

NAMING PROCEDURES

- ◆ Settlements are often named after their unique features: the shape of the river nearby, or the large windmill in the town center. The residents then add a noun or adjective: *Windy Gulch*, *Black Tree Fort*, etc.
- ◆ Important places should have important names, like those of heroes, religious or political figures, and other events. *The Chalet of Saint Ibiz*, *Queen's Harvest*, *Light of the Nine*, etc.
- ◆ Proper nouns can be added to or even replace parts of a name, e.g. **Bruna's Ugly Gulch**.
- ◆ Wild and dangerous places are named after obvious hazards: *Poison Lake*, *Foggy Cliffs*, etc.
- ◆ Some names tell a story: *Luka's Folly*, *Dead Man's Path*, etc.
- ◆ Use the region's local terrain and the location's details where appropriate.

GENERATING NAMES

- ◆ Roll on **names—formula** for each POI.
- ◆ Roll on **adjectives** and **nouns** where appropriate.
- ◆ To roll **1d100**, roll **2d10**, using one die for the tens place, and one die for the ones place.

To name regions based on Terrain, swap out "POI" with the terrain type, and consult **terrain—synonyms** for inspiration.

FACTION NAMES

- 1 Roll on **faction—names—formula**.
- 2 Roll on **adjectives**, **nouns**, and **group—types** where appropriate.

REALM NAMES

- 1 Roll on **ruler—names—formula**.
- 2 Roll on **adjectives**, **nouns**, **terrain—synonyms**, and **ruler—types**, and add "of" or "the" where appropriate.

Optionally, replace any value with the dominant terrain synonym, e.g. "*The Misty Bluffs*".

FOREST NAMES

- ♦ For the adjective, roll a **d10** twice, first for the **tens** place, and then another for the **ones** place. Then repeat the process for the noun (see [forest-name-adjectives](#) and [forest-name-nouns](#)).
- ♦ Change it up! The name *Welcoming Grove* might be more appropriate than *Beckoning Copse* for your setting.
- ♦ Use contrasting words (e.g. *Twisted Canopy*) to evoke an interesting point about the location.
- ♦ Make it sound nice. Alliteration and pleasing combinations can create pleasant sounds. *Whispering Woods* is more pleasing to the ear than *Tangled Woods*.

All of the tables referenced above (Names Formula, Adjectives, Nouns, Terrain Synonyms, Group Types, Faction Names Formula, Ruler Types, Realm Names Formula, Forest Name Adjectives/Nouns) are published as structured data – see [naming-tables.json](#) in the Cairn tables index.