

# LANGUAGES REWORK

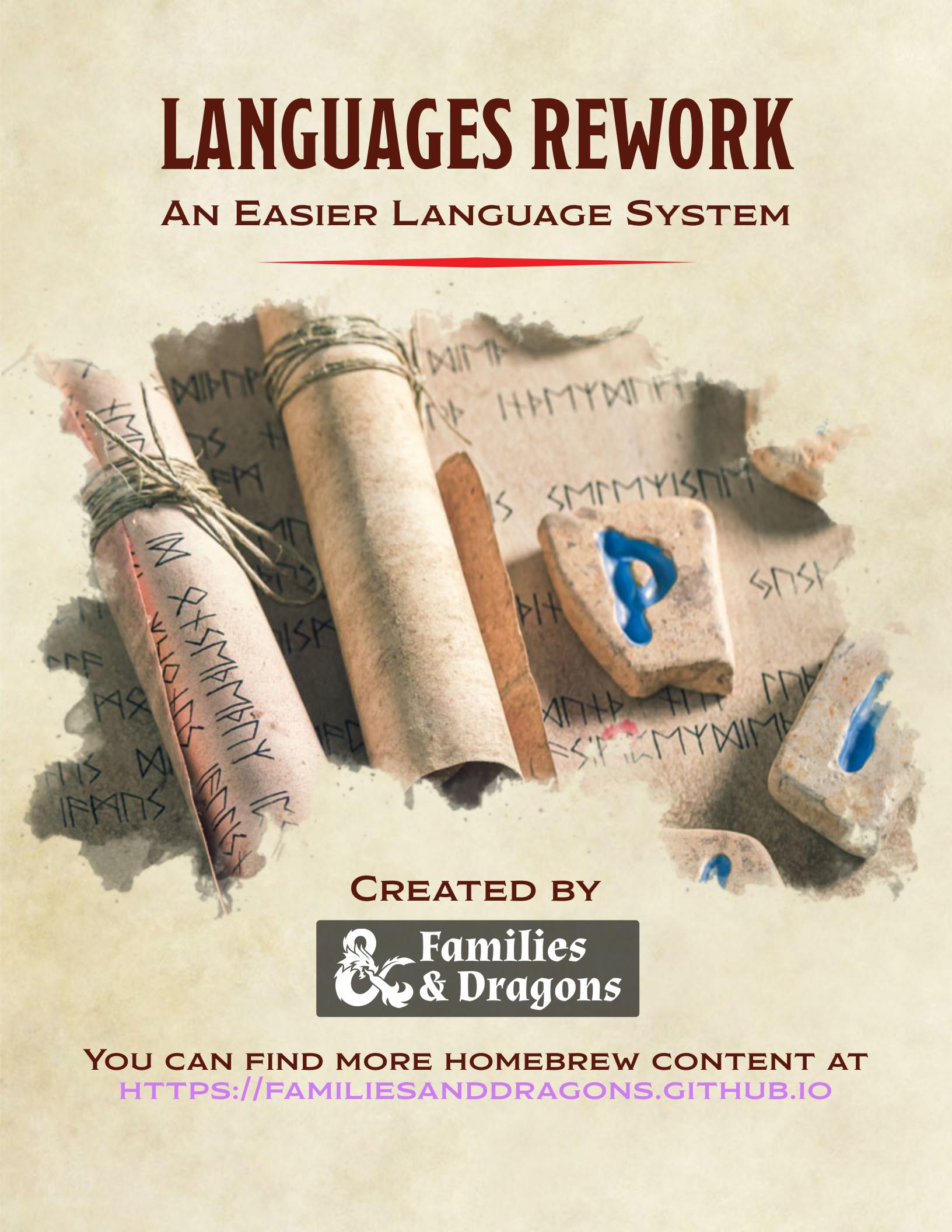
AN EASIER LANGUAGE SYSTEM

5E HOMEBREW

Everything you need to make languages more interesting  
for players and DMs alike.

