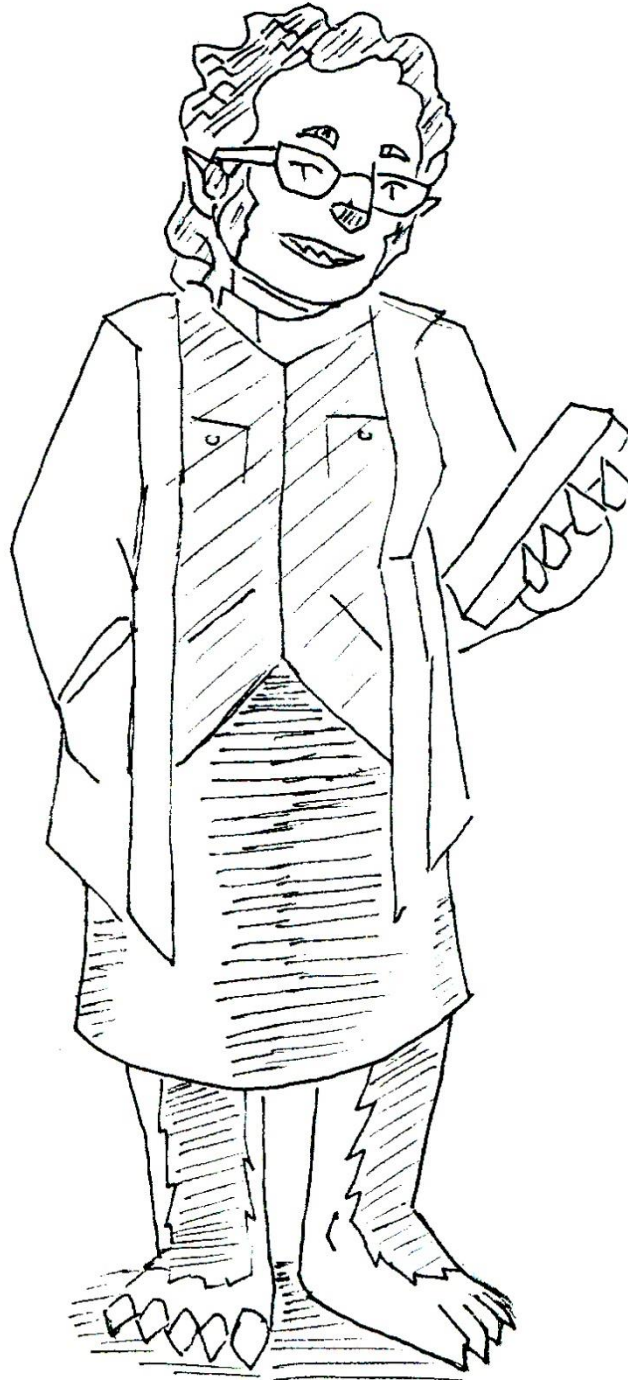


LANGUAGES OF EBERRON



Bring language into focus with this supplement for the world of Eberron

Credits

Product Design

The glyphbook originally appeared as the translator's kit in [Artifice & Invention](#).

Anthony J. Turco assisted with the layout.

Special Thanks

To the Agents of Khorvaire, heroes of Daisyville, and some folks who had a couple of bad weeks in Sharn: You're all wonderful friends, I have so much fun playing with you, and I'm so grateful that I've been able to explore the world of Eberron with you.

To the Agents of Khorvaire in particular: For putting up with me changing the names of the languages once a month.

To Matthew "Regitnui" Booth: For being just as much of a linguistics nerd as I am.

Legal Stuff

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Languages of Eberron

Your Eberron, and Mine

Much as the *Wayfinder's Guide to Eberron* is presented as Keith Baker's personal take on Eberron, this supplement presents my personal take on Eberron. This supplement is inspired by information in the *Wayfinder's Guide*, and [this post from Keith Baker's blog](#), but also contains my own ideas about how language works in Eberron. Language barriers promote the Cold War feel of the noir sections of the setting, and a host of different dead languages gives explorers who specialize in linguistics a chance to shine in the pulp areas of the setting. Language barriers also give gnomes with the Mark of Scribing more of a chance to shine on their own.

