

# Magic and Languages in Kyrell

Lore Article · Magic System

## Summary

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## The Orders and Arcane Training

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## Sacred Magi -- The Language of Magic

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The arcane language of Kyrell is **Sacred Magi** -- literally "the language of the gods" -- rather than Draconic as in most settings. All spellbooks, Order documents, and magical inscriptions are written in Sacred Magi.

### Rules:

- Sacred Magi is a standard language and must be learned (costs one language selection, or is available as a bonus language where applicable).
  - Knowledge of Sacred Magi grants **no casting ability whatsoever**. It is literacy and communication only.
  - Without Sacred Magi, a wizard **cannot read a spellbook** -- including one they previously wrote, if they have since lost the language. This applies equally to the wizard's own spellbook and to spellbooks scribed by others.
  - Anyone may learn Sacred Magi. The Orders restrict who may *use* magic; they do not restrict who may *read* their documents (beyond restricted collections requiring special authorization).
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## Draconic -- The Forbidden Language

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Draconic is not merely rare in Kyrell -- it is actively forbidden by social and political consensus, and by the dragons themselves.

- **All dragons**, including good-aligned ones, will not tolerate mortals speaking their language. This is a matter of draconic cultural sovereignty, not morality.
  - Learning Draconic requires a willing teacher (nearly impossible to find) or a *Tongues* spell (temporary comprehension only; does not teach the language permanently).
  - Openly demonstrating knowledge of Draconic attracts immediate hostile attention from the Orders of Wizardry and serious social consequences everywhere in civilized Dracomere.
  - **Sorcerers with draconic bloodlines** would normally receive Draconic as a bonus language (PHB p.102). In Kyrell, they instead receive Sacred Magi. Pursuing Draconic knowledge is a significant in-world choice with dangerous consequences.
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## Teleportation Instability

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All teleportation magic is inherently risky in Kyrell.

**Rule:** Whenever a character casts a spell with the teleportation tag (*Misty Step*, *Thunder Step*, *Dimension Door*, *Teleport*, *Word of Recall*, *Plane Shift*, etc.), the caster makes an Arcana check against a DC equal to **10 + the spell's level**. On a failure, roll on the Teleportation Mishap Table. *Misty Step and similar 2nd-level-or-lower spells may use a DC of 12 flat at the GM's discretion for lower-lethality games.*

### Teleportation Mishap Table (d20):

d20	Result
1	Arrival is off-target by 1d6 × 5 feet in a random direction. No harm done.
2	All carried items clatter loudly to the floor at the destination. Everything arrives intact; the noise is considerable.
3	Arrive at the correct location but completely disoriented. Disadvantage on your first attack roll or ability check before the end of your next turn.
4	The arrival is announced by a burst of light and a resonant crack. Every creature within 60 feet that can see the destination knows exactly where you appeared.
5	One nonmagical item the caster is carrying is left behind at the point of departure (GM's choice; roll randomly if needed).
6	All travelers arrive deafened until the end of their next turn.
7	The crossing leaves a traceable magical residue. <i>Detect Magic</i> cast at the destination within the next hour automatically reveals where you arrived.
8	Arrive at the correct destination 1d4 rounds later than intended. From the destination's perspective, nothing appears until you arrive.
9	The caster loses concentration on any currently maintained spells. Passengers are unaffected.
10	Arrive 1d6 × 10 feet off-target in a random direction.
11	Each traveler must succeed on a DC 13 Constitution saving throw or be poisoned until the end of their next turn.
12	A spell slot of the caster's lowest available level is drained by the crossing. Passengers are unaffected.
13	All travelers arrive with 1 level of Exhaustion.
14	One random passenger (or the caster, if alone) is separated, arriving at the intended destination 1d4 rounds later. The rest of the group arrives normally.
15	Each traveler must succeed on a DC 14 Wisdom saving throw or be frightened of their immediate surroundings until the end of their next turn.
16	The caster takes 2d8 psychic damage from the strain of the crossing. Passengers are unaffected.
17	Caster takes 4d6 force damage from planar turbulence. Passengers are unaffected.
18	The crossing attracts the notice of a planar entity. Something is now aware of the travelers' location; the GM determines its nature and intentions.
19	Group arrives at the correct destination but inside solid matter; each creature is shunted to the nearest open space and takes 2d6 force damage.
20	Caster and all passengers are delayed 1d4 rounds in a planar interstice, unable to act. Any creature capable of reaching into planar space may target them during this time (GM's discretion).

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## Languages of Kyrell

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### Standard Languages

Language	Script	Notes
Tradetongue	Common	Default language across Dracomere
Dwarvish	Dwarvish	Language of the Thwarch
Elvish	Elvish	Low form used by High Elves with outsiders
Gnomish (Gnomoi)	Dwarvish	Language of gnomes
Goblin	Dwarvish	Language of goblinoids
Halfling (Hearthspeak)	Common	Language of halflings
Orc	Dwarvish	Language of orcs
Barric	None -- <b>no written form</b>	Language of the Eastern Plains barbarian tribes
High Rondic	Common	Ancient Weohstan formal tongue; still used in noble ceremonies
The Wind	None -- <b>no written form</b>	Language of Wild Elves
Tarrun	Dwarvish	Language of Minotaurs
Undercommon (Shadowwhisper)	Elvish	Underworld trade language

## Exotic Languages

Language	Script	Notes
Elysorian	Elvish (Fey variant)	True tongue of High Elves. <b>Never taught to outsiders.</b>
Kajimi	Common variant	Language of the Kajiman people
Drow (Drastii)	Elvish	Language of the Drow. Velkhrun speak i'Drastii (mutually intelligible).
Sacred Magi	Sacred Magi	Language of magic. Required to read spellbooks. Grants no casting ability.
Celestial	Celestial	Language of good-aligned outsiders
Abyssal / Infernal (Marusk)	Infernal	Language of evil-aligned outsiders; both are used
Draconic	Draconic	Language of dragons. <b>Dragons actively hunt anyone known to speak it.</b>
Primordial	Dwarvish	Language of elementals
Sylvan (Feyen)	Elvish	Language of the Fey

## Special Rules

**Barric and The Wind** have no written form and cannot be written down in any meaningful way. No spell, feat, or ability creates a written form for these languages -- they exist only as sound, inflection, and physical gesture. *Comprehend Languages* allows a character to understand them when heard, but not to read them (there is nothing to read).

**Elysorian:** High Elves will not respond in Elysorian to any non-High Elf, regardless of circumstances. A character who has learned Elysorian through extraordinary means will find that High Elves switch to another language rather than acknowledge it. Using Elysorian in the presence of High Elves is at minimum a serious social violation; within the Forest of Slumbering Dreams, it is grounds for immediate expulsion or worse. *Tongues* allows a character to speak and be understood in Elysorian, but High Elves will respond in Common anyway.