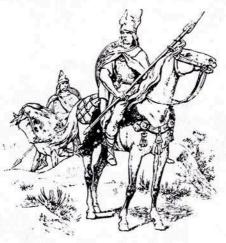


Sourcebook for Olden Names & Titles for Role Playing Games' Characters







Dedicated to Jim and Bashiri Jones, with my wishes of valor and imagination for the future.

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ACKNOWLEDGEMENTS

My Thanks to Judges Guild, Bob Bridgeman of Abbot & Foran Printing, Stevens Publishing, and special thanks to Leta Burch.

AN INVITATION

The user of this book is invited to change, discard, and reverse the name combinations in this guide, according to personal dictates. I would like to invite you to contribute your own lists of names and offer your opinions on this book. Please send correspondence to Names, Attn: Bill Owen, c/o Judges Guild, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, Illinois, 62522.

MORE FANTASY MATERIAL

The back page of this book contains a list of Judges Guild fantasy game aids, including those approved for use with Dungeons & Dragons tm. Copies of this book are available from Judges Guild, \$4.95 postpaid (order item No. 96).

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Please Note:

Any similarity of the names or name combinations in this work to persons, living or dead, is unintentional and coincidental (and probably unlikely). Designer's Notes



HIS book was conceived to help create a fantasy world mythos by helping to create names for the characters & places therein.

While fantasy game players will find this treasury useful to give their characters meaningful names, this volume was primarily designed for referees of fantasy campaigns. Any campaign without diverse non-played characters thru which the judge may communicate with the players, is often just a game of violence and plunder. With named characters. a new dimension is added as rivals and enemies appear to challenge the players' pre-eminence. In providing colorful and meaningful names, the characters come to life in the minds of players and referee.

There are some similarities in this naming task to that faced by fantasy authors. However, an active referee's

campaign requires a much greater volume of names and characters than most authors' needs. Also, the author's product is usually read solitaire where and when unusual names can be appreciated better. However, in the exciting atmosphere of a fantasy game where many people are involved, names are better used and remembered when they are simple and evocative. This is partially due to most people's tendency to Anglicize unfamiliar names, so be warned. I must admit that I was not, and in the course of a game informed the players that they had met a courageous spear-amazon named Brinna Birgit in their tavern. love of Celtic names and rolling 'r's was startled to hear my creation changed immediately to Brenda Beergut. Sadder but a little wiser I conceded

the name change and proceeded with the game.

The idea for a chart to 'generate names' came after a long session in the library & then the Judges Guild office making names the hard way. That is, sitting down and writing them down one after another, at a speed that seemed like 2 a minute. Thinking that there had to be a better way, I realized that village names seemed to be broken into adjective/noun combinations. The answer seemed to be 20 prefixes combinable with 20 suffixes- yielding 400 combinations. While only 10-20% of the combinations might sound good to me, I realized that my preferences would not be shared by all. The answer seemed to be create more diversity and thus more choice. Now the place name chart has 400 prefixes and 800 suffixes- 320,000 combinations. For those interested, using the basic combination listed in the How to Use section, there are fifty million combinations to choose from. If you use the first name charts in the Making Up Names sections plus extra combinations, the choices number through and past the trillionssomething for everybody.

However, there has been a restraining factor even so. An important decision had to be made about the scope of the names represented. I decided to stay with English and its antecedants (Celtic, Teutonic, Scandinavian, Old English), because of the simple fact that Americans primarily speak English and live in an Anglo-Saxon world. Meanings would thus be on the fringes of the familiar and exotic simultaneously. The popularity of Tolkien's world and many fantasy games' emphasis on Anglo-Saxon myth confirmed the decision. The most common names like

Tom, Dick and Harry were omitted for the modern connection (however many common names are great, in the right situation— often as good guys since Diabolical Ed just isn't too fright ening). Language barriers forestall the use of many foreign names.

In addition to this book, I list sources for more names in the back. Unfortunately, the best sources (Thesaurus, good Dictionary and baby naming books) are not easily used. This book has been designed primarily for the purpose of creating names both quickly & in mass and allowing a methodical search for the perfect name. If you are bitten by the naming bug and produce some lists of your own (many, many more are possible, and are the subject of a future volume), then I'd like to invite you to send them to my attention via the Judges Guild. I'd enjoy seeing them and will answer all such letters.

This is not a treasury tracing the roots of genealogy, but rather one that creates genealogies. A good name will establish a character's personality, encourage a credible rapport and remind players that all of the characters have a strong self interest and identity in the game. As role-play gaming has its relation to improvisational theater, a good name is a good start to distinctive and enjoyable playing, and entrance to a shared, living mythos.

Good gaming!

William Robert Owen

a.k.a. Llangewellen the Blue
Colwyn Abergale, Elf Warrior
etcetera

Making Character Lists

B ECAUSE of the great attrition in most fantasy campaigns it is helpful to establish several lists of non-played characters. These individuals need not be located anywhere in the gameworld but are a kind of 'wandering character'.

Each list should consist of a specific class or type of character. Useful lists include fighters, magicians, engineers, spies, and royalty. Depending on your inclination, you can be as specific as you likeknights, archers, assassins, mercenaries, bandits, irregulars; in fact, all the listings shown on Judges Guild's Advertising Chart (found in the City State of Invincible Overlord Play Aid & the Ready Ref Sheets booklet) are good. Additionally, a few lists of 'local color' are useful including- circus performers, serfs (maybe not bright but probably big & strong), neutral races, local officials (like bailiffs & mayors) and local heroes.

Each list could contain 20 different personalties, so as to correspond to a 20-sided die roll. So as the need arises, one merely rolls to see who appears. Make sure to note which characters have appeared already (by writing in their map location), and if you roll their number again, you can assume that they have reappeared, or, subsitute the listing below it.

Initially, the lists contain unlocated characters for the referee to use. Following are some of the ways the lists can be used.

Random Encounters- on the road, in the tavern, in cleared areas, & to lesser extent in the wilderness or dungeon.



A Source of people to answer ads that the players place for help wanted.

A Source of rivals, who've just moved into the players' area.

A Source of personnel to fill important dungeon areas/power vacuums. That is, new scenario generation, with attendant rumors that leak out on what's new.

A Source of faraway news like 'a great battle has been fought where the proud neutrals of Maldowne over-threw their oppressors under the great leadership of Prince Hradnovar.'

Characters Needed on quick notice when the players go somewhere unexpected and ungenerated!

I've kept a notebook of the lists on lined paper with each character listing taking 2 lines. Information generated includes Name, Class, Level, Characteristics, Weapons and other pertinent data. Once introduced I write their location in the margin where it's easily visible. The name lists in this book make it easy to create 'stock' characters for future use.

How To Use This Book

W HILE it is envisioned that the campaign referee will use these name listings as a source of 'stock' characters, the categories and alphabetizing will make it easy to create custom names for special personalities.

Getting a completely random first name is quite easy; simply roll on the male or female chart. A 'combination' name can be had by combining a first name with one of the four following sections' listings.

RANDOM NAME COMBINATION

Roll for a first name + one from one of the following (4-sided die):

- 1 Nickname
- 2 Surname
- 3 Place Name
- 4 Title

FOR EXAMPLE:

A roll of 329 on the Male First Name chart gives *Dongal* and a roll of 1 on the chart above directs one to the Nickname section where a roll of 02 & 19 gives a nickname of *Windbag*, giving *Dongal* the *Windbag* or *Wind*bag *Dongal* or *Dongal* Windbag.

If one of the elements of the combination doesn't sound right, then reroll or look for a better one. Try rolling two or more four-sided dice for additional name elements (particularly in conjunction with titles whose ceremonial nature require ostentation).



Making custom names assumes that you are attempting to name a specific type of character. Therefore, choose the name element section and listing that fits the character and match them with first names that sound good to you. If you take some time to familiarize yourself with the listings' topics, it will make it easier to find good combinations. Remember to try different orders of the name elements. Don't be hesitant to make unusual names and combinations; studies of real people's names support the saying that truth is stranger than fiction. And have fun!

Notes

You must have a set of polyhedral dice to roll for the charts in this book (available from Judges Guild and most hobby/game stores). A few words on their use is in order. Twenty-sided dice come with their 20 faces numbered 0 through 9 twice; when rolled producing a number 1 to 10 (the zero called 10). When used to produce a number 1 to 20 the two sets of 0 to 9 must be colored in two different colors; one color is 1 to 10 and the other, 'teens', 11 to 20. The other dice are more self explanatory but are called for less often in this book.

Male First Names



M OST of the following 1000 male first names are Teutonic or Celtic in origin.

There is a sprinkling of many other nationalitys' names but all are quite uncommon.

There are about six types of Anglo-Saxon male names- deity or religous names; family names; nicknames or diminutives; foreign derivatives; and titles. Due to much name evolution (and foreign influences), most names' meanings are not often obvious. More evocative names may be created with the help of the list of prefixes & suffixes in the section on Making Up Names.

It is true that primitive peoples may have many names, including a secret, inner name. This inner name is not usually given out due to its possibly being used against him in magical ceremony. For this reason, it is not particularly useful to determine what this secret name is. While most peoples originally went only by their common names, one should not assume additions were unheard of.

In fact, first names should serve as a base for 'ekenames' (i.e. also names) to be added on. Nicknaming seems to be an ancient habit. Surnames seem to have developed from repeated use of nicknames, titles and ancestor's names. Much of a good name's 'feel' comes from the correct combination of its parts.

DICE TO ROLL roll three twentysided dice numbered 0-9; one dice is the 'hundreds, one the 'tens' and the last the 'ones', to generate a number from 1 to 1000.

001	Aaby	051	Alf	101	Arkwright	151	Balthasard
002	Aage		Alfons	102	Arlo		Bardach
	Aanon		Alford		Armand		Bardwell
	Aarlen		Alfred		Armar		Barend
	Aart	9/19/100/704 July	Algernon		Armin		Barent
	Achim		Alister		Armistead		
	Adair		Allard			150	Baring
	Adalbert		Allart		Armitage		Barlow
					Armo		Barnas
	Adelsteen		Alisbone		Arndt		Barret
	Adger		Alliston		Arnesen		Barron
	Adin		Allson		Arnfinn	161	Barry
	Adolf		Allvar		Arni		Barstow
	Adoniram		Allyn		Arno		Barthel
	Adriaan		Almer		Arnold	164	Bartle
	Agathon	065	Almeric	115	Arnot	165	Barton
016	Agenor	066	Almroth	116	Arnulf	166	Bayard
017	Agidius	067	Almu	117	Arnvid	167	Bearns
018	Aidan	068	Aloysius	118	Aron		Beck
019	Aiker	069	Alpheus	119	Apad		Bede
020	Aikman		Alphons		Artho1		Beorn
021	Aimo		Alsop		Arthur		Bengt
	Aino		Alton		Artur	172	Benoist
	Aitken	1000000	Alured		Arvid		Bercan
	Aksel		Alvan		Arving		Bergen
025	Aladar		Alvey		Arvo	175	Bern
	Alain		Alvord	Section 10 to 100 to 10	Asaf		Bernhart
10.10 mm -	Alan	077	Alvred		Asgard		Bernt
	Alanson		Alwyn		Asger		Bertil
	Alaric		Amadis		Ashburton		Bertram
	Alastair		Ames		Ashdown		Bertran
	Alberich		Amschel		Ashur		Bevil
	Albert		Anatol		Askew		Beylard
	Albin		Andrus		Astolphe	183	Bhimrao
	Albion		Aneurin		Atho1		Bhoskar
100 100 0000000000000000000000000000000	Albrecht		Angus		Atul		
	Alcan		Ansel		Aubrey	106	Bhupindar Bidwell
	Aldegond		Anselm		Aulius		
037	Alden		Anson		August	100	Bindon
	Aldert		Antal	130	Axel	100	Bion
	Aldis		Anthelme		Aylmer	109	Bipin
	Aldhelm		Anton		Bagot	190	Birath
	Aldred	0.0000000000000000000000000000000000000			Baird	191	Birbeck
	Aldrich		Antony			192	Birchard
			Antrim	143		193	Birger
	Aldridge		Apthorp		Baldor	194	Birket
	Aldro		Archibald	145	Balduin	195	Bjarni
	Aldwerth		Ardal		Baldur	196	Bjorn
	Aldwin		Arder		Balfour	19/	Bjornstern
	Alec		Aretas		Baldwin		Blackwood
	Alers		Ariad		Balio1		Blaine
050	Ales	100	Arian	150	Ballard	200	Blair

Male First Names

201 Blasco 251 Chard 301 Dagmar 351 Durward 202 Bledsoe 252 Chauncey 302 Damian 352 Dwarkan 203 Blount 253 Chichester 303 Damon 353 Dwyer 204 Bo 254 Chittenden 304 Dana 354 Dyce 205 Bodil 255 Chlodwig 305 Danforth 355 Dyer	
202 Bledsoe 252 Chauncey 302 Damian 352 Dwarkan 203 Blount 253 Chichester 303 Damon 353 Dwyer 204 Bo 254 Chittenden 304 Dana 354 Dyce	ath
203 Blount 253 Chichester 303 Damon 353 Dwyer 204 Bo 254 Chittenden 304 Dana 354 Dyce	
204 Bo 254 Chittenden 304 Dana 354 Dyce	
705 VAAST	
0.57 - 1	
208 Booth 258 Cleghorn 308 Darvin 358 Dyneley	
209 Boott 259 Clerihew 309 Dashiell 359 Eadwear	a
210 Borlace 260 Clinch 310 Dashwood 360 Eager	
211 Botho 261 Clipster 311 Dayyan 361 Eamon	
212 Bourke 262 Clopton 312 Delevan 362 Eanger	
213 Bowie 263 Clovis 313 Demarest 363 Eardley	7
214 Boyd 264 Cnud 314 Denham 364 Earle	
215 Brace 265 Cnut 315 Denton 365 Earnest	:
216 Bracken 266 Coalter 316 Denzil 366 Eastman	ı
217 Branwell 267 Coel 317 Derval 367 Eberhan	:d
218 Brent 268 Colden 318 Dexter 368 Eckert	
210 Diene	i
227 22 24 24 24 24 24 24 24 24 24 24 24 24	•
220 2100110011	
221 Brodhead 271 Colon 321 Dighton 371 Edgar	
222 Brodribb 272 Cotton 322 Dillon 372 Edmond	
223 Bronwyn 273 Colwyn 323 Dinham 373 Edmonds	cone
224 Bror 274 Conall 324 Dirk 374 Edric	
225 Broun 275 Conan 325 Doak 375 Edson	
226 Bruno 276 Congal 326 Domhnall 376 Eduard	
227 Burkard 277 Conlan 327 Donagh 377 Edwyn	
228 Byam 278 Connop 328 Donal 378 Efrem	
229 Byrne 279 Conor 329 Dongal 379 Egan	
230 Byre 280 Conrad 330 Doniol 380 Egbert	
231 Bysshe 281 Conwy 331 Doral 381 Egerton	1
232 Cabell 282 Cormac 332 Dorn 382 Egon	
252 Gaberr	
255 Cadmar 200/ Ehrman	
254 Oddwalladel 254 home	1
255 Odilli 200 Filif	
250 Galbiaten 2007 Finan	
and D	
250 Gale 200 Elbont	
239 Callcott 289 Craigh 339 Dred 389 Elbert	
240 Calvert 290 Cronyn 340 Drexel 390 Eldon	
241 Carey 291 Croyble 341 Duald 391 Eldred	
2/2 Carless 292 Crundall 342 Duer 392 Eldric	
2/3 Carlyle 293 Culkin 343 Dugal 393 Eleaza	r
244 Caron 294 Cullen 344 Dugald 394 Elford	
245 Carston 295 Cullross 345 Dugdale 395 Elhana	n
246 Carvell 296 Cuthbert 346 Dunbar 396 Eliaki	m
247 Caryl 297 Cylarus 347 Dundas 397 Elinor	
ZT/ Oalyl	wood
240 Cashilli 200 F11-700	d
249 Oddilar 100 Fland	m50
250 Chalfant 300 Cyryl 350 Dunwody 400 Elrad	

