C	D	E	F	G	H	I	J	K	L	M
ඝ	ඩ	ඩ	ඩ	ඝ	ඩ	ඩ	ඩ	ඝ	ඩ	ඩ	ඩ	ඩ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ඩ	ඝ	ඩ		ඩ	?	ඝ	ඝ	ඩ	ඩ	ඩ		

## COMMON

A	B	C	D	E	F	G	H	I	J	K	L	M
A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

## DRACONIC

A	B	C	D	E	F	G	H	I	J	K	L	M
ඇ	ආ	ඇ	ඉ	ඇ	උ	ඇ	ඉ	ඉ	ඇ	ඇ	ඇ	ඉ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ඊ	ඇ	ඇ	ඉ	ඉ	ඉ	ඉ	ඉ	ඉ	ඉ	ඉ	ඉ	ඉ

## DRUIDIC

A	B	C	D	E	F	G	H	I	J	K	L	M
ං	ඃ	ඃ	ං	ං	ඃ	ඃ	ං	ඃ	ඃ	ඃ	ඃ	ං
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං

## DWARVISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ං	ඇ	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං	ං

## ELVISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ȝ	ƿ	ƿ	ƿ	ȝ	þ	ƿ	ȝ	ȝ	ȝl	ƿ	ȝ	ƿ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ƿ	ȝ	ƿ	ƿ	ƿ	ƿ	ƿ	ȝ	ȝ	ȝ	ƿ	ȝ	ȝ

## GIANT

A	B	C	D	E	F	G	H	I	J	K	L	M
ᚦ	ᛒ	ᚹ	ᚾ	ᛘ	ᛑ	ᛔ	ᚾ	ᛁ	ᛖ	ᚹ	ᚻ	ᚾ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᛏ	ᛘ	ᚼ	ᚹ	ᚱ	ᛊ	ᛈ	ᚾ	ᚾ	ᛕ	ᛟ	ᛞ	ᛗ

## GITH

A	B	C	D	E	F	G	H	I	J	K	L	M
†	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
‡	◊	ƿ	◊	ƿ	◊	†	◊	◊	◊	*	◊	◊

## GOBLIN

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	B	ñ	*	ñ		ñ				ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
x	ñ	ñ	*	ñ	ñ	ñ	ñ		ñ		ñ	ñ

## GNOMISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ

## HALFLING

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ

## INFERNAL

A	B	C	D	E	F	G	H	I	J	K	L	M
Ѐ	Ӗ	ӂ	Ӯ	Ӗ	Ӆ	Ӵ	Ӹ	Ӷ	ӹ	ӻ	ӷ	ӹ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Ԉ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ	ԑ

## KRAUL

A	B	C	D	E	F	G	H	I	J	K	L	M
ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ

## MAGI

A	B	C	D	E	F	G	H	I	J	K	L	M
Ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ	ѿ

## MERFOLK

A	B	C	D	E	F	G	H	I	J	K	L	M
ፊ	፡ቂ	ኅ	ኑ	ኋ	ጠ	ጠ	ጠ	ኋ	ኋ	ኋ	ኋ	ኋ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ኋ	አ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ

## ORCISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ፊ	ቃ	ለ	ዘ	መ	ሙ	፩	ዘ	፤	፤	፤	፤	፤
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ተ	ሙ	በ	ዘ	ሙ	ሙ	ተ	ዘ	ዘ	የ	የ	የ	የ

## PRIMORDIAL

A	B	C	D	E	F	G	H	I	J	K	L	M
ፊ	ወ	ኋ	ደ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ኋ	ወ	ኋ	ደ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ	ሮ

## SYLVAN

A	B	C	D	E	F	G	H	I	J	K	L	M
ꝑ	Ꝓ	ꝓ	Ꝕ	ꝕ	Ꝗ	ꝗ	Ꝙ	ꝙ	Ꝛ	ꝛ	Ꝝ	ꝝ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ꝑ	Ꝓ	ꝓ	Ꝕ	ꝕ	Ꝗ	ꝗ	Ꝙ	ꝙ	Ꝛ	ꝛ	Ꝝ	ꝝ

## THIEVES CANT

A	B	C	D	E	F	G	H	I	J	K	L	M
+	-	≡	⊤	≡≡	≡	#	⊤	≡≡			=	+
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
≡	≠	≡≡	≡≡	≡≡≡	≡≡	≡	≡≡	V	W	X	≡≡	≡≡≡

## UNDEAD

A	B	C	D	E	F	G	H	I	J	K	L	M
⤠	⤡	⤢	⤣	⤤	⤥	⤦	⤧	⤨	⤩	⤪	⤫	⤬
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⤠	⤡	⤢	⤣	⤤	⤥	⤦	⤧	⤨	⤩	⤪	⤫	⤬

## UNDERCOMMON

A	B	C	D	E	F	G	H	I	J	K	L	M
•	§	¶	¤	ƒ	˜	À	Ã	¢	˜	¤	ƒ	¤
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
œ	œ	œ	œ	œ	œ	œ	œ	œ	œ	œ	œ	œ

