Languages Overview

Language	Type / Rarity	Who Knows	Player Learns	Written	Spoken	Mastery Range	Notes	
Common	Common	Everyone	Character or NPC that speaks	Yes	Yes	1-2	Trade language.	
Dwarven	Common	Dwarf ancestry, scholars	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Elven	Common	Elf ancestry, scholars	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Gnomish	Common	Gnome ancestry	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Halfling	Common	Halfling ancestry	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Orcish	Common	Orc ancestry	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Goblin	Common	Goblin ancestry	Character or NPC that speaks	Yes	Yes	1-2	Standard PF2e	
Sylvan	Common	Druids, Fey researchers	Character or NPC that speaks	Yes	Yes	1-2	Fairly common around older forests	

Moonrest Tongue	Regional / Common	Moonrest locals	Character or NPC that speaks	Yes	Yes	1-2	Born in Moonrest Fishermen Coastal traders Refugees who have lived there several years It is essentially Common with enough unique words that outsiders immediately sound foreign.	
High Imperial	Regional / Common	Old Language - Fallen Kingdoms	Character or NPC that speaks	Yes	Yes	1-2	Used in: Government records Noble houses Historical texts Old military writings A noble from elsewhere would almost certainly know this.	
Northern Speech	Regional / Common	Spoken throughout the northern settlements.	Character or NPC that speaks	Yes	Yes	1-2	A traveller arriving from the mainland north would likely know it.	
Giant	Uncommon		Character or NPC that speaks	Yes	Yes	1-3		

Draconic	Uncommon		Character or NPC that speaks	Yes	Yes	1-3		
Priomordial	Uncommon / Very Rare		Character or NPC that speaks	Yes	Yes	1-6		
Celestial	Uncommon		Character or NPC that speaks	Yes	Yes	1-3		
Infernal	Uncommon		Character or NPC that speaks	Yes	Yes	1-3		
Tide Cant	Uncommon	A sailor's shorthand. Part spoken language. Part coded phrases. Part hand signs.	Tidewarden Maera	Partial	Yes	1-3	Known by: Sailors Smugglers Pirates Harbourmasters Useful for: Secret messages Ship logs Hidden caches	
Verdant Speech	Uncommon	The language of the oldest druids.	Shrinekeeper Torv	Rarley	Yes	1-3	Known by: Circle Druids Ancient Wardens Certain Leshies Not commonly written. Many rituals are oral only.	

Stone Cant	Uncommon	An old mining language.	Blacsmith NPC doesn't exist yet	Yes	Yes	1-3	Known by: Master miners Ancient dwarven clans Tunnel explorers Very useful underground.	
Hearth Sign	Uncommon	A silent sign language developed by isolated settlements during harsh winters and hunting expeditions.	Garric Fen ?? Poss someone else	No	Yes	1-3	Known by: Moonrest hunters Rangers Scouts Allows communication without speaking.	
Scholar's Script	Uncommon	Less a spoken language than a standard written system.	Will Tosscobble - also possibly Herbalist Yselle Marr	Yes	Rarley	1-3	Likely Inscription specialisation player will want to know Used in: Libraries Universities Arcane colleges A wizard might know it despite never having visited Moonrest.	
REDACTED	LANGUAGE	TBC	TBC	TBC	TBC	TBC	TBC	

Warden Signs	Uncommon	Trail markers, warnings and silent communication	TBC - When they start to encounter elements / symbols of the language	Yes	No	1-3		Yes
Circle Glyphs	Uncommon	Ritual markings and sacred sites	TBC - When they start to encounter elements / symbols of the language	Yes	No	1-3	Likely Druid will want to learn	Yes
Ash Cant	Uncommon	Funeral symbols and tomb markings	Gravekeeper per Lysa Venn	Yes	Yes	1-3	Likely Death Cleric will want to learn	Yes

Heartwood	Rare	The "language" of the forest.	Learnt - Players possibly may start learning level 1	No	Yes	1-5	Not truly spoken. Instead it consists of: pulses vibrations rhythms root patterns harmonic tones Creatures touched by the Heartwood gradually begin to understand fragments. No player can normally start with this. It is earned.	Yes

First Speech	Rare	The language spoken before civilisation.	TBC - When they start to encounter elements / symbols of the language	Yes	Yes	1-6	Legends say: Animals Spirits Mountains Storms Trees all understood it. Very little survives. Mostly inscriptions.	
Further	Entries	Remain	Unknown.....					

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