

# SKYREALMS of Jorune

## *Languages of Jorune*

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## Introduction

The languages spoken by the different races of Jorune differ greatly in the way they are spoken, written and used. Many dialects and sub-languages exist. Understanding of the language is symbolised by language ranks. [Se skill list]

Rank 1	Understands only a few and simple words. Danger. Friend. Eat. That way. Help me, etc.
Rank 2	Can speak most common phrases and follow normal conversation. Below average vocabulary and easily confused by metaphors, quick speakers or dialects. Speaks with an accent and stands out as a foreigner.
Rank 3	Fluent speaker and understands <u>all</u> dialects clearly. Can mimic dialects <i>within the dialect group</i> . Cannot mimic dialects outside of the dialect group without an accent.
Rank 4	A master of the language. Speaks fluently and can mimic all dialects, even those of other dialect groups. Excellent vocabulary and capable of sophisticated and complex discussions.

Language ranks enable creatures to speak and understand the language and/or its dialects. However, literacy [a separate skill bought once] is required to read a language. One literacy skill is required for each type of alphabet/language symbols/ runes etc. [Ex: Literacy Entren, Literacy Fransei].

Languages sometimes have one or more dialectal differences. These dialects may even be divided into dialect groups depending on if they have many differences. [For example: Entren has 4 different dialect groups, the largest of these groups contains 8 different dialects] Speakers of the language can recognise and understand all dialects of the language if they have rank 3 or 4. However, unless they have rank 4 in the language, they cannot mimic the dialects from a different dialect group than their own and will always be recognised as a foreigner when using those dialects.

### A comparison

Scandinavian could be regarded as one language (like Entren). Under Scandinavian we have the dialects Swedish, Norwegian and Danish creating a dialect group whose speakers fairly easily understand each other. But under the Scandinavian language we also have the dialect group of Icelandic and Faeroic. Someone from the Swedish-Norwegian-Danish dialect group would have real problems understanding someone from the Icelandic-Faeroic dialect group, although they both belong to the same language.

To show their relation and their history, some of the languages below have also been arranged into language trees. [See *Language Trees* essay/schematic]

## Human languages (Not including the languages of the salu, acubon and trarch)

**Dow** Language of the Dow people of northern Heridoth. Derived from Chinese, but has gone through considerable changes, keeping only the general Asian sound of the language.

*Dow is written with Tung symbols from left to right, representing words or certain sounds, derived from Chinese writing symbols, but changed throughout the centuries. The symbols are now more rounded and each symbol strives to form a circular shape.*

**Entren** The common name used for the dialects spoken in and around Burdoth, Heridoth and Khodre. Derived from colonial English. Four main dialect groups exist.

**Ardisian** Entren dialect spoken by the people of the Ardis province of Burdoth. Today considered the model or standard Entren that should be used by Drenns and Keshts on formal occasions.

**Carissean** Entren dialect spoken by the people of Northern Khodre. Many Korrin words have been incorporated.

**Delmeran** Dialect of the seclusive delmeran people of Burdoth's northern coast.

**Essajean** Heavy Entren dialect spoken by the people of the Essanja province of Burdoth.

**Gaussian** Heavy Entren dialect spoken by the people of the Gauss province of Burdoth.

**Gloundan** Heavy Entren dialect spoken by the people of the Gloundan forest. Related to the Essajean dialect with influences from the Sychillian dialect.

**Heridothian** Entren dialect spoken by the Sholian people of Heridoth and once throughout the Sagedom of Heridoth.

**Hobean** Extinct Entren dialect that was spoken by the people living in central Hobeh.

**Khodren** Entren dialect spoken by the people of Southern Khodre. Some Than pronunciation.

**Sillipean** A terrible mix of dialects and languages spoken by the humans of Sillipus. Mainly a mixture of Heridothian, Yorknin, Dow, and some Rorch-ko words.

