

Magical Languages

Incantus, or magical speech, is the verbal form of lingual magic. It is expressed through speech and incantations, and is regarded as one of the most effective metaphysical techniques for those without the ability to control their auras effectively.

Studying Incantus requires an understanding how the world’s energies will interpret and react to voice, the intent behind it, conscious force, and the will that it is carried with. When correctly applied energies will react very strongly to specific tones, cadence, inflections, accents, the style of speech, context, and so forth. Energy is also positively or adversely affected by external circumstances such as scenery, weather and elemental effects, and noisy environments.

Despite the countless influences that can affect it, energy cares very little about the actual language being spoken. Users of any terrestrial language can learn the exactly same techniques to speak a magical language. However, some terrestrial languages are much more compatible with certain magical ones.

Linguis (Magical Text)

Linguis is the written form of lingual magic. Most magical languages have a written variant, and typically share the same energies and general behaviors of their spoken form. Linguis is used in several forms of magic: Scrollcraft, Symbol Magic, Artificing, Marking, etc. It is common to engrave magical artifacts and buildings with linguis text and command words.

Similar to Incantus, there are many nuances to Linguis that require great precision to fully access the desired effects. Energies react to alchemical materials used, the context of the text, the grammatical structure, the way things are described, the positioning and spacing of the characters, the interactions of the words, accents, slants, and much more.

Linguis influences those who are reading it and can be used to store energies. While it is assumed that many of the magical languages could theoretically be used for a wide variety of purposes, in practice most magical languages are so heavily focused on a particular nature that they would be mostly ineffective at anything else.

Synopsis of Magical Languages

Every magical language can be used with any terrestrial language, but gaining fluency requires considerable mental fortitude and investment of time.

Language	Description	Tier
<i>Bellow</i>	Carries sound without significant volume loss, allowing greatly extended range.	4
<i>Birdsong</i>	User can understand and communicate with birds.	4
<i>Canon</i>	Reveals the speaker’s true intent. Proves unquestionably if they are speaking what they truly believe.	5
<i>Chatter</i>	Speaker can augment and amplify their speech through a cacophony of nearby insects.	3
<i>Enigmos</i>	Conceals a hidden message within conversation that only the intended recipients will detect.	4
<i>Flamespeak</i>	Speaker can convey ten times as much information in the same duration.	4
<i>Flash</i>	Immediately surprises, awes, and hones the attention of whoever is being spoken to.	4
<i>Flow</i>	Speaker can use any accent, tone, speech pattern, etc. Can mimic any voice or animal vocals.	4
<i>Grove</i>	User can understand and communicate with passive wildlife creatures.	4
<i>Gurgle</i>	Allows speech underwater. Sea creatures can also be summoned, repelled, rallied, and commanded.	4

<i>Gust</i>	Apparent source of the voice can be magically relocated through magical ventriloquism.	4
<i>High Astra</i>	A very powerful language that allows communication across great distances.	5
<i>High Druidia</i>	Animals can understand the speaker. Drastically improves domestication and training speed.	4
<i>Howl</i>	User can understand and communicate with land predators.	4
<i>Idyllic</i>	The language evokes beauty, joy, excitement, and other positive energies.	3
<i>Indulgus</i>	Speaker can speak by muffled noises, guttural noise, nasally, or otherwise without their voice.	2
<i>Jargon</i>	Conceals all languages that are being spoken. Easy to integrate with other languages.	2
<i>Knit</i>	Resulting sound gains astral mass, stay still or move slowly. Exceptional for rituals.	4
<i>Limbo</i>	Allows a user to channel a spirit's voice, the voice of someone nearby, or someone that speaks Limbo.	3
<i>Ling</i>	Identify all magical languages and resist their effects. Reduces language learning time by half.	5
<i>Low Astra</i>	Can speak through walls and obstructions as though they no thicker than a dense fog.	4
<i>Low Druidia</i>	Affects vegetation growth, nutrition, health, beauty, etc. Often required for magical botany.	3
<i>Mer</i>	User can understand and communicate with fish.	4
<i>Mesh</i>	Only heard by those who agree with what was spoken after hearing its context. Pulls awareness.	5
<i>Murmur</i>	Insidious language that channels the target's own internal monologue. May elicit dark emotions.	4
<i>Muse</i>	Allows others to speak in perfect synchronicity by anticipating each word as it is being spoken.	3
<i>Necrosian</i>	Can provide simple commands to the lesser undead: repel, summon, dispel aggression, etc.	4
<i>Omni</i>	Language is perfectly understood by all observers, and there is no ambiguity about its meaning.	3
<i>Orate</i>	Helps focus and channel energies of attention and worship. Important for group magic and rituals.	3
<i>Perceptus</i>	Others can observe the language as through cosmetic visuals, smells, feelings, etc.	2
<i>Poison Lisp</i>	Allows powerful social attacks with harsh, painful, and damaging consequences. Often used in curses.	3
<i>Prime</i>	Understand animal expression and communication: body language, vocals, etc. Improves kinship.	3
<i>Pyros</i>	Allows legitimate prayers. Sends language over divine frequencies. Use at your own risk.	3
<i>Raven Cant</i>	Can only be spoken and understood by the criminally minded.	3
<i>Saga</i>	Speaker can share visuals from their mind: faces, places, memories, imagined artwork, etc.	4
<i>Shados</i>	Imprints a delayed message into the target's mind that they will become aware of later.	4
<i>Smokespeak</i>	Observers will forget anything that was said in this wispy, dissipating language.	4
<i>Spectros</i>	User can communicate bidirectionally with any spirit or astral entity.	3
<i>Straddle</i>	User can understand and communicate with beasts of burden and mounted creatures.	4
<i>Terran</i>	Observers can remember every word spoken as though possessing an eidetic memory of it.	3
<i>Thamos</i>	Only magical users can speak Thamos. It's used as a status symbol and has no mechanical benefits.	1
<i>Tset</i>	User can understand and communicate with amphibians and reptiles.	4
<i>Wave Piercer</i>	User can understand and communicate with large sea creatures.	4