I see Galifar as an empire similar to the Roman one – everybody spoke Latin, but most people also spoke their local language or a foreign language they read literature in, if not both. Thus, Galifar had a trade language that was intelligible to everyone in the Five Nations, and to most of the other peoples of Khorvaire, filling the role of Common, but there's still room for the famous actor to suddenly reveal that he speaks perfect Thaliais and has been a spy all along.

This take on languages adds a lot more complexity to Eberron, and you are by no means required to use it. But if you're a linguistics nerd, or you want to focus on the linguistic aspects of the genres Eberron draws on, this supplement is for you.

Dialects

Strong regional dialects are common across Eberron, which the DM can establish as serves the needs of their game. Each of the languages of the Five Nations has at least three to four dialects within it, as does each of the post-Dhakaani goblinoid languages. Aeren has Aereni and Tairnadal dialects, and Caer'dran has at least six; the merfolk languages have at least a dozen dialects each, which are only mutually intelligible due to the non-territorial nature of merfolk society.

To understand a different dialect of a language that you speak, you must make a DC 10 Intelligence check; on a failure, you fail to completely grasp the meaning, and must make a Wisdom (Insight) check. The DC of the Wisdom (Insight) check is set by the DM based on the context of the situation – a higher DC if the problem is subtlety and a lower DC if the problem is thick accents or words you don't recognize.

If the Wisdom (Insight) check succeeds, you are aware that you do not wholly understand; if it fails, you believe you grasped the correct meaning. If you have proficiency with the glyphbook, or the Linguist feat, you can apply your proficiency bonus to both checks, and have advantage on the Wisdom (Insight) check. You cannot apply your proficiency bonus from Insight and one of these sources at the same time.

Khorvaire also boasts a number of creoles. Someone who understands both of the languages a creole is descended from treats it as simply another dialect, and vice versa; someone who understands only one of those languages increases the Intelligence DC to 15 (or possibly even 20, for particularly complex creoles).

If a character attempts to use dialectical differences and/or *faux amis* (similar-sounding words with different meanings in different dialects or languages) to deliberately deceive someone, a successful Charisma (Deception) check (DC equal to the other character's passive Insight score) imposes disadvantage on the resulting Wisdom (Insight) check to recognize a translation error.

Glyphbooks

Glyphbooks assist in deciphering ancient (and modern) languages or coded messages.

Alternate Proficiency. If your background or class would grant you proficiency in a musical instrument or a kind of gaming set, you may instead gain proficiency with all kinds of glyphbooks instead. Likewise, if your class or background grants you a musical instrument or a gaming set as starting equipment, you may start with one kind of glyphbook instead.

Components. A glyphbook contains a set of cryptographic volumes or a textbook on

Khorvairian (including Khorvairian creoles), Primeval, Sarlonan, or Xen'drikan languages. All also contain a collection of scratch paper and charcoal for taking rubbings or working out cryptological problems.

Glyphbook proficiency applies to any type of glyphbook, but different types of glyphbook must be purchased individually. A glyphbook costs 20 gp and weighs 2 lb.

Deception. A glyphbook can assist you in the creation of ciphers, codes, and other secret messages.

History. Glyphbook proficiency assists you in deciphering ancient writings, frescoes, carvings, and other forms of visual communication associated with the ancient cultures who spoke the language family or families it treats with.

Insight. Training with a glyphbook enables you to more accurately detect your own mistranslations.

Record Messages. With the cryptographic kit, you can accurately record coded messages you intercept; with any of the others, you can take accurate rubbings of important inscriptions while traveling.