801	Prichard	851	Sanfrid	901	Theodric	951	Vokos
	Proctor		Sardul	902	Thorburn	952	Volrath
	Pue		Sawdon	903	Thordarson		Vyner
	Pulteney		Scudamore	904	Thorkild		Wadleigh
				905	Thormodr		Wager
	Purdon		Sechler	006	Thorndike	056	Wakeman
	Pyke	826	Selig	007	mornaike		
	Quan	85/	Selwyn	907	Thornwell		Waldegrave
	Quarles	858	Shackerley	900	Thorold	958	Waldemar
	Quixano		Shadrach	909			Waleran
	Raban	860	Shadworth	910	Thorvald		Walford
811	Rabindranath			911	Thorvaldur		Walsham
812	Ragnal	862	Siegfried		Throck		Waring
813	Ragnar	863	Sigfrid		Tilford		Wark
	Raikes	864	Silvan	914	Tillinghast	964	Warrender
	Ralls	865	Slater	915	Tilloch	965	Warwick
	Ranald		Sligh	916	Todhunter	966	Watt
	Ranfurly		Slingsby		Tolbert		Wedlake
	Ranjan		Smedley	918			Wellborn
	Rankin		Southall		Trafford		Westcott
	Rannulf		Sprigg	920	Trelawny		Whitwell
			Stanwood	921	Trick		Wideman
	Rattray			922			Wightman
	Redcliffe		Starke		Trigg		Wildhair
	Rendel		Stedman	923	Trost		
	Rhys		Stehman	924	Trotwood		Wilfrid
	Rickard		Stenger	925	Trowbridge	9/5	Willbaid
826	Ringgold		Steponas		Truesdell		Willock
	Roach		Sterndale	927	Tufnel1		Windham
	Roark		Stetson	928	Tunstall		Winton
	Rockhill		Stetter	929	Turhan		Woart
830	Rodefer	880	Stilingfleet	930	Turpin		Wolmar
831	Roderic		Stillman		Tuttle		Woodfin
832	Roland		Stopford	932	Tylden		Woodruff
	Romer	883	Strachan		Tyrwhitt	983	Woollgar
	Romney	884	Stroud	934	Uhler		Wortley
	Ronan	885	Strudwick	935	Ulric	985	Wortley
	Root		Surridge	936	Ulrich	986	Wycliffe
	Roscoe	887	Sutan	937	Unwin		Wy1y
	Rosskeen	888	Svante		Upton		Wynkyn
	Roundel1		Svatopluk	939	Usher		Xanthus
	Rucker		Sveinbjorn		Valdemar		Xaver
	Rudyard		Swain		Valerand		Xystus
8/12	Rufus	892	Swartwout		Vannevar		Yandell
	Ruggles		Sydnor		Vardis		Yardley
944	Rutland	804	Tadeus		Varnum		York
	Sacheveral1		Taggart		Venable		Zabdiel
		093	Tasker		Vicat	996	Zachris
	Sackville	070	Taurus		Vidkun	990	Zadock
	Sadler					000	Zebulon
	Salmon	898	Tell		Vilhelm		Zenon
	Salter	899	Tench		Vincas		Zoltan
850	Salwyn	900	Thacker	900	Vlasta	000	COLLAII

Male First Names

601	Hultz	651	Kroh	701	March	751	Ordway
	Humbert		Krom	702	Markham		Ormsby
	Hunter		Kuno	703	Marques	753	Orren
	Hurd		Kurd		Marsden		Orridge
	Hyder		Kurt		Marshman		Oswin
	Hynman		Kyle		Maxfield	756	Otho
607		657	Lachlan		Mayhew		Overton
	Ingham		Lamar		Medart		Owain
609	Ingram		Langhorne		Megan		Owen
	Inigo		Langston		Meghnad		Padraic
	Irial		Lanthorn		Meredith		Paget
	Irvin		Lardner		Mervyn		Parr
	Isak		Larkin		Methuen		Pascha1
	Isambard		Lazar		Midhat		Passmore
	Ivor		Ledyard		Milo		Pattabhai
	Izard		Legrand	716	Miner		Pearsal1
			Lenox		Moffett		Peffer
	Jacoby		Leofric		Monach		Peleg
	Jagadis				Montfort		Pelham
	Jahverbhai		Lewellyn		Morgan		Penfield
	Janvel		Lightfoot		Morley		Penhallow
	Jawaharial		Lippard		Mungo	772	Penniman
	Jayaprakash		Liptrot				Penrhyn
	Jenkin		Littleton		Murdo		Pepperell
	Jephson	6/4	Livermore	724	Murdoch		
	Jevan		Llangewellen	725	Murrough		Peregrine Perrin
	Jolan		Llewellyn		Mustafa		
	Jotham		Lockwood		Myrick		Persifor
	<u>Karel</u>		Lorin		Nagel		Phanuel
	Karker		Lothrop		Natty		Pharamond
	Kaspar		Loudon		Negley		Pharcellus
	Kavalam		Lovegood		Nesbit		Phelim
	Kegan		Lufkin		Nevile		Philo
	Kelvin		Lyndon		Newall		Philpot
	Kemble		Lysander		Newbold		Phimister
	Kendall		Lytler	735	Newman		Pickman
636	Kendrick		<u>Macallan</u>		Nibbidard		Pigot
	Kenesaw		Macaulay		Nichol	/8/	Pike
	Kenrick		Macer		Ninian		Pinkham
639	Kermit		Macklin		Norval		Pinkney
640	Kevan		Macvey		Norvin		Pinkstone
641	Kian		Maddern		Norwood		Plaisted
642	Kieran		Maddock		<u>Oakes</u>		Plummer
643	Kilian		Madhao		Obed		Plunkett
644	Kinloch		Magill		Odd		Pollard
645	Kirk	695	Mahlon		0do		Pollock
646	Kirsopp	696	Makdougall		Ogden		Polycarp
	Knud		Malhar		01dham		Pomeroy
	Knut	698	Malvin		01of		Prafulla
	Konrad	699	Manfred		Onslow		Prendergast
	Krishnalai	700	Mankey	750	Onufrio	800	Preston
112707-000			115.00				

801	Prichard	851	Sanfrid	901	Theodric	951	Vokos
	Proctor		Sardul	902	Thorburn	952	Volrath
803			Sawdon		Thordarson	953	Vyner
	Pulteney		Scudamore	904	Thorkild	954	Wadleigh
	Purdon		Sechler	905	Thormodr		Wager
	Pyke		Selig	906	Thorndike		Wakeman
807	Quan	857	Selwyn	907			Waldegrave
	Quarles	858	Shackerley		Thorold	958	Waldemar
	Quixano	859	Shadrach	909			Waleran
	Raban		Shadworth		Thorvald		Walford
	Rabindranath				Thorvaldur		Walsham
	Ragnal		Siegfried	912	Throck		Waring
	Ragnar	863	Sigfrid		Tilford		Wark
	Raikes		Silvan		Tillinghast		Warrender
	Ralls		Slater	915	Tilloch		Warwick
	Ranald		Sligh	916			Watt
	Ranfurly		Slingsby	917			Wedlake
	Ranjan		Smedley	918			Wellborn
	Rankin		Southall		Trafford		Westcott
	Rannulf		Sprigg	920	Trelawny		Whitwell
	Rattray		Stanwood	921	Trick		Wideman
	Redcliffe		Starke	922			Wightman
	Rendel		Stedman	923		973	Wildhair
	Rhys		Stehman		Trotwood		Wilfrid
	Rickard		Stenger	925	Trowbridge		Wilibald
	Ringgold		Steponas	926	Truesdell	976	Willock
	Roach	977	Sterndale	927			Windham
	Roark	077	Stetson		Tunstall		Winton
	Rockhill	870	Stetter	929			Woart
133	Rodefer		Stilingfleet				Wolmar
	Roderic	991	Stillman	931	Tuttle		Woodfin
			Stopford		Tylden		Woodruff
	Roland	002	Strachan	033	Tyrwhitt		Woollgar
	Romer	007	Stroud	934	Uhler		Wortley
	Romney	004	Strudwick		Ulric		Wortley
	Ronan		Surridge		Ulrich		Wycliffe
	Root				Unwin		Wyly
	Roscoe	00/	Sutan	937	Uliwili		Wynkyn
	Rosskeen	000	Svante Svatopluk	930	Upton Usher		Xanthus
	Roundel1						Xaver
	Rucker		Sveinbjorn		Valdemar		Xystus
	Rudyard	891	Swain		Valerand	337	Yandell
	Rufus		Swartwout		Vannevar	992	Yardley
	Ruggles		Sydnor		Vardis	993	York
	Rutland		Tadeus		Varnum		Zabdiel
	Sacheverall	895	Taggart		Venable		Zachris
	Sackville	896	Tasker .		Vicat		
	Sadler	89/	Taurus	0/0	Vidkun		Zadock Zebulon
	Salmon	898	Tell	040	Vilhelm		Zenon
	Salter	899	Tench		Vincas		Zoltan
850	Salwyn	900	Thacker	930	Vlasta	000	LOILAII

Female First Names



OR the following lists of of female first names, largely Teutonic & Celtic names have been used. Since most of these are of foreign origin the names' meanings are not often evident.

Anglo-Saxon names for women come in about 9 different types- deity or religous names; flower names; attributes or character names; names of jewels; names of the months; nicknames or diminutives; masculine pet names; foreign derivatives; and invented names (such as Shakespeare's fat woman called Dowsabel and the medieval invention, Dulcibella). Other languages seem to use similar types.

For those wanting more evocative names and want to try their hand at name creation, the section on Making Up Names has a list of prefixes and suffixes to combine and make new names.

DICE TO ROLL roll 1-20 for circled number and 1-20 for listing below.

(1)	(3)
1 Aasta 2 Acadia 3 Ada 4 Adelaide 5 Adelot 6 Adeva 7 Adina 8 Afra 9 Aileen 10 Aimee 11 Aina 12 Aithne 13 Alaine 14 Alastrina 15 Alberta 16 Alda 17 Alena	1 Arnthora 2 Arvida 3 Astra 4 Astrid 5 Astrild 6 Audrey 7 Avon 8 Avril 9 Ayame 10 Belita 11 Belle 12 Belva 13 Berita 14 Berna 15 Berta 16 Beryl 17 Birgit
16 Alda	16 Beryl
17 Alena 18 Alfreda 19 Alfrida 20 Aline	17 Birgit 18 Blenda 19 Bridget 20 Brita

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\odot	\odot
1 Alison 2 Allene 3 Almas 4 Almira 5 Alvina 6 Amalina 7 Amelia 8 Amina 9 Anatolia 10 Andri 11 Anika 12 Annora 13 Arabella 14 Arax 15 Areta 16 Arina 17 Arita 18 Arla 19 Arlean	1 Brinna 2 Bruna 3 Byrna 4 Carelia 5 Carina 6 Cathlin 7 Celestine 8 Charlene 9 Chloe 10 Clarinda 11 Coela 12 Cora 13 Coral 14 Corra 15 Cyrilla 16 Dagmar 17 Dagni 18 Dagny 19 Davnet 20 Dawn
20 Arnbella	20 24***

(5)	(1)	9	11)
1 Devra 2 Dervilia 3 Dionetta 4 Dorea 5 Drusilla 6 Duana 7 Ebba 8 Edda 9 Edeva 10 Edina 11 Edla 12 Edrie 13 Edwina 14 Eevin 15 Eithne 16 Elinor 17 Electa 18 Elfrieda 19 Elfrida 20 Elfride	1 Evadne 2 Evaine 3 Evelina 4 Evelyn 5 Evolyn 6 Fanchon 7 Fawn 8 Fenella 9 Fingalla 10 Fiona 11 Francisco 12 Freda 13 Frida 14 Frederica 15 Freya 16 Gabriela 17 Gael 18 Gale 19 Ginerva 20 Genevieve	1 Hansine 2 Heather 3 Hedda 4 Hedwig 5 Helma 6 Helmi 7 Herma 8 Hertha 9 Hilda 10 Hildegarde 11 Hortensia 12 Hulda 13 Iana 14 Ida 15 Iduna 16 Ingeborg 17 Ingrid 18 Iola 19 Iona 20 Ione	l Leila leonarda Leta Liana Liena Liena Lina Linnea Livia Llyn Loella Lola Lotta Lucia
6	8	10	(12)
1 Ella 2 Ellin 3 Elmira 4 Eloisa 5 Elsa 6 Elsbeth 7 Elspeth 8 Elva 9 Elvina 10 Emma 11 Endrede 12 Erika 13 Erna 14 Ernata 15 Eslin 16 Estrella 17 Etelka 18 Ethelburga 19 Ethelreda 20 Eulala	1 Gertrude 2 Gilberta 3 Gilda 4 Gilian 5 Gleda 6 Glida 7 Graine 8 Grania 9 Grazia 10 Guida 11 Gunila 12 Gwen 13 Gwenda 14 Gwendolyn 15 Gwyneth 16 Gwynfryd 17 Halima 18 Halina 19 Halley 20 Haninah	1 Irina 2 Isidora 3 Isolde 4 Ivy 5 Janna 6 Jensine 7 Jennifer 8 Jillian 9 Jocelyn 10 Jovena 11 Juno 12 Karelia 13 Karine 14 Katrina 15 Karitsa 16 Keavy 17 Kelin 18 Kenin 19 Keven 20 Kirsten	1 Lyris 2 Madelon 3 Maia 4 Maya 5 Mafka 6 Magda 7 Magna 8 Maira 9 Malvina 10 Mana 11 Manon 12 Margery 13 Marta 14 Mathilda 15 Mathilde 16 Maura 17 Mavis 18 Melba 19 Melva 20 Mennefer

Female First Names

(13)	15)	(1)	(19)
1 Meredith 2 Meri 3 Meta 4 Mignon 5 Mila 6 Milada 7 Mina 8 Minella 9 Minna 10 Mira 11 Miryam 12 Moina 13 Moira 14 Mona 15 Mora 16 Morna 17 Myna 18 Myra 19 Myrna 20 Myrrha	1 Novomira 2 Nuala 3 Nunila 4 Oda 5 Odile 6 Odilia 7 Olga 8 Oona 9 Orah 10 Oriana 11 Orlata 12 Orsola 13 Osa 14 Othilia 15 Ottilia 16 Palma 17 Pasca 18 Petra 19 Petrea 20 Petronella	1 Sibyl 2 Sigfrid 3 Signe 4 Sigrid 5 Silma 6 Silvia 7 Siranush 8 Slania 9 Solevig 10 Svea 11 Tacey 12 Tadia 13 Tamara 14 Tarina 15 Tekla 16 Teruah 17 Tessa 18 Thalia 19 Thalna 20 Thecla	1 Valeria 2 Valeska 3 Valisa 4 Varda 5 Varina 6 Veda 7 Verna 8 Vesta 9 Veva 10 Vevina 11 Vida 12 Vieno 13 Viera 14 Vilma 15 Vinatta 16 Vicentia 17 Viveka 18 Walda 19 Wertha 20 Wilhelmina
14)	16)	(18)	20
1 Nada 2 Nadia 3 Natalia 4 Nathalia 5 Nathalie 6 Nedda 7 Nesta 8 Neva 9 Neysa 10 Neza 11 Nila 12 Nita 13 Noela 14 Nona 15 Nordri 16 Noreen 17 Norine 18 Norna 19 Nova 20 Novita	1 Provida 2 Rae 3 Ragna 4 Ramona 5 Reina 6 Renata 7 Reva 8 Rhona 9 Rhonda 10 Roshena 11 Rowena 12 Rufina 13 Runa 14 Selena 15 Selene 16 Selina 17 Selema 18 Shamira 19 Sharada 20 Sharman	1 Theda 2 Theodosia 3 Thyrza 4 Thylda 5 Thora 6 Thylda 7 Thyra 8 Titiana 9 Trin 10 Triona 11 Ula 12 Ulrica 13 Una 14 Undine 15 Unelma 16 Urania 17 Uta 18 Valborg 19 Valda 20 Valentia	1 Willa 2 Winfrey 3 Wynne 4 Xenia 5 Yana 6 Yerusha 7 Ysolde 8 Yvette 9 Yvonne 10 Zahra 11 Zandra 12 Zara 13 Zarifa 14 Zenda 15 Ziona 16 Zita 17 Zoe 18 Zona 19 Zora 20 Zosia

Nicknames

ICKNAMES are often used to replace a person's real name. However, you will find it better to combine them with a first name. The thousand plus nicknames in this section can be used in conjunction with the surnames, titles and location names also.

Nicknames have been used since the ancient Egyptians where archaeologists found mention of names like mouse, ape, cat and grasshopper, plus ones like baldy, bighead, happy and nosy. Nicknames are spontaneously given and for many reasons. Some names are given to deflate an oversize ego, attack one at ones weakest spot, differentiate between men of the same name, or to informalize an aquaintanceship.

There are about three types of nicknames. Descriptive nicknames include 'swift' or 'long'. Metaphorical names include 'fox' or 'hawk'. Nicknames relating to ones status include 'freeman' or 'veteran', but also include ironical or exaggerated names like 'king' or 'angel'.

In fantasy naming, our purpose is to peg characters with an instant personality. This personality would be impossible to create without extensive description otherwise. In addition to their meaning, some names just sound good. The best sounds, in my opinion, come from alliterations (each word starting with the same letter or sound) and rhymes- modern nicknames follow this pattern still. Simple combinations often sound better than complex (& unpronounceable) names.

This section is made up of 42 master listings each of which list 20 synonyms for the master nickname. A random nickname can be found by deter-



mining the master listing with a 1-100 roll, and a 1-20 roll to find the specific sub-listing. Frequently, one may have a preconceived character type to name and may thus choose a specific master listing, such as 'Old Man' and roll a number from 1-20 to find the specific sublisting.

Some rolls may produce a clashing combination and must be discarded. First, however, try different orders; Greybeard Gunther could be Gunther Greybeard, or add a 'the' as in Gunther the Gaffer. Instead of rolling a first name, and then a nickname, try rolling the nickname first. It is easier to find an alliteration among the first names (of which there are sometimes 50 names starting with the same letter) to fit with a prerolled nickname. Let your ear guide you.

LISTING NOTES: Female lists follow male listings in the following-Handsome, Old, Ugly, and Young. The Dirty listing has 2 lists of 20; Physical epithets consist of 6 lists of 20 each. Five listings suggest a background in the following locales-Desert, Forest, Mountain, Plains and Seagoing. The last listing is of archaic slang nicknames (each with a short description); a 1-100 roll is required for the Archaic list.

DICE TO ROLL 1-100, for bold master listing, and 1-20 for sub listing.