Synopsis of Magical Scripture

Magical scripture is a written form of magical language. The scripture takes much longer to write than terrestrial languages due to its energy requirements; typically twenty to thirty times longer. It must be written with alchemical materials to have its powers sustained. Alchemical materials will usually allow the effects to last for several decades but there are some rare materials will sustain them indefinitely.

Most magical scriptures have a spoken equivalent, although several rare forms exist that are designed for specific use cases. If the magical language is known, the difficulty to learn its scripture variant is reduced by two full tiers (to a minimum of one).

Language	Description	Tier
<i>Birdsong</i>	Can be read and understood by birds.	4
<i>Canon</i>	Conveys the author's truth; reveals any lies, half-truths, misleading statements, or other deceptions.	5
<i>Enigmos</i>	Appears as natural language, but the intended recipient can read the secrets it bears within.	4
<i>Flamespeak</i>	Allows the reader to read the language up to ten times faster than normal.	4
<i>Flash</i>	Strongly pulls the observer's attention at first glance. Useful for campaigns, wanted posters, etc.	4
<i>Flow</i>	Author can recreate or mimic any style of handwriting or font. Can create flawless copies.	4
<i>Grove</i>	Can be read and understood by passive wildlife creatures.	4
<i>Gurgle</i>	No written form, but can be stored in alchemical liquid to hear the context when drank.	4
<i>Gust</i>	No written form, but can be stored in an alchemical bottle to hear the context when opened.	4
<i>High Astra</i>	Can be read through dimensional veils and is intuitively understood by spirits.	5
<i>High Druidia</i>	Can be read by creatures, conveying simple concepts. The language looks like strange symbols.	4
<i>Howl</i>	Can be read and understood by land predators.	4
<i>Idyllic</i>	Inspires passion and interest, drawing the reader in. Used for stories and dramatic writings.	3
<i>Jargon</i>	Conceals other magic languages being used. Easily adapted as a hybrid into other languages.	2
<i>Knit</i>	Can be written directly onto the dimensional veils; appears as etches in the air. Fades over time.	4
<i>Limbo</i>	Can be used to channel the voice of spirits, or of a coordinated user within range.	3
<i>Low Astra</i>	Can be read through walls and other physical obstructions as though written in sharply edged light.	4
<i>Low Druidia</i>	Written as an arrangement of plants. Causes plants and animals to react.	3
<i>Mer</i>	Can be read and understood by fish.	4
<i>Mesh</i>	Can only be read by those who agree with its contents.	5
<i>Murmur</i>	Tends to insidiously remain in the user's mind for weeks after reading it.	4
<i>Muse</i>	Allows others to write in perfect synchronicity by anticipating the words as they are being written.	3
<i>Necrosian</i>	Can be read by undead with minor intelligence. Lesser undead may react to it.	4
<i>Omni</i>	Can be read by anyone with intelligence, and provides clear comprehension without ambiguity.	3
<i>Orate</i>	Inspires a feeling of inspiration while reading. Can store energies and release them later.	3
<i>Perceptus</i>	Forms imagery, smells, feelings, and similar sensations in the user's mind while reading.	2
<i>Poison Lisp</i>	A sinister language that subtly influences readers against a designated victim. Useful for propaganda.	3
<i>Pyros</i>	Emits a feeling of awe and power. May affect devotees of specific gods more strongly.	3
<i>Raven Cant</i>	Can only be read by the criminally minded.	3
<i>Saga</i>	Written form is artwork. It will express and convey complex ideas and concepts without words.	4
<i>Shados</i>	Will be forgotten after reading it, then recalled at a later trigger event defined by the author.	4
<i>Smokespeak</i>	Will be forgotten after a designated amount of time.	4
<i>Straddle</i>	Can be read and understood by burden and mounted creatures.	4
<i>Terran</i>	User will perfectly remember the words written, recalling them easily at any time.	3
<i>Thamos</i>	Reveals the user's degree of power with magic.	1
<i>Tset</i>	Can be read and understood by amphibians and reptiles.	4
<i>Wave Piercer</i>	Can be read and understood by large sea creatures.	4

