



Warhammer World Languages

by Jackdays

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Official Languages:

- ❖ **Albion* / Albionese**; language of the Albion. Close dialect of the Reikspiel. Based on the information from the Slayer-novel: *Giantslayer*.
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- ❖ **Aldrhun**; written form of Khazalid. Means Old-runes.
- ❖ **Anoqeyán / Arcane Elf*** (Arcane); ancient and rare Elven language.
- ❖ **Arabyan**; language of the Araby
- ❖ **Arcane Dwarf* / Runic** (Arcane); ancient and rare form of Khazalid. Used in the creation of magical runes. Mostly remembered only by the Runesmiths anymore.
- ❖ **Arcane Elf* / Anoqeyán** (Arcane); ancient and rare Elven language.
- ❖ **Astrologer** (Secret Signs); signs of astrologers and diviners of the future.
- ❖ **Battle Tongue*** (Secret Language); combat talk and signs. For orders during the combat.
- ❖ **Blazon** (Secret Language); language of the heralds. A complex and precise language for describing shield patterns and crests.
- ❖ **Beast Tongue**; language of the Beastmen. Dialect from the Dark Tongue.
- ❖ **Black Elven / Druhir**; language of the Dark Elves/Druchii. Corrupted mix of Dark Tongue and Elthárin.
- ❖ **Black Speech / Dark Tongue***; language of the Chaos, Chaos-magic and the Chaos Wastes.
- ❖ **Breton***; language of Bretonnia.
- ❖ **Classical***; ancient language of the Old World.
- ❖ **Daemonic*** (Arcane); language of the Daemons / Realm of the Chaos.
- ❖ **Dark Tongue* / Black Speech**; language of the Chaos, Chaos-magic and the Chaos Wastes.
- ❖ **Druhir / Black Elven**; language of the Dark Elves/Druchii. Corrupted mix of Dark Tongue and Elthárin.
- ❖ **Druidic*** (Arcane); ancient language of the Druids.
- ❖ **Elemental*** (Arcane); strange language of the Elemental creatures / Elemental Realm. Also language of the Elemental magic.
- ❖ **Elthárin* / Tar-Elthárin***; language of the High- and Sea Elves.
- ❖ **Estalian***; language of the Estalia.
- ❖ **Fan-Elthárin***; language of the Wood Elves. Dialect from the Eltharin.
- ❖ **Fimar**; language of the Fimir. From *Warstone Issue #25: Fimir - Ruinous Inheritance*.
- ❖ **Flaggenalphabet** (Secret Signs); coded communication system used by Signalling Machines.
- ❖ **Gházquezakh***; language of the Goblins. Dialect from the Goblin Tongue.
- ❖ **Goblin Tongue**; common tongue of the Greenskins.
- ❖ **Grumbarth* / Ogrish***; language of the Ogres. Spoken also by some Giants.
- ❖ **Guild Tongue / Guilder** (Secret Language); complex jargon of acronyms and buzzwords spoken in the local language.
- ❖ **Halfling***; language of the Halflings. Fast, slurred dialect from Reikspiel, but is considered to be a separate language.
- ❖ **Hargházquezakh***; language of the Hobgoblins. Dialect from the Goblin Tongue.
- ❖ **High Nehekharan / Necromancy*** (Arcane); ancient language of the Nehekharan. Language of the ancient magic and necromancy.
- ❖ **Hung / Tribal**; language of the Hung tribes in the Chaos Wastes. In the *Old World Bestiary* (WFRP2 sourcebook) these were just titled TRIBAL, but in the *Tome of Corruption* (WFRP2 sourcebook), they became separated languages.
- ❖ **Khazalid***; language of the Dwarfs. Written form is known as Klinkarhun, "Chisel-runes", and Aldrhun, "Old-runes", which are different than magical Runes.
- ❖ **Kislevarin / Kislevian / Slavic***; language of the Kislev. This was originally Kislevian, but in the *Realm of the Ice Queen* (WFRP2 sourcebook) it became Kislevarin. Also called as Slavic in WFRP1.
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- ❖ **Klinkarhun**; written form of Khazalid. Means Chisel-runes.
- ❖ **Kurgan / Tribal**; language of the Hung tribes in the Chaos Wastes. In the *Old World Bestiary* (WFRP2 sourcebook) these were just titled TRIBAL, but in the *Tome of Corruption* (WFRP2 sourcebook), they became separated languages.