**Sobayan** Entren dialect spoken by the people of the Sobayid province of Burdoth.

**Sychillian** Entren dialect spoken by the people of the Lusail province of Burdoth.

**Yorknin** Entren dialect spoken by the people of south-eastern Heridoth.

*All Entren dialects use the Entren alphabet as a base. The Entren alphabet represents phonemes (sounds) and is derived from Colonial English. Some new letters have been added and spelling has greatly changed from the standards of Colonial English (as has the spoken language). The only exception to this are the dialects Essajeian, Gloundan and Heridothian. Essajeian is written with a few letters that are unique to this dialect. They are two or three letters that have melted into a new letter, often representing the “ch”, “sh” and “th” sounds. Gloundan is similar to Essajeian and also follow this rule. This is a phenomena that is slowly dying. Heridothian uses a more artful version of the Entren alphabet that was developed by the scholars of the Sholian Sagedom. Letters take longer to write but are more beautiful and nicely curved, lacking straight lines.*

## **Erucian**

The common name used for the dialects spoken among the outposts of the Erucian culture. Derived from Arabian and Persian languages, but with only two dialect groups. The second dialect group consists of only one language (Divine Tongue), which is an artificial language and extremely hard to understand by normal speakers of Erucian. (Requires rank 4 in Erucian even to understand it.)

Divine Tongue Regarded as an Erucian dialect, but actually very different and extremely hard for a normal speaker of Erucian to understand. A secret court language of the Erucian noble houses.

New Tongue The most commonly used Erucian dialect with more Than influences. Spoken everywhere in mainland Erucia and by people trading with Erucians.

Old Tongue Original Erucian dialect of the Erucian Empire of Thantier, Drail and Temauntro. Some resemblance to Arabian and Persian languages. Referred to as the Old Tongue by traditionalist. It is the sacred old Erucian dialect, now only used on formal, religious or documentary occasions. More common in the Erucian colonies in western Drail, than on mainland Erucia.

*All Erucian dialects are written with Giiratta (Giira’s Shapes), an old script that resembles Arabian in appearance. Although the beautifully curved symbols represent phonemes and resemble ancient Arabian, there are no further similarities. It is as if the inventor of the script knew no Arabian, but simply was inspired by the ancient script. Giiratta has been used since long before the Erucian Empire and there is a religious ban against changing the script. This makes old scripts easy to read, but has made it hard for scholars to keep up with the changing Erucian language.*

## **Fransei**

The common name used for the dialects spoken by the Fransei Tribes of the Doben-al, Ros Crendor, as well as surrounding cultures. Derived from French. Two main dialect groups exist. Only someone with rank 4 in Fransei can understand both dialect groups and speak them

fluently. All dialects within the dialect group can be spoken and understood.

- Doben            The main Fransei dialect, spoken by the tribes of central and southern Doben-al.
- Crendorian      Fransei dialect spoken by the people of central and eastern Ros Crendor.
- Creydonian      Fransei dialect spoken by the people of north-western Ros Crendor.
- Lunghoth        Fransei dialect spoken by the Lunghoth tribes of the Doben-al.
- Regal Fransei    Fransei dialect spoken by some kings and sages of the border kingdoms in the Doben-al. A slightly more refined Fransei with clear Vucian influences.

*Most speakers of Fransei are illiterate and the Fransei tribes have always relied heavily on oral traditions of singing and story telling. However, the priestesses and scholars of Ros Crendor employ a strange script. When Ros Crendorians came into contact with the Burdothian cultures they adopted most of the Entren alphabet. Following the tradition of arcane symbols used by the priestesses, Fransei was, however, written with the Entren alphabet but in columns from top to bottom, beginning from the right. Some new letters, representing unique sounds in the Fransei language, have been added to the alphabet.*

**Korrin**            Extinct language spoken by the Korrin people who lived in southern Khodre. Derived from Chinese and with a now forgotten system of written symbols, much like Mandarin. Only a few words, expressions and phrases of the language are still used by the remnant Korrin people in northern Khodre when they speak Khodren.

**Nama**             Language of the mysterious and subterranean Nama people of central Sobayid believed to be extinct. Based on Russian, but changed beyond recognition. Regarded as a holy language by the Nama, and the reason for their life, soul and breathing.

*Cryptic, ancient symbols, much resembling Degraloch script is used by the priests of the few Nama survivors. Their deserted temples also hold these arcane and forgotten symbols.*

**Nortren**          Language spoken by the people of Jasp, known to them as Jassian. Based on Colonial English, but different from Entren due to the historical isolation of the Jaspian Culture.

*Nortren today uses the standard Entren alphabet of Burdoth. During a reform in 2790 PC, the original alphabet that had developed in Jasp (also derived from Colonial English) was abandoned in favour of the more widespread Entren alphabet.*

**Nurisian** Language of the Children of Nuris on Dobres west coast. A simple language that has remained relatively unchanged throughout the millennia. Based mainly on Spanish.