Bellow

Bellow greatly extends the range that a voice can be heard by carrying it without significant volume degradation.

Proficient users can usually extend their range up to one or two kilometers with a normal speaking voice, or up to five kilometers with a sufficiently raised voice.

The language cannot amplify the volume of the voice through its own magic, although there have been rare variants of the language that have made this possible to a small degree at the cost of other advantages. Few have ever learned the variants, as it was mostly reserved for scholarly interest.

Birdsong

Birdsong is spoken with chirps, whistles, caws, and other bird noises. It allows the user to understand and communicate with birds to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands.

As a musical art, the user can inspire an orchestra of birds to sing along with them. Birds will become more adept than usual at whistling, harmonizing, and matching the notes of the song, singing in synchronicity with it.

Its written form can also be read and understood by birds, though only in small tidbits at a time. Few birds care to have the attention span required for lengthy reading.

Canon

Canon reveals the authenticity of the speaker. The observer will intuitively detect every truth spoken. They will also sense everything the speaker believes to be a lie, half-truth, or attempt to mislead or manipulate. It will also prove the speaker is of sound mind, as it can bypass charms, magical suppression, and influence of beliefs.

Canon is one of the most difficult languages to learn, but its value can be enormous. Trust is a valuable commodity, particularly in positions of great power. However, those who are known to speak Canon will generally be expected to do so, which can be to their detriment at times.

The written form of Canon is arguably its greatest advantage, as it conveys the same power to reading; all observers will know the writer's degree of truthfulness. It is frequently enchanted with additional magic and used for magical contracts, ensuring that all signers can be certain of its authenticity and intended fulfillment.

Chatter

Chatter allows the speaker to inspire any insects in the nearby area to channel a voice on their behalf. The effect requires a sufficient number of insects. It creates a sort of harmonized, scratchy buzzing noise that observers can recognize as a voice. Insects that are further in the distance may be slightly drawn to the general area where the voice is being channeled. A proficient user can also reverse this effect to make insects leave an area.

Chatter is considered a rather unusual language, and may seem a bit unnerving to those that experience it. There are very few practical cases for learning the language. There is no known written form of Chatter.

Enigmos

Enigmos allows the speaker to provide information to someone without any unwanted parties being able to understand the exchange. The information is incomprehensible to anyone but the intended recipients. Those who are fully fluent will appear to be speaking naturally while the concealed information is being passed, though this requires much greater talent.

The written form of Enigmos appears as natural language to casual observers, but offers the same advantages; only

the intended recipient will comprehend its secrets. Users of Enigmos can identify when someone is using the language, but will not be able to understand what is being said or written.

Flamespeak

Flamespeak, also known as Fire Tongue, allows the speaker to convey up to ten times as much information in an equal duration. Entire sentences can be conveyed in a word or two, supported by a piercing intuitive force that represents speed and clarity of purpose. It is much more unwieldy than most magical languages and requires extensive practice to master the necessary cadence.

Flamespeak is ideally suited for certain forms of spellcasting, particularly with combat magic. Legendary battles have been decided because of squad leaders or scouts that used Flamespeak to quickly advise their troops of new tactics at critical moments.