# LANGUAGES REWORK

AN EASIER LANGUAGE SYSTEM



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

### PLAYER HANDOUTS !

No need to shuffle through pages of this brew, [you can download the pre-made handouts here](#). You can either share the files directly or print them out. Either way you'll give you players a copy of the language groups, and a per language sheet for each language known. We'd also recommend keeping a copy of the full codex on hand to share with player during the use of comprehend languages or similar effects.

## HOW IT WORKS

This rework puts all languages (spoken and written) into 11 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

# PART 1

Language Groups



# LANGUAGE GROUPINGS

This rework puts all languages (spoken and written) into 11 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 11 different groups are:

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

### 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 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.

### 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, Goblin, and Orcish**. 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 **Draconic, Merfolk, & Primordial** including 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, Gnomish, and Halfling** 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 BY GROUP

## CONVERSATIONAL LANGUAGES

Name	Spoken	Written	Sample Text	Group
Common	✓	✓	DVVAGE	Common Speech
Mimicry (Kenku)	✓			Common Speech
Elvish	✓	✓	جَذَابِيَّة	Elvin
Sylvan	✓	✓	جَذَابِيَّة	Elvin
Kraul	✓	✓	جَذَابِيَّة	Down Under
Undercommon	✓	✓	جَذَابِيَّة	Down Under
Deep Speech	✓			Down Under
Dwarvish	✓	✓	جَذَابِيَّة	Smol
Gnomish	✓	✓	جَذَابِيَّة	Smol
Halfling	✓	✓	جَذَابِيَّة	Smol
Giant	✓	✓	جَذَابِيَّة	Mean & Green
Goblin	✓	✓	جَذَابِيَّة	Mean & Green
Orcish	✓	✓	جَذَابِيَّة	Mean & Green
Draconic	✓	✓	جَذَابِيَّة	Old Ones
Merfolk	✓	✓	جَذَابِيَّة	Old Ones
Primordial	✓	✓	جَذَابِيَّة	Old Ones
Aquan (Primordial Dialect)				Old Ones
Auran (Primordial Dialect)				Old Ones
Ignian (Primordial Dialect)				Old Ones
Terran (Primordial Dialect)				Old Ones
Abyssal	✓	✓	جَذَابِيَّة	Heavens & Hells
Celestial	✓	✓	جَذَابِيَّة	Heavens & Hells
Infernal	✓	✓	جَذَابِيَّة	Heavens & Hells
Gith	✓	✓	جَذَابِيَّة	Astral
Vedalken	✓	✓	جَذَابِيَّة	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	✓	✓	جَذَابِيَّة	-
Magi	✓	✓	جَذَابِيَّة	-
Thieves' Cant		✓	جَذَابِيَّة	-
Undead	✓	✓	جَذَابِيَّة	-

# LANGUAGES IN ALPHABETICAL ORDER

# PART 2

Codex





# **FULL CODEX**

**FOR COMPREHEND LANGUAGES**

# 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	ඔ	ආ	ඉ

## 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
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
ශ	්	්	්	්	්	්	්	්	්	්	්	්
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
ȝ	ƿ	ȝ	ȝ	ȝ	ƿ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ	ȝ

## 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
‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡	‡

## GNOMISH

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

## GOBLIN

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

## HALFLING

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

## 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
Ӱ	Ӳ	ӳ	Ӵ	ӵ	Ӷ	ӷ	Ӹ	ӹ	ӻ	Ӻ	ӹ	Ӹ

## 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	ረ	ነ	ሩ	ሮ	ተ	በ	በ	የ	የ	የ	የ

## PRIMORDIAL

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

## 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	¢	˜	¤	‘	¤
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
¶	‑	¶	‑	‑	¶	‑	‑	‑	‑	‑	‑	‑



# PER LANGUAGE SHEETS

FOR LANGUGAGES KNOWN



# ABYSSAL

A	B	C	D	E	F	G	H	I	J	K	L	M
ଢ	ଡ	ଫ୍ର	କ୍ଲ	ଇ	ବ୍ର	ଗ୍ର	ସ୍ତ	ଇ	କ୍ର୍ଯୁ	ଫ୍ର୍ଯୁ	ବ୍ର୍ଯୁ	ମ୍ବ୍ରୁ

