Two Bit Tables

Languages New and Old

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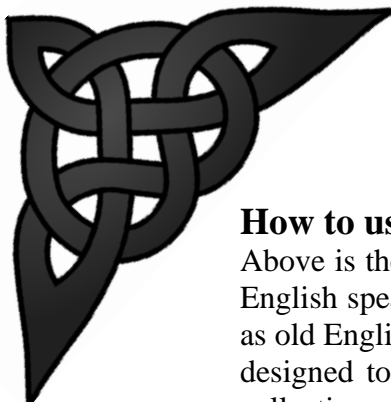
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Languages New and Old

Welcome to *Two Bit Tables: Languages New and Old* for those of us who love random roll tables. Every game master needs a foreign language sometimes. Whether it's to give a foreign NPC a little flavor, the language the lost journal of Doctor Maniacal was written in or the ancient carvings on the cave wall, foreign languages can spice up a game and give the world a more dynamic, living feel. Below is a collection of tables that will allow you randomly generate a foreign language when needed.

Table I: Master Language Table

D100	Language	D100	Language	D100	Language
1	Afrikaans	34	German	67	Persian
2	Albanian	35	Greek (Ancient)	68	Polish
3	Algonquin	36	Greek (Modern)	69	Portuguese
4	Apache	37	Hebrew	70	Punjabi
5	Arabic	38	Hebrew (Ancient)	71	Rapa Nui (Easter Islander)
6	Aramaic	39	Hindi	72	Romani
7	Assyrian	40	Icelandic	73	Romanian
8	Balinese	41	Indonesian	74	Russian
9	Basque	42	Inuit	75	Samoan
10	Bengali	43	Irish-Gaelic	76	Sanskrit
11	Bhili	44	Italian	77	Scottish-Gaelic
12	Burmese	45	Japanese	78	Seminole
13	Cantonese	46	Javanese	79	Sindhi
14	Cherokee	47	Karen	80	Slovak
15	Chichewa	48	Kongo	81	Somali
16	Chuvash	49	Korean	82	Spanish
17	Coptic	50	Kurdish	83	Sudanese
18	Cornish	51	Lao	84	Swahili
19	Cree	52	Latin	85	Swedish
20	Creole	53	Lombard	86	Tahitian
21	Crow	54	Maltese	87	Tajik
22	Czech	55	Mandarin	88	Thai
23	Dutch	56	Maori	89	Tibetan
24	Egyptian	57	Mohawk	90	Tswana
25	English	58	Mongolian	91	Turkish
26	Esperanto	59	Nahuatl (Aztec)	92	Ukrainian
27	Estonian	60	Navaho	93	Uzbek
28	Ewe	61	Nepali	94	Vietnamese
29	Farsi	62	Norwegian	95	Welsh
30	Filipino	63	Occitan	96	Wu
31	Finnish	64	Oromo	97	Yiddish
32	French	65	Pakistani	98	Yucatec Mayan
33	Gan	66	Pashto	99	Zapotec
				100	Zulu

How to use these tables

Above is the master table containing 100 interesting languages to use in your game. For English speakers who want a foreign or exotic language but roll English, you can treat it as old English or a sub-dialect of modern English. Below are a set of more specific tables designed to help you get languages suitable for certain situations. Table II presents a collection of ancient languages suitable for use in dusty tomes or scrawled on tomb walls.

Table III presents a collection of common fantasy languages used in high fantasy settings. This table can be used by itself or it can be used in conjunction with the master table. To use it with the master table, roll a percentile die; if that die result is 10% or less roll on Table III, otherwise roll on the master table.

Finally, Table IV presents a group of specialty languages and their descriptions. Their use in game is uncommon but, for something very different, roll on this table.

Table II: Ancient Languages

D10	Ancient Languages
1	Aramaic
2	Egyptian
3	Greek (Ancient)
4	Hebrew (Ancient)
5	Irish-Gaelic, Scottish-Gaelic
6	Japanese
7	Latin
8	Nahuatl (Aztec)
9	Persian
10	Tibetan

Table III: Fantasy Language

D10	Fantasy Language
1	Ancient Elf
2	Angelic
3	Demonic
4	Dragon
5	Dwarf
6	Elf
7	Gnome
8	Goblinoid
9	Orc
10	Troll

Table IV: Specialty Languages

D8	Specialty Languages
1	Thieves' Cant – A collection of slang used by thieves to communicate in secret.
2	Romani – A language spoken by gypsies.
3	Esperanto – A universal language made from the romance languages.
4	Latin – The language of the Romans and the basis of romance languages.
5	Runes – Also called the futharks, is an alphabet uses both for writing and fortune telling.
6	Trail Markers – A set of markers made of rocks and twigs to convey information about the trail.
7	Sign language – A collection of hand gestures designed to allow communication without speech.
8	Morse Code – A series of short dashes and dots used to represent letters.