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01-02 Boasting 03-04 Brave 05-06 Brutal 07-08 Bungling 09-10 Charismatic 11-12 Complaining 13-14 Cowardly 15-16 Desert 17-20 Dirty (2 lists) 21-22 Egotistical 23-24 Evil-looking 25-26 Fat 27-28 Foolish 29-30 Forester 31-32 Great 33-34 Handsome Man 35-36 Handsome Woman 37-38 Hasty 39-40 Intelligent 41-42 Kind 43-44 Large 45-46 Mountainous 47-48 Old Man 49-50 Old Woman 51-62 Physical Attributes (6 lists) 63-64 Plainsman 65-66 Polite 67-68 Roguish 69-70 Sacred 71-72 Seagoing 73-74 Servile 75-76 Skinny 77-78 Sloppy 79-80 Slow 81-82 Small 83-84 Ugly Man 85-86 Ugly Woman 87-88 Unique 89-90 Unimportant 91-92 Violent 93-94 Vulgar 95-96 Young Man 97-98 Young Woman 99-100 Archaic (roll 1-100)

01-02	05-06	09-10	13-14	
Boasting	Brutal	Charismatic	Cowardly	
1 Blustering 2 Bluffing 3 Blowhard 4 Bombastic 5 Bully 6 Bravado 7 Crowing 8 Flourishing 9 Gusty 10 Hurricane 11 Hornblower 12 Loudmouth 13 Loud 14 Puffing 15 Pompous 16 Rude 17 Swagger 18 Talking 19 Windbag 20 Windy			1 Bashful 2 Base 3 Cowardly 4 Dastard 5 Faint 6 Faintheart 7 Fearful 8 Lilyhearted 9 Milksop 10 Mouse 11 Pigeon 12 Poltroon 13 Rabbit 14 Shaky 15 Shrinking 16 Weakheart 17 Weakminded 18 Whitelivered 19 Whitefeather 20 Yellow	

03-04 Brave		07-08 Bungling		11-12 Complaining		15-16 Desert	
-	Bold	1	Bungling	1	Crying	1	Barren
2	Brave	2	Blundering	2	Frowning	2	Bedouin
3	Courageous	3	Clumsy	3	Groaning	3	Cactus
4	Daring	4	Fumbling	4	Grumbling	4	Camel
5	Dauntless	5	Gauche	5	Lachrymose	5	Dune
6	Dashing	6	Green	6	Lamenting	6	Dustdevil
7	Fearless	7	Hashsome	7	Moaning	7	Gritty
8	Fierce	8	Ignorant	8	Mourning	8	Lizard
9	Gallant	9	Inept	9	Plaintive	9	Mirage
10	Intrepid	10	Insufferable	10	Querulous	10	Nomad
11	Ironhearted	11	Lubberly	11	Sorrowful	11	Oasis
12	Lionhearted	12	Misguided	12	Sorry	12	Saltflat
13	Man1y		Maladroit		Scowling	13	Sanddune
	Plucky	14	Quackish	14	Tearful	14	Sandstorm
15	Resolute	15	Raw	15	Unhappy	15	Scorpion
16	Savage	16	Shiftless	16	Whiner	16	Shimmering
17	Stout	17	Unapt	17	Whining	17	Tracker
18	Valiant	18	Untrained	18		18	Viper
19	Valorous	19	Ungainly	19	Wry	19	Wanderer
20	Warlover	20		20	Wailing	20	Wasteland

17-18 Dirty #1	21-22 Egotistical	25-26 Fat	29-30 Forrester
1 Abominable 2 Coarse 3 Decayed 4 Dingy 5 Dirty 6 Drab 7 Dusty 8 Filthy 9 Frothy 10 Freckled 11 Foul 12 Fusty 13 Fly-blown 14 Fleabitten 15 Gamey 16 Infected 17 Maggotty 18 Moldy 19 Murky 20 Musty	1 Capricious 2 Conceited 3 Crass 4 Dandy 5 Dude 6 Fancy 7 Fine 8 Flashy 9 Foppish 10 Gilded 11 Gaudy 12 Garish 13 Ludicrous 14 Masher 15 Natty 16 Preposterous 17 Pretentious 18 Regal 19 Showy 20 Tidy	1 Bloated 2 Bulky 3 Burly 4 Chubby 5 Corpulent 6 Enormous 7 Fleshy 8 Girthsome 9 Huge 10 Lumpy 11 Lusty 12 Monstrous 13 Porky 14 Portly 15 Plump 16 Rotund 17 Sturdy 18 Strapping 19 Stout 20 Wellfed	1 Blackbark 2 Cedar 3 Dogwood 4 Evergreen 5 Gnarled 6 Greenleaf 7 Longbranch 8 Longroot 9 Oaken 10 Pinecone 11 Redleaf 12 Rootless 13 Sapling 14 Silverbark 15 Spruce 16 Timber 17 Treetop 18 Widetrunk 19 Wildroot 20 Woodchip

	9-20		3-24	100	7-28	W-784	1-32
D	irty #2	E	vil-looking	\mathbf{F}	oolish	G	reat
1	Putrid		Awful		Booby	-	Absolute
2	Reeky	2	Dire	2	Buffoon	2	Extraordinary
3	Rancid	3	Demonic	3	Comic	3	Exalted
4	Rotted	4	Dreadful	4	Chump	4	Expansive
5	Scummy	5	Evil	5	Crazy	5	Extreme
6	Scurvy	6	Fiendish	6	Dunce	6	Grandeur
7	Silted	7	Fell	7	Demented	7	Great
8	Smutty	8	Fearful	8	Foolish	8	Goodly
9	Smoky	9	Frightful	9	Halfwit	9	Immense
10	Sooty	10	Ghastly	10	Idiot	10	Important
11	Soiled		Grim	11	Jester	11	Infinite
12	Scurfi	12	Grisly	12	Mad	12	Mighty
13		13	Horrid	13	Ninny	13	Marvelous
	Swillwater	14	Ominous	14	Nitwit	14	Noteworthy
15	Sordid	15	Shocking	15	Oafish	15	Perfect
16	Turbid		Terrible	16	Ridiculous	16	Remarkable
17	Uncombed	17	Terrifying	17	Sappy	17	Terrific
18	Untidy		Vicious		Senseless	18	Unlimited
19	Unclean	19	Vile	19		19	Unsurpassed
	Vile		Wicked	20	Zany		Vast '

33-34	35-36 Handsome	37-38	41-42	
Handsome Man	Woman	Hasty	Kind	
3 Dapper 4 Fair 5 Fine 6 Flawless 7 Glossy 8 Glowing 9 Grand 10 Handsome 11 Jaunty 12 Magnificent 13 Polished 14 Splendid 15 Spotless 16 Striking 17 Sublime 18 Virile 19 Wellmade	1 Blooming 2 Brighteyed 3 Comely 4 Dazzling 5 Fair 6 Fine 7 Flawless 8 Flower 9 Glowing 0 Gorgeous 1 Graceful 12 Jewel 13 Lily 14 Lovely 15 Radiant 16 Rose 17 Rosy 18 Ruddy 19 Sleek 20 Sweet	1 Abrupt 2 Agile 3 Brusque 4 Breathless 5 Darter 6 Dasher 7 Eager 8 Feverish 9 Fleet 10 Hurried 11 Hasty 12 Impulsive 13 Impatient 14 Nimble 15 Quick 16 Rapid 17 Runner 18 Swift 19 Speedy 20 Winged	1 Altruistic 2 Amiable 3 Benevolent 4 Benign 5 Beneficent 6 Bountiful 7 Cordial 8 Charitable 9 Generous 10 Gracious 11 Humane 12 Kindly 13 Liberal 14 Moral 15 Noble 16 Pure 17 Righteous 18 Seraphic 19 Virtuous 20 Worthy	



39-40		43	5-44
In	telligent	\mathbf{L}_i	arge
2 3 4 5 6 7 8 9 10 112 133 144 15 167 189	Acute Apt Astute Aware Canny Capable Clever Cerebral Deep Discerning Farsighted Gifted Judicious Logical Perspicacious Smart Sagacious Shrewd Solemn Witty	2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	Big Brawny Burly Colossal Giant Great Hale Huge Lofty Longlimbed Mammoth Massive Mighty Monstrous Ogre Thumping Thundering Titanic Towering Whalesome

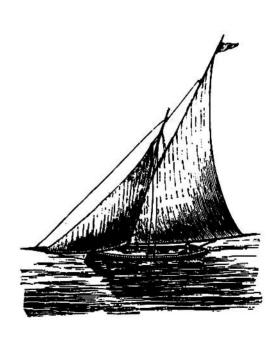
45-46	49-50	53-54	57-58
Mountainous	Old Woman	Physical #2	Physical #4
1 Bearbait 2 Boulder 3 Canyon 4 Craggy 5 Crevasse 6 Glacier 7 Highlander 8 Hillman 9 Icy 10 Lichen 11 Longrope 12 Mossy 13 Mountain 14 Rarified 15 Rocky 16 Snowcapped 17 Trailhound 18 Uplander 19 Wildflower 20 Yodeling	1 Aged 2 Antique 3 Beldame 4 Crone 5 Decrepit 6 Grandma 7 Grandmother 8 Gray 9 Hag 10 Harridan 11 Mama 12 Nag 13 Olden 14 Oldhen 15 Oldmaid 16 Oldwife 17 Senile 18 Spinster 19 Squinting 20 Wrinkled	1 Brighteyed 2 Brokendown 3 Brown-eyed 4 Chalky 5 Clubfooted 6 Crooked 7 Crosseyed 8 Crusty 9 Curly 10 Cutbeard 11 Deaf 12 Dogface 13 Eaglebeak 14 Earless 15 Eccentric 16 Eyeless 17 Forkbeard 18 Forktongue 19 Furface 20 Gaping	1 Knockneed 2 Lame 3 Lefty 4 Limpy 5 Longarmed 6 Longbeard 7 Longfellow 8 Longhaired 9 Longmane 10 Longnose 11 Longshanks 12 Longstride 13 Longwalk 14 Longwhiskers 15 Misshapened 16 Mongrel 17 Moustache 18 No-nose 19 Pale-eyes 20 Paleface

47-48	51-52	55-56	59-60
Old Man	Physical #1	Physical #3	Physical #5
1 Aged 2 Ancient 3 Balding 4 Bearded 5 Creeping 6 Dotard 7 Decrepit 8 Elder 9 Father 10 Gaffer 11 Gray 12 Graybeard 13 Grandsire 14 Hoary 15 Olden 16 Papa 17 Patriarch 18 Senior 19 Venerable 20 Wrinkled	1 Aboriginal 2 Apeface 3 Babyface 4 Bald 5 Bandy 6 Beastly 7 Beedyeyed 8 Beetlebrow 9 Bigears 10 Bigmouth 11 Bignose 12 Birdbrain 13 Blackbeard 14 Blackhair 15 Blockhead 16 Blotched 17 Bluebeard 18 Blue-eyes 19 Bluenose 20 Bowlegged	1 Gargantuan 2 Gloomy 3 Glum 4 Goldbeard 5 Goldilocks 6 Goldtooth 7 Greasy 8 Grey-eyes 9 Grimacing 10 Hairless 11 Hairy 12 Hale-arm 13 Halfbreed 14 Highhead 15 Hollowcheeks 16 Hopalong 17 Horseface 18 Humpbacked 19 Hunchback 20 Ironarms	1 Peevish 2 Piercing 3 Pockmarked 4 Pointyeared 5 Potbellied 6 Pugnose 7 Quick 8 Redbeard 9 Redcheeks 10 Redfaced 11 Redlocks 12 Redneck 13 Rednose 14 Roughneck 15 Roundshoulders 16 Rudneck 17 Scarecrow 18 Scarface 19 Scroungy 20 Shaky

	l-62 hysical #6		5-66 olite		9-70 acred	-	l-72 eagoing
1 2 3 4 5 6 7 8 9 10 11 12 13	Silent Slanteyed Smily Smiter Snubnose Spotted Squeaky Stubby Surefooted Tightlipped Toothless Toothsome Vexing Walleyed	1 2 3 4 5 6 7 8 9 10 11 12 13	Affable Civil Courtly Cordial Courteous Fairspoken Finespoken Gentle Graceful Gracious Gallant Honeytongued Mannerly Neighborly	1 2 3 4 5 6 7 8 9 10 11 12 13	Apocalyptic Apocryphal Apostolic Cherubic Disciple	1 2 3 4 5 6 7 8 9 10 11 12 13	Barnacle Barracuda Bilgewater
15	Warped	15	Nodding	15	Supernatural	15	Scurvy
17	Weatherbeaten Wharf-rat	17	Polished Polite	17	Sacred Saintly Sainted	17	Shanghai Shipwreck Stormy
19	Whitelocks Wildeyed Wildhaire	19	Refined Urbane Wellbred	19	Scriptural Theosophical	19	Upwind Windy

63-64	67-68	
Plainsman	Roguish	

	dingman	10	oguisii	
	Cucumber	1	Badnough	
	Flatrock	2	Capering	
	Greenriver	3	Capering Carousing	
4	Hayseed	4	Dishonest	
5	Hick	5	Gambo1	
	Husbandman	6	Feaster	
7	01dsod	7	Frisking	
	Planter	8	Jocund	
9	Plowman	9	Knave	
	Raker		Mischievous	
	Reaper	11	Playful	
12	Rootworm	12	Prankish	
	Seeder	13	Regaler	
14	Seedling	14	Rogue	
15	Sod	15	Rompish	
	Sower	16	Revelsome	
17	Spader	17	Shyster	
	Thresher		Trickster	
	Tiller	19	Waggish	
20	Weeder	20	Wanton	



73-74	77-78	81-82	85-86
Servile	Sloppy	Small	Ugly Woman
11 Oily 1 12 Pliant 1 13 Parasitical 1 14 Prostrating 1 15 Sycophantic 1 16 Sneaking 1 17 Skulking 1 18 Slavish 1 19 Sniveling 1	1 Awkward 2 Barbarian 3 Beastly 4 Brutish 5 Churlish 6 Gangly 7 Gawky 8 Lanky 9 Lousy 10 Misfit 11 Rough 12 Rusty 13 Rustic 14 Sloven 15 Slimy 16 Sloppy 17 Sweaty 18 Tainted 19 Uncouth 20 Unkempt	15 Small 16 Sparrow 17 Stunted 18 Sunken 19 Tiny	1 Cow 2 Dowdy 3 Fishwife 4 Frumpy 5 Gargoyle 6 Grotesque 7 Gruesome 8 Haggard 9 Harpy 10 Ogress 11 Scarecrow 12 Shedragon 13 Shelizard 14 Shesnake 15 Shrew 16 Sow 17 Squalid 18 Toad 19 Unsightly 20 Witch

75-76	79-80	83-84	87-88
Skinny	Slow	Ugly Man	Unique
1 Barely 2 Bony 3 Emaciated 4 Faint 5 Frail 6 Gaunt 7 Haggard 8 Hardly 9 Lanky 10 Lean 11 Narrow 12 Scant 13 Scarcely 14 Scrawny 15 Sleek 16 Slender 17 Slight 18 Slim 19 Spindly 20 Weak	1 Backward 2 Creeping 3 Dawdling 4 Dense 5 Dim 6 Dull 7 Easy 8 Listless 9 Numb 10 Obtuse 11 Plodding 12 Sluggish 13 Slow 14 Slack 15 Tardy 16 Tedious 17 Thick 18 Unready 19 Vacuous 20 Vapid	1 Baboon 2 Coarse 3 Deformed 4 Frightening 5 Foul 6 Gawky 7 Ghastly 8 Gross 9 Haggard 10 Hideous 11 Homely 12 Horrible 13 Hulk 14 Lumpish 15 Odious 16 Repulsive 17 Snake 18 Toad 19 Ugly 20 Vile	1 Abberant 2 Abnormal 3 Anomalous 4 Arbitrary 5 Curious 6 Irregular 7 Odd 8 Original 9 Preternatural 10 Queer 11 Quaint 12 Singular 13 Strange 14 Unconforming 15 Unconventional 16 Unheard-of 17 Unaccountable 18 Unique 19 Wacky 20 Wonderful

89-90	91-92	93-94	95-96
Unimportant	Violent	Vulgar	Young Man
1 Contemptible 2 Farcical 3 Flimsy 4 Frothy 5 Futile 6 Gimcrack 7 Inane 8 Inconsiderable 9 Meager 10 Mere 11 Nothing 12 Paltry 13 Powerless 14 Slight 15 Tolerable 16 Trifling 17 Trivial 18 Worthless 19 Wretched 20 Wishy-washy	1 Barbarous 2 Boisterous 3 Demonic 4 Diabolical 5 Ferocious 6 Fierce 7 Fiery 8 Frenzied 9 Furious 10 Hotheaded 11 Malicious 12 Rabid 13 Raging 14 Rampant 15 Reckless 16 Redhot 17 Ruthless 18 Sadistic 19 Savage 20 Wild	1 Blackguard 2 Bizarre 3 Boisterous 4 Boorish 5 Churlish 6 Gross 7 Hoyden 8 Ignoble 9 Knave 10 Lout 11 Low 12 Plebian 13 Raucus 14 Rowdy 15 Rude 16 Savage 17 Shabby 18 Tasteless 19 Tawdry 20 Unpolished	1 Beardless 2 Brat 3 Bratling 4 Cub 5 Firstborn 6 Junior 7 Kid 8 Laddie 9 Peach 10 Pickaninny 11 Ripe 12 Sprig 13 Stripling 14 Tender 15 Upstart 16 Urchin 17 Whiskerless 18 Young 19 Younger 20 Youngest