Glyphbook Tasks

Activity	DC
Decipher a simple cipher	10
Decrypt a competent code	15
Decrypt a competent code	20
Translate a simple message in a foreign language	20
Decrypt a military code	25
Translate a long message in a foreign language	25
Decrypt a magical code	10 + caster's save DC
Translate a message in a dead language	30

Starting Languages

If you use this supplement, you ignore the Languages and Extra Language features in a species' list of traits; a typical character in Eberron starts out knowing two languages, as

appropriate to their region, their ancestors' region, or some element of their culture. Changelings, half-elves, high elves, kalashtar start out with three; lizardfolk, shifters, and warforged with one. A gnome with the Mark of Scribing gains proficiency with the glyphbook, and can add their Intuition die to ability checks made with it. If you use [Thaqualm's Book of Humanoids](#), grimlocks and keen also only start with one.

Whether or not a character knows a given dialect is an exercise for the player and the DM; generally speaking, a character who can come up with a compelling narrative reason for knowing a particular dialect should be allowed to know it.

Languages From Region

The language in bold is the most commonly spoken language in the region, if there is one.

Region	Languages
Adar	Adarkha , Riedran
Aerenal	Aeren , Amstren
Argonnessen	Khaast, Seren, Siberine
Aundair	Gvaaguul, Kaavuul, Laevuul, Thaliais
Breland	Corvelish , Gvaaguul, haSarnath, Ilvuul, Vyndvol
Cyre	Ilvuul, Laevuul, Luuguul, Metron
Darguun	Corvelish, Gvaaguul, Kaavuul, Ilvuul , Laevuul, Luuguul, Metron, Vyndvol
The Demon Wastes	Azhani, Khybran
Droaam	Corvelish, Crocot, Gvaaguul , Khaast, Khybran, Sylvan, Vyndvol
The Eldeen Reaches	Gvaaguul, Kaavuul, Sylvan, Thaliais
The Frostfell	Doranan, Khybran, Mroranan
Karrnath	Amstren , Kaavuul, Mroranan
Khyber	Daelkyr, Khybran
The Lhazaar Principalities	Amstren, Emea, Inana, Khaast, Mroranan, Tiethli
The Menechtarun Desert	Ignan, Kostet, Sulatar
Merfolk	Alula, Emea, Entuusi, Isochar (depending on sea)
The Mror Holds	Amstren, Mroranan
Q'barra	Amstren, Khaast

Region	Languages
Riedra	Riedran
Sahuagin Empire	Aeren, haSarnath
The Seren Islands	Khaast, Seren , Siberine
The Shadow Marches	Azhani , Corvelish, Gvaaguul
The Skyfall Peninsula	Caer'dran, haSarnath
Syrkarn	Riedran , Torhush
The Talenta Plains	Amstren, Metron, Talenli
The Tashana Tundra	Doranan, Inana, Riedran, Tashaniq
Thrane	Daskari , Ilvuul, Laevuul
Valenar	Aeren , Inana, Metron
Zilargo	Amstren, Corvelish, Primordial, Zilmelin

Languages From Culture or Background

Background	Languages
Daelkyr cultist or half-blood	Daelkyr
Educated elite	Amstren, Siberine
Extraplanar ancestry, home, or scholarship	Daelkyr, Gitzsai, Khybran, Quor, Siberine, Sylvan
Heir of Ohr Kaluun	Kaluuni
Horned Shadow cultist	Torhush
Inspired or kalashtar	Quori
Jhorash'tar	Mror'vvaar
Kech clans	Dhakaal
Khoravar or urban elf	Khoravar Cant
Purified of the Flame	Daskari
Shulassakar	Khaleshi
Tribal changeling	Kaluuni
Umbragen	Argaros
Urban Brelish, Greywall	Shaarat'vuul
Venomous Demesne tiefling	Khluun
Worg rider	Sylvan
Yuan-ti	Khybran

