

Learning Languages

Unlike standard Pathfinder 2e, languages in Ashes of the Shrouding form part of the campaign's exploration and discovery systems. Characters are expected to encounter, study and gradually master new languages throughout their adventures.

Learn Language (Downtime Activity)

(This covers Tier 1 and Tier 2 languages.)

Requirements

To learn a new language you must have access to one or more of the following:

- A fluent teacher
- Suitable books or reference material
- Ancient inscriptions or written texts
- Prolonged exposure to speakers of the language

Learning a language normally takes **4 weeks of Downtime**, modified by your Intelligence modifier.

Intelligence Modifier	Time
+0	4 weeks
+1	3½ weeks
+2	3 weeks
+3	2½ weeks
+4	2 weeks
+5	10 days

Example

- Study a Draconic grimoire → +1 progress.
- Spend two weeks researching in a library → +1 progress.
- Speak to an ancient dragon → +2 progress.
- Recover a lost lexicon → Automatically unlock the next Mastery Stage.
- Cast *Comprehend Languages* on a forgotten inscription → Grants insight but **not** permanent mastery.

Researching Ancient Languages

Whenever you successfully Decipher Writing, Recall Knowledge or perform Research involving a language you are currently learning, the GM may award additional progress towards its next Mastery Stage.

Specialist and Lost Languages

Specialist and Lost Languages are not learnt normally. Instead they are progressed. Different specialist and lost languages have different numbers of Mastery Stages depending on how complex or mysterious they are.

For Example **Primordial**:

Mastery Stage	Knowledge Gained
I	Recognise the script.
II	Identify repeated words.
III	Read simple phrases
IV	Translate historical texts.
V	Speak the language
VI	Understand idioms and hidden meanings.

Other Ancient and Lost languages follow similar progressions, although the number of stages and the knowledge gained may differ.

Some languages, such as **Heartwood**, do not have written or spoken forms. Their progression represents increasing understanding rather than linguistic fluency.

Gifted Linguist (New Skill Feat)

This feat reduces the time required to learn Tier 1 and Tier 2 languages. It does not affect Ancient or Lost language progression unless specifically stated by the GM.

Available at Level 2.

Benefits:

- Learn new languages in half the normal time.
- Can hold simple conversations after only one week of exposure.
- Gain a +1 circumstance bonus when Deciphering Writing in an unfamiliar language.

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