

Language Categories

Languages are intended to be an exploration mechanic within Ashes of the Shrouding. While many are available during character creation, others can only be discovered through adventure, research and interaction with the world.

Tier 1 - Everyday Languages

These languages function exactly as standard Pathfinder 2e languages and may be selected during character creation through ancestry, background or Intelligence.

- Common
- Dwarven
- Elven
- Goblin
- Orcish
- Halfling
- Gnomish
- Sylvan
- Moonrest Tongue
- Northern Speech
- High Imperial

Tier 2 - Specialist Languages

These require an appropriate background, mentor, organisation, specialised training, or significant in-game justification.

These **cannot** simply be chosen because you have high Intelligence. Instead you must justify them.

For example:

- *"I grew up on merchant ships."*
 - → Tide Cant.
- *"My mentor was one of the last Wardens."*
 - → Warden Signs.
- *"I'm a druid of the Emerald Circle."*
 - → Verdant Speech.

Professional and Specialist

- Tide Cant
- Verdant Speech
- Stone Cant
- Scholar's Script
- Ash Cant
- Hearth Sign

Organisational

- Warden Signs
- Circle Glyphs
- REDACTED

Ancient Languages

- Giant
- Draconic
- Celestial (Empyrean)
- Infernal
- Primordial

Ancient languages are seldom encountered in the modern world. While some are still spoken by their original peoples, most survive only through specialist scholars, ancient orders, or the few creatures that continue to preserve them.

Tier 3 - Lost Languages

These languages lie beyond the knowledge of almost all modern societies. They cannot be selected during character creation and cannot normally be taught by conventional means. Characters may only begin to understand them through exploration, research and major campaign discoveries.

- Heartwood
- First Speech
- Whisper Speech
- *Further entries remain unknown*

Learning New Languages

Unlike standard Pathfinder 2e, languages are not limited to those chosen during character creation. Characters can discover, study and learn additional languages throughout the campaign through downtime, exploration, roleplay and research.

For more information, see *Learning Languages*.