Ancient Languages

Ancient Civilization	Languages
Argarak Principalities	Aquan, Argaros, Auran
Aventus	Aventuu†
Borunan	Torhush
Kingdom of Cor'dran	Caxa'dran†
Corvagura	Corvurisi†
Cul'sir Dominion	Auran, Xut'sir†
Dhakaan	Dhakaal
Dor Maleer	Maleeriq†
Eshtarn Tetrarchy	Aquan, Auran, Eshtarni†
Feyspires	Sylvan
The Group of Eleven	Khybran, Terran
Khalesh	Khaleshi
Khunan	Dhakhunan†
Lamecha	Dhamecha†
Mae-Kree	Sadh-Kree†
Clan Noldrun	Mroranan
Nulakesh	Nulakese†
Ohr Kaluun	Kaluuni
Pre-Incursion orcs	Jhor'vvaar†
Pyrine	Vyson†
Qabalrin	Axabal†
Rhiavaar	Rhiavaan†
The Rule of Demons	Khybran
Sul'at League	Ignan, Xut'at†
Sunyagir	Dhasunya†
Trothlorsvek	Siberine

Dead languages are marked by a dagger (†).

Khorvairian Creoles

Azhani – descended from Nulakese and Gvaaguul, with a few loanwords from Jhor'vvaar, Kaluuni, and Vyson. Azhani is spoken by the integrated orc-human clans of the Shadow Marches, and related groups in the western Eldeen Reaches. Has no script, but has generally accepted transcriptions in Dhakaal and Rhiavaan.

The Intelligence DC to understand Azhani is 20 for someone who speaks Gvaaguul or Nulakese; this DC is reduced to 15 for someone

who speaks both languages. Only Azhani speakers can understand all the intricacies of the language.

The dialect spoken in the Demon Wastes has many Khybran influences; the Intelligence DC is 15 with other dialects of Azhani, and 25 with Gvaaguul, Khybran, and Nulakese. Someone who knows two of those languages reduces the DC to 20; someone who knows all three reduces it to 15; someone who knows another dialect of Azhani and Khybran reduces it to 10. Demon Wastes Azhani uses the Khybran script.

Someone who speaks modern Riedran but not Nulakese can attempt an Intelligence check to understand Azhani as if they knew Nulakese, but the DC is increased by 5.

More information about Azhani can be found in the appendix to Don Bassingthwaite's novel *The Binding Stone*.

Khluun – descended from Kaluuni and Khybran, spoken by tribal changelings and the tieflings of the Venomous Demesne. Uses the Khybran script.

Khoravar Cant – descended from Aeren and Amstren, Khoravar Cant is spoken by Khoravar and Khorvairian urban elves. Usually uses the Rhiavaan script, though Aeren script can represent it with little difficulty.

Mror'vvaar – descended from Jhor'vvaar and Mroranan, spoken by the Jhorash'tar in the Mror Holds. Jhorash'tar have recently been emigrating to Karrnath, the Lhazaar Principalities, and Q'barra, and a few Mror'vvaar-speakers can be found there as well. Uses the Yurral script.

Shaarat'vuul – literally “sword-words”, Shaarat'vuul is descended from Corvelish and Ilvuul, with a few loanwords from Gvaaguul and Trade Amstren. Shaarat'vuul is a vernacular found in Brelish urban areas, as well as in Greywall in Droaam, largely spoken by goblinoids but adopted by lower-class folk of all species. Uses both the Dhakaal and Rhiavaan scripts.

Khorvairian Languages

Crocot – the language of Droaamite gnolls, Znir and otherwise. Uses the Dhakaal script.

Dhakaal – the standardized language of the Dhakaani Empire, now spoken only by the Kech

clans. Uses its own script. A list of Dhakaal words and phrases [can be found here](#); sounds shift depending on which of the post-Dhakaani languages they are being used in, but the words in the modern day remain fairly similar to the roots.

Gvaaguul – a post-Dhakaani language, spoken in Breland, Droaam, and among the orc tribes of the Shadow Marches, and a small stretch of southern Aundair – areas that formerly corresponded to Gvaal Province in the Dhakaani Empire. Uses the Dhakaal script.

