Starkpool TNG Campaign Language Selection:

Common Tongue: all PC's and members of henchmen deck automatically speak this language. It is the language of the Men of the High Kingdom, and all Men and Halflings dwelling within it can be assumed to speak it. NPC's of species available to PC's (dwarves, goblins etc) cannot be assumed to speak it.

Native Languages: if a PC or henchman is not a native Man or Halfling of the Realm, he will also speak his native language in addition to the Common Tongue. Dwarves: Dwarfish; Elves: Elvish, Gnomes: Gnomish; Barlsburgers: Barlish; Nomads: Nomadic; Forgonians: Forgonian; Goblins, Hobgoblins, Hoborgs: Goblin; Orcs, Half-Orcs, Hoborgs: Orcish. Men and Halfling characters who speak only Common and don't have a "Native Language", get 1 free Musical Instrument knowledge.

BONUS LANGUAGES: for each point of Intelligence over 10, a PC may choose 1 additional language from the list below or 1 musical instrument from the list that follows.

Angelic: language spoken by Angels, Lammasu and other celestial creatures.

Barlish: the language of the Barlfolk in the Jarldom of Barlsburg in the Starkpool Reach.

Demonic: language spoken by Demons, hell hounds and other infernal creatures.

Dwarfish: language of the Dwarves

Elvish: language of the Elves; the Wood Elf and High Elf dialects are mutually intelligible.

Elder Common: form of the Common Tongue used at the foundation of the High Kingdom a millennium ago. The Book of the Law, The Book of Injunctions and the Book of Prayer were written in this dialect as are many important pieces of lore. All Spiritual Clerics learn this tongue.

Forgonian: the tongue used in the Barony of Fang among the non-nomad Men there. It was once more widely spread, but still can be found in lore and magic writings too.

The Forest Tongue: language used by Satyrs, Centaurs, Pixies, Sprites, Unicorns etc.

Gigantic: Spoken by Trolls and Giants.

Glyphic: a language spoken by the desert dwellers of olden times, often seen in inscriptions and books of lore, by still spoken by Lamia, Djinni, Efreeti and Sphinxes.

Gnomish: language of the Gnomes; The Forest, Hill and Desert dialects are all mutually intelligible.

Goblin: language of Goblins, Hobgoblins, Hoborgs and Bugbears

Kobold: language of the kobolds

Nomadic: the language of the horse nomads in the upper part of the Reach and the grassland beyond.

Orcish: language of Orcs, Orkin, Half-orcs, Ettins and Ogres

Rendarro: this language is spoken by the desert dwellers beyond Wayburg in the West, and by inhabitants of the cities across the desert.

Sea Speech: language used by Merfolk, Nixies and Deep Ones

Sleestack: Sssssssss

Swampish: language spoken by Lizardmen, Dagonites and Troglodytes

Thekk, Low and Thekk, High: Low Thekk is the common trade language among subjects of the Empire of Chaos. High Thekk is language of the Empire's elite. They are closely related, but not actually mutually intelligible (Chaotics, am I right?).

Musical Instruments
In place of a bonus language, a character can choose skill in a musical instrument for his high INT score. Follows is a list to choose from.

Bagpipes
Chime
Cithara*
Drum* (portable)
Drum, Kettle
Flute
Gong
Harp*
Harp, Great*
Horn
Hurdy-Gurdy*
Lute*
Lyre*
Mandolin*
Pan Pipe
Trumpet (Non-Jazz)

Those marked with an * can be used by a Troubadour when singing to use his song related special abilities.