## VEDALKEN

A	B	C	D	E	F	G	H	I	J	K	L	M
-	¶	↳	↑	'	¶	↳		'	↳	↳	↳	¶
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
¶	°	¶	↳	↳	¶	¶	'	¶	↳		↳	¶

# PART 3

Printable Version



# LANGUAGES IN ALPHABETICAL ORDER

## LANGUAGES BY GROUP

# CONVERSATIONAL LANGUAGES

Name	Spoken	Written	Sample Text	Group
Common	✓	✓	DVVAGE	Common Speech
Halfing	✓	✓	QEIXTIN	Common Speech
Mimicry (Kenku)	✓			Common Speech
Draconic	✓	✓	የኢትዮጵያ	Dragon
Elvish	✓	✓	elperion	Elvin
Sylvan	✓	✓	ጀት መሬታ	Elvin
Kraul	✓	✓	ଓର୍କାରିଆ	Down Under
Undercommon	✓	✓	ଓଡ଼ିଆକାରୀ	Down Under
Deep Speech	✓			Down Under
Dwarvish	✓	✓	ଡେଵାର୍ଦ୍ଦିନ	Smol
Gnomish	✓	✓	ଗନୋମିଶ	Smol
Giant	✓	✓	XCPRKY	Mean & Green
Orcish	✓	✓	BOBTOMA	Mean & Green
Goblin	✓	✓	ΦΨΧΨΝ	Mean & Green
Merfolk	✓	✓	:କୁଳାଙ୍କୁ	Old Ones
Primodial	✓	✓	ପ୍ରିମୋଡିଆ	Old Ones
Aquan (Primodial Dialect)				Old Ones
Auran (Primodial Dialect)				Old Ones
Ignian (Primodial Dialect)				Old Ones
Terran (Primodial Dialect)				Old Ones
Abyssal	✓	✓	ଅବସାନ୍ତିକା	Heavens & Hells
Celestial	✓	✓	ଆକାଶବିହାରୀ	Heavens & Hells
Infernal	✓	✓	ଦ୍ୱାରା ଦେଖିଲାକ	Heavens & Hells
Gith	✓	✓	ବିନାନ୍ତିକ	Astral
Vedalken	✓	✓	ବେଦାଳକୁ	Astral
Gnoll	✓			Beastial 1
Leonin	✓			Beastial 1
Naga	✓			Beastial 1
Aarokocra	✓			Beastial 2
Loxodon	✓			Beastial 2
Minotaur	✓			Beastial 2

## GLYPHS, RUNES, & SIGILS

Name	Spoken	Written	Sample Text	Group
Druidic	✓	✓	✧✧✧✧✧	-
Magi	✓	✓	❖❖❖❖❖	-
Thieves' Cant		✓	≡≡≡≡≡	-
Undead	✓	✓	〒〒〒〒〒	-

## CODEX

### ABYSSAL

A	B	C	D	E	F	G	H	I	J	K	L	M
අ	ඔ	ඇ	ආ	ඇ	ඇ	ඇ	ඇ	ඇ	ඇ	ඇ	ඇ	ඇ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ං	ඃ	ඇ	ඇ	ඇ	ඇ	ඇ	ඇ	ඃ	ඔ	ඇ	ඇ	ඇ

### CELESTIAL

A	B	C	D	E	F	G	H	I	J	K	L	M
ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ඩ	ඩ	ඩ		ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ	ඩ

### COMMON

A	B	C	D	E	F	G	H	I	J	K	L	M
ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ	ඏ

## DRACONIC

A	B	C	D	E	F	G	H	I	J	K	L	M
ඇ	ඉ	ඈ	ඌ	ඇ	උ	ආ	ඊ	ඉ	ඌ	ඇ	ඉ	ඊ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ං	අ	ඃ	඄	ඁ	ඃ	ආ	ඁ	ඃ	අ	ං	ඃ	ඁ

## DRUIDIC

A	B	C	D	E	F	G	H	I	J	K	L	M
ඒ	ඓ	ඔ	ඕ	ඖ	඗	඘	඙	ක	ඛ	ඒ	ඓ	඙
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ඃ	ං	ඃ	ං	ඃ	ඃ	ං	ං	ඃ	ඃ	ඃ	ඃ	ඃ

## DWARVISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ශ	්‍ය	්‍ර	්‍රා	්‍රු	්‍රුෂ	්‍රුෂු	්‍රුෂුෂ	්‍රුෂුෂු	්‍රුෂුෂුෂ	්‍රුෂුෂුෂු	්‍රුෂුෂුෂුෂ	්‍රුෂුෂුෂුෂු
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
්‍රු	්‍රුෂ	්‍රුෂු	්‍රුෂුෂ	්‍රුෂුෂු	්‍රුෂුෂුෂ	්‍රුෂුෂුෂු	්‍රුෂුෂුෂුෂ	්‍රුෂුෂුෂුෂු	්‍රුෂුෂුෂුෂුෂ	්‍රුෂුෂුෂුෂුෂු	්‍රුෂුෂුෂුෂුෂුෂ	්‍රුෂුෂුෂුෂුෂුෂු

## ELVISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ȝ	ƿ	ƿ	ƿ	ȝ	þ	ƿ	ȝ	ȝ	ȝl	ƿ	ȝ	ƿ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ƿ	ȝ	ƿ	ƿ	ƿ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ

## GIANT

A	B	C	D	E	F	G	H	I	J	K	L	M
ᚩ	ᚩ	ᚩ	ᚾ	ᛘ	ᛦ	ᛪ	ᚾ	ᛁ	ሻ	ᚩ	ᚩ	ᚾ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᛏ	ᛘ	ᛘ	ᚩ	ᚱ	ᛊ	ᛦ	ᚾ	ᚾ	ᛕ	ᛞ	ᛘ	ᛦ

## GITH

A	B	C	D	E	F	G	H	I	J	K	L	M
†	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
‡	◦	ƿ	◦	ƿ	§	†	ψ	†	‡	*	‡	‡

## GOBLIN

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	B	ñ	*	ñ		ñ		I	ñ	ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ

## GNOMISH

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ

## HALFLING

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ	ñ

## INFERNAL

A	B	C	D	E	F	G	H	I	J	K	L	M
Ѐ	Ӗ	ӂ	Ӯ	Ӗ	Ӗ	ӻ	Ӯ	Ӯ	Ӯ	Ӯ	Ӯ	Ӯ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ܶ	ܷ	ܸ	ܹ	ܵ	ܶ	ܷ	ܸ	ܹ	ܵ	ܶ	ܷ	ܹ

## KRAUL

A	B	C	D	E	F	G	H	I	J	K	L	M
ܰ	ܱ	ܲ	ܳ	ܴ	ܵ	ܶ	ܷ	ܸ	ܹ	ܺ	ܻ	ܼ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ

## MAGI

A	B	C	D	E	F	G	H	I	J	K	L	M
ܰ	ܱ	ܲ	ܳ	ܴ	ܵ	ܶ	ܷ	ܸ	ܹ	ܺ	ܻ	ܼ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ	ܻ

## MERFOLK

A	B	C	D	E	F	G	H	I	J	K	L	M
ፊ	፡ቂ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ	ኋ

## ORCISH

A	B	C	D	E	F	G	H	I	J	K	L	M
፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩

## PRIMORDIAL

A	B	C	D	E	F	G	H	I	J	K	L	M
፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩	፩

## SYLVAN

A	B	C	D	E	F	G	H	I	J	K	L	M
ꝑ	Ꝓ	ꝓ	Ꝕ	ꝕ	Ꝗ	ꝗ	Ꝙ	ꝙ	Ꝛ	ꝛ	Ꝝ	ꝝ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ꝑ	Ꝏ	ꝏ	Ꝑ	ꝑ	Ꝓ	ꝓ	Ꝕ	ꝕ	Ꝗ	ꝗ	Ꝙ	ꝙ

## THIEVES CANT

A	B	C	D	E	F	G	H	I	J	K	L	M
+	-	≡	☰	≡≡	≡	#	+	≡≡≡			=	+
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
≡	≠	≡≡	≡≡≡	≡≡≡≡	≡	≡	≡	≡≡	W	X	≡≡	≡≡≡

## UNDEAD

A	B	C	D	E	F	G	H	I	J	K	L	M
⤠	⤡	⤢	⤣	⤤	⤥	⤦	⤧	⤨	⤩	⤪	⤫	⤬
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⤠	⤡	⤢	⤣	⤤	⤥	⤦	⤧	⤨	⤩	⤪	⤫	⤬

## UNDERCOMMON

A	B	C	D	E	F	G	H	I	J	K	L	M
•	§	▲	●	┐	~	Ⓐ	₩	●	~	₩	ℓ	♂
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
▫	Ѡ	Ѿ	Ѿ	Ѽ	Ѽ	Ѿ	Ѽ	Ѽ	Ѿ	Ѿ	Ѿ	Ѽ

## VEDALKEN

A	B	C	D	E	F	G	H	I	J	K	L	M
-	ຟ	ັ	ິ	ົ	ຟ	ັ	ີ	ົ	ິ	ັ	ັ	ິ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ຝ	ົ	ຟ	ັ	ິ	ຟ	ັ	ີ	ົ	ິ	ັ	ັ	ິ

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## CHANGE LOG

- 7/25/22 Published Language Rework
- 9/22/22 Added Printable Codex
- 5/5/23 Added Deep Speech, reworded Language Groups, added new tables, reorganized pages, removed fantent(fan content) related to live plays.

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# EXPANSIONS FOR EVERY OCCASION

We truly hope you enjoyed this expansion!

Families & Dragons is a collaborative group project to create new modules, expansions, and homebrews for 5th Edition D&D.

You can find more original content over at:

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MADE WITH THE HOMEBREWERY