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ପ୍ର	ବ୍ର	ବ୍ର୍ଯୁ	ଫ୍ର୍ଯୁ	କ୍ଲୁ	ବ୍ରୁ	ଗ୍ରୁ	ସ୍ତୁ	ଇ	କ୍ର୍ଯୁ	ଫ୍ର୍ଯୁ	ବ୍ର୍ଯୁ	ମ୍ବ୍ରୁ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Abyssal	✓	✓	ଓଡ଼ିଆ ଲୋକାଙ୍କ	Heavens & Hells
Celestial	✓	✓	ମହାଦେଶୀ ରାଜମହାରାଜ	Heavens & Hells
Infernal	✓	✓	ଲୋକତଳି ମାତ୍ର	Heavens & Hells

HEAVENS & HELLS

This group contains **Abyssal**, **Celestial**, and **Infernal**.

The group has languages of all the holy beings, friends, and hell dwellers.

# BEASTIAL LANGUAGES

## BEASTIAL 1 GROUPING

Name	Spoken	Written	Sample Text	Group
Gnoll	✓			Beastial 1
Leonin	✓			Beastial 1
Naga	✓			Beastial 1

## BEASTIAL 2 GROUPING

Name	Spoken	Written	Sample Text	Group
Aarokocra	✓			Beastial 2
Loxodon	✓			Beastial 2
Minotaur	✓			Beastial 2

## 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 **Aarokocra, Loxodon, and Minotaur**. These three were grouped since animals of the same species would be considered prey or non-violent in a feral state.

## CELESTIAL

A	B	C	D	E	F	G	H	I	J	K	L	M
ନ	ପ୍ର	ବ୍ର	ମ୍ବ	ର୍ହ	ଲ୍ବ	କ୍ଷ	ଖ୍ର	ଙ୍ଗ	ୱ	କୁ	ଶ୍ଵ	ମ୍ବ୍ର
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ମ	ର୍ହ	ପ୍ର		ଙ୍ଗ	ତ୍ତ	ନ୍ତ	ର୍ହ୍ନ	ଲ୍ବ୍ର	ବ୍ର	କ୍ଷ୍ମ		

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Abyssal	✓	✓	ଅଦ୍ୟାତ୍ମିକ	Heavens & Hells
Celestial	✓	✓	ମିଥ୍ୟାକ୍ଷରିତମାତ୍ର	Heavens & Hells
Infernal	✓	✓	ଦେହବ୍ରତିକ	Heavens & Hells

## HEAVENS & HELLS

This group contains **Abyssal**, **Celestial**, and **Infernal**.

The group has languages of all the holy beings, friends, and hell dwellers.

# DRACONIC

A	B	C	D	E	F	G	H	I	J	K	L	M
א	ב	כ	ד	ה	ו	ג	ח	י	ז	ך	ש	ם
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
נ	ו	פ	ק	ר	ס	ת	ע	ו	מ	צ	צ	ל

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Draconic	✓	✓	dra'kōnīk	Old Ones
Merfolk	✓	✓	me'rōfōk	Old Ones
Primodial	✓	✓	prī'mōdēl	Old Ones
Aquan (Primodial Dialect)				Old Ones
Auran (Primodial Dialect)				Old Ones
Ignian (Primodial Dialect)				Old Ones
Terran (Primodial Dialect)				Old Ones

OLD ONES

This group contains **Draconic, Merfolk, & Primordial** including 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.