97-98 Young Woman

- 1 Coquette
 2 Damsel
 3 Doe
 4 Duckling
 5 Faun
 6 Filly
 7 Houri
 8 Hussy

- 8 Hussy 9 Lass 10 Maid
- 11 Maiden
- 12 Minx
- 13 Nymph 14 Piglet 15 Romp 16 Siren

- 17 Sister 18 Strumpet 19 Vixen 20 Wench

99-100

Archaic Nicknames

01	Agodeshalf for god's sake	51	Jackman counterfeiter
02	Agog eager, impatient	52	Knuckler pickpocket
03	Backslapper friendly	53	Landloper thievish vagabond
04	Benish foolish	54	Loggerhead stupid fellow
05	Blackleggs gambler or sharper Bluff fierce or surly	55	Merrybegotten illegitimate
06	Rluff fierce or surly	56	Minikin small person
07	Bowyer tall-tale teller	57	Nacky ingenious
O A	Cod miler		Nagod no good
00	Carougar drunkand		
10			Nickninny simpleton
TO	CHULLISH 1886, Suring		
11	Chuffy chubby Clear very drunk	ρŢ	Noddy simpleton
12	Clear very drunk	62	Numbscull stupid
13	Chary-eyed one-eyed	63	Onery stubborn
	Chocker old man	64	Persnikity overly particular Pullego plucked goose
15	Codger old man	65	Pullego plucked goose
16	Croaker prophet of doom	66	Quachehand shaky hand
17	Crumpbacked humpbacked	67	Quat small person
18	Conycatcher cheat Crochety complaining	68	Ragmuffen ragged beggar
19	Crochety complaining	69	Rogue villain
20	Crossbiter swindler	70	Rumbluffer jolly host
21	Cussed difficult or wicked	71	Runt short, squat fellow
22	Dewduster early riser	72	Rustyguts surly fellow
23	Dogberry stupid constable	73	Sapscull simple, foolish
24	Duffer peddler of contraband		
25	Dullawift sluggish messenger	75	Scerehog sheared lamb
26	Durmyhuntor picknocket	76	Chalabanda friendly
27	Dullswift sluggish messenger Dummyhunter pickpocket Earlyworm beggar	77	Smud dirty mark
28	Earlyworm beggar		
20	Forfot pigfeet	70	Snabbler plunderer
20	Fussock lazy woman	90	Sharrier robber
21	Fussock lazy woman Faytor fortune teller Filcher thief Foyster cheat Frumper sturdy man Gabster eloquent or vain	01	Stunch smell
3.7 2.T	Filcher thier	OT	Topneavy arunk
22	royster cheat	02	Townead blonde or unkempt
33	Foyster cheat Frumper sturdy man Gabster eloquent or vain	03	Twonanded large person
200000000000000000000000000000000000000	capped croquent of vari		onpureu
22	Galler old man	85	Uppish quick to take offense
30	Galoot worthless fellow	80	Upright man leader of thieves
	Geezer old man	8/	Upstart nouveau riche
38	Gilly-gaupus tall, loutish	88	Varlet rogue
39	Gladhand outgoing	89	Wag frolicsome fellow
40	Glimflashy angry		Whiddler an informer
41	Groaner thief at funeral		Whitelivered cowardly
42	Grumbletonian discontented	92	Wigga beetle
43	Gullgroper usurer	93	Wildrogue thief from birth
44	Holebag hollow bag	94	Wiseacre foolish, conceited
45	Holebuc hollow belly	95	Woodpecker bettor
	Hoydan romping girl		Wrong'un bad
47	Huckster peddler		Yahoo uncouth character
	Hulking large		Yelper town crier
49	Illefoster bad offspring		Zad crooked body
	Jackanape small, ugly man		Zouch slovenly man
-			

Surnames

S URNAMES (or last names) have not always been with us. Few in 11th century England had a family name, though most did by 1350. The practice before surnames was to find a unique first name, unused by one's ancestors or any other local people. Surnames became necessary as feudal authority required that everyone declare his taxable property and the rolls needed to differentiate between people of the same name.

Often the tax collector differentiated between people on the basis of looks (Tallman, Strong) or where the person lived (Gatesby, Wellman).





Some appellations given were the persons' professions or sidelines. While these were not given as names, they conveniently became surnames just the same. Other surnames came from a person's ancestral home and as such are covered in the section on Place Names. Similarly, the Nickname type of surname can be found in that section.

Therefore, this section covers surnames derived from professions. This can serve two purposes— that of naming the character and determining his profession (currently held or since abandoned). Admittably, the list of professions cannot strictly be used as an encounter chart— since most medievals were farmers. However, this need not check one's interest in variety, and any of the types listed might be found in a medieval city.

DICE TO ROLL there are 200 different occupations listed, so roll a 1-10 dice for the circled master listing and a 1-20 dice for the sublisting, and finally a 1-6 dice (some exceptions require 1-20) for the specific name under the Occupation. The jobs are grouped together into broad categories signalled by a bold heading.

1	Armor Making	Smiths	11	AXE & HAMMER 1	MAI	KER
1	CHAINMAIL MAKE 1 Armor 2 Byrnie	R 4 Gorde 5 Hauberger		3-4 Axman 5-6 Exsmith		
2	3 Ernest SHIELD MAKER 1 Buckler	6 Hauberk	12	CLUB MAKER 1 Clubb 2 Clubber	5	Kibel Kibble
	2 Forteskue 3 Foskew	4 Shield 5 Shieldmaker 6 Shieldman		3 Keabel General Smit		Trouncer
3	HELMET MAKER 1 Bascinet 2 Basinett 3 Helm	4 Helmer 5 Helms 6 Homer	13	GENERAL SMITH 1 Farrah 2 Feaver 3 Ferrer 4 Fever	7 8 9	Bellows Blakesmith Forger Ironcutter
4	PLATE MAIL MAKE 1 Plater 2 Platner	4 Plattin 5 Greaver	1.6	6 Goffe		Smythe Smye
5	3 Platten ARMOR POLISHER 1 Dubber 2 Filer 3 Furbisher	4 Grater 5 Honer		HORSESHOER 1 Horsenail 2 Horsenel 3 Mareschal	5	Mareskell Shosmyth Shouger
	Weapon Making	6 Whetter g Smiths	13	SPECIALTY SMI 1 Bridell 2 Botoner	4 5	Sheather Spearon
6	KNIFE MAKER 1 Blayder 2 Cuttler 3 Daggar	4 Knifesmith 5 Naesmith 6 Nasmyth	16	3 Chapemaker SMELTER & CHAI 1 Ancony 2 Berner 3 Blumer	RCC 4 5	Sturrup DAL MAKER Coales Colliar Steels
7	SWORDMAKER 1 Brander 2 Claymore 3 Hansard	4 Soards 5 Sworder 6 Swords	17	NAIL MAKER 1 Clouter 2 Nailer 3 Naylor	4 5	Nayles Spiker Tingler
8	SPEAR & LANCE N 1 Bill 2 Pick 3 Pyke	MAKER 4 Speare 5 Speers 6 Speir	18	SHEAR MAKER 1 Sharman 2 Shearer 3 Sheere	4 5	Sheeres Sherr Shurman
9	2 Claver	4 Telford 5 Tolver 6 Tulliver	19	LOCKSMITH 1 Care 2 Kay 3 Keer	4 5	Keys Lockeyear Lokyster
LO	CALTROP MAKER 1-2 Calthorp 3-4 Caltrap 5-6 Caltrop		20	IRON WHEEL MAN 1-2 Weldsmyth 3-4 Whilesmith 5-6 Wildsmith	KER h	the date of the date of the second second second second

Bow & Arrow Workers Non-Ferrous Metal Workers 1 BOWMAKER 10 GOLDSMITH 1 Bowewright 4 Boyar 1 Beter 4 Gelder 2 Bowrick 5 Boyers 5 Graver 2 Finar 6 Goodbowe 3 Bowyers 3 Goldbeter 6 Ringe 2 ARROWMAKER 11 SILVERSMITH 4 Flowers 1-2 Finesilver 1 Arrasmith 2 Arsmyth 5 Harrismith 3-4 Silverhewer 6 Tipper 5-6 Silvermaker 3 Flecher 3 BOWSTOCK SUPPLIER 12 COPPERSMITH 1-2 Arrowood 1 Brownsmythe 4 Kettel 3-4 Bowstock 5 Kittle 2 Calderon 5-6 Staver 3 Greensmith 6 Orsmythe 4 BOWSTRING SUPPLIER 13 BRASSWORKER 1-2 Strenger 1 Braisier 4 Brassey 3-4 Stringer 2 Brasher 5 Latner 3 Brazier 6 Latoner 5-6 Stryngers 14 LEADWORKER 5 GOOSEFEATHER SUPPLIER 1 Leadbeter 1 Goseling 4 Joce 4 Plomer 5 Joslin 5 Plumber 2 Goss 2 Leder 3 Gossard 6 Plummer 6 Jossett 3 Ledyeter 6 KEEPER OF THE BUTTS 15 PEWTERWORKER 1-2 Peutrer Butts being the practice area for longbowmen 3-4 Powter 1-2 Butt 5-6 Tynkeler 3-4 Buttman 16 HORNSMITH 5-6 Butts 4 Ladeler 1 Combes 7 SKILLED BOWMAN 2 Cuillerer 5 Slayare 1 Archer 3 Hornor 6 Spooner 4 Boman 5 Bowmaster 2 Benbow 3 Bender 6 Shuter **Builders** 8 CROSSBOW MAKER 17 STONEMASON 4 Boulter 1 Bolter 1 Carrier 4 Mayson 2 Boltman 2 Carven 5 Stoner 5 Quarrell 6 Wallers 6 Quarrels 3 Hewer 3 Boltwright 9 CROSSBOWMAN 18 PLASTERS 1 Alabaster 4 Balster 1 Dauber 4 Plaster 5 Carnell 2 Dober 5 Pargetter 2 Arbelaster 3 Ballaster 3 Gysser 6 Plaister 6 Crenel

19	CARPENTER 1 Binner 2 Borders 3 Capstock	5	Sayer Hacker Wraight
20	STONE QUARRIER 1 Marber 2 Marbrow 3 Perrier	4	Puryer Quarrie Quarrier
3			
1	FLOOR & PAVEME 1 Paver 2 Pavyer 3 Tiler	4 5	LAYER Tyghler Tyler Tylor
2	PAINTER 1 Chalker 2 Lymer 3 Paynter		Staynor Wheaton Whytor

_	1 Cover	4 Reeders
	2 Hilyer	5 Rusher
	3 Pitcher	6 Thackwell

4 GLASSWORKER 1 Glasman 4 Glazer 2 Glosyer 5 Verrier 6 Verriour 3 Glaysher

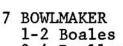
Potters

3 ROOFER

	1111 (Sp. 1111 (
5	CROCKMAKER
	1-2 Mugger
	3-4 Crockard
	5-6 Croker
6	POTMAKER
	1-2 Potkins

3-4 Turner

5-6 Urner



3-4 Bouller 5-6 Bowlman

8 JUGMAKER

1-2 Juggar 3-4 Jarman 5-6 Pitcher



0	GENERAL.	DATTED
7	T-F.IVE.KAL	PULLERS

1 Chalk 4 Pottharst 5 Steyne 2 Claypool 3 Disher 6 Tankard

Wool Workers

10	SHEPHERDS			
	1 Barker	4 Pastor		
	2 Call	5 Sheepwas	h	
	3 Mutton	6 Weather		

TT	SHEARER			
	1 Crapper	4 Sheara		
	2 Cropper	5 Sherr		
	3 Pollard	6 Tonsur		

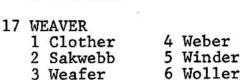
12	SOR	TER
	1-2	Sortar
	3-4	Sorters
	5-6	Woolsorter

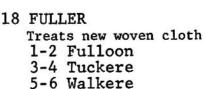
13	WASHER			
	1 Boulker	4 Laver		
	2 Lander	5 Steeper		
	3 Lavender	6 Wascher		

14	CARI	DER
	1-2	Carder
	3-4	Cardon
	5-6	Cardster

15	COMBER		
	1-2	Combster Kember	
	3-4		
	5-6	Toser	

16	SPI	NNER
	1-2	Spinster
	3-4	Twiner
	5-6	Winder





30 Surnames

	WASHER & STRET 1-2 Burler 3-4 Dreyster 5-6 Tenter	CCHER	8	CORD & STRING 1 Braide 2 Poynter 3 Threadgill	4 5	AKER Tredgold Trinder Twiner
20	BLEACHER 1-2 Blacker 3-4 Blaxter		9	CANVASMAKER 1-3 Canevacer 4-6 Pavilloner		
(4)	5-6 Bletcher		10	CAMELHAIR CLOT 1-3 Camplin 4-6 Campling	M'.	MAKER
1	DYER 1 Corker 2 Dexter 3 Lyster	4 Madster 5 Wayder 6 Woader	11	FELTMAKER 1-2 Felter 3-4 Feltman 5-6 Feutrer		
2	CLOTH FINISHER 1-2 Callendar 3-4 Drawer 5-6 Rower	2	12	HAIRCLOTH MAKE 1-2 Haywright 3-4 Tailman 5-6 Taylmonger		
3	LOOM MAKER 1 Badger 2 Loomer 3 Rokker	4 Satch 5 Sleath 6 Sly		TAPESTRY MAKER 1-3 Tapicer 4-6 Tapster		
4		4 Storah 5 Wollas 6 Wolmonger	14	CLOTHING MAKER 1 Capron 2 Curtler 3 Snider	4 5	Stoller Taillour Walshman
_	Workers in Lin	nen & Silk etc.	15	MILLINER 1 Callear 2 Capper	5	Hatter Hood
5	LINENMAKER 1 Flaxer 2 Heckler 3 Linacre	4 Lyner 5 Lynter 6 Teler	16	3 Coyfer SHIRTMAKER 1-2 Camoys 3-4 Jobar	6	Wimple
6	SILK WORKER 1 Mercer 2 Paller 3 Sendall	4 Seter 5 Silkman 6 Trower	17	5-6 Jupe CLOTHING REPAI 1-2 Cloutt 3-4 Dubber	[R]	ER
7	ROPEMAKER 1 Rapier 2 Roope 3 Rooper	4 Roper 5 Rupp 6 Simer	18	5-6 Feliper BLANKET & MAT 1-2 Chaloner 3-4 Mattar 5-6 Tapner	M	AKER

19 BAG & SACK MAKER

1 Baggot 4 Poker 5 Sacher 2 Burser 3 Poughler 6 Saker

Leather Workers

20 RAWHIDE PRODUCER

1-2 Feller 3-4 Pilter 5-6 Skynner

1 LEATHERMAKER

1 Barkis 4 Tawner 5 Tanur 2 Berker 6 Whithair 3 Curryer

2 BELTMAKER

1-2 Belter 3-4 Cantery

5-6 Gurtler

3 LEATHER BOTTLEMAKER

1-2 Botler

3-4 Bottell

5-6 Budge

4 SADDLEMAKER

1-2 Baster

3-4 Zeller

5-6 Goyster

5 GLOVEMAKER

1-2 Ganter

3-4 Gaunter

5-6 Glover

6 LEATHER BAGMAKER

1-2 Belger

3-4 Boulger

5-6 Purser

7 COBBLER

4 Cobeler 1 Boote 5 Corwin 2 Clouter 3 Code

8 KIDSKIN WORKER

1-2 Cheverall

3-4 Chiverrell

5-6 Chivrall

9 BELLOWS MAKER

1-2 Bellows

3-4 Beloe

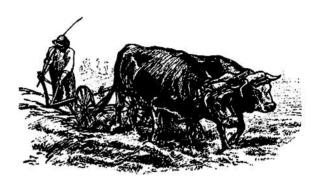
5-6 Belger

10 OTHER LEATHER WORKERS

1 Buskin 4 Leathers 2 Bridell 5 Loriner 6 Skiver 3 Halter

11 FURRIER

4 Pelter 1 Cony 5 Pilcher 2 Furr 3 Pelly 6 Pilter



Farmers

12 PEASANT FARMER (1-10 Acres) 1 Akkers 11 Fourake 2 Acreman 12 Mawer 3 Beane 13 Plante 4 Cottis 5 Felders 14 Plewman 15 Reper 16 Seader 6 Dunger 17 Velden 18 Tilyer 7 Delacot 8 Garden 9 Gardyne 0 Farmar 19 Vilain 10 Farmar 20 Werkman