Jhor'vvaar† – the old language of the western orcs. Uses the Vvaar script.

Kaavuul – a post-Dhakaani language, spoken in northern Aundair and Karrnath – areas that formerly corresponded to Kaaval Province in the Dhakaani Empire. Uses the Dhakaal script.

Ilvuul – a post-Dhakaani language, spoken in Breland, Cyre, and Darguun – areas formerly corresponding to Innaan Province, the heart of the Dhakaani Empire. Uses the Dhakaal script. Ilvuul has diverged from Dhakaal the least, and can be treated as a dialect of other Dhakaani languages; the Intelligence DC to understand Ilvuul is 5 for anyone who speaks Dhakaal, and 10 for anyone who speaks Gvaaguul, Kaavuul, Laevuul, Luuguul, or Vyndvol.

Laevuul – a post-Dhakaani language, spoken in Aundair, Cyre, and Thrane – areas that formerly corresponded to Piir Province in the Dhakaani Empire. Uses the Dhakaal script.

Luuguul – a post-Dhakaani language, spoken in Cyre, Darguun, and by the few goblinoids who formerly dwelled in Valenar – areas that formerly corresponded to Luur Province in the Dhakaani Empire. Uses the Dhakaal script.

Talenli – the language of the halflings of the Talenta Plains; also spoken by many urban halflings. Has no script, but several conflicting and confusing Rhiavaan transcriptions. A recent Maleeriq transcription has proved surprisingly useful. Talenli also has a signed version, used interchangeably with the spoken version.

Tiethli – the language of the halflings of the Lhazaar Principalities. It is related to Talenli, but the geographical barriers between the two areas make interchange no longer possible. Rhiavaan suits Tiethli slightly better, but Maleeriq is still

the primary transcription. Also has a signed version, used interchangeably with the spoken version.

Vyndvol – a post-Dhakaani language, spoken in coastal areas west of Kraken Bay (in Breland, Darguun, and Droaam) – areas that formerly corresponded to Koalinth Province in the Dhakaani Empire. Uses the Dhakaal script.

Zilmelin – the national language of Zilargo, literally “wise speech”; uses its own script. Has a signed version called Valomelin, “hand speech”, originally developed to carry on secondary conversations and later adopted by Khorvaire’s Deaf community at large. A Deaf character who knows Amstren, Corvelish, Daskari, Metron, or Thaliais, or a character who does not use spoken language for another reason, knows Valomelin in addition to that other language, but not the spoken or written form of Zilmelin. A character who knows Amstren, Corvelish, Daskari, Metron, or Thaliais can understand Valomelin as if it was a dialect of their own language, with a DC of 5.

PrimEval Languages

Daelkyr – the language of Xoriat, the Realm of Madness; parallel to the Deep Speech and used as Undercommon in regions of Khyber tied to the daelkyr. Spoken by most daelkyr-made aberrations, including otyughs and umber hulks. Uses its own script, composed of the tir’su described in the gith chapter of *Mordenkainen’s Tome of Foes*.

Doranan – the language of the dwarves of Sarlona, with some notable similarities to Khybran. Uses the Yurral script.

Gitszai – the language of the githyanki and githzerai, a stew of the many languages of the world from which the gith were originally taken. Uses the Daelkyr script.

haSarnath – the language of the Sahuagin Empire of the Thunder Sea and the Dragonreach, spoken by aboleths, locathah, kuo-toa, and sahuagin. Has a signed version. Uses the Khybran script.

Khaast – the language of scalefolk outside of Argonnessen; related to Khybran and Siberine. The dragonborn and yuan-ti use the Khybrine script; the lizardfolk do not use any script.

Khybran – parallel to Abyssal, Infernal, and Undercommon; spoken by hook horrors, medusa, minotaurs, rakshasa, extraplanar fiends and undead, Kythric slaadi, elementals from Fernia and Risia, and denizens of fiend-controlled Khyber. It was also used as a national language by the ancient stone giants of the Group of Eleven. Uses its own script.