## DRUIDIC

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

## 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.

## DWARVISH

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	ꝑ	Ꝓ	ꝓ	Ꝕ	ꝕ	Ꝗ	ꝗ	Ꝙ	ꝙ	Ꝛ	ꝛ	ꝝ

### LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Dwarvish	✓	✓	ꝑꝒꝓꝔꝕꝖꝗꝘꝙꝚꝛꝝ	Smol
Gnomish	✓	✓	ꝑꝒꝓꝔꝕꝖꝗꝘꝙꝚꝛꝝ	Smol
Halfling	✓	✓	ꝑꝒꝓꝔꝕꝖꝗꝘꝙꝚꝛꝝ	Smol

### SMOL

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

# 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

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Elvish	✓	✓	ȝƿȝƿȝƿ	Elvin
Sylvan	✓	✓	ȝ ȝ ȝ ȝ	Elvin

## ELVIN

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

# GIANT

A	B	C	D	E	F	G	H	I	J	K	L	M
Ƒ	Ɓ	Ƙ	Ɲ	Ɯ	Ƴ	>X	Ɲ	Ɩ	ʆ	Ƙ	Ɓ	Ɲ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
†	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ	ƙ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Giant	✓	✓	X<PRKY	Mean & Green
Orcish	✓	✓	ƁMΤΠƘM	Mean & Green
Goblin	✓	✓	ΦΨXΨNΦ	Mean & Green

## MEAN & GREEN

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

# 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
‡	◊	¤	¤	‡	§	†	ψ	ψ	ψ	*	‡	‡

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Gith	✓	✓	†‡¢‡‡‡	Astral
Vedalken	✓	✓	†‡‡§†ψψ	Astral

## 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.

# GНОMISH

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Dwarvish	✓	✓		Smol
Gnomish	✓	✓		Smol
Halfling	✓	✓		Smol

SMOL

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

# GOBLIN

A	B	C	D	E	F	G	H	I	J	K	L	M
ñ	B	ñ	*	ñ	F	ψ	H	I	κ	ψ	š	đ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
x	ñ	þ	ñ	ñ	λ	ά	ξ	v	φ	X	ñ	λ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Giant	✓	✓	XCPRKY	Mean & Green
Orcish	✓	✓	BTΠΛM	Mean & Green
Goblin	✓	✓	ΦΨΧΨNF	Mean & Green

## MEAN & GREEN

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

# HALFLING

A	B	C	D	E	F	G	H	I	J	K	L	M
ᚨ	ᛒ	ᚚ	ᛞ	ᚚ	ᚊ	᚜	ᚩ	ᛁ	ጀ	ᚢ	ᚦ	ᛘ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᚾ	ᛟ	ᛞ	ᛟ	ᚱ	ᛟ	ᛏ	ᚢ	ᚷ	ᚷ	ᛗ	ᛘ	ᛇ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Dwarvish	✓	✓	ᛖইᛖই	Smol
Gnomish	✓	✓	ᚱောဂနေ	Smol
Halfling	✓	✓	QEIXTN	Smol

## SMOL

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

## INFERNAL

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Abyssal	✓	✓	ଅୟୁଷ୍ମାନ୍ଦ୍ରାବ୍	Heavens & Hells
Celestial	✓	✓	ଆହୁମାତ୍ରିକ୍ତିମାତ୍ର	Heavens & Hells
Infernal	✓	✓	ଲୋହତୀର୍ଣ୍ଣ	Heavens & Hells

HEAVENS & HELLS

This group contains **Abyssal**, **Celestial**, and **Infernal**.

The group has languages of all the holy beings, friends, and hell dwellers.

# KRAUL

A	B	C	D	E	F	G	H	I	J	K	L	M
𠂔	𠂎	𠂆	𠂇	𠂉	𠂊	𠂋	𠂌	𠂍	𠂎	𠂏	𠂑	𠂓
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
𠂅	𠂆	𠂈	𠂉	𠂊	𠂊	𠂊	𠂊	𠂊	𠂊	𠂊	𠂊	𠂊

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Kraul	✓	✓	𠂔𠂎𠂉𠂋𠂌𠂍𠂎𠂏𠂑𠂓	Down Under
Undercommon	✓	✓	𠁻𠁼𠁽𠁾𠁿	Down Under
Deep Speech	✓			Down Under