13 APPLE FARMER

1-2 Apple

3-4 Appleton

5-6 Appleyrd

14 BEEKEEPER

Honey was used extensively where sugar was unavailable

1-2 Beman

3-4 Bemister

5-6 Honeymann

5 VEGETABLE GROWER & SELLER 15 EX-VETERAN, FREEMAN FARMER 1-2 Worter Ironically, the same names apply 3-4 Worts to churls- unfree serfs 5-6 Wortt 1-2 Bond 3-4 Boundy 6 CHEESE WORKER 5-6 Hosbons 1 Cherritt 4 Finnick 2 Cheser 5 Wheeker 16 CHERRY GROWER 3 Chissick 6 Ewart 1-2 Cherriman 3-4 Cherry 5-6 Chyry 7 MILK WORKER Milk drinking could be dangerous 17 FREEMAN FARMER (5-20 Acres) without purification invented 4 Freeland 1 Freeberne much later 2 Friman 5 Yeman 1-2 Daye 3 Franklyn 6 Youmans 3-4 Dayman 5-6 Melc 18 WELL-TO-DO FARMER (120 acres) A hide equalled 120 acres 8 BUTTER 1-2 Hides 1-2 Buttar 3-4 Hyde 3-4 Churner 5-6 Hyder 5-6 Smerenan 19 RICH FARMER (with 600 acres) 9 SLAUGHTERER 1-2 Fifefield Most medieval livestock had to be 3-4 Fifett butchered each fall or by end of 5-6 Fifoot winter due to peasants' lack of fodder 20 OVERSEER OF LARGE FARM 1 Fleshhewer 4 Macecrer 1-3 Grainge 5 Slaytor 2 Bukmarter 3-4 Granger 6 Knatchbull 3 Flesher 10 HOG BUTCHER 6 1-2 Bakon 3-4 Kellhogg 1 CATTLE TENDER 5-6 Stikker 4 Lathe 1 Bester 2 Drover 5 Oxer 11 SWINEHERD 6 Stears 3 Heard 4 Grice 1 Abear 5 Hoggar 2 Denne 2 HAY SELLER 3 Forwood 6 Swayne 1-2 Heaman 3-4 Highman 12 GOATKEEPER 5-6 Hyman 1-2 Gait 3-4 Gaytor 3 SURVEYOR 5-6 Goatard 1 Pearch equalled 16.5' 1-3 Pearcher 13 POULTRYKEEPER 4-6 Pearchman 4 Gosere 1 Cicen 5 Henn 2 Doak 4 THRESHER 6 Puleter 3 Gelyner 1-2 Tasker 3-4 Thresher 5-6 Thrasher

14	STABLEMAN 1 Hakney 2 Mascall 3 Pullin	4 Cottard 5 Stedmann 6 Studdy	3	CAULKER OF SE 1-2 Picher 3-4 Pitcher 5-6 Pitchers	CAMS	Š
15	MILLER 1 Burwright 2 Grynder 3 Meale	4 Millar 5 Mullard 6 Winmill	4	MERCHANT 1 Barter 2 Candler 3 Barley	8	Groser Hayman Marchand
16	MEAL-SIEVEMAK 1 Boult 2 Bultel	4 Ridler 5 Sever		4 Chaffer 5 Corser 6 Feather	11	Monger Vendor Warman
	3 Crevar Other Profess	6 Sivyer sions	5	HUCKSTER 1 Badger 2 Brokur 3 Faggeteer	5	Hawker Hucker Packman
17	BAKER 1 Bacchus 2 Baiker 3 Barley	4 Dower 5 Fagge 6 Kneder	6	BREWER Ale was the onl	teri	es limited
18	SPICE DEALER 1 Carker 2 Garlicke 3 Ginger	4 Leaker 5 Mustart 6 Peppar		their members to 1 gallon each p 1 Bracer 2 Bruster 3 Brower	er d 4 5	
19	SALT DEALER 1 Salt 2 Salter 3 Saulter	4 Sauter 5 Sawter 6 Weller	7	COOPER 1 Barrel 2 Cowper 3 Hooper	5	Larder Tubb Vattman
20	SAILOR 1 Ashman 2 Bottan 3 Boesan 4 Floter 5 Gally 6 Marner	7 Saemann 8 Saylor 9 Stermann 10 Shippe 11 Seemans 12 Skipwright		BASKETMAKER 1 Bannister 2 Bushell 3 Corbell CABINETMAKER 1 Artrick	5 6	Fanner Leeper Ripper
(1)	*/ / ·		2 Coffer 3 Hucher	5	Turnor Whicher
1	FERRYMAN 1-2 Ferri 3-4 Ferrier 5-6 Ferriman		10	WHEELWRIGHT 1 Kortwright 2 Wagner 3 Wayne	5	Wayler Wheler Whelster
2	KEELMAKER 1-2 Kellar 3-4 Kelmaker 5-6 Kelman		11	TOOLMAKER 1 Beck 2 Besmer 3 Brayer	5	Malet Rasor Shovel

12	BELL-FOUNDER 1-2 Billiter 3-4 Molder 5-6 Panner		8) MESSENGER		
13	MINTER 1-2 Coiner			1 Bode 2 Golightly 3 Galpyn	5	Paige Sherewin Trotter
	3-4 Minter 5-6 Seeler Castle & Mano	r Workers	2	COOK 1 Coke 2 Currey 3 Hastler	5	Ketchen Pot Sauser
14	DEPUTY OF CAS 1 Bailie 2 Baylyff 3 Castellian 4 Pretor 5 Procter	TLE 7 Sayner 8 Seneschall		BREAD SUPPLIER 1 Pan 2 Panniers 3 Pans WINE CELLARER 1 Burle	5 6	Panter Panther Pantry Buttery
15	MAN OF GENTRY			2 Burls 3 Butler		Buttler Buttrey
	Aide or servant of 1 Batchlor 2 Clark 3 Jent	to noble 4 Paige 5 Ryder 6 Squier	5	FOOD SUPPLIER 1 Cater 2 Catorer 3 Chater	4 5	Chaytor Spender Steart
16	SERGEANT Non-military peto 1 Sargant 2 Sargint 3 Sarjent		6	MANAGER OF AFFA 1-2 Hallard 3-4 Haller 5-6 Hallward		
17	TAX ASSESSOR 1 Catchpole 2 Ketcher 3 Counter	4 Gabler 5 Horder 6 Toller	7	MANAGER OF CLOT 1-2 Wardrobe 3-4 Wardroper 5-6 Waredraper	CHI	ING
18	DOORKEEPER 1 Darwood 2 Dorrad 3 Durwood	4 Gatward 5 Waites 6 Wait	8	PROFESSIONAL JO 1-2 Jewster 3-4 Joester 5-6 Juster	OUS	STER
19	GUARD 1 Ward 2 Yeoman 3 Totman	4 Spier 5 Garth 6 Gard	9	SERVICER OF CHA 1 Chalmers 2 Chamberlayne 3 Champerlen	4 5	Boorman
20	DRAWBRIDGE KER 1-2 Bridgman 3-4 Brugger 5-6 Pont	EPER	10	JAILER 1 Dumjohn 2 Dunjon 3 Galer	5	Gaylor Keep Keeper

11	USHER 1-2 Husher 3-4 Lusher 5-6 Ussher	20 ORATOR 1 Mutter 4 Sermin 2 Preacher 5 Spackman 3 Reardon 6 Spelman
12	BEARER OF MESSAGES AND CHALLENGES 1 Herald 4 Herrald 2 Heraud 5 Herrod 3 Herod 6 Herrold	1 DANCER 1 Dancer 4 Springer
13	JESTER 1-2 Gestour	2 Hopper 5 Tripper 3 Leeper 6 Tumber
1.6	3-4 Jester 5-6 Jestyr BARD	2 SINGER 1 Canter 4 Dixie 2 Caunter 5 Gleeman 3 Chantrell 6 Sangster
14	1 Bard 4 Minstrell 2 Bardman 5 Tague 3 Keig 6 Tighe	Outdoorsmen
15	SERVANT 1 Hine 4 Savant 2 Lackey 5 Swain 3 Mann 6 Swayne	3 GUARDIANS OF FOREST PRESERVE 1 Parkman 4 Warboys 2 Forster 5 Warren 3 Verdier 6 Woodward
16	FALCONER 1 Buzzard 7 Hawkitts 2 Faliner 8 Mewer 3 Fawkner 9 Muskett 4 Haggard 10 Mushet 5 Haggart 11 Ostridge 6 Hawker 12 Sparhawk	4 HUNTER 1 Boarman 7 Ferreter 2 Bor 8 Fowler 3 Brocket 9 Fuggles 4 Chace 10 Hosler 5 Catchlove 11 Roebuck 6 Earwacker 12 Todhunter
	Entertainers	5 DOG TRAINER 1-2 Berner
17	STRING INSTRUMENTALIST 1 Crowther 4 Harper 2 Fidler 5 Luter	3-4 Brenner 5-6 Brackner
18	3 Vieler 6 Saulter HORN BLOWER 1 Beemer 4 Hornblow 2 Cornet 5 Pyper 3 Flutter 6 Waghorne	6 FISHERMAN 1 Baiss 7 Kiddell 2 Bodfish 8 Laxman 3 Codlin 9 Netter 4 Fishlock 10 Peacher 5 Girling 11 Pike 6 Harenc 12 Wears
19	DRUMMER 1 Drumm 4 Tabiner 2 Tabah 5 Tempany 3 Taberer 6 Tempernor	7 COCKFIGHT PROMOTER 1-3 Coxeter 4-6 Coxettere

- 8 BANNER BEARER
 - 1-3 Barneman
 - 4-6 Dragon
- 9 FOOT RACER
 - 1-2 Forlong
 - 3-4 Furlonge
 - 5-6 Furlonger
- 10 GAMERS
 - 1-2 Gaman
 - 3-4 Gamman
 - 5-6 Gammond
- 11 SWORD & BUCKLER FIGHTER
 - 1-2 Hurlbatt
 - 3-4 Hurlbut
 - 5-6 Hurlbutte



- 12 WRESTLER
 - 1 Cempa 4 Restler 2 Kemp 5 Ressler 3 Kempe 6 Wraestler
- 13 PARROT ARCHER

From a game of skill where one shoots a parrot (or suitable replica) off a pole with a bow

- 4 Pobjoy 1 Papigay 2 Pebjoy 5 Popejoy
- 3 Pobgee 6 Popjoy
- 14 PORTER
 - 1 Camel 4 Heaver 2 Carrier 5 Jagger 3 Drayman 6 Loder

Lawmen & Officials

- 15 SHERIFF
 - 1 Lackman 4 Sherriffs 2 Pretor 5 Shirrefs 3 Reaves 6 Shrieves
- 16 MARSHAL

Manager of horses

- 1-2 Marschall
- 3-4 Marskell
- 5-6 Maskill
- 17 SENESCHAL

Noble's second in command

- 1 Senchall 4 Steuart 2 Senecal 5 Stewart 3 Seniskell 6 Stuart
- 18 TOWN CRIER
 - 1-3 Crier
 - 4-6 Cryer
- 19 JUDGE
 - 1 Deam 4 Dooman 2 Deemer 5 Jestice 6 Justice
 - 3 Demings
- 20 LITIGATION TRICKSTER
 - 1-2 Prockter
 - 3-4 Procter
 - 5-6 Proctor



10)				Clerical Official	als	
$\overline{}$	ISSUER OF SUMM 1-2 Maier 3-4 Simner 5-6 Sumpner	IONS	11	CLERICS 1 Canon 2 Caplan 3 Cardnell	5	Deakin Preist Viker
2	OVERSEER 1-2 Greef 3-4 Grrieff 5-6 Grieves		12	CHURCH WORKERS 1 Bellman 2 Croser 3 Gramer	4 5	Kirkman Seon Verger
3	IMPOUNDER OF A 1-2 Pender 3-4 Pinfold 5-6 Pounder	NIMALS	13	MONKS 1 Almonger 2 Deanes 3 Frater	5	Labbet Monnick Prier
4	HANGMAN 1 Bailhache 2 Brennan 3 Brennans	4 Burnand 5 Crakesbone 6 Hanger		MONASTERY WORK 1 Cellarer 2 Kitchner 3 Pattin	4 5	R Porters Spittal Spittler
5	FEE COLLECTORS			Miscellaneous		
	1-2 Femister 3-4 Phemister 5-6 Phimister		15	SCRIBE 1 Bunclarke 2 Graff 3 Nutter	5	Penman Scribner Wryter
	OFFICIAL APPRO TO A FIFE 1-3 Cheater 4-6 Chetter		16	UNIVERSITY OFF 1 Beadel 2 Buddle 3 Bursar	4 5	CIALS Fellowes Mentor Proctor
	CHECKER OF GRAMEASUREMENT 1-3 Strike 4-6 Striker	AIN	17	DOCTOR 1 Barbour 2 Bleder 3 Cupper	5	Physick Lecher Souker
8	LAND ALLOTTER 1-2 Hayward 3-4 Heywood 5-6 Messer		18	CHAMPION 1-2 Champion 3-4 Beater 5-6 Fender		
9	KEEPER OF THE 1-2 Garner 3-4 Gerner 5-6 Warnett	GRANERY	19	MERCENARY 1-3 Battyll 4-6 Punyer		
10	MAYOR 1 Lammond 2 Lamot 3 Law	4 Lawman 5 Mayers 6 Meier	20	ENGINEER 1 Genower 2 Ginner 3 Gynour	5	Jenner Mangnall Manknell

Place Names

PLACE names added to a name give a character background and a place in the world. The following prefixes and suffixes are combined to make village, city, shire and province names.

There are at least two ways of using the place names- as an ending, Selwyn of Sundershire, or beginning, Shaftholm Shadrack.

The list serves also as a means of generating place names for world map making, irrespective of character names. Try rolling the suffix chart first or other variations, like three rolls- 1 prefix and 2 suffixes etc. It is possible that the place name generated might evoke a vague myth with a basis in truth. Therefore, Sabredock might have been a village named by buccaneers when it was their sanctuary; digging deeper in village tradition might find that there is a cave where one of the pirate's ghost resides still!

Unfortunately, most place names are more mundane. Oxbridge was built up by the river because of the bridge which the oxen crossed etc. But perhaps even this simple name reminds one of a very different beginnings, with a more fantastic flair. Maybe in the midst of the battle, a magician charmed the oxen to create a bridge across the raging river by holding on to each other's tails— and thus the fleeing king and his guard got across.

The parenthesis after some listings encloses a part that may improve the sound or meaning of the entire name. Likewise, combinations may be pluralized or added to- en, ing, ton, ville etc.



DICE TO ROLL for the prefix roll one 1-4 die for the 'hundreds', and two 0-9 dice for the 'tens' and 'ones'; similarly, for the suffix roll 1-8 die for the 'hundreds', and two 0-9 dice for the 'tens' and 'ones', and combine the two results.

Place Name Prefixes

				000		050	n
100			Bird	200	Coral	250	
	Abber	151	Black	201	Corn		Fair
	Abbey	152	Bleeding	202	Covetous	252	Faith(ful)
	Abbots	153	Blessed	203			Father
	Abing		Bliss	204	Crescent		Fall
105	Acnash	155	Bloom	205	Crick		Fang
106	Acre	156	Blue	206	Crook	256	
	Adder	157	Bolt	207	Crow(s)		Fell
108	Adding		Bond	208	Crystal		Fire
109		159	Boon	209	Cutt(ing)	259	First
110	Ald(en)	160	Box ·	210	Damp	2.60	Flat
111	Alder	161	Bow	211	Dank	261	Fleet
112	A1k	162	Brae	212	Dark	262	Fly(ing)
113	Allen	163	Brass	213	Dart	263	Foal
	Alt	164	Bray	214	Day	264	Fog
	Altar	165	Brick	213	Dead		Ford
	Amber	166	Bridge	216	Deaf	266	Fore
	Amble	167	Bright	217	Deer		Forest
	Anchor	168	Brink	218	Den	268	Four
	Angle		Bronze	219	Devil(s)	269	Free(d)
	Ant		Brown	220	Diamond	270	Friend(s)
121	Apple	171	Bryn	221	Dim	271	Frost
122	Ard(en)	172	Buck	222	Dirty Diver	272	Fruit(ful)
123	Armor	173	Bull	223	Divor		Garth
	Arrow	174	Dull	224	Dole	274	Garnet
125	Art	175	Burning	225	Don	275	Gas
	Ash(en)	175	Burnt	226	Double	276	Giant(s)
	Aston		Cam	227	Dour	277	Glacier
	Auld(en)	170	Can (41 a)	228	Dove	278	Glass
	Avon	170	Can(dle)	229	Dover	279	Glen
	Axe	100	Cape Carn	230	Dragon(s)		Glory
	Azure			231	Dripping	281	Gloss
	Back	101	Carrick	232	Drowning		Goat
	Bad	102	Castle	233	Druid(s)		God
133	Bag		Cave	234	Drum	284	Gold(en)
125	Bald		Cedar	235	Dry		Good
		100	Center	235	Duck		
130	Bard(s)			237	Dwarf	287	Granite
	Barn	107	Chapel		East		Great
	Baron		Charl		Eden		Green
	Barren	189	Cherry		Edge		Grey
	Barrow	190	Chip		Eerie		
	Bath	191	Clay				Growling
	Battle		Clear		Elf(en)		Gruesome
	Bear		Close		Elk(en)		Guardian
	Bee	194	Cloud(y)		Elm Emorald		Guild
	Bell		Clover		Emerald		Hag
	Berry		Coate		Enchanted		Hammer
	Bid		Cold		Ered		Handy
	Big	198			Ever		Harbor
149	Birch	199	Copper	249	Evil	299	Нарру