The written form of Flamespeak allows the observer to read it ten times faster than normal.

Flash

Flash, also known as Lightning Tongue, impacts the intended recipient with spontaneous and powerful surreal sensation of shock and awe. The impact immediately pulls the attention of the recipient, who will be profoundly aware that the message is being directed at them. There is no ambiguity about the delivery of the message and its intent to hone their concentration.

A target's attention can only be drawn, not commanded, with this ability. It will certainly get someone's attention, but it cannot force them to react in any particular way. It is highly probable that they will focus on the speaker, however, unless they are immersed in some other demanding task such as combat. The effect of Flash can target a small area or a group in close proximity to each other, but its effect will be notably diminished.

The written form of Flash will strongly pull the observer's attention at first glance, but will not sustain the effect over time. It is a very useful language for marketing campaigns, wanted posters, etc.

Flow

Flow, also known as Water Tongue, allows the user to speak with any voice. They can adapt their voice to any accent, tone, speech pattern, etc. If desired, they can mimic someone's voice perfectly. This also allows the speaker to create realistic animal vocals: roars, growls, chirps, etc.

Flow is a very "fluid" language that may force beginners to soften and loosen words in ways that could reveal its nature. Those proficient in the language can potentially identify the speech patterns even when its masked with unique vocals. However, the language is also highly adaptable for skilled users. As one's mastery of the language improves, their use of Flow will become nearly impossible to recognize.

A common hybrid form is combined with Gust, and is known as Mist. It is considered a highly deceptive language hybrid that allows the speaker to create the illusion of false vocals originating from strange locations through highly complex ventriloquism.

The written form of flow allows the writer to recreate and mimic any style of handwriting or font, including perfect copies as desired.

Grove

Grove is spoken with squeaky, chipper voices and sounds. It allows the user to understand and communicate with passive wildlife (rabbits, raccoons, squirrels, etc) to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands; even in groups together. Its written form can also be read and understood by passive wildlife.

Gurgle

Gurgle allows the speaker to speak clearly while underwater, allowing other underwater observers to hear them as though they were on land. Speaking this language while not underwater results in gibberish, and speakers of Gurgle must train most aspects of the language while underwater.

Sea creatures understand what is being spoken in Gurgle. They are very reactive to it, and often drawn to the speaker out of sheer curiosity. The speaker can call forth any visible sea creature, particularly those they're on good terms with. Sea creatures will also respond to simple commands such as instructions to leave, moving to specific areas, waiting for further instruction, circling in an area, chasing something, playing games, and so forth.

A common language hybrid is to combine Flow and Gurgle, resulting in Tide. It allows the user to create the powerful vocals of sea creatures. The sounds produced, and its corresponding effects, can be carried very long distances underwater. Masters of Tide can extend its range of influence up to ten kilometers, and most practitioners can attain roughly half that distance.

There is no written form of Gurgle, but its essence can be stored and preserved by speaking into bottled liquid with the appropriate alchemical materials. On consumption of the liquid, the drinker will intuitively feel the context that had been originally spoken.

Gust

Gust, also known as Gale and Air Tongue, allows its speaker to control the precise location that the voice's sound emits from. The apparent source can appear to be from a single location or as an ambient source within a designated area. Only locations that have a clear and open path to it can be chosen. The range is limited by one's talent, but a proficient user can usually achieve up to 100 meters. It has no written form.

Gust is a very wispy language. Beginners must use soft consonants, long words, and run-on sentences that rarely end. Only through extensive training and proficiency can the speech be made to sound like normal speech. Masters can optionally use slight variations in their voice to allow others trained in the language to sense their location.

A hybrid known as Tempest is the combination of Gust and Bellow. Speakers of Tempest can create multiple emission points of their voice, often as many as six, as long as the designated locations are within the distance that Bellow could be heard.

There is no written form of Gust, but its essence can be stored and preserved in a properly-conditioned alchemical bottle. When the bottle is opened, the sounds will spill out in their designated order.

High Astra

High Astra allows the speaker to speak to someone across great distances using the celestial frequencies, albeit with a delay of several hours. It is a particularly rare and difficult language to master, and requires a significant understanding of spiritual forces that can cross the veils of the astral dimensions. Few have achieved this proficiency, nor even have the opportunity to study it given its complex nature.