- ❖ **Lingua Praestantia / Magick*** (Arcane); ancient pre-Colleges language. The language of the magic. The Hedgefolk/Hedge Magic-users use just little different dialect.
- ❖ **Magick* / Lingua Praestantia** (Arcane); ancient pre-Colleges language. The language of the magic. The Hedgefolk/Hedge Magic-users use just little different dialect.
- ❖ **Malla-room-ba-lárin***; language of the Treemen, Dryads, Spites and other Fay-folk.
- ❖ **Mine Code, the** (Secret Language); Dwarfen sound-system, which is similar to morse code. They used in the mines. From the Slayer-novels: *Orcslayer* and *Elfslayer*
- ❖ **Necromancy* / High Nehekharan** (Arcane); ancient language of the Nehekharan. Language of the ancient magic and necromancy.
- ❖ **Nehekharan**; language of the Nehekharan. Language of the Undead.
- ❖ **Norse**; language of the Norsca.
- ❖ **Ogrish* / Grumbarth***; language of the Ogres. Spoken also by some Giants.
- ❖ **Old Slann*** (Arcane); ancient language of the Slann.
- ❖ **Orgvar* / Trollish***; language of the Trolls.
- ❖ **Orrakh***; language of the Orcs. Dialect from the Goblin Tongue.
- ❖ **Prison Cant** (Secret Language); prison talk and signs.
- ❖ **Queekish***; language of the Skaven.
- ❖ **Ranger Signs*** (Secret Signs); ranger signs and marks.
- ❖ **Ranger Tongue*** (Secret Language); ranger jargon.
- ❖ **Reikspiel***; language of the Empire and the Marienburg/Wasteland.
- ❖ **Runic / Arcane Dwarf*** (Arcane); ancient and rare form of Khazalid. Used in the creation of magical runes. Mostly remembered only by the Runesmiths anymore.
- ❖ **Saurian**; language of the Lizardmen. Dialect from the Ssissyl'k*.
- ❖ **Scout Signs*** (Secret Signs); scout signs and marks.
- ❖ **Skinkian / Ssissyl'k***; language of the Lizardmen.
- ❖ **Slavic* / Kislevarin / Kislevian**; language of the Kislev. This was originally Kislevian, but in the *Realm of the Ice Queen* (WFRP2 sourcebook) it became Kislevarin. Also called as Slavic in WFRP1.
- ❖ **Snotgob***; language of the Snotlings. Dialect from the Goblin Tongue.
- ❖ **Ss'kyzz'l'k***; language of the Troglodyte. Dialect from the Ssissyl'k*.
- ❖ **Ssissyl'k* / Skinkian**; language of the Lizardmen.
- ❖ **Strigany**; language of the Strigany people. From the *Warhammer Companion* (WFRP2 sourcebook).
- ❖ **Sylvanian**; close dialect of the Reikspiel. From the *Night's Dark Masters* (WFRP2 sourcebook).
- ❖ **Tar-Elthárin* / Elthárin***; language of the High- and Sea Elves.
- ❖ **Templar Signs** (Secret Signs); templar/knight signs and marks.
- ❖ **Thief Signs*** (Secret Signs); rogue signs and marks.
- ❖ **Thieves' Tongue*** (Secret Language); rogue jargon and code.
- ❖ **Tilean***; language of the Tilea.
- ❖ **Tribal / Hung**; language of the Hung tribes in the Chaos Wastes. In the *Old World Bestiary* (WFRP2 sourcebook) these were just titled TRIBAL, but in the *Tome of Corruption* (WFRP2 sourcebook), they became separated languages.
- ❖ **Tribal / Kurgan**; language of the Hung tribes in the Chaos Wastes. In the *Old World Bestiary* (WFRP2 sourcebook) these were just titled TRIBAL, but in the *Tome of Corruption* (WFRP2 sourcebook), they became separated languages.
- ❖ **Trollish* / Orgvar***; language of the Trolls.
- ❖ **Ungol**; language of the Ungol tribes in the Kislev.

Notes:

* Something that was originally in the *WFRP1 Core Rulebook*, page 291, Language Summary or in the Wizards careers.



Unofficial Languages:

These are partly (or fully) from fan-sources or own creation.

- ❖ **Cathayan**; language of the Cathay.
- ❖ **Ebonian**; language of the Southlands.
- ❖ **High Cathayan** (Arcane); ancient language of the Cathay. Language of the Cathayn magic.
- ❖ **Ikajo**; language of the New World human tribes.
- ❖ **Indhya**; language of the Ind.
- ❖ **Khuresian**; language of the Khuresh.
- ❖ **Nipponise**; language of the Nippon.
- ❖ **Wayar**; language of the Wayarhui. Mysterious small race found from the Lustria, presented in the *WFB:Lizardmen* history. There is speculations that these three feet tall folk are just wild Lustrian Halflings?!

See Also:

<http://www.liberfanatica.net/LF4download.html>

<http://warhammeronline.wikia.com/wiki/Language>