				400	Peel		a 1
	Hard		Little	400	Pen		Smoke
301	Harp(y)	351	Live(ing)				Soft
302	Hart	352	Lizard	402	Pine Placid	452	Spider
	Haze1	353	Llan	403	Placid		Spotted
304	Haz(y)	354	Long		Plow Plow		Stan
305	Heart	355	Loose	405	Pure		Stock
306	Hickory	356	Love(ly)	406	Quarry	456	Stoke
307	Hickory High	357	Luck	407	Quick	457	Storming
	Hind	358	Lune	408	Quiet	458	Stow
309	Hog(s)	359	Lyn	409	Rabid	459	Street
310	Honey	360	Mad	410	Rake	460	Sugar
311	Honor	361	Maid(en) Mal	411	Rain(y)		Sun(der)
312	Hook	362	Mal ·	412	Ram		Swan
313	Hoon	363	Manor	413	Rare	463	Sweet
314	Ноор Норе	364	Maple	414	Rebe1		Swine
315	Horn	365	Manor Maple Marble	415	Rebel Red		Tame
316	Horse	366	Marsh	416	Rich		Temple
317	Hot	367	Mate	417	Right		Time
318	Huge	368	Math	418	Rising	468	
319	Hungry	369		419	Rogue(s)		Tower
320	Hude	370	Mean	420	Round		Trek
321	Hungry Hyde Hydra	371	May Mean Mel	421	Rubble		True
322	Too(w)	372	Mid(dle)	422	Ruby		Tug
323	Ice(y) Infant	373	Mill(er)	423	Rush	473	Tusk
223	Infested	374	Mine		Run(ning)		Twin
325	Infidel	375	Monk(s)	425	Rye		Up(per)
326	Ink	376	Mount	426	Sabre		Valiant
327	Innocent	377	Mud(dy)	427	Sacred		Vile
328	Innocent Ivory	378	Murk(y)		Sailor(s)		Vine
3-0	Ivy	370	Naked	429	Saint		Violent
330	Jade	380	Near		Salt		Vow
331	Javelin	381	Neather		Sand		Wagon
333 23T	Javelin	383	New	432	Satin	482	Walnut
332	Jewels Jinx				Satyr		Wand
337	Jinx To(fo-1)	38%	Night	434	Savage		War(rant)
225	Joy(ful)	205	Noble Nomad	435	Scrub	485	Watch
333	Key King(s) Knock	305	Nomad			486	Watti
227	King(s)	207	North		Sear	400	Weapon
					Shadow	407	Weasel
220	Lake	200	Odd	439	Shaft		Wedge
339	Lame	300	01d	440	She		Well
340	Lance	201	One		Shield		West
341	Last	303	Open	442	Silent		White
342	Late	392	Out	443	Silven		Wild
343	Law(ful)	393	Over	444	Silver		Win(d)
344	Legion	394	0x(en)	445	Slate		
343	Left	393	Pack		Slave(s)	495	Winter Wolf
340	Lewd	390	Pad		Sleeping	490	MOTI
34/	Light	39/	Pale	448	Small	49/	Wood
348	Lion	398	Past		Smite		Worm(s)
349	Lime	399	Pearl	443	DILLCE	499	Yard

Place Name Suffixes

101 102 103 104 105	acne	151 152 153 154 155 156	brace branch	201 202 203 204 205 206	cone convent cooler coor coot core coral	251 252 253 254 255	dent deck desire devil diamond dike dile
	agon agree	157 158	bray	207 208	cote council	257 258	ding(le) dip
	ague	159	breed(er)	209	counter	259	disease
	aid	100	bridge(s)	210	court		ditch
111	air	161	brook	211	cover		dock
	alum	162	brown	212	cox coyote cradle craft		dog
113	anger	163	brush	213	coyote		dome
114	ape	164	bull	214	cradle		dont
	apostle	165	burgh	215	craft		doom
	arbor	166	burrow	216	crave		dorf
	arches	167	burst		crawl		drew
	argo	168	bury	218	creature		dried
			bush	219	creek crest crew crook crossing crown		drite
	asp	170	but	220	crest		drop
	ate	172	cad	221	crook		dross
	bad	172	canyon cap	223	crossing		drudge dry
	bait	174	cargo	224	crown		duct
	balance	175	cat(e)	225	crunch		dum
	balky	176	castle	226	crust		dust
	ball	177	cave	227	cud		dwarf
	band	178	cene	228	cur1		earth
	bank	179	cent(er)		curr		eater
The second second second	bar	180	chain	230	current		eden
	bas	181	cham		curse	281	
	basher	182	chase	232	curtain	282	
133	bay	183	cherry	233	cut	283	egg
134	beach	184	chin	234	cyclone	284	ebb
	beam	185	circle		cypress		echo
	bear	186	clearing	236	cyst		
	beck	187	climb	23/	dale		emb1em
	bend	188	clone		dasher		emu
	bere	189	cloth		dawn		elf
	berg	190	cluster		daze	290	
	berry	191	cite		deceit		epic
	bill	192	climax		decision decoy		estate
	birth bit	193	claim		defense		eyed fair
	black		cock colony		deity		fag
	blue		comber		delight		fall(s)
	bluff		comic		del1		fare
	boa		commune		demand		fast
	body		cone		demon		fell(ow)
	•						The second secon

	fail	350	hand	400	jaguar	450	lan(d)
301	field(s)	351	harbor	401	jam(b)	451	lane
302	fight	352	harp	402	jaw	452	lantern
	rin	353	hart	403	jay	453	1amprey
	Ilre	354	haven	404	jet(ty)	454	lark
	IlTEN	355	head	405	jig	455	lar(va)
306	Tish	356	heap	406	jinx	456	las
307	TLAG	357	heart	407	jaguar jam(b) jaw jay jet(ty) jig jinx job	457	latch
308	TIOM(GI)	220		400	IOTH	458	late
309	flow(er) fod	359	hedge	409	iourn	459	1augh
310	foil	360	heights	410	ioust	460	1ead
	IOTK	36 L	helm		113W1		leaf
	foot	362	hen	412	iov	462	lecher
	force	363	hill(s)	413	luage	463	leech
	ford	304	hilt	414	11100 PT	464	leigh
315	form	365	hitch	415	jump junct(ion) jungle	465	1ene
316	fort	366	hive	416	junct(ion)	466	1eg
	fou1	367	hold	417	jungle	467	1eper
	fow1	368	hole	418	jure	468	levy
	fox	369	hollow	419	11181	469	lick
	frame	370	holm	420	kame	470	life
321	friend	371	holt	421	kan	471	lin(e)
322	fry	372	hook	422		472	
323	fuddle	373	horn	423			lite
324	furrow	374	hot	424	keep	474	lift
325	fury	375	hound	425	ken(nel)	475	1ike
326	gain	376	hour	426	kettle	476	link
327	gand(o)	377	house	427	key	477	1oad
328	gape	378	hove1	428	kid		lock
329	gar(th)	379	hurst	429	kill		1oon
330	gate	380	husk	430	kindle	480	loose
331	glass	381	hut (ch)	431	kin(dred)		1on
332	glen	382	ice	432	king		lord
333	glow		idol	433	klein	483	lore
334	gor(y)		idyl1	434	knave	484	low
335	grade		ilk	435	knife		lund
336	grail		image	436	knight		lure
337	gram		import	437	knock		made
338	grave(s)		imprint	/38	kno11		man
339	greave(s)		incline	430	knot		mark
340	green		ington	440	knuckle		mart
341	grey		inlet	441	kraal		market
342	ground		inn	441	krone		march
343	grove		insect		labor		mass
	guard		irk		Tadder		mat
345	guess		iron		lade		mate
346	9V		ivory		lady		math
347	hall(s)		ivy		lack		mead
	halt		jackal		lair		me1
	ham		jade		lake		mend
347	Ham	377	Jaue	447	Tave	477	mena

Place Name Suffixes

500	ment	550	ocher	600	plains	650	reptile
501	mere	551	ode	601	pocket		rest
	meter	552	odor	602	pod		rett
	milk	553	off	603	point	653	
		554		604	pol		ridge
		555	06)	605	polk		right
			omen	606	port	656	rill(s)
	mist		one	607	post		rine
	mission		ooze	608	pot		ring
				600	power		rite
	mode	560	opus	610	pond		road
	mont	561	oracle	611	pool	661	roar
	moor		orb	612	poor	662	robe
			order	612	pox prairie	663	rod
					praise	664	roll
	mound	565	orgy orient		province	665	roof
					puddle		rook
		567	origin		pura		room
			orphan		python		roost
			other				root
		569		013	quack quad		ron(e)
	nail	5/0	over	621	quau		rose
		571			quail	672	round
	narrows	5/2	p <u>ace</u>		quake		ruin
	nature	5/3	pack		qualms		rum(p)
	naught	5/4	paddle		quarry	675	
	neat	5/5	pair		quartz	676	
	neck	5/6	pall		quay		saber
	nectar	5//	palm		que	670	saddle
	needle	578	pan .		queen		sand
529	neighbor	5/9	parade		quest		
	ness	580	park		quick		say
	net	581	pass		quin		sby scale
	news	582	passage		rabble		scape
	nibble	583	patch		race		
	niche	584	path		rach		scar
	nickle	585	patrol	635	rack		scent
	night	586	pause	636	rain		scope
	nil	587	pawn		ral		scream
	nob(le)	588	peacock		ram		scribe
539	nock	589	pearl		ramp		sea
	noise	590	pedal		ranger		seed
	none	591	perch		rank		sett
	nose	592	peak		raft	692	shade
	notch	593	pier		rail.	693	shaft
544	nugget	594	pike		rapids	605	sheriff
545	nymph	595	pile		rash		shield
546	oak	596	pit		realm		shine
	oar	597	pitch		recruit		ship
	obelisk	598	pixie		red		shire
549	ocelot	599	place	649	reef	099	shore

700	ah a a	750	100000	000			
	shoe	/50	telle		varna	850	way
	shroud	/51	temple		vassal		weed
	side	/52	terre	10.00	vast		weevil
	siege	/53	tic	803			well
	sin	754	tide		vault		whip
	site	755	tight		venom	855	white
	size	756	time		vent	856	whole
707	skill	757	tint		venture	857	wick
708	skull	758	tip		ver	858	widow
709	slant	759	thorn	809	verdict		wild(cat)
710	s1ey	760	token		vern		wife
711	sod	761	ton	811	verse		win
712	soon	762	torch	812	vert		wish
	sound	763	tory	813	vest		wisper
714	space	764	tower	814	vestige		wistle
	spire	765	tower		vicar		witch
	springs	766	town		viceroy		wing
	square	767	tracks		victim		wolf
	stable		trade		victor		woman
	stad		trap		view		wood
	stage		tray		vigil		world
	stalk		tree	821	vigor		worm
	stand		trick	822	villa		wort
	star		tringe		village		worth
	station		trope	824	villain		
100000	stead		trough		ville		wool
	steed				vineyard		wright
			trust		violet		wyvern
	steppe		try		violet		y <u>ack</u>
	sting		turret	920	vipei	878	
	stock		unicorn		virgins	879	yank
	stone		union		virtue	880	yard
	stork	781			vision	881	yas
	storm		urn		vista		yaw(n)
/33	straight(s)		user		vixen	883	yean
	stral		usher		voice		years
	stray		utopia		void		yeoman
	stream		<u>vale</u>		volcano	886	yoke
	strike		valley		volley	887	yond
	strip		valon		von	888	yore
	strut	789	vagabond		vulture	889	york
	sun		value		wagon		zan
	sur	791	<pre>vamp(ire)</pre>		wail	891	zea l
742	swamp	792	van		walk	892	
743	swing	793	vanda		wall		zest
744	sword	794	vanir	844	war		zine
	tale		vanish	845	ward		zoan
	talk		vanity		ware		zole
	tan		vanquish(ed)		watch		zone
	tee	798	vapor		water		zoic
	tender		varia	849	wat		zote
150			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			0,,	

Titles



ITLES are usually defined as names denoting rank or honors. This would include royal and official titles plus religous and military titles. I've expanded the definition to include honorary titles and nicknames awarded because of famous deeds. Interestingly, a grateful nickname such as warwinner might be given to a citizen because of his heroic actions, and then past on to his childrenin apparent hope that the heroism is hereditary.

With this wider definition, the following lists contain both respectful and ironic titles and modifiers. So, a Lawful regent might be called His Eminence, The Most Genteel Czar Colwyn the Third, whereas a Chaotic leader (or Thief Guildmaster) might be called The Bloated & Diabolical Dunwody, The High Honcho of Shamelessness. Your own limit of patience will determine how many modifiers and titles a character needs.

The 20 lists include 4 basic categories: Titles bespeaking famous acts or tendencies (#1-6 where a prefix & suffix are combined to produce the title), Noble Names and modifiers (#7-11), Vulgar Leader Titles and modifiers (#12-17) and specific relation or occupations (#18-20). Other occupations such as magicians and priests have not been listed due to the existence of lists of synonyms in most fantasy games & since these synonyms are often used to designate specific levels of power, their use can cause some confusion.

Titles will be bestowed mainly on the regal, heroic and powerful (as well as the notorious, infamous and fearsome). However, a title can become meaningless if there are too many claims on it or unauthorized usages. Arabic titles of Pasha and Bey (meaning high ranking officer), as well as Effendi (for civil servants) were abolished after their overuse. This suggests a land where there are no common people, only nobility, down to the Servicers of the Chamber Pots- 'His Most Boun-tiful, Pot Upholder'. Ordinary professions' titles often become a part of ones name- see section on Surnames.

Notes and suggestions on the lists themselves follow. The first six lists of prefixes and suffixes may be interchanged to produce new combinations. Chart number 2's prefixes and suffixes should be joined with the phrase of the; try reversing the results occasionally, so that Ward of the Green would become Greenward. A village name might be subsituted for the listed suffixes. Chart number 6 can be used omitting the suffix, to obtain a nickname of sorts. For example- Horad the Horse.

Chart number 7 lists Noble Titles and the female equivalent of few can be found after the listing in parenthesis. More noble modifiers can be found in the section on Nicknames; see NN#31 Great, NN#41 Kind, and NN#69 Sacred.

More grotesque modifiers for Chaotic leaders can be found in the Nickname section also; see NN#23 Evil, NN#67 Roguish, NN#91 Violent, and NN#93 Vulgar. The list on Relationship Names is included for bespeaking a characters! friendliness.

master listing, and 1-20 for specific listing (exception: there are only 10 listings in some).



1 Siegebreaker

Pı	refix	Su	ffix
1	Army	1	beater
	Attack	2	breaker
3	Bridge	3	burner
	Castle	4	cracker
5	Gate	5	crusher
6	Hut	6	smasher
7	Keep	7	smiter
	Siege	8	striker
	Town	9	winner
10	Wall	10	wreaker

2 Warder of the Waters

Pı	refix	Sı	ıffix
2	Champion Defender Guard	2	Acres County(s) Estate
	Guardian		Field(s)
5	Keeper	5	Green
	Lookout		Grove
7	Lord	7	Hill(s)
8	Marshal	8	<pre>Hinterland(s)</pre>
9	Overseer	9	Land(s)
10	Patroller Patroller	10	Manor
11	Preserver	11	Marches
12	Protector	12	Province(s)
13	Sentinel		Range
14	Sentry		River
	Walker	15	Shire
16	Ward	16	Turf
17	Warden	17	Timber
18	Warder	18	Valley
19	Watcher		Water(s)
20	Watchman		Wood(s)

3 Doomcaster

P	refix	St	ıffix
	Blood Charm		bearer begetter
	Death	3	binder
	Doom		breaker
	Evil		bringer
	Fame	6	caster
7	Grief		causer
	Harm		dealer
	Life	9	destroyer
	Pain		freer
	Plague		halter
	Power		maker
	Pride		molder
14	Sorrow	14	
	Spel1		sender
	Truth		shaper
	Undead	17	sower
	Victory	18	stopper
Contract of the second	Widow	19	
20	Woe	20	wreaker

4 Skullsp	litter	6 Wolfherd	der
Prefix	Suffix	Prefix	Suffix
1 Arm 2 Back 3 Body 4 Bone 5 Brain 6 Chest 7 Face 8 Fin 9 Flesh 10 Head 11 Helm 12 Leg 13 Limb 14 Meat 15 Neck 16 Shield 17 Skull 18 Soul 19 Tail 20 Wing	1 breaker 2 chopper 3 cleaver 4 cracker 5 crusher 6 cutter 7 dasher 8 destroyer 9 flinger 10 hacker 11 hewer 12 hurler 13 render 14 slicer 15 slinger 16 smasher 17 splitter 18 squasher 19 striker 20 wrecker	1 Bear 2 Beast 3 Bird 4 Bull 5 Cat 6 Creeper 7 Fish 8 Fox 9 Gadfly 10 Horse 11 Jackass 12 Lamb 13 Lion 14 Lizard 15 Mule 16 Ox 17 Snake 18 Tiger 19 Wolf 20 Worm	1 butcher 2 catcher 3 charmer 4 dealer 5 doctor 6 fighter 7 handler 8 herder 9 hunter 10 keeper 11 killer 12 rider 13 tamer 14 tender 15 tracker 16 trader 17 trainer 18 trapper 19 wrestler 20 worshipper
(5) Trollha	acker	1	8
Prefix	Suffix	Noble #1	Noble #2
1 Balor 2 Bear 3 Demon 4 Dragon 5 Dwarf 6 Elf 7 Fiend 8 Giant 9 Goblin 10 Golem 11 Griffon 12 Halfling 13 Hydra 14 Lion 15 Ogre 16 Orc	1 batterer 2 butcher 3 choker 4 chopper 5 cleaver 6 crusher 7 destroyer 8 dispatcher 9 feller 10 hacker 11 hewer 12 killer 13 murderer 14 slayer 15 smasher 16 snuffer	1 Amir 2 Archduke 3 Aristocrat 4 Baron(ess) 5 Baronet 6 Chevalier 7 Count(ess) 8 Czar(ina) 9 Dictator 10 Duke (Duchess) 11 Earl 12 Emeritus 13 Emir 14 Emporer 15 Esquire 16 Gentleman	1 King (Queen) 2 Lord (Lady) 3 Maharajah 4 Margrave (ine) 5 Marquis 6 Monarch 7 Noble 8 Patriarch 9 Patrician 10 Peer 11 Prince(ss) 12 Rajah (Rani) 13 Regent 14 Ruler 15 Shah 16 Sheik