Mroranan – the language of the dwarves of Khorvaire; shares ancestry with Doranan but is not mutually intelligible. Uses the Yurral script.

Primordial – the language of the elemental spirits of Lamannia. It has four dialects, Aquan, Auran, Ignan, and Terran; it has no script, but the giants of Xen'drik sometimes transcribed it in their own scripts, and Zil elemental binders transcribe it with the Siberine alphabet.

Quori – the language of Dal Quor, the Region of Dreams; also spoken by kalashtar and the Inspired. Uses its own script.

Seren – the language of humanoids living in Argonessen, related to Siberine but adapted for humanoid mouths. Uses the Siberine script.

Siberine – the language of the couatl, dragons, extraplanar celestials, and creatures of Irian and Daanvi. It is also used as a scholarly language for texts on magic. Uses its own script.

Sylvan – the language of animal and fey spirits from Lamannia and Thelanis; also spoken by talking animals native to Eberron – blink dogs, giant owls, giant eagles, giant elks, sphinxes, and worgs, to name the most common. Uses its own script.

Vvaar – the language of Eberron, spoken by the primal spirits that suffuse the world, first recorded for mortal use by the black dragon Vvaarak. Vvaar is the Druidic language, necessary for the use of primal magic, and uses its own script. A druid can also employ a semasiographic alphabet to leave hidden messages in the natural world; this alphabet requires primal magic to produce. A Vvaar speaker can understand Primordial as if it was a dialect of Vvaar, with an Intelligence DC of 20.

Sarlonan Languages

Adarkha – a creole of many Sarlonan languages, used as the common language of

Adar, the land of refuge; contains many Quor loanwords. Uses its own script.

Alula – spoken by the merfolk and merrow peoples of the Barren Sea. Has a signed version. Uses its own script.

Amstren – the national language of Karrnath. As the native language of the first Galifar, the Amstren tongue also became the lingua franca of the Five Nations, known as Trade Amstren or the Galifarn Trade Tongue. Trade Amstren can be used to easily discuss daily life, trade, and theological matters, but little else. Someone who speaks Amstren automatically understands Trade Amstren; someone who speaks Corvelish, Daskari, Metron, or Thaliais can attempt to understand it as if it were a dialect of that language with Intelligence DC of 5. Uses the Rhiavaan script.

Aventuu† – related to modern Entuusi; the language of the sunken island nation of Aventuu'siana. It blends the most outré grammatical features of a number of other Sarlonan languages, which has led some to call it a “mother tongue”, or, even more fancifully, suggest that it conferred a *tongues* effect on its speakers. More likely, it was heavily creolized. Uses its own script.

Corvelish – the national language of Breland. Uses the Rhiavaan script.

Corvurisi† – the ancient language of Corvagura, related to modern Corvelish. Uses its own script.

Daskari – the national language of Thrane and liturgical language of the Church of the Silver Flame. Uses the Khaleshi script.

Dhakhunan† – the ancient language of Khunan. Uses its own script.

Dhamecha† – the ancient language of Lamecha. Uses the Dhakhunan script.

Dhasunya† – the ancient language of Sunyagir. Uses the Dhakhunan script.

Emea – spoken by the merfolk and merrow peoples of the Lhazaar Sea. Has a signed version. Uses its own script; also has a well-known Maleeriq transcription.

Entuusi – spoken by the merfolk and merrow peoples of the Sea of Rage. Has a signed version. Uses the Aventuu script.

Inana – the language of many humans in far eastern Khorvaire and the islands of northwestern Sarlona. Uses the Maleeriq script in the Lhazaar and the Tashana coast; uses the Dhakhunan script in Valenar. The Intelligence DC for translating between the Tashana and Valenar dialects is 15; Valenar-Lhazaar and Lhazaar-Tashana translation has a DC of 10 as normal.