## DOWN UNDER

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

# 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
⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚	⌚

## 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.

## HOME BREW LANGUAGES

### 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**.

# MERFOLK

A	B	C	D	E	F	G	H	I	J	K	L	M
ፊ	:ቂ	ዘ	ሐ	ቁ	ሙ	ሙ	ለ	ተ	ና	ሬ	ጋ	ቴ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ኅ	አ	ኅ	ኃ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ	ኅ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Draconic	✓	✓	የንግድ ተያይዞ	Old Ones
Merfolk	✓	✓	:ቂዢዣዢ	Old Ones
Primordial	✓	✓	ኩርክር የዚህ	Old Ones
Aquan (Primodial Dialect)				Old Ones
Auran (Primodial Dialect)				Old Ones
Ignian (Primodial Dialect)				Old Ones
Terran (Primodial Dialect)				Old Ones

## OLD ONES

This group contains **Draconic**, **Merfolk**, & **Primordial** including 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.

# ORCISH

A	B	C	D	E	F	G	H	I	J	K	L	M
Ƒ	Ɓ	Ɩ	Ɯ	Ɯ	Ƒ	>X	Ӈ	Ɩ	Ɩ	h	Ր	Ɯ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
†	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ	ڻ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Giant	✓	✓	X<PRKY	Mean & Green
Orcish	✓	✓	ڻڻTڻڻIڻ	Mean & Green
Goblin	✓	✓	ڻڻXڻڻNڻ	Mean & Green

## MEAN & GREEN

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

# PRIMORDIAL

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

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Draconic	✓	✓	የንግድ ተስፋዬ	Old Ones
Merfolk	✓	✓	እኔንተዋና	Old Ones
Primordial	✓	✓	እኔንተዋና	Old Ones
Aquan (Primordial Dialect)				Old Ones
Auran (Primordial Dialect)				Old Ones
Ignian (Primordial Dialect)				Old Ones
Terran (Primordial Dialect)				Old Ones

## OLD ONES

This group contains **Draconic**, **Merfolk**, & **Primordial** including 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.

# SYLVAN

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

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Elvish	✓	✓	ȝaȝuȝuȝ	Elvin
Sylvan	✓	✓	ȝeȝeȝeȝ	Elvin

## ELVIN

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

## THIEVES CANT

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

### 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.

# UNDEAD

A	B	C	D	E	F	G	H	I	J	K	L	M
ᛖ	ᚦ	ᛏ	ᛚ	ᚩ	ᚧ	ᚫ	ᛗ	ᚡ	ᛏ	ᚪ	ᚮ	ᛘ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᚮ	ᚱ	ᛘ	ᛗ	ᚊ	ᚢ	ᚩ	ᛘ	ᛏ	ᛘ	ᚴ	ᚩ	ᛘ

## 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.

## HOME BREW LANGUAGES

### 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**.

# UNDERCOMMON

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
▫	Ѡ	Ѿ	Ѿ	Ѽ	Ѽ	Ѿ	Ѿ	Ѽ	Ѿ	Ѿ	Ѿ	ѿ

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Kraul	✓	✓	ଓରୁମାନିଲା	Down Under
Undercommon	✓	✓	ଓରୁମାନିଲା	Down Under
Deep Speech	✓			Down Under

## DOWN UNDER

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

# VEDALKEN

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

## LANGUAGE GROUPING

Name	Spoken	Written	Sample Text	Group
Gith	✓	✓	ꝑꝑꝑꝑꝑꝑ	Astral
Vedalken	✓	✓	ꝑꝑꝑꝑꝑꝑ	Astral

