The key to success is communication. The right word spoken at the right time can change the world. In Malifaux this is particularly true. People from all walks of life converge on the weirdness that the Guild rules over and carve out their own little niches. The more of these individuals one can properly speak with, the better their chances of making deals and surviving when Bad Things Happen.

Of course, even the smoothest tongue can get tied. Eloquent lawyers have become bumbling fools unable to make their normally cutting words draw even the tiniest bit of blood. Actors and singers choke on their lines and become deathly silent before large crowds. Sometimes it’s attributed to madness, or stress, or even random bouts of strangeness in Malifaux. Normally after something embarrassing like that happens, there will be a new little book sitting on a library shelf, or in a wastebasket, or thrown into a pile in a store...

The Tome of Tongues is no larger than a flask or wallet, but it’s quite thick, packed from cover to cover with old parchment and weathered papers. A clasp that looks (and feels) suspiciously like teeth keeps the little book closed, and a long, slightly moist ribbon helps readers keep their place. Looking at its pages grants new polyglottal knowledge. This comprehension is brief, but sometimes you only need a day or two to make a connection. At least, that’s what the jovially mercurial Tome of Tongues seems to think.

Attuning to the Tome of Tongues is simple; a Fated just needs to keep the book in their pocket or on their person. After being separated for a full 24 hours, the Tome de-attunes.

Magia: Mental Enhancement, Interrogate

Immuto: Increased Duration

Special: Once per day, a Fated attuned to this Grimoire can select a single language and consult the Tome’s strange pages; they become able to speak and comprehend that language fluently for 24 hours. If the character chooses a language they are already able to speak, they can instead increase their Social Skills by +1 when communicating with another individual that speaks that language. A Fated character does not retain any of this information or knowledge after the time period expires.

Special: Whenever a Fated character selects a language to learn from this Grimoire, they must pass a TN 10 Literacy Challenge (increased to TN 12 if the Tome is mistreated, allowed to become waterlogged/damaged, or if its pages get folded). If failed, the user does not understand the language they chose. Instead, they suffer one of the following effects based on the suit of the highest value card in their final duel total. The effects last 24 hours.

魄 Mistranslated: The Fatemaster selects a language (not any the Fated currently knows or attempted to learn while using this Grimoire). The Fated attuned to this Grimoire is only able to speak in that language.

叉 Whispers: The Fated can only speak in a soft whisper. Nobody more than 1 yard away will be able to hear them.

釁 Gibberish: Nothing the Fated says makes any sense; they suffer -1/-2 to all Social Duels that require speech. However, the words seem to be laced with a slight bit of magical power. The Fated can select one suit and add that to the total of any Magical Skills Duel they take.

뇌 Reverso, Reverso! The Fated begins speaking backwards. While this might not be terribly inconvenient if speaking in short sentences, it’s up to the Fatemaster to decide how the particular Fated deals with their newfound affliction.