*No written form exists.*

**Reigos** An extinct language spoken by the original human inhabitants of Anasan. It was a mixture of Colonial English and Slavic languages, such as Russian and Polish. Only a few words have filtered through to the Anasani language used by humans and woffen, which is mainly based on Thowtis.

*The reigos people used a strange form of alphabet, based on Colonial English. Nobody can read this the letters that look like mirrored versions Entren, but the thriddle try fervently to find a key for their solution.*

**Skamaani** The language of the war-like Skamaan people of north-eastern Thantier. It strangely resembles Chaun-tse in appearance and sounds like Rorch-ko when spoken. Mostly known as the battle language of the skamaan, it has been replaced by Than in some parts of Huragach.

*Skamaani can be written with the Entren alphabet used by Than or with the old rune-like Skarm Script, normally only used for ceremonial puposes, on weapons or on burial chambers.*

**Than** The common name used for the dialects spoken in Thantier and its colonies. Derived from Colonial English. Three main dialect groups exist.

Coronian Than dialect of the coronian people of Thantier.

Colonial Coronian Than pidgin dialect of the Thanterian colonies in Drail. A mix of Coronian, Thodicean and some Erucian words.

Pluranian Than dialect and prime language of the Holy Pluran Church (especially when it comes to writing). A constructed, but claimably reconstructed dialect supposed to bring the church back to its First Empire origins.

Sky Tongue Than dialect long severed from the Than main group and close to a language of its own. Spoken by the Sky people of the Per’Kulai valley.

Sutturu Than dialect of the Sutturash nomads of the See’iss desert with quite a few Hindu influences.

*All Than dialects use their own version of the Entren alphabet. New symbols have been added to represent the harder Germanic sounds such as “sch”. Than has also, kept the letter “z” that has been stricken from the more widespread Entren alphabet and added new symbols such as the ancient terran letters “ü”, “ö” and “ä”.*

*Sky Tongue is an exception to this, using an alphabet that is identical to the alphabet of Colonial English.*

- Thodicean** The common name used for the dialects spoken by the Thodicean Tribes. Derived from Colonial English. Only one dialect group exists.
- Highland Thodicean dialect spoken by the Thodicean Tribes of the upper Thodicean mountain valleys. In reality the dialect may differ from valley to valley.
- Lowland Thodicean dialect spoken by the Thodicean Tribes who migrated into Thantier. This dialect has more words from Than, than the original Highland Thodicean.
- Krang Distinct Thodicean dialect of the Krang people who migrated from the Krang valley of the Thodicean mountains to central Thantier.

*Originally, Thodicean was never written, instead the culture relied on great oral traditions. Highland Thodicean and Krang are still normally never written. Lowland Thodicean, being the tongue of the rulers of western Thantier, employs the Entren alphabet used by the rest of Thantier and the speakers of Than. The script has adapted well to Thodicean and there seems to be no problems using it.*

- Varakian** An extinct language distantly related to Erucian, that was spoken by the Varak people living in south-eastern Temauntro.

*No written form seems to have existed.*

- Vucian** Language spoken by the Vucians of Shatur. Derived from French with some smaller similarities to Fransei. A lispng “s” is common in this language.

*Vucian is written with normal roman letters, as their gods once did (Colonial English alphabet). Many words are spelled the traditional way, rather than the way the words are pronounced today. Nearly no spelling reformations have been allowed by the Priest-Kings.*

### Languages of the other races

- Abahth** The language of the blount is spoken with a mixture of lizard sounds and gurgles. The throats of the blount quiver when they speak their tongue. Humans have trouble mimicking all the sounds.

*No written form of Abahth exists.*

- Boru** The language of the bronth is composed of thick, solid sounds that slow down even the fastest of talkers. It makes no attempt to be either fast or elegant, Bronth are rarely in a hurry. Words are often strung together to form words groups that may mean something different altogether than the words when used by themselves. This sometimes

causes confusions to foreigners trying to speak Boru. Boru is related to the much faster Thowtis spoken by the woffen.