## 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.

# PART 3

DM Codex



# LANGUAGES IN ALPHABETICAL ORDER

# LANGUAGES BY GROUP

## CONVERSATIONAL LANGUAGES

Name	Spoken	Written	Sample Text	Group	Codex Page #	Font Used
Common	✓	✓	DVVAGE	Common Speech	-	Georgia
Mimicry (Kenku)	✓			Common Speech	-	-
Elvish	✓	✓	精灵语	Elvin	Pg. 27	Elvish
Sylvan	✓	✓	精灵语	Elvin	Pg. 39	Edronheem
Kraul	✓	✓	精灵语	Down Under	Pg. 34	Cybertronianfinal
Undercommon	✓	✓	精灵语	Down Under	Pg. 42	Espruar
Deep Speech	✓			Down Under	-	-
Dwarvish	✓	✓	矮人语	Smol	Pg. 26	Ninjargon
Gnomish	✓	✓	精灵语	Smol	Pg. 30	Highschool Runes
Halfling	✓	✓	精灵语	Smol	Pg. 32	Green Nature
Giant	✓	✓	XCPRMY	Mean & Green	Pg. 28	Kehdrai
Goblin	✓	✓	精灵语	Mean & Green	Pg. 31	Angerthas
Orcish	✓	✓	精灵语	Mean & Green	Pg. 37	KhuzdulEreb0r
Draconic	✓	✓	精灵语	Old Ones	Pg. 24	Dovahkiin
Merfolk	✓	✓	精灵语	Old Ones	Pg. 36	Kitisakkullian
Primordial	✓	✓	精灵语	Old Ones	Pg. 38	Alien Hieroglyph
Aquan (Primordial Dialect)				Old Ones	-	-
Auran (Primordial Dialect)				Old Ones	-	-
Ignian (Primordial Dialect)				Old Ones	-	-
Terran (Primordial Dialect)				Old Ones	-	-
Abyssal	✓	✓	精灵语	Heavens & Hells	Pg. 21	Baybayin Doctrina
Celestial	✓	✓	精灵语	Heavens & Hells	Pg. 23	Elbisch
Infernal	✓	✓	精灵语	Heavens & Hells	Pg. 33	Mage Script
Gith	✓	✓	精灵语	Astral	Pg. 29	LR Talisman
Vedalken	✓	✓	精灵语	Astral	Pg. 43	Sith AF
Gnoll	✓			Beastial 1	Pg. 22	-
Leonian	✓			Beastial 1	Pg. 22	-
Naga	✓			Beastial 1	Pg. 22	-
Aarokocra	✓			Beastial 2	Pg. 22	-
Loxodon	✓			Beastial 2	Pg. 22	-
Minotaur	✓			Beastial 2	Pg. 22	-

## SECRET LANGUAGES

Name	Spoken	Written	Sample Text	Group	Codex Page #	Font Used
Druidic	✓	✓	精灵语	-	Pg. 25	Ophidian
Magi	✓	✓	精灵语	-	Pg. 35	Harpers
Thieves' Cant	✓		精灵语	-	Pg. 40	Beth Luis Nion + Fearn
Undead	✓	✓	精灵语	-	Pg. 41	Sigali

# CREDITS

## FONTS USED

- Alien Hieroglyph by [Vectorpixelstar](#)
- Angerthas by [Bruce Kvam](#)
- Baybayin Doctrina by [Johnrel Lor](#)
- Beth Luis Nion + Fearn by [Curtis Clark](#)
- Cybertronianfinal by [ItsJustBits](#)
- Dovahkiin by [Pixel Sagas](#)
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## CHANGE LOG

You can view the full [change log](#) for this brew on our [website](#).

- Highschool Runes by [HoMFont](#)
- Kehdrai by [Pixel Sagas](#)
- KhuzdulErebos by [Lira Jurkovic](#)
- Kitisakkullian by [AurekFonts](#)
- LR Talisman by [PsyTech / 4LR.mmdc](#)
- Mage Script by [Pixel Sagas](#)
- Ninjargon by [Mia N](#)
- Ophidian by [Pixel Sagas](#)
- Pulsian by [hechicero](#)
- Sigali by [Dylan Culhane](#)
- Sith AF by [AurekFonts](#)

## SPECIAL THANKS

### Mike

I owe full credit for the original idea of having players be able to understand similar languages to you. Thank you for inspiring me with this fantastic idea. It turned out great and is already a fun addition to my home game with the family.

### Lacey

You're simply the best! Thanks for being a great player and always asking questions to get me thinking. I appreciate your help proofreading this and picking out the fonts.

# 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.

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