When High Astra is spoken it visibly appears as a wispy, semi-transparent form that quickly slips through the astral

veils. From there, it continues its journey across celestial communication channels that were not designed for terrestrial beings. The time it takes to arrive at its destination depends on how far the target is, and how accurately the speaker gauged their expected location to be. A typical designation takes an hour or two, while a poor designation may take several days.

The message is guaranteed to be delivered, but the speaker will not know when it was received or if the user was conscious to hear it.

The written form of High Astra can be read across dimensional veils, and can be intuitively understood by spirits.

High Druidia

High Druidia can be understood by animals. This offers significant advantages and dramatically improved speed in the domestication, interaction, and training of animals. Users proficient with this language are often caretakers, beast handlers, or have familiars that they regularly work with.

The written form of High Druidia is designed to be understood by creatures. It is very symbolic, appearing much like a strange mixture of hieroglyphics and runic symbols. There are a few variants of its written form, with each being much more expressive for a specific archetype of creatures (such as birds, rodents, large mammals, etc). However, the base form can generally be understood to some degree by any creature, even if that understanding is limited.

Howl

Howl is spoken with growls, roars, howls, and other sounds frequently made by land predators. It allows the user to understand and communicate with land predators (pack animals, large cats, bears, etc) to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react more positively toward the user than they otherwise would, although their instincts still require them to undergo domestication. Its written form can also be read and understood by land predators.

Idyllic

Idyllic is a very beautiful, creative, and expressive language that evokes similar inspiration, passion, excitement, and beauty in its observers. Those who are not heavily inclined toward performance and extroversion may struggle to wield the language in any significant capacity. It is most powerful when the speaker is singing, acting, raising morale, giving intense speeches, or otherwise presenting themselves.

When sung, Idyllic can inspire powerful and semi-euphoric experiences on the verge of altered states of consciousness. This state is purely voluntary, but its experience is alluring. Listeners will be captivated by its beauty and the emotional pull of its nature.

Though Idyllic has no direct mind control or charming effects, it is a very effective casting language for spells that involve mental or emotional manipulation.

Majesta, a hybrid of Idyllic and Perceptus, grants all the advantages of Idyllic with the additional benefit of being able to inspire beautiful imagery and physical sensations. It is often considered the natural evolution of anyone that performs with Idyllic as a musical art.

Idyllic's written form is a beautiful cursive language that, if used correctly, inspires passion and interest. It can draw the observer into a story, and ignite their passion to continue. However, it is only meant to be used for storytelling or dramatic writings. If used incorrectly, the effect can backfire; instead boring the reader.

Indulguis

Indulguis allows the speaker to “speak” when their voice is blocked or prevented. They can speak by muffled noises, guttural noise, nasally, etc. The effect allows others to understand what they’re saying, as long as it would be something they could understand if it were spoken aloud. It allows someone to speak while gagged, or while being magically silenced.

Indulguis is a relatively simple language to learn, and integrates easily for hybrid languages. There is no written form of Indulguis.

Jargon

Jargon conceals any other magical language that it has been made into a hybrid with, and is very easy to integrate with other languages once learned. Its written form achieves the same effect for any hybrid written languages that it’s been integrated with.

Knit

Knit allows its sound to move at significantly slower speeds; or even remain at a standstill. It is a “woven” language that takes a long time to speak due to the requirements of reciting a message multiple times and from multiple angles. In this process, the words are given astral mass and tied into additional dimensions. Someone can walk through the location where the words were said, only to hear the words as if they had just been spoken aloud.

The effect won’t last for long periods of time without additional magic to sustain it; generally a few days at most by the most proficient of users. It is frequently used in powerful rituals due to its unique ability to avoid dissipating as normal sound would.

The written form of Knit can be written directly into dimensional veil, appearing like small etches in the air, and can often be observed from multiple angles. Like the language itself, it will often fade after a few hours or days, depending on the skill of its author.

Limbo

Limbo, also known as Relay, allows the user to act as a medium for other speakers nearby, hearing the words in their mind and allowing them to express it simultaneously. They may not be fully aware of what messages are coming to them until it has been spoken, but they are capable of intuitively dictating it correctly.

Users most commonly channel the voices of nearby spirits that wish to speak, or the voice of someone within a moderate range. This effect has to be intentionally coordinated to some degree, since the channeling requires both individuals to be focused on the effect at the same time. When dealing with spirits, this language is safer than the traditional alternative that requires the body to be possessed.

If two people with Limbo are coordinating, they can speak from much greater distances. Most proficient users can speak upwards of five to ten kilometers away through another user of Limbo.