*Boru is written in the thick, bulgy letters called Bruhdas. This script was invented by the Bronth in ancient times and seems to be second oldest of the scripts of the terran species after the Than and Entren scripts. Historians in Dobre, Lundere, Jasp, Burdoth and Heridoth, have always favoured Bruhdas because of its strict, unchanging grammar. The letters resemble phonemes, just like the Entren alphabet.*

**Chaun-tse** The language of the crugar and cygra. It is a mix of chewy vowels, snarled syllables and soft consonants. The sound of this language is an annoyance to many other races. Strong dialectal differences exist throughout the vast lands of Temauntro, but crugar always seem to understand each other. Body language is greatly enhanced when a dialectal barrier is met. The cygra of northern Temauntro have the greatest dialectal difference and most of the south Temauntro crugar clans do not understand the strange cygra when they speak. Crugar are easily offended when other races cannot speak their language. Mispronunciation can sometimes be a fatal disaster.

*Chaun-tse has its own chaotic alphabet and sprawling letters resembling phonemes. As the language changes, so does the script. Only loose spelling rules exist and spelling often differs from place to place. Not many crugar can read or write anyway. It is something for the town clans, heralds and leaders.*

**Cleash** The name for their language is unknown or unpronounceable. Their words are clicky-clacky and require tremendous effort to duplicate. Hissing sounds are often mixed with the otherwise clicking sounds. Cleash often speak quietly or even whisper their clicking and hissing language. Iscin have speculated that cleash hearing is better than humans and the vocal range lower than that of the other races. Only scarmis and thriddle are truly able to master cleash.

*A written form of cleash exists. It is composed of insect-like symbols that represent words. Cleash writing is a rare thing and it is doubted whether the majority of the cleash can read or write at all. Thriddle claim to be able to read cleash and have hinted that the symbols are read using a totally different language than the cleash normally spoken. Only the higher cleash leaders can speak this Higher Cleash.*

**Corastin** A dying language that seems to have no other name than that of the species who originally spoke it. Most corastin have abandoned it in favour of Entren, Boru or Triddis (depending on geographical location) Only remote settlements of the wild use the original tongue and many dialects exist, making it hard for a speaker to understand a member of a distant corastin community. The language consists of very simple series of short, exhaled sounds. The sounds of the language are not very complex, as corastin throats and mouths cannot produce great variation in sound. (Corastin are, however, very adept at learning new



and foreign languages – even if they have great problems speaking them.)

*No written form of original Corastin seems to exist.*

**Cruuhd** The crude language of the croid. It assaults the ears with its very primitive primordial grunts. The croid take great pride in learning their tongue and croid that have grown up separate from a croid community and who cannot speak Cruuhd, are seen as devoid of spirit or soul. Humans living close to croid settlements sometimes learn a bit of Cruuhd through daring traders. The dread language is also used to frighten human children when telling stories.

*No written form of Cruuhd exists, but croid are sometimes know to write strange glyphs or symbols near their graves. The symbols have been misunderstood for a written language but in reality represents religious wards against and for the dead.*

**Degraloch** The ancient and largely unknown tongue of the extinct lamorri. Some very old, high caste cleash and the ramian degralochi (ethical and religious advisor caste) still master this old tongue for obscure reasons. Also some of the Agari (Ros Crendorian warrior priestesses) master the tongue in order to fight their eternal enemies: the Dreamlords. It is horrible to hear and impossible for humans to master. Like Rorch-Ko it has many harsh and growling sounds that hurt the throat. It also contains many subsonic sounds “that would rumble one’s inards” according to those few that have heard it. It is a true demon language that should remain forgotten. A slave dialect of this tongue, Degra, once existed. It was easier for the slaves to speak and was understood by their masters. Rumours abound among the priestesses of Ros Crendor that this tongue is today once again spoken by the willless human slaves of the subterranean Realm of Darkness.

*Degraloch has at least three written forms. All use sprawling, chaotic and evil-looking symbols that represent phonemes. The symbols are written in columns from top to bottom. One written form is used by the cleash when using ancient artefacts and is usually written with creirrycks ink. A similar form is used by the ramian for religious and ceremonial purposes. A third, and differing form can be found in the ancient scrolls on the libraries of the Mountain Crown of Tan-Iricid. Nomads of the Doben-al claim also to have seen crude symbols like these around the dens of great mythic beasts who still reside in the ruins of the Dreamlords.*

**Geebo** The true name for this scarmis tongue is Gee’bo’ko’Ushit. It sounds similar to the cleash language but is very different in composition. Buzzing and clacking are common sounds of the language. No Geebo dialects seem to exist and the language seems to come instinctively to the scarmis. Explorers have seen members of long isolated scarmis hives communicate without any problems with others of their kind.

