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Dnd wood elf family names

Elves prefer names that flow from the tongue like the wind through the trees. One of the most common problems AGMS and players have when playing non-human characters is naming them. Most non-human characters cannot be named from the historic roster, forcing DM to create an altogether new name. It's hard to make names that are appropriate for non-human characters and consistent with each other. This is especially true for GM who may find himself trying to come up with a large number of such names at short notice, but without the appropriate names, non-human characters often lose their unique taste. Especially in the case of elves, it is important that the name represents and reflects the attitude and philosophy of the race generator elven name below has been presented to help this daunting task. While this is unlikely to represent all possible names for pseudo-races as diverse as elves, this list can serve as a starting point and a quick reference to create a large and consistent roster. How It Works: Each elven name consists of a prefix (from Table 2) and one or more s endings (from Table 3). Definitions are included in this table to help determine what a name means after it's created. In the case of s endings, male and female s endings have been inserted if appropriate. Alternative spellings have also been provided in some cases. In some cases, a formal house name can be generated as well by scrolling randomly on optional Table 1B. These formal house names will be used for ancient manor houses, usually from Grey or Gold Elf Descent.You can randomly generate elven names by scrolling on Table 1. If you like, it is also possible to choose a set of definitions you like and assemble a name that matches them. If your character is a ranger who likes bears, you may decide his name should reflect this. Looking at the definition, you decide the name will mean Bear-Friend. This results in the name Rethar, Reethar, or Reithar. If you don't like certain combinations, try some of the alternative endings listed, or add, e, i, l, r, s, sh, or apostrophe. While not every combination of prefix and sing will sound correct, usually only small changes are called. If you can't make a specific name work, try one with the same meaning. If you don't like Reithar, try a name that means Bear-Sister instead. If you've randomly generated a name and don't like the definition, try changing the order of the words. It is also possible to use definitions only as a starting place for the meaning of the name. Often definitions can be combined in poetic ways for better results. In the case of three or more syllable names, try dropping the or more definitions. Anenfel can mean from Autumn s Lake, Lake of Autumn s Hand, Autumns Hand, or just Autumn Lake. Don't worry about two names that have the same meaning or have two definitions for one name. According to The Complete Book of Elves, elven's language is so full of subtlety and nuance that only native speakers fully understand it. Two names may sound the same to humans, but elves will know the differenceTable 1 (D10)D10Result1-4Roll once in Table 2 and once in Table 35-7Roll once in Table 2 and twice in Table 38-9Roll once in Table 2 and once in Table 3 for the first name, then once in Table 2 and twice in Table 3 for the second name10Roll once in Table 3, add an apostrophe, then scroll once in Table 2 and twice in Table 3Optional Table 1B (D10)D10Result1-3Roll once in Table 4 and once in Table 54-5Roll once in Table 4 and twice in Table 56-7Roll once in Table 4 and once in Table 5, add apostrophe, then scroll again in Table 3,8-9Roll once in Table 4 and once in Table 5 for first name, then scroll on Table 1 again for the second name.10Roll once in Table 5, add the apostrophe, then roll once at Table 4 and once at Table 5Table 2 - Prefix (D100){1} Ael: knight {2} Aer : law, order{3} Af : ring {4} Ah : cunning, cunning {5} Al : sea {6} Am : swan{7} Ama : beauty, beautiful {8} An : hand {9} Ang : glitter, {10} An : rune {11} Ar : gold, golden {12} Ar : silver {13} Arn : south {14} Aza : life, lives {15} Bael : guardian {16} Bes : oath {17} Cael : archer, arrow {18} Cal : faith {19} Cas : herald {20} Cla : rose {21} Cor : legend, legendary {22} Cy : onyx {23} Dae : white {24} Dho : falcon {25} Dre : hound {26} Du : crescent {27} Eil : azure, blue {28} Eir : sharp {29} El : green {30} Er : wild boar {31} Ev : stag {32} Fera : champion {33} Fi : rain {34} Fir : dark{35} Fis : light {36} Gael : pegasus {37} Gar : owl {38} Gil : griffin {39} Ha : free, freedom {40} Hu : kuda {41} Ia : day {42} Il : mist {43} Ja : staff {44} Jar : dove {45} Ka : dragon {46} Kan : eagle {47} Ker : spell {48} Keth : wind {49} Koeh : earth {50} Kor : black {51} Ky : ruby {52} La : night {53} Laf : moon {54} Lam : {55} Timur Lue : puzzle {56} Ly : wolf {57} Mai : death, Slayer {58} Mall : war {59} Mara : pastor {60} My : emerald {61} Na : ancient {62} Nai : oak {63} Nim : deep {64} Nu : hope, hopeful {65} Ny : diamond {66} Py : sapphire {67} Raer : unicorn {68} Re : bear {69} Ren : west {70} Rhy (Ry) : jade {71} Ru : dream {72} Rua : star {73} Rum : meadow {74} Rid : spear{75} Sae : wood {76} Seh : {77} Cell : high {78} Sha : sun {79} He: age, time {80} Si : cat, cat {81} Sim : {82} Northern Sol : history, memory {83} Sum : water {84} Syl : faerie {85} Ta : fox {86} Tahl : knife {87} Tha : be vigilant, alert {88} Tho true, truth {89} Ther : sky {90} Thro : legend, sage {91} Tia : magic {92} Tra : tree {93} Ty (Try): crystal {94} Uth : witch {95} Ver : peace {96} Vil : finger, finger, {97} Von : ice {98} Yes : bridge, road, road {99} Za : royal {100} Zy : ivory Table 3 - Suffix (D100) {1} -ae (-nae) : whisper {2} -ael : great {3} -aer / -aera : singer, {4} -aias / -aia : soul mate, husband/wife {5} -ah /-aha : tongkat {6} -aith / -aira : home {7} -al/-ala (-la: -lae; -llae) : harmony {8} -ali : shadow {9} -am / -ama : strider {10} -an / -ana (-a; -ani; -uanna) : make, maker {11} -ar /-ara (-ra) : male/female {12} -ari (-ri) : spring {13} -aro (-ro) : summer {14} -as (-ash; -sah, fletcher {15} -ath : by, from, with {16} -avel : sword {17} -brar (-abrar; -ibrar) : craftsman, craftsman {18} -dar (-adar; -o : world {19} -deth (-eath; -eth) : eternal {20} -dre : charm, charming {21} -drim (-drimme; -udrim) : flights, flyers {22} -dul : glade {23} -ean : ride, rider {24} -el (ele / -ela) : hawk {25} -emar : honor {26} -en : autumn {27} -er (-erl; -ern) : {28} winter -ess (-esti) : elf, elvin {29} -evar : flute {30} -fel (-afel; -feel) : lake {31} thing (-ahal; -ihal) : pale, weak {32} -har (-ihar; -uhar) : void {45} -lan / -lanna (-lean; -olan / -ola) : son / daughter {46} -lam (-ilam; -ulam) : fair {47} -lar (-lirr) : shine {48} -las : wild {49} -lian / -lia : master / mistress {50} -lis (-elis; -lys) : breeze {51} -lon (-ellon) : chief {52} -lyn (-llinn; -lihn) : bolt, ray {53} -mah / -ma (-mahs) : mage {54} -mil (-imil; -umil) : bond, promise {55} -mus : ally, companion {56} -nal (-inal; -onal) : distant, far {57} -nes : heart {58} -nin (-nine; -nyn) : rite, ritual {59} -nis (-anis) : dawn {60} -on/onna: Keep/Keeper{61} -or (oro) : Flower{62} -oth (-othi) : gate {63} -que : forgotten , lost {64} -quis : branch, limb{65} -rah(-rae; -raee) : beast {66} -rad(-rahd) : leaf {67} -rail/-ria (-aral; -ral; -ryl) : hunt, hunter {68} -ran (-re; -reen) : bindings, shackles{69} -reth (-rath) : arcane{70} -ro (-ri; -ron) : walker, walks {71} -rull (-aruil; -eruil) : noble {72} -sal (-isal; -sall) : honey, sweet {73} -san : drink, wine {74} -sar (-asar; -isar) : quest, {75} -cell (-asel; -isel) : mount {76} -sha (-he; -shor) : ocean {77} -spar : boxing {78} -tae (-itae) : beloved, love {79} -bag (-itas) : wall, ward {80} -ten (-iten) : spinner {81} -thal /-tha (-ethal / -etha) : healer, healing {82} -thar (-ethar; -ithar) : friend {83} -ther (-ather; -thir) : armor, protection {84} -thi (-ethil; -thil) : wings {84} {85} -thus /-thas / -aethas) : harp, harper {86} -ti (-eti; -til) : eyes, {87} -trl /-tria (-atri; -atri; -atria) : dance, dancer {88} -ual (-lua) : holy {89} -uath (-luth; -uth) : lance {90} -us /-ua : cousin, kin {91} -van /-vanna : forest {92} -var /-vara (-avar / -avara) : father / mother {93} -vain (-avain) : spirit {94} -via (-avia) : good fortune, luck {95} -vin (-avin) : storm {96} -wyn : music, muscian {97} -ya : helm {98} -yr / -yn : bringer {99} -yth : folk, people{100} -zair /-zara (-azair / -ezara) : lightning