One of the primary uses of Limbo involves improving the strength of ritual casting, due to its ability to ensure that multiple people are speaking identical words in perfect harmony. It is also an extremely powerful tool for calling, binding, and coordinating with spirits.

Any user of limbo can choose to dictate by writing rather than with voice. There isn’t a specific written form for Limbo; it can be channeled in any way the user deems appropriate

Ling

Ling is the study of the underlying foundations of magical language. It allows the user to understand and identify any magical language, as well as to resist any negative impacts they would incur. This does not allow the user to speak any of the magical languages, but it reduces the difficulty to learn any additional magical languages by roughly half. There is no written form of Ling, but the study applies to the similar identification of all written languages.

Low Astra

Low Astra passes voice through the astral veils, allowing the user to speak through walls and other physical obstructions as though they are no thicker than a dense fog. It is a very complex language to learn, but has very meaningful advantages to certain forms of spellcasting and rituals; particularly those that involve defiance of boundaries. It is an absolutely essential ingredient for the exceedingly rare forms of dimensional magic.

Its written form is perhaps more intriguing, but takes much longer to produce. It can be seen and read through walls and other physical obstructions. Any observer will see it as though it were written in sharply edged light. The effect will fade over the course of a few days, but it can be prolonged indefinitely if written with the appropriate alchemical materials.

Low Druidia

Low Druidia is the language of nature. It is a beautiful language that appeals to all listeners, even those who cannot understand what is being said. It causes strong reactions in plants, even capable of inspiring movement, and is believed by some druids to be understood by vegetation.

Plants that are regularly spoken to with this language will live longer, grow faster, be healthier, bear more fruit, survive in harsher environments, and generally appear more beautiful. Cooking with plants treated by this method is a delicacy; it is healthier and the taste is greatly improved. It is used extensively in druidic casting and magical botany, and may be required to raise certain magical plants.

Its “written” form is performed through the placement and arrangement of plants, along with slight alterations. A garden can be tended in such a way that it is considered an inscription of the language, allowing its magic to be directly experienced by the surrounding nature and wildlife. Those who speak the language can often walk into a druid’s garden and read it like a book.

Mer

Mer is spoken primarily with guttural sounds that are more distinct underwater. It allows the user to understand and communicate with fish to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands; even in large schools together. Its written form can also be read and understood by fish, although their comprehension is limited.

Mesh

Mesh can only be heard by those who agree with what was spoken after hearing the full context. The full context must be fully understood by the speaker in order to form the correct effects. When spoken, it will draw the attention of those who agree with its premise. Those who don’t will forget or disregard the user’s words unless they can resist the mental distractions; either by sheer force of will or magical resistances.

Mesh cannot inherently reveal anyone that agrees with the message, although it may be obvious based on reactions and other circumstances.

The written form can only be read by those who agree with what is written. Those who disagree may find themselves incapable of reading it as though it were incomprehensible, or just distracted and dismissive of it when they make the attempt.

Murmur

Murmur is an insidious language, always spoken to a specific victim, that will appear as though it is coming from the victim's own internal monologue. There is no guarantee how the observer will react; they may just dismiss the words as intrusive thoughts, or they may take them to heart. It often has the capacity to elicit dark emotions in its targets: fear, embarrassment, anxiety, etc.

The language can only be spoken in the presence of the target, but thoughts can be designed to "linger" and repeat themselves for weeks before fading. If the speaker desires, the victim will hear the language in their mind like a disembodied voice. The effect will not be overheard by anyone else.

Murmur is frequently used in spells and rituals involving mental manipulation and dark powers. The written form of Murmur has no obvious immediate effects, but has a tendency to last in the reader's mind for several weeks after experiencing it. The author can design it to be just as insidious as the spoken form.

Muse

Muse allows others to anticipate each word as it is being spoken, allowing anyone to synchronize their voice with the speaker. This is a powerful language for magical songs, but is even more powerful for use in rituals. Allowing large numbers of magic users to channel the same words in perfect synchronicity can be a powerful force for coordinating the energies that rituals require.

Writing in Muse allows other writers to simultaneously write what the original author is writing. They will instinctively know each word being written, and the form it is being written in.

Necrosian

Necrosian allows the user to speak to the lesser undead in a manner that compels them to react; generally to repel, summon forth, dispel aggression, or other simple directives. It is a dark, creepy language with slow speech and slurred words that feel discomfiting. It is primarily used by necromancers to maintain and direct their hordes of undead with greater ease.