17 Governor

19 Hidalgo 20 Kahn

18 Grand Duke

17 Sire (Madam)

20 Viscount(ess)

18 Sultan(a) 19 Thane

19 striker

20 toppler

17 squasher 18 strangler

17 Paladin 18 Troll

19 Thief

20 Wolf

9	(1)	(13)	15)
Celebrated	Generous	Disreputable	Bawdy
1 Advanced 2 Aristocratic 3 Celebrated 4 Dignified 5 Elevated 6 Eminence 7 Enhanced 8 Genteel 9 Glorified 10 Honored 11 Imperial 12 Kindly 13 Lofty 14 Magnified 15 Multiplied 16 Regal 17 Sovereign 18 Undiminished 19 Universal 20 Uplifted	1 Altruistic 2 Beneficent 3 Benevolence 4 Benevolent 5 Benign 6 Bountiful 7 Bounteous 8 Charitable 9 Generous 10 Kindly 11 Liberal 12 Magnanimous 13 Merciful 14 Miraculous 15 Munificent 16 Philanthropic 17 Prodigious 18 Unselfish 19 Warmhearted 20 Wonderful	1 Arrant 2 Crooked 3 Debased 4 Deviate 5 Disgraceful 6 Disreputable 7 False 8 Immodest 9 Improper 10 Infamous 11 Insidious 12 Perjured 13 Recreant 14 Shameless 15 Slippery 16 Treacherous 17 Treason 18 Trustless 19 Undependable 20 Venal	1 Bawdy 2 Debauched 3 Defiled 4 Dissolute 5 Impure 6 Indecent 7 Indecorous 8 Iniquitous 9 Lewd 10 Libidinous 11 Lustful 12 Obscene 13 Pornographic 14 Profligate 15 Prurient 16 Ribald 17 Salacious 18 Smutty 19 Unclean 20 Wanton
(10)	(12)	(14)	16)
\sim			
Pure	Vulgar Leader	Ample	Fiend
Pure 1 Blameless 2 Chaste 3 Clean 4 Decent 5 Delicate 6 Guiltless 7 Honest 8 Innocent 9 Modest 10 Pure 11 Puritannical 12 Spotless 13 Stainless 14 Sterilized 15 Unadulterated	Vulgar Leader 1 Bigshot 2 Bigwig 3 Boss 4 Elder 5 Grandee 6 Headman 7 Highborn 8 Honcho 9 Magnate 10 Magnifico 11 Master 12 Nabob 13 Nob 14 Old Ironpants 15 Pretender	Ample 1 Bloated 2 Burgeoned 3 Distended 4 Exaggerated 5 Goodly 6 Obese 7 Redoubled 8 Swollen 9 Turgid 10 Wellfed	50 CO

11)	18	(19)	20
Infernal	Relation	Warrior	Official
1 Demonic(al) 2 Devilish 3 Diabolic(al) 4 Fiendish 5 Fiendlike 6 Ghostly 7 Infernal 8 Satanic(al) 9 Spectral 10 Uncanny	1 Aunt 2 Brother 3 Cousin 4 Father 5 Fellow 6 Friend 7 Host 8 Kinsman 9 Sister 10 Uncle	1 Archer 2 Berserker 3 Bodyguard 4 Campaigner 5 Captain 6 Cavalier 7 Champion 8 Gladiator 9 Guardsman 10 Knight 11 Knight Bachelor 12 Lieutenant 13 Man-at-Arms 14 Mercenary 15 Ranger 16 Recruit 17 Sergeant 18 Swordsman 19 Veteran 20 Warrior	1 Agent 2 Barrister 3 Bureaucrat 4 Clerk 5 Constable 6 Curator 7 Deputy 8 Mayor 9 Magistrate 10 Minister 11 Page 12 Prefect 13 Publican 14 Sage 15 Scribe 16 Senator 17 Sheriff 18 Steward 19 Tax Collector 20 Undersecretary



Tavern Names

A NY ancient city should have a plethora of Inns for rowdy adventurers to visit between expeditions. With that in mind, you may use this chart to generate several Tavern names, each with its own personality & type of clientele.

The Master Tavern Name Chart below directs one to the component name charts that follow. The underlined word is retained in the name generated. The optional endings chart may be rolled for in conjunction with any of the listings below. Examples are shown to the side (and include some famous tavern names).



DICE TO ROLL 1-12 for the Master Tavern Name Chart, 1-100 for the Adjective, Animal, Person & Item charts; 1-10 for the Endings chart, and 1-6 for Chart 12.

Master Tavern Name Chart

- 1 Person and Item
- 2 Person and Animal
- 3 Person and Person
- 4 Item and Animal
- 5 Animal and Animal
- 6 Item and Item
- 7 Adjective plus roll 1-6 above
- 8 Adjective, Adjective plus roll 1-6 above Bonny Black Bear Inn
- 9 Adjective Person
- 10 Adjective Item
- 11 Adjective Animal
- 12 Roll for Chart 12 (next page)

Examples:

Friar & Fiddle Inn
Goose & Dancer Club
Knight & Knave Resthouse
Pig and Whistle
Hare and Hounds
Cask and Glass
Black Boar & Bandit
Bonny Black Bear Inn
Jolly Sailor
Lone Willow
White Hart Inn
Hag's Head

Chart 12

- 1 (Person)'s Arms
- 2 (Animal) in Hand
- 3 (Item) in Hand
- 4 (Animal)'s Head
- 5 (Person)'s Head
- 6 (Person)'s Mug

Roll for chart listed in paranthesis also.



Optional Ending

- 1 Alehouse
- 2 Cellar
- 3 Club
- 4 Guesthouse
- 5 House
- 6 Inn
- 7 Lodge
- 8 Meadhall
- 9 Resthouse
- 10 Tavern

Adjective

Animal

1020				20			
1	Aulden	51	Little	1	Antelope	51	Hog
2	Ashen	52	Lone	2	Baboon		Horse
3	Bald	53	Long	3		53	Hound
4	Bandy		Lucky		Bass		Hyena
5	Big		Mean	5		55	
	Black		Merry				
6				6			Jackal
7	Blue		Muddy	7	Beaver	57	Jaguar
8	Bonny		Murky	8			Lamb
9	Brass		Nine	9			Leech
10	Bronze	60	Noble	10	Bullfrog	60	Lizard
11	Brown	61	North	11	Bear	61	Lobster
12	Burly	62	Odd	12		62	Lynx
13	Buxom	63	01d		Cat	63	
14	Copper		Olden	14	Chimera		Mastadon
15	Crowing		Pale	15	Cock	1000	Medusa
16	Dancing		Pure	16		66	Monkey
	Dark	67	Raucous				
17				1/	Cougar	67	Nag
18	Dead		Red	18	Crocodile		Naga
19	Dirty	69		19	Crab	69	
20	Dour	70	Roaring	20	Crow		Otter
21	Eight	71	Royal	21	Dinosaur	71	Ow1
22	Fell	72	Ruddy	22	Doe	72	Peccary
23	Fiery	73	Running	23	Dog	73	Pegasus
24	Five	74	Savage	24	Dolphin		Pheasant
25	Flaming	75		25	Donkey	75	
26	Flying	76	Scrawny	26	Dragon		Pig
27	Four	77	Seven	27	Duck	77	Rabbit
28	Frosty	78				78	Racehorse
29	Gay	79	Singing	20	Dove	79	Ram
		80	Six	20	Eagle		
30	Giddy			30	Ee1	80	Rat
31	Golden	81	Sleeping	3 L	Elk	81	Roc
32	Brand	82	Slippery	32	Elephant	82	Roe
33	Green	83	Small	33	Falcon	83	Scorpion
34	Grey	84	Smoky	34	Fish		Seagull
35	Growling	85	Stout	35	Faun		Sealion
36	Hale	86	Sweaty	36	Fox	86	Shark
37	Нарру	87	Tiny	37	Foa1	87	Sphinx
38	Hearty		True		Fow1		Squid
	Homely	89	Two		Frog		Stag
	Howling				Gazelle		Swallow
	Iron		West		Gander		Swan
	Ivory		White		Goat		Tiger
	Ivy	1.70.11.11	Wild		Goose		Toad
	Jade		Windy				Trout
			Winking		Greyhound		
	Jolly				Griffin	2 2	Turtle
	Jovial		Wise		Hare		Unicorn
	Joyful		Worthy		Hart		Warthog
	Lame		Ye		Harpy		Whale
	Large		Ye Olde		Hawk		Wolf
50	Leaping	00	Yodeling	50	Hippogriff	00	Wolverine
					0.0079(00000) 3.600(0)		

Person Item

		12002		-		124712	
1	Archer	51	Maiden	1	Ale		Jersey
2	Angel	52	Man	2	Anchor	52	Jug
3	Baker	53	Mason	3	Arrow		Keys
4	Barbarian		Merman	4			Lantern
5	Bard	55		5	Banner		Mace
6	Bandit		Miner	6	Barley		Market
7	Berserker	57	Nomad	7	Barrel	57	
8	Brewer		Nobleman	8			Moat
9							
	Brigand		Nymph	9		59	
10	Baron		Ogre		Boot		Mug
11	Beggar	100000	Orc	The Property of the Con-	Bottle	61	
12	Buffoon		Paladin	12	Bow		0ak
13	Blacksmith		Pikeman	13			Olivebranch
14	Cooper	64	Pirate	14	Bridge	64	Pillars
15	Count	65	Pixie	15	Brook	65	Plough Plough
16	Constable	66	Potter	16	Bug1e		P1ume
17	Champion	67	Prince	17		67	Posts
18	Churl		Queen		Canteen		Pot
19	Chief	69			Cart	69	
20	Dancer	70	Ruler		Cask		Rock
21	Demon	71	Sailor	21			Rod
22	Devil				Coach		
	Duke	72					Rose
23		73			Copperpiece		Sceptre
24	Dwarf		Squire		Crown		Saddle
	Elf_		Smith		Crossroads		Shield
26	Earl		Scribe		Cup		Ship
27	Fishwife		Seaman	27	Dagger	77	
28	Flogger		Saint	28	Dock	78	Staff
29	Freemason	79	Sheriff	29	Elms	79	Star
30	Friar	80	Shipwright	30	Ferry	80	Spear
31	Friend	81	Sheperd	31	Fiddle	81	Sun
32	Ghost	82	Titan	32	Flagon	82	Sword
33	Giant		Tailor		Flail		Tankard
	Golem		Thief		Flask		Thistle
35	Guardian		Triton		Flag	85	· [실다면 10 10 10 10 10 10 10 10 10 10 10 10 10
	Hero	86	Troll		Flute	86	
	Heroine		Traveler		Foam		Tumbler
	Huntsman		Vampire		Glass		Turf
	Hunter				Globe		Vault
			Veteran				
	Hag		Vixen		Glove		Vessel
	Highwayman		Vicar		Goblet		Village
	Halfling		Wanderer		Grapes		Vine
	Hangman		Werewolf		Grove		Wagon
	Imp		Windwalker	44	Goldpiece		Wand
	Jester		Wench		Harp		Wedge
46	Jockey	96	Witch		Helm		Whistle
47	King	97	Warrior	47	Horn	97	Wheatsheaf
	Knave		Yeti		Horseshoe	98	Willow
	Knight		Yachtsman		Ivy		Whee1
	Leprechaun		Zombie		Jerkin		Yew Tree
	*	-					

Making Up Names



Y OU can make up names by looking through a list of proper
names (in a dictionary or gazetteer) and changing the first letter(s), ending, or adding a syllable.
However this is a hit & miss method.
It is helpful to determine what sort
of names you like the sound of and
make a 'formula' for rolling up similar sounding names.

Decide where the vowels and consonants are and make a list of letters similar to each one's sound. Make sure the letters in each list is the same as the number of sides of the die you will throw for that list.

For example, I wanted a list of Zombie names, reasoning that even Zombies needed names to differentiate between them (this brand of zombie could talk, but slowly). Besides, a magic-user would otherwise have a hard time controlling these dim fellows. So assuming that his name while living had been forgotten (or too complicated) I felt that their glimmer of semi-intelligence could only understand something short and sharp like 'Bek'. My three lists came out like this (arrow means roll for list below)-

Formula 1

\Diamond	\Diamond	\Diamond
1 B 2 D 3 H 4 J 5 K 6 P 7 R 8 T 9 V	1 a 2 a 3 e 4 e 5 u 6 u	1 g 2 k 3 t 4 x

This formula allows 120 different combinations— more Zombie names than I needed! Admittably, some of the combinations were more spicy than staccato— but what's the harm in a little humor?

You might want to try rolling for completely random names. With 26 letters in the alphabet it is convenient to roll for a consonant with a 20-sided die and a vowel with a 6-sided die.

Formula 2

1 B 2 C 3 D 4 F 5 G 6 H	1 a 2 e 3 i 4 o 5 u 6 y
7 J	
8 K	
9 L	For example:
10 M	5 20-sided (consonant)
11 N	& 3 6-sided (vowel)
12 P	dice rolled randomly-
13 Q	
14 Ř	Teszarym or
15 S	Fytutmym
16 T	
17 V	
18 W	
19 X	
20 Z	

Figuring 26 different letters, a four letter name would have 456,976 combinations to choose from; a five letter has 11,881,376; and a six letter has over 300 million! Unfortunately, it doesn't work out as nicely as it first seems. Over 1/3 of the combinations are unpronounceable due to the lack of any vowels. Additionally, certain letters just aren't used that often in names that we are familiar with.

The best course, then, is to pick the more common letters and assign them to other dice <u>and</u> strictly follow a formula.

Standard Random Letter Dice

(number in circle is dice rolled)

20
1 B D H L N R S T C G M P F J K Q V W X Z 15 16 7 8 20 20 20 20 20 20 20 20 20 20 20 20 20

Using 100 names at random, I calculated how many times each letter occured in the names and then ranked the letters based on their frequency. Since the vowels, U & Y, are less common I allowed for an option to throw the four sided die for the other vowels. In consonants, I assigned the 8 most common to a eight sided die. I added 4 consonants used less frequently for the twelve sided die and lastly the twenty sided die contains all of the consonants.



While it is true that this ranking of frequency has been taken from 100 Anglo-Saxon names, this is no indication that the rolled combinations will sound Anglo-Saxon! This was done to suppress the number of Zs, Ks, Xs and other infrequent letters. However, there is a tendency for fantasy referees to use just these letters when they make up names; perhaps this is intuitive and done to insure that their names will be unique and foreign. At any rate, the choice is up to you.

Formula 3

Using the Standard Dice and some new lists, one can produce some variations on a favorite name. For example, a name I liked was Basagran.

Roll a Standard Die where you see a circled number, and roll for the list shown where an arrow points to it-

12	•	₹	6	◆ •	(1)
		1 N		1 GR	1 B
		2 S		2 KR	2 G
		3 X		3 RG	3 M
		4 Z		4 RK	4 N

Rolling 11, 2, 2, 3, 3, 3, 4 we have 'Mesirgin'. A female version using the same formula can be had by changing the last roll to 1 L, 2 S, 3 -, 4-, where '-' means no letter, and the preceding vowel becomes the last sound.

Sometimes particular sounds lend themselves to naming. Primitive peoples like Cavemen or coarse critters like orcs, need names that 'crack' or 'gnash'. So, it becomes a question of producing 20 'violent' suffixes and 20 simple, crude prefixes.

Formula 4

10 11 12 13 14 15 16 17 18	Gor Grop Grud Hrad Hrod Ror Sor Star Thor	10 11 12 13 14 15 16 17	ich jak kak lag lak nash rack rake rash
18	Thor	18 19	
20	War	20	urgh wack

Rolling a 10 & 16 we have Gorrack.

Naming orcs after violent actions is not a new idea. From ancient times, parents have named children for ideals, suspected (or hopedfor) traits, and their own feelings and observations. The names echoed the meanings, not the other way around. However, some names became shortened or translated, so names' meanings are not obvious.

One way of maintaining an audible link between modern names and those coined for fantastic characters, is to use existing endings (suffixes) and add on an earthy-sounding prefix.

A list of 100 each of prefixes and suffixes follows. If you would like to make your own lists, a few suggestions on where to look follows. God names from various mythologies make good prefixes- such as 'Thor' or 'Mars'. Qualities, positive & negative, are good- 'Hale', 'Moan', 'Sly', 'Fell' etc. Impersonal qualities often fit- 'Gilt' or 'Dark'. Colors sound good- like 'Red' or 'Grey'. Animal namessuch as 'Bear' are good. Try shortening some longer prefixes for a hint of meaning- 'haughty' might become 'Haught'; faithful might become 'Fay'; rowdy might become 'Rau'. In this way, you can 'prejudice' a character's personality based on your feelings of his profession or background.