*The scarmis use patterns of holes, in clay for instance, to deliver messages. It is no true written form and there is no debt in the writing, as adjectives cannot be expressed. The patterns seem to instinctively activate the scarmis brain to understand the message. Like focusing on a complex pattern that will slowly turn into a picture if studied long enough. Scarmis do not have to learn this written form, it is known automatically or instinctively. Only skilled mathematicians have been able to interpret these rare messages that always seem to come from scarmis queens or drones. Not all scarmis seem capable of creating these messages or are unwilling to. It is a task left to the queen or her drones.*

*Humans and scarmis have no name for this phenomena, but thriddle refer to the script as “Talwogo”.*

**Hotha** The tologran language has a faint similarity to Boru, but the sounds are softer and more drawn out. Pronunciation is closer to Chaun-tse. Dialectal differences exist. Highland Hotha is spoken by the inland tribes that yet have not been in contact with the human realms. Lowland Hotha is spoken by the majority of the tolograns and along all the coasts of Sharden. Scanchi priests regard Highland Hotha as a regal tongue and will speak among themselves in this dialect. Only a speaker with rank 4 in Hotha will understand both dialects.

*Also the sacred script, carefully controlled by Scanchi priests, is remotely related to Bruhdas. They resemble phonemes, just like the Entren alphabet.*

**Rorch-ko** The ramian language is spoken in low even tones. Speaking it hurts the throats of non-ramian and very few learn to master it (impossible for humans). Many words change meaning depending on the mood of the speaker (which the empathic ramian can feel). Since the ramian are tightly controlled by their caste system, few dialectal differences exists. The ramian living in Ponteer, Vareech and the South Sea Colonies speak with a slightly deeper, rolling tone.

*Rorch-ko is written with twisted, gnarly, crooked, but simple letters from top to bottom. It is mixture of letters representing phonemes, moods and pure symbols. It takes a lifetime to fully master.*

**Sakoq** The language of the salu is no true language, but a garbled form of Entren. Many sounds have been replaced by deep rumbles or hard definite sounds, so to carry better underwater. Many dialects exist within the two main dialect groups. Rank 3 is required to understand all dialects, but rank 4 is required to mimic all dialects.

Northern dialect group:

Hooth Sakoq Spoken by the salu of Hooth Bay.

Dobrakoq Spoken by the salu of eastern Doben-al and northern Burdoth.

Jaskoq            Spoken by the salu that migrate between Khodre and Jasp.

Central and southern dialect group:

Sakoqqua        Spoken by the fierce salu of Hobeh and Sillipus

Sakoqqos        Spoken by the salu around the WTJL, Anasan and the islands south of Sillipus.

Sakoqqi         Spoken by the salu of the J'angra peninsula and the South Sea.

Sakoqqic        Spoken by the salu of the Sharrid Bay.

*Sakoq is either written with Entren letters, Thow-Script or not at all. Most tribal salu are illiterate, even viewing the art of reading and writing to be a weakness among their so-called civilised brethren. Warning or protective symbols around villages, reefs, graves, places of taboo or other important places are, however, common among the tribal salu and created by the dread Salume priests.*

## **Shantic**

Jorune's most complex language is that of its native inhabitants, the shanta. It is melodic, slightly high-pitched and flows with both sound and isho whispers. The spoken language employs vowel sounds that the human vocal tract is incapable of reproducing. Added to this is a very complex body language. Therefore, the spoken part of the language only conveys part of the content. The constant stream of isho adds life to the words and can sometimes change their meaning. Though some humans have gained rudimentary knowledge of the Shantic language, subtleties will never be mastered.

Part of the preservation of shantic culture, known as the Way of Life (the sacred task of the Ca-Shal) has been the preservation and the uniformity of the Shantic language. Dialectal differences are therefore few and most shantas understand each other perfectly. The centuries after the Leesh Ebeeca saw a degeneration of this unity and a development of dialects, as sects were isolated. Over the last few centuries these differences have been eliminated, as the Ca-Shal have introduced the Way of Life to all shantas. The Ca-Desti still have a distinct dialect, which symbolises their reluctance to join the eelshons.

During the prosperous times before the humans, Cie-Ebba priests developed a musical language called Lash-Ebba. It was sung in tunes and had a tendency to repeat back part of the other "speakers" conversation. It was beautiful to listen to, but is today forgotten. Only ancient crystal relics upon remote mountain tops sing Lash-Ebba to each other today.