Necrosian can also be understood by greater undead, but they will not experience the compulsion without additional casting. The language serves as a powerful tool for any necromancy magic, interacting with dark spirits, and various dark rituals.

Its written form can be read by undead creatures with minor intelligence. Lesser undead may not be capable of comprehending the language, but will be attracted to the words or feel slight influence from their impact.

Omni

Omni represents clarity and stability, and can be understood by all observers without any ambiguity. It is a popular language, as it provides a medium for universal communication. It generally uses hard consonants, short words, and a casual cadence. It is intended to be spoken in a way that its vocabulary is distilled into specific, robust, consistent

words. This makes it ideal for use in persistent magic such as sustained magic, rituals, and alchemy.

The written form of Omni can be read by any observer, and without ambiguity. It greatly benefits text magic, symbol magic, and magical inscriptions that rely on sustaining energy.

Orate

Orate helps focus and channel energies of attention and worship, and can send or distribute energies across long distances to its intended source of worship. This makes it a powerful force for group magic, rituals, and cults. There are many deities, gods, and beings that can absorb energies or benefit from having energies channeled to them in this manner. Many priests and devotees use this language for sermons and services that engage in worship.

The written form of Orate is a beautiful language that emits a feeling of inspiration when reading. It doesn't channel energies, but it can store energies within it. The longer the author spends writing and perfecting the words, the more energy it stores. Those energies can be released with specific methods, often by lighting it on fire.

Perceptus

Perceptus, when spoken, can cause the observer to experience cosmetic visuals, smells, and feelings. The experiences are not themselves tangible, and therefore not observed by those who are deaf or incapable of hearing the language. However, the perceptions are generally identical between all observers, including the exact positioning of the effects.

Perceptus can be used as a key technique for casting illusions, empathic projection, emotional charms, and certain forms of mind influencing magic.

The written form, when read, forms similar imagery or sensations in the user's mind or periphery. The writing itself may also appear to shift or change as it is being read, depending on the design and skill of the author.

Poison Lisp

Poison Lisp is a sly, sinister language that can impart dreadful social attacks on its target. It isn't obvious to casual listeners when Poison Lisp is being used, but those with a moderate level of proficiency can easily identify it. When used, any stark, harsh emotions that the speaker intends to unleash on someone are considerably amplified. It is often used in curses and social magic.

The written form of Poison Lisp is not as potent, but it can be just as sinister as its spoken form. It can be directed at a target, or group of targets, in order to subtly influence targets against them. This makes it particularly effective at propaganda against unwanted parties.

Prime

Prime is a highly instinctual language that involves body language, growls, guttural noises, and other animal sounds. The process of learning the language allows the speaker to understand a strong approximation of what animals are feeling and trying to convey. Though the linguistic comprehension may be limited, it significantly improves kinship with animals.

Prime is extremely useful for any magic that involves interaction with animals. There is no written form.

Pyros

Pyros, sometimes known as High Limbo, is the language of legitimate prayer. It provides a direct line of correspondence with the gods and deities over celestial communication channels. It is an essential tool for priests, paladins, clerics, and other devotees that retrieve their power through the bestowal of their gods.

However, the language is considered a double edged sword, and one that can be very dangerous to use. Natural prayers – those spoken with mundane languages – don't actually commune with the gods. But prayers spoken with Pyros will be heard by their intended godly recipients, which can be seen as deeply disrespectful, irritating, or worse. Practitioners who have not sufficiently earned respect or worthiness in the eyes of the god they are communing with may suffer their god's wrath.

The written form of Pyros is similar to Orate. It is a beautiful style that emits a feeling of awe and power when reading. If the text is written for a specific god, those that worship the god will feel an internal strength and alignment with it.

Raven Cant

Raven Cant is incomprehensible to anyone that is unwilling to perform a breadth of illegal activities to facilitate their agenda: from bribery, violent assault, theft, political or corporate corruption, etc. Anyone who aligns themselves with darkness or the criminal underworld can learn it. There are no obvious "loopholes" to this rule; it appears to be tied into the inner selfishness and darkness of the speaker.

The language effectively serves as a way for the criminal underworld to recognize like-minded individuals; to know who they can and can't trust. The language has a written form, which has the same advantage, and can only be read by the criminal-minded.