Obviously, you may have to reroll endings to fit the prefix or dispense with rolling and just choose one that sounds good. Remember though, that it wouldn't be the first time that a name sounded 'bad' or was a misnomer (like the boy named Sue). An ironic name may be indicative of a person's depth of character or outlook.

The list of suffixes given come from many linguistic backgrounds. You may want to segregate different sets of suffixes for different peoples in your campaign. That is, Northern peoples' names might end in 'frid', 'fried', 'fird' & 'vid'. Southern races might end in 'wood', 'yard' etc. The different national background suffixes can be marked with transparent highlight markers— yellow for Southerners, light blue for Northerners etc.

There are prefixes & suffixes for both male & female names. A name may be made by combining the 1-100 dice roll results on the prefix & suffix charts.

Male First Name

Pı	refixes			S	uffixes		
1	Ache	51	Lank	1	ander	51	mund
2	Aim	52	Leaf		ard	52	nald
3	Bald	53	Lewd		bald		nard
4	Bear	54	Louse		ban	54	nath
5	Blush	55	Lure	5	baugh		ney
6	Boar	56	Man	6	bert		olas
7	Boast		Mars	7	brand		pold
8	Boil		Meed	8	cas		rad
9	Boni		Moat	9	celot	100	ram
10	Воу		Mould	10	cent		rard
11			Muff	11	cester		red
	Chur1		Muse	12	cott		rence
	Corn		Not	13	dane		reth
	Cuff		Numb	14	dard		rick
	Dark Dire		Odd	15	doch		ridge riel
17	Dour	67	Ooze	10	dolph		ron
	Dross		Ox Pale		don doric		rone
	Dupe		Port		doric		roth
20	Dusk		Quid		dred		sander
	Dwar(f)	71	Rau		fird		sard
22	Ebb		Red	22	ford		shall
	E1(f)		Rich	23	fram		shaw
24	Fag		Rob		fred	74	son
25	Fate		Rod	25	frid		steen
	Fay		Rud		fried	76	stone
27	Fell		Ruff	27	gal	77	ter
28	F1y		Run		gard	78	than
29	Fow1		Rush		gernon		ther
	Gard		Scoff	30	gill	80	thon
31	Gay		Skew	31	gurd	81	thur
	Gilt	82	Sky	32	gus	82	ton
	Girth	83	S1y		ham	83	tor
	Glut		Sow	34		84	tran
35	Goad	85	Stave		hart	85	tus
	Gold		Steed		helm	00	ulf
3/	Gorge		Swar	3/	horne	07	vald
20	Grey Groan		Thor		ister	20	van
	Haft		Tort	39	kild	90	vard ven
41	Hale	01	Twig Twit		lan lard	91	vid
42	Hawk	97	Vain	41	ley	92	vred
43	Haught		Vent	42	lisle	93	wald
44	Hiss		Vile		loch	94	wallader
45	Hock		Wail		man	95	ward
	Hoof		War	46	mar	96	werth
47	Hook		Whip	47	mas	97	wig
48	Horn	98	Wise		mon	98	win
	Kin		Worm		mond	99	wood
	Kith		Yip		mour		yard

Female First Name

Prefixes		Suffixes	
1 Angel	51 Knife	1 a	51 ien
2 Anim	52 Lamb	2 acey	52 ienna
3 Bear	53 Lass	3 ache	53 ika
4 Bless	54 Law	4 ada	54 inda
5 Blush	55 Leaf	5 adne	55 is
6 Boni	56 Lewd	6 aelia	56 isa
<pre>7 Boun(ty)</pre>	57 Life	7 al	57 itta
8 Claw	58 Love	8 alia	58 la
9 Cloud	59 Lune	9 alie	59 laide
10 Dale	60 Lynx	10 alla	60 lene
11 Dark	61 Mare	11 anca	61 line
12 Dawn	62 Mead	12 anda	62 ly 63 lyn
13 Doe	63 Mew	13 ance	63 lyn 64 ma
14 Doll	64 Mild	14 anche	65 maid
15 Dour	65 Milk	15 andra	66 mela
16 Dove	66 Moon	16 ara	67 mina
17 Dusk	67 Nag 68 Nob(le)	17 arla 18 asia	68 mira
18 Eagle	69 Pale	19 asla	69 nah
19 E1(f) 20 Ewe	70 Palm	20 asta	70 natta
	71 Peace	21 ata	71 onia
21 Fair(y) 22 Fate	72 Peach	22 berta	72 ora
23 Fawn	73 Pearl	23 beth	73 phne
24 Fay	74 Queen	24 bia	74 reda
25 Fell	75 Red	25 ca	75 rey
26 Fiend	76 Rich	26 cella	76 rie
27 Flax(en)	77 Rose	27 cia	77 rifa
28 Foal	78 Rud	28 da	78 rina
29 Fond	79 Sacre	29 dicta	79 rine
30 Free	80 Sea(born)	30 dida	80 rora
31 Fur	81 Sil(ven)	31 drede	81 sey
32 Gay	82 Sky	32 een	82 silla
33 Gem	83 Snow(y)	33 elia	83 sola
34 Gift	84 Soft	34 ella	84 strella
35 Glad	85 Sol(ar)	35 ella	85 sula
36 Glen	86 Spear	36 elle	86 tha 87 thia
37 Glor	87 Star	37 elot	88 thora
38 Glow	88 Sun	38 entia	89 titia
39 Gob	89 Sweet	39 esa	90 tola
40 Gold	90 Sword	40 esca	91 ula
41 Grey	91 Thor	41 ethe 42 etta	92 usta
42 Hiss	92 True	43 ette	93 va
43 Hon(ey)	93 Tyr	44 farah	94 vere
44 Honor	94 Ven(us)	45 garde	95 vette
45 Hope	95 Vile 96 Wand	46 genia	96 vilia
46 Horse	97 War	47 herita	97 vina
47 Jade	98 Wave	48 ia	98 vita
48 Joy	99 Wite	49 icent	99 wig
49 Just 50 Kind	00 Wild	50 ie	00 wina
20 KILIG	OO WIIG		

Geographical Names

The naming of rivers, mountains and other large areas has as many origins & rationales as the names of people. On this page are synonyms of various features; it is suggested that one roll for the Place Name Prefix (or Suffix) table and link the roll result with one of the synonyms below. However, a large dose of discretion is needed here as each national or racial area's names should be linked by sound or type The naming of areas is particularly sensitive due to their enduring presence thru the life of the campaign- a river or mountain (usually) doesn't get killed, the way the characters do.

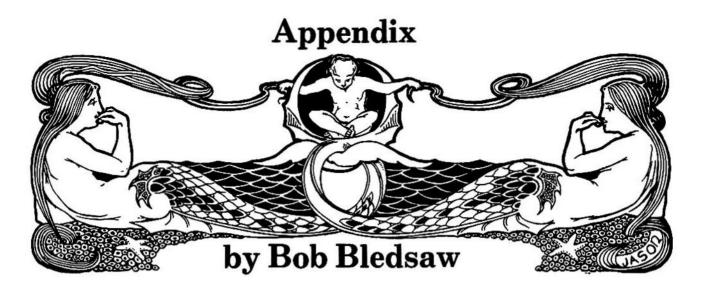
While it is important for you to decide the prevailing type of name (whether English, Arabic, Tolkienesque, or based on another fantasy author's writing), it is helpful to reflect on the many ways areas are named: mountains are often named for gods; rivers for shape, size or animals; plains for famous battles. Areas are often named for people (not necessarily famous), obvious characteristics, not-so-obvious personifications, and retained names from previous tribes or civilizations.

R	iver	Peak			
1	Brook	1	Alp		
2	Brooklet	2	Bluff		
3	Canal	3	Bluff Butte		
4	Cataract	4	Cone		
5	Brooklet Canal Cataract Course Creek	5	Cone Crest		
6	Creek	6	Crater		
7	Estuary Flow	7	Dome		
8	Flow	8	Ered		
9	Rapids		Hill		
10	Rill		Knob		
	River		Mesa		
12	Rivulet	12	Mound		
13	Run	13	Mount		
	Runlet	14	Peak		
15	Runne1		Point		
	Stream	16	Ridge		
	Tributary		Rock		
18	Wash	18			
19		19	Spur		

20 Waterway

Canyon	Mountains			
1 Abyss	1 Chain			
2 Canyon	2 Foothills			
3 Chasm	3 Mountains			
4 Crevasse	4 Plateau			
5 Gully	5 Range			
6 Trench	6 Terrace			

Swamp		Valley		Plains		Temple	
2 3 4 5 6 7 8 9	Bog Bottoms Fen Mire Marsh Moor Morass Muddy Swamp Waste	3 4 5 6 7 8 9	Bottom Bottomland Dale Dell Dingle Rift Rill Riverland Vale Valley	5 6 7 8 9	Barren Fields Pampas Prairie Range Salt flats Void Wilderlands Wilderness Wilds	2 3 4 5 6 7 8 9	Abbey Cloister Chantry Friary Kirk Marabout Monastery Pantheon Priory Shrine



The following notes are the short suggestions I have given our designers to facilitate the naming of non-played characters, towns, nations, and so forth used in the Wilderlands of High Fantasy playing aids. It is best used by adding imagination and a good deal of organization. 'These guidelines are the beginning of your naming system and you must develop if from there,' so I told the designers. Remember, that the difference between high fantasy and low fantasy is that you must create a believable universe where fantastic creatures are assumed to exist in high fantasy, whereas the mere existance of a fantastic creature is often used in low fantasy to create a storylinethe creature is not 'of that universe' and is an exception to the norm.

Fighters should have Saxon or English derived names, usually. Gaelic names should be used for clerics- without Roman influences. Greek and Hebrew is suited for magic users, evil high priests, and monsters. Hobbits, dwarves, and many terrain features should follow a Tolkien-like pattern. As a note of caution- do not lift complete names from any source. Allow it to inspire the coining... not replace the art itself.

Pointers along this line are: draw heavily on sources like the Mabingion and Norse mythology for descriptive names. Use the existing fantasy literature to pull out phrases and names of similar connotation. Imperial capitals for instance- Erlathdronion and Sardathrion can be changed to Anglathdion and Zardathrion- note the similar endings. Try to use a similar sounding ending to tie cultural elements together. Female endings such as: ienna, etc. Dwarf endings such as: lin, rin, etc. Harsh endings for races and creatures of low intelligence such as: gar, ash, agh, etc. Don't be too cutesy! It's all too easy to interject too much humor into any one issue. Nobody feels comfortable attacking the 'Zhirley Temple'. Don't lift names directly without alteration.

Now a word from the Master Mythmaker himself! Tolkien said in his essay 'On Fairy-Stories':

'... the story-maker proves a successful 'sub-creator'. He makes a Secondary World which your mind can enter. Inside it, what he relates is 'true': it accords with the laws of that world. You therefore believe it, while you are, as it were, inside. The moment

of disbelief arises, the spell is broken; the magic, or rather art, has failed. You are out in the Primary World again, looking at the little abortive Secondary World from outside.'

To provide for continuity and plausibility is one of the most difficult tasks to approach. only guideline I can give is to maintain references to other areas, peoples, and practices already extant in the world we have created. References to readily identifiable problems and circumstances will make the world more plausible. Washing hung out on a line is ruined by a group of mischievious goblins. The roof caves in after a particularly violent storm. A fishing trip is ruined by a water sprite's noisy singing.

In the final analysis, the most carefully constructed situation or description must be rewritten several times until it conveys the feeling you wish to invoke in the reader. No simple formulae are available although a widely read person has the 'edge', so to speak, over the person without adequate background. Nothing can replace the agonizing work necessary to achieve the polished gem- rough stones (ideas) are 10 coppers a dozen- but lots of plain hard work will go a long way toward offsetting the lack of background, assuming a modicum of familiarity with sentence and paragraph construction.

As one of the leading fantasy authors today has said: any fantasy writer must invent names to create a world on paper... names of people, kings, and warriors, magicians, and prophets,

gods, and monsters, countries, and oceans, mountains, and rivers and more. The art of coining names is a strange one, half intuitive, half mystical; we learn to listen to the sound and music of a coined name, and to become sensitive to the connotations it evokes. For an invented name conjures a host of connotations just as brilliant an image as in a line of poetry.

A final note! Nowhere before have I seen a more complete collection of materials for naming fantasy characters, locales, gods and the thousands of nouns which present a 'believable' world on paper. This appendix gives a little indication of my approach before this Treasury of Archaic Names was available. Don't hesitate to change your design approach. My own system has varied considerably over the years (to match my changing paper universe). Please develop your own style to suit your own purpose. No amount of resource material can replace your active imagination and effort.

I am sure that many budding authors will recognize the previous paragraphs and take me to task for not listing the source (I believe it was Lin Carter). It says much and I have it tucked away amidst the notes I give to the designers at Judges Guild. If this work inspires one new author as skilled at conveying ideas, it was well worth publishing for that reason alone. Any new Robert Howards, Edgar Rice Burroughs, Lin Carters, Michael Moorcocks, Poul Andersons, Jack Vances, or other great fantasy authors reading this are invited to send their first manuscripts to Judges Guild for possible publication in one of our Swords & Sorcery magazines. Populating (naming) a universe is not the hassle it used to be but the finesse must be your own. -Bob Bledsaw

Sources of Names



The Century Cyclopedia of Names Vol. 1 - III

Appleton - Century - Crofts, New York, NY, 1954.

Most of the first 4,300 pages of this set is of little use, being mainly modern locale and person names (100,000 in all). The main interest for fantasy gamers is the "prename" list at the back of the third volume which comprises over 8,000 first names, both male and female. Most larger dictionaries have a "popular" name list of 1,000 - 2,000 names in the Appendix.

The Columbia Lippincott Gazetteer of the World

Columbia University Press, New York, NY, 1962.
With 2,180 pages, this lists all the place names worth listing, but it is only a little easier to use than the above. Main value is for inspirations in constructing "personal lists" of place names that sound good to you.

J. R. Dolan, English Ancestral Names, The Evolution of the Surname from Medieval Occupations
Clarkson Potter, Inc., New York, NY, 1972.
A fantastic source of medieval last names and their modern derivatives. Only a fraction of the surname variations would fit into this booklet.
Over 200 surname/occupations are listed, and many readable anecdotes on everyday peasant life are recorded.

Roget's College Thesaurus

The New American Library, Inc., New York, NY, 1962.

A necessary aid for compiling nicknames, titles, etc. I also used an old copy which, while harder to use (not being in dictionary form like the modern version), had many archaic listings perfect for fantasy naming.

1811 Dictionary of the Vulgar Tongue: A Dictionary of British Slang, University Wit and Pick Pocket Eloquence

Digest Books, Northfield, Illinois, 1970.

A book as humorous as its subtitle, this is a reprint directly from the 1811 edition. Many of the listings would be hard to apply now, so I made a list of the best only.

Farmer & Henry, Slang and its Analogues
Crown Publishers, New York, NY, 1970.
As with the preceeding, only a few listings were used. This is more extensive than the Vulgar Tongue, including American Slang as well.

Egon Ronay's Pubs & Tourist Sights in Britain 1973

British Tourist Authority.

Used to break down both Tavern names and Village names. More good literature is available on countries that interest you from various Tourist Authorities, often free.

E. C. Smith, Treasury of Name Lore Harper & Row, New York, NY, 1967. Good for background on various types of names; 175 types are listed in alphabetical order.

Lin Carter, Imaginary Worlds Ballantine Books, New York, NY, 1973.

Gives background on how various fantasy authors created their worlds, and is related to fantasy role play gaming in that. Of course, fantasy judges must have a greater volume of names, creatures, and scenarios - and usually can't tell where the saga is leading any better than the players can! Has a good section specifically on naming.

Lin Carter, Tolkien: A Look Behind the Lord of the Rings
Ballantine Books, New York, NY, 1969.
Carter probes the roots of the LOTR trilogy's background, in names and scenarios. Good reading for Tolkien fans who are curious on how Tolklen did it.

J. R. R. Tolkien, Lord of the Rings, 3 Volumes

Ballantine Books, New York, NY, 1965.
While it doesn't seem possible that many have missed it, LOTR has to be given credit for great following of fantasy, and its third volume appendices list many rich sources of name, lore, and history. If you haven't read it yet, then run, don't walk, to your bookstore and get it, or, at least, get its introductory companion, The Hobbit.

Houghton Mifflin Co., Boston, 1977.
The age of Middle Earth preceeding Lord of the Rings with appendices on names and Tolkien's Elven language. Available also in paperback from Ballantine Books.

The Tolkien Reader

Ballantine Books, New York, NY, 1962.

More stories by Tolklen and, of particular interest to the most studious, an Essay on Fairy Stories, which deals with world creating.

G. Peyton, The Merriam Webster Pocket Dictionary of Proper Names

Pocket Books, New York, NY, 1972.

Contains names of famous people and places. Cheaper and handler than the aforementioned Gazetteer, and useful for creating new names by chopping up old ones, combining, alliterizing, etc.

C. M. Matthews, English Surnames

Charles Scribner & Sons, New York, NY, 1967.

Good, authoritative background on first, last, and nicknames. In telling how the names came to be, it suggests ways in which one might create more.

Depending on the one you have, your dictionary may have a listing of names and other helpful lists, such as a Vocabulary of Rhymes.



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62	CITY STATE OF THE INVINCIBLE OVERLORD \$8.00 CITADEL OF FIRE	
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