Isochar – spoken by the merfolk and merrow peoples of the White Sea and the Koralandaluun. Has a signed version. Uses its own script.

Kaluuni – the ancient language of Ohr Kaluun; it is retained by tribal changelings in Khorvaire. Uses its own script.

Khaleshi – the ancient language of Khalesh; it is retained by shulasskar and related to modern Daskari. Uses its own script.

Maleeriq† – the ancient language of of Dor Maleer, related to modern Inana and Tashanik. Uses its own script.

Metron – the national language of Cyre. Uses the Rhiavaan script.

Nulakese† – the ancient language of Nulakesh, related to modern Thaliais. Uses the Khaleshi script.

Rhiavaan† – the ancient language of Rhiavaar. Related to modern Amstren. Uses its own script.

Riedran – the standardized language of the Empire of Riedra, conglomerated from all the languages of Riedra. Also includes a sign language used throughout Sarlona. Uses the Corvurisi script, though few Riedrans are literate. The only dialectical difference is between the people of Syrkarn and those of Riedra proper; non-Syrk, non-Inspired Riedrans have disadvantage on the Intelligence check to translate between Syrk and standard dialects.

Sadh-Kree† – the ancient language of Mae-Kree. Uses the Rhiavaan script.

Tashanik – the language of the continental Tashana Tundra. Related to Maleeriq. Uses the Maleeriq script.

Thaliais – the national language of Aundair; uses the Rhiavaan script.

Torhush – the ancient language of the Borunani ogres, retained by Syrk ogres and eneko (half-ogres). Uses the Dhakhunan script.

Vyson† – the ancient language of Pyrine, related to modern Metron. Uses the Corvurisi script.

Xen'drikan Languages

Xen'drik is vast and unexplored, and contains countless hidden populations; Dungeon Masters should feel free to develop new languages for local peoples (especially so characters with a Xen'drik glyphbook can use their proficiency!). The languages presented here are merely those of the known cultures of Xen'drik.

Aeren – the national language of the elves of Aerenal. Evolved from the code speech used by the *phiarlans* who connected the elves enslaved by the various giant empires, and incorporates many terms from Sylvan; uses the Caza'dran script. Has a relatively modern signed version.

Argaros – the language of the ancient frost giants of the Argarak Principalities, preserved by the Umbragen. Uses the Ymric script.

Axabal† – the language of the Qabalrin, used in ancient necromantic texts. Uses the Ymric script.

Caer'dran – the language of the drow and giants of the Skyfall Peninsula, most notably the Qaltiar, Vulkoori, and Rushéme. Has a signed component called Scorpion-Talking, developed by the Vulkoori drow but used throughout the Skyfall peninsula. Uses the Caxa'dran script.

Caxa'dran† – the language of the ancient forest giants of the Kingdom of Cor'dran. Uses its own script.

Eshtarni† – the language of the ancient storm giants of the Eshtarn Tetrarchy. Uses its own script.

Kostet – the language of the thri-kreen of the Menechtarun, literally “air that enlightens”. Uses its own script.

Sulatar – the language of the elves and giants of the Menechtarun Desert, most notably the Sulatar drow. Uses the Ymric script.

Sul'at† – the language of the ancient fire giants of the Sul'at League. Uses the Ymric script.

Sul'sir† – the language of the ancient cloud giants of the Cul'sir Dominion. Uses the Eshtarni script.

On Geography

While there are a host of common folk beliefs about the differences between the seas seen on the world maps of Eberron, scholars in my version of Eberron believe that most of the distinctions come from the seas' inhabitants – when the merfolk switch from Emea to Entuusi, you've crossed from the Lhazaar Sea into the Sea of Rage.

This supplement also makes references to the provinces of Dhakaan I established in my version of Eberron; the following map is provided. Colored regions are outside the bounds of the Dhakaani Empire; Koalinth Province is not contiguous by land. 1594 IC, in my version of Eberron, is around the start of the Daelkyn Incursion.