*Shantic is written with a flowing bold script that more resembles patterns or decor than a written language. The symbols are sometimes enhanced by crystals and the ink used contains isho. The isho of the inki enhances the words further and readers often do not understand the full meaning of the only the written words. The written form can be*

*learned, although even thridde complain about the grammatical complexities (denoting the important body language) and the use of necessary isho-laden inks (mainly ishi ink).*

### **Thuvill**

The soft, melodic language of the thivin. It is a graceful tongue, but has a grammar like that of Rorch-ko. Thuvill does not have the abrupt “k” sound, as the thivin are incapable of forming this sound. It is unknown how long the thivin have existed and how long their language has been spoken by them.

*Thuvill letters represent both phonemes and symbols and looks like a straight, properly arranged version of Rorch-ko. Many of the letters and symbols are the same as Rorch-ko, but might have slightly different meaning. The thivin also employ a variety of artistic and beautiful trade symbols for marking goods, yet decorating their work. In reality, it has become a rudimentary script called Vinthla.*

### **Thowtis**

The language of the woffen. The sounds of this tongue are similar to the bronth language Boru but with slightly shorter words and a more extended, chaotic vocabulary. The grammar is very similar, but words are not strung together as in Boru. Because of its short, snappish words and sentences, Thowtis seems much faster and “snarlier” than Boru, which also is spoken with a deeper tone. A great part of the Thowtis language is also the mimicking and body language of the speaker (such as walking around each other when introducing).

Thowtis has three different dialects. Nodland Thowtis and Sawtland Thowtis can be found in Lundere and are quite similar. A rank 3 speaker of Thowtis will understand all dialects, but only be able to speak the Lundere dialects. Anasani is a mixture of Entren, Thowtis and some extinct Reigos. The majority is Thowtis and it is therefore regarded as a Thowtis dialect, although it differs so greatly that woffen from Lundere have great problems understanding their kin from Anasan.

*Thow-Script is a mixture of Bruhdas and some shantic letters (the letters are only borrowed because of their appealing appearance and have lost any resemblance to their original meaning in Shantic). The appearance of the letters has always been important and woffen decorate their homes and ships with them (often describing the house or ship's history, purpose and owner). Thow-Script may be quite beautiful, but badly needs a spelling reform. The rules are chaotic and words are often spelled differently in different parts of the realm and throughout different decades.*

### **Tikoq**

The language of the acubon of Lake Dau-Uh-Dey. Tikoq uses the harder sounds, such as clicks, gulps, moans and phonemes such as K, T, I, P etc, that travel easier in water. It sounds garbled to speakers of Entren.

*Tikoq can be expressed in writing and then with the Tikoq hole system than enables them to read with their fingers even in total darkness. The silent priests of the acubon are the most frequent users of this script, which the acubon guard jealously.*

### **Triddis**

The tongue of the language masters, the thriddle. It is a very complex language and often requires a thriddle to master all the sounds. "Thriddle Language Complex (T.L.C.) is a well-used term for those that try to learn Triddis. The convoluted grammar and mental mannerisms associated with learning the language spill over onto even the learner's native tongue. A common case of "Triddis Disease" is using too many describing adjectives to a sentence. They have developed their language to cover every occasion, situation, event etc. They have so many synonyms and words for absolutely everything and love to create new words, often strung together of already existing ones. Triddis has gone through many careful and centralised language reforms and all thriddle go to great lengths to ensure that they speak and write according to the Mountain Crown Standard. Because of this, Triddis is virtually the same wherever thriddle are found. Although not made up entirely of soft sounds, it has a gentle feeling to it. Triddis is spoken slowly and calmly and therefore suits the thriddle orators well.

*Thriddle use a complex character set, much to the anguish of most learners. The characters are bound by strict rules, which are so many and so complex that it drives most non-human students mad. The characters are quite beautiful to look upon and represent phonemes. It takes a whole lifetime to master the written Triddis.*

### **Troffa**

The primitive trarch language actually consists of several dialects that sometimes differ so greatly that speakers have great trouble understanding each other. However, Troffa can only be fully expressed with gestures and motions made by the speaker, often including a club. It is these gestures and motions that enable trarch to communicate where dialectal barriers would normally stop them. Troffa is often ridiculed for its primitive sounds and its involvement of body language.

*No written form exists. Detailed pictures or symbols are often used for religious purposes, many of these of Shantic origin. These symbols differ from tribe to tribe.*