Saga

Saga, when spoken, allows the speaker to share complex ideas and visuals directly into the mind of the listeners: faces, places, memories, imagined artwork, and so forth. This experience does not overwhelm the listener, but it can be quite stimulating (either positively or negatively) depending on the imagery provided. Listeners can shut the imagery out.

Saga is commonly used for spells that involve mental illusions, syncing information, and magic involving artwork and cosmetic effects. Its written form is artwork; used to express elaborate thoughts through paintings. Observers of the work will sense the advanced concepts that might be difficult to express in words. In order to fully represent the language, color must be used. However, sketches can be used to express simple thoughts. Viewers will be capable of experiencing mental imagery and thoughts that express the drawer's intent.

Shados

Shados, also known as Shadow Tongue, allows the speaker to speak a delayed message into the mind of the target. The speaker whispers the message in the presence of the target, then decides on a trigger that will unlock the message. The trigger can be a period of time, a significant event, or a variety of options based on the proficiency of the user. When the message is finally delivered, the recipient will know that it's a foreign thought.

A hybrid known as Ominous combines Shados and Murmur. Ominous allows the message to be delayed like with Shados, but also to be as insidious as Murmur. The recipient will sense the message as though it's an internal thought, and react to it accordingly.

The written form of Shados will typically be forgotten almost immediately after the user is finished reading, only to be remembered with a trigger event as defined by the author. However, the written form is much more complicated to write than most magical scriptures. It may take up to an hour just to write a single sentence.

Smokespeak

Smokespeak is a wispy language that will be forgotten at some point after the conversation takes place. The speaker influences generally how long the memory takes to dissipate, ranging from a few hours to a few days. Those of sufficient proficiency may be capable of having the words be forgotten in a scene, or remain for weeks before the thoughts are lost.

It isn't obvious to the observer that the language will dissipate or that they are destined to inevitably forget the conversation. Attempts to record or express any knowledge learned from the influence of Smokespeak has a tendency to be very difficult, and will almost certainly accelerate the process of forgetfulness.

The written form of Smokespeak behaves in the same way. It will appear like a normal message, only to dissipate and be forgotten after a period of time has passed. The written form is even more complicated and time consuming to write than most magical scriptures. It often takes up to an hour just to write a single sentence.

Spectros

Spectros allows the speaker to communicate with spirits and other non-physical entities. It is commonly used in spirit magic and necromancy such as to call, banish, and influence spirits. In spiritual realms, it possesses the ability to communicate with known spirits from any distance within that realm.

Understanding Spectros requires an understanding of how spirits behave and how each type of spirit or entity is uniquely addressed. Developing proficiency of Spectros requires spending time developing fluency by speaking with many spirits. There is no written form of Spectros.

Straddle

Straddle is spoken with mutters, neighs, gruff vocals, stammers, and similar sounds. It allows the user to understand and communicate with beasts of burden and mounted animals (horses, donkeys, bulls, beasts of burden, etc) to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands. Its written form can also be read and understood by beasts of burden and mounted animals.

Terran

Terran will be remembered, word for word, by anyone observing the language as its being spoken or sung. Even in stages of memory loss from old age, or when consciously diminished or drugged, these memories can be extracted as effectively as if they were being read to you in the moment. The written form of Terran has the same effect; the reader will remember the words flawlessly.

Tset

Tset is spoken primarily with hisses and subtle sounds of the tongue. It allows the user to understand and communicate with reptiles and amphibians to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands. Its written form can also be read and understood by reptiles and amphibians.

Thamos

Thamos is a magical dialect that uses Sorceros as its method of power. Only those who wield magic can learn it.

Observers will be able to feel the strength of one's Sorceros as though it were being channeled from within the speaker. The more powerful one's Sorceros is, the more powerful this effect is. In some cases, the user may be able to reveal the nature and general alignment of their power as well.

Thamos is considered a status symbol among magic users in certain societies or within certain organizations. Within such circles it can bestow power or reputation, which can be a strong incentive to learn it. It is commonly spoken by nobility, Avatars, and high magic society. It allows powerful mages to prove their nature without having to perform any magical displays.

The written form of Thamos serves the same purpose: to prove one's magical talents through text.

Wave Piercer

Wave Piercer is spoken primarily with guttural sounds that are more distinct underwater. It allows the user to understand and communicate with large sea creatures (sharks, dolphins, etc) to the fullest extent possible, beyond anything that can be achieved by High Druidia. They will react with extreme positivity toward the user and can be given simple, compulsory commands. Its written form can also be read and understood by large sea creatures.