

# d30 Language Determination



NEW BIG DRAGON  
GAMES UNLIMITED

"d30 Language Determination": © 2012, New Big Dragon Games Unlimited

## SUGGESTED COMBINATIONS FOR LANGUAGE DETERMINATION

	01-10	10-20	21-30
<b>common humanoid</b>	human†	humanoid I	humanoid II
<b>uncommon humanoid</b>	humanoid III	sylvan	giant

### BY AREA

<b>forested areas I</b>	human†	humanoid I	sylvan
<b>forested areas II</b>	human†	sylvan	lycanthrope
<b>coastal areas I</b>	human†	humanoid I	aquatic
<b>coastal areas II</b>	humanoid I	sylvan	aquatic
<b>giant-habited areas</b>	human†	humanoid II	giant
<b>areas with undead</b>	human†	humanoid II	lycanthrope

### BY CHARACTER CLASS

<b>cleric</b>	humanoid I	humanoid II	chimera
<b>druid</b>	giant	sylvan	aquatic
<b>fighter</b>	humanoid I	humanoid II	giant
<b>ranger</b>	humanoid I	sylvan	giant
<b>paladin</b>	human†	humanoid I	dragon
<b>magic-user</b>	humanoid I	sylvan	dragon
<b>illusionist</b>	humanoid I	humanoid II	humanoid III
<b>thief</b>	human†	humanoid I	humanoid II
<b>assassin</b>	human†	humanoid II	reptile

### NPCs/OTHER

<b>magic-using humanoids</b>	sylvan	dragon	obscure
<b>magic-using creatures</b>	chimera	dragon	obscure
<b>sage</b>	dragon	reptile	obscure
<b>tavern keeper</b>	human†	humanoid I	humanoid II
<b>merchant</b>	human†	humanoid II	giant
<b>dragon</b>	reptile	chimera	obscure

† human foreign or other; ignore 1s digit

\* koalinh = aquatic hobgoblins

\*\* kopoacinh = aquatic gargoyles

## LANGUAGE DETERMINATION SUB-SETS

Humanoid I	Humanoid II	Humanoid III	Giant
<b>1</b> dwarf	<b>1</b> bugbear	<b>1</b> elf, aquatic	<b>1</b> ettin
<b>2</b> dwarf	<b>2</b> goblin	<b>2</b> elf, drow	<b>2</b> giant, hill
<b>3</b> gnome	<b>3</b> gnoll	<b>3</b> elf, gray	<b>3</b> giant, hill
<b>4</b> gnome	<b>4</b> hobgoblin	<b>4</b> elf, wood	<b>4</b> giant, stone
<b>5</b> elf	<b>5</b> hobgoblin	<b>5</b> gnome, deep	<b>5</b> giant, stone
<b>6</b> elf	<b>6</b> kobold	<b>6</b> leprechaun	<b>6</b> giant, frost
<b>7</b> halfling	<b>7</b> kobold	<b>7</b> ogre mage	<b>7</b> giant, fire
<b>8</b> halfling	<b>8</b> ogre	<b>8</b> pixie	<b>8</b> giant, cloud
<b>9</b> goblin	<b>9</b> orc	<b>9</b> sprite	<b>9</b> giant, storm
<b>0</b> kobold	<b>0</b> orc	<b>0</b> troll	<b>0</b> titan

Sylvan	Aquatic	Lycanthrope	Chimera
<b>1</b> brownie	<b>1</b> elvish, aquatic	<b>1</b> werebear	<b>1</b> harpy
<b>2</b> elvish, wood	<b>2</b> koalinh*	<b>2</b> wereboar	<b>2</b> lamia
<b>3</b> dryad	<b>3</b> koalinh	<b>3</b> wereboar	<b>3</b> lammasu
<b>4</b> nixie	<b>4</b> kopoacinh**	<b>4</b> werecat, great	<b>4</b> manticores
<b>5</b> nymph	<b>5</b> locathah	<b>5</b> werejackal	<b>5</b> minotaur
<b>6</b> pixie	<b>6</b> merman	<b>6</b> wererat	<b>6</b> shedu
<b>7</b> satyr	<b>7</b> nixie	<b>7</b> weresabre	<b>7</b> sphinx, andro-
<b>8</b> sprite	<b>8</b> naga, water	<b>8</b> wereswine, devil	<b>8</b> sphinx, crio-
<b>9</b> sylph	<b>9</b> sahuagin	<b>9</b> weretiger	<b>9</b> sphinx, gyno-
<b>0</b> treant	<b>0</b> triton	<b>0</b> werewolf	<b>0</b> sphinx, hieraco-

Dragon	Reptile	Obscure
<b>1</b> dragon, black	<b>1</b> dragon turtle	<b>1</b> beholder
<b>2</b> dragon, blue	<b>2</b> gargoyle	<b>2</b> ki-rin
<b>3</b> dragon, brass	<b>3</b> lizard man	<b>3</b> mimic
<b>4</b> dragon, bronze	<b>4</b> lizard man	<b>4</b> mind flayer
<b>5</b> dragon, copper	<b>5</b> lizard man	<b>5</b> morkoth
<b>6</b> dragon, gold	<b>6</b> medusa	<b>6</b> otyugh
<b>7</b> dragon, green	<b>7</b> naga, guardian	<b>7</b> neo-otyugh
<b>8</b> dragon, red	<b>8</b> naga, spirit	<b>8</b> peryton
<b>9</b> dragon, silver	<b>9</b> troglodyte	<b>9</b> umber hulk
<b>0</b> dragon, white	<b>0</b> wyvern	<b>0</b> unicorn