Table 4 - House Name Prefixes{D100} {1-3} Alean : The noble line of{4-6} Alea : Traders in{7-10} Arabi : Daughters of{11-13} Arkenae : Mages of{14-16} Auvrea : Blood of the{17-20} Baerqui : Blessed by{21-23} Banni : Holder's of{24-26} CyGreen : Warriors from{27-30} Dirth : Victors of{31-33} Dryear : Champions of {34-36} Dwin : Walkers in{37-40} Eyther : The Forests of{44-46} Freani : Friends to{47-50} Gysse : Clan of {51-53} Heasi : Those above{54-56} Hlae : Seers of{57-60} Hunth : The sisterhood of{61-63} Kennyr : Sworn to{64-66} Kille : People of{67-70} Maern : Defenders from{71-73} Melith : Mothers of{74-76} Myrth : HonouGreen of{77-80} Norre : SacGreen to{81-83} Orle : Guild of{84-86} Oussea : Heirs to{87-90} Rilynn : House of{91-93} Teasen : Trackers of{94-96} Tyr : Mistresses of{97-00} Tyreas : Children ofTable 5 - House Name Suffixes (D100) {1-3} -altn : The branch{4-6} -anea : The night{7-10} -annia : The willow{11-13} -aear : Water{14-16} -arnih : Fire{17-20} -atear : The way{21-23} -athem : The dragons{24-26} -dlues : The bow{27-30} -elrvis : The leaves{31-33} -epilth : The forest{34-36} -etlin : Magic{37-40} -ghymn : The forgotten ways{41-43} -itryn : History{44-46} -lyth : Pisau{47-50} -mitore : Moon{51-53} -nddare : Angin{54-56} -neldth : Arcane{57-60 } -rae : The Power of Light{61-63} -raheal : The gods{64-66} -rretny : Sky{67-70} -sithek : Adamantite{71-73} -thym : Challenge{74-76} -tlarn : Mystery{77-80} -tlithar : Victory{81-83} -tylar : Healer{84-86} -undlin : Lover's kiss{87-90} -urdrenn : Light{91-93} -valsa : Silk weaver {94-96} -virrea : Success{97-100} -zea : Drow crystal growth, like Elven's cousin they prefer names flowing from the tongue, however their names tend to have a louder voice to them. The Drow name generator below has been presented to help create the Drow name, but it's important to note that Suface Drow may have harsher names and don't really reflect their nature because their names also come from the millennial tradition of crime. Also possible that sleepy Surface will adopt a mixture but tradition of the names elf Drow and Surface. Because this table set is unlikely to represent all the names that may be available for the Surface Drow, this list combined with the Elven list above can serve to generate a name that reflects this new naming conventioOn as well as provide a point decent. This table works quite enough same as the table above. Each Drow name consists of a prefix (from Table 2) and one or more sings (from Table 3), then a home name consisting of a prefix (from table 4) and one or more s endings (from table 5). However since all tables can be used please feel free to choose which tables this prefix and suffix are generated from. Definitions are included in this table to help determine what a name means after it's created. In the case of s endings, male and female s endings have been inserted if appropriate. Alternative spellings have also been provided in some cases. You can randomly generate a Drow name by scrolling on Table 1. If you like, it is also possible to choose a set of definitions you like and assemble a name that matches them. If your character is a Wizard who likes spiders, you may decide his name should reflect this. Looking at the definition, you decide the name will mean Spider-Mage. This results in the name G eldriina or G'eldree If you don't like a particular combination, try some of the alternative endings listed, or add, e, i, l, r, s, sh, or apostrophe. While not every combination of prefix and sing will sound correct, usually only small changes are called. If you can't make a specific name work, try one with the same meaning. If you don't like G eldriina, try a name that means Spider-Sister instead. If you've randomly generated a name and don't like the definition, try changing the order of the words. It is also possible to use definitions only as a starting place for the meaning of the name. Often definitions can be combined in poetic ways for better results. In the case of three or more syllable names, try dropping one or more definitions. Above all Remeber that these names can be a mixture of two naming conventions and may not really reflect the personality of the name but the Mix of Personality and Tradition