

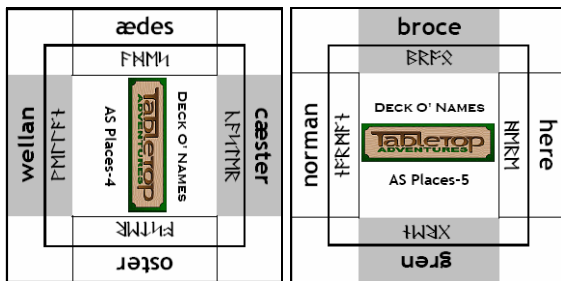
# On The Fly Naming

**The Problem:** Game Time. You're the GM and you're winging it for this one. No one wants to stop play while you think of place names. Adding to the pressure, your players are starting refusing to visit Bobtown and Ollieville again. So what's a GM to do?

**The Solution:** *Deck O' Names* will help you generate names almost instantaneously.

This installment is a set of Anglo Saxon place name segments. From these cards you can generate many new names, just by following a few simple guidelines.

1. Take two cards.
2. Match a white box with a gray box.



Shuffle the deck and draw two cards. Put one white box at the top. Do the same for one gray box. Using the sample cards in the above images, the new name is **Ædesbroce** (**Adesbrook**).

Other naming possibilities with these two cards:

- Rotate the second card to get **Ædesgren**.
- Rotate the first card to get **Osterbroce** or **Ostergren**.
- Swap the cards to get **Normanwellan** or **Normancæster**, **Herewellan** or **Herecæster**.
- Use the segments provided on the cards to mix and match: **Ædescæster**, **Ædeswellan**, **Ostercæster**, **Osterwellan**, **Normanbroce**, **Normangren**, **Herebroce**, or **Heregren**.

If those don't work for you, select new cards. With 31,600 unique possibilities, there's bound to be a combination that will work for you.

## Tips:

- Anglo Saxon runes are included on the cards to add a bit of optional flavor. A chart for runes to modern letters is provided on page 4.
- If you want less of an Anglo Saxon feel add more cards (more segments), break the white-then-gray box rule, or combine this deck with others (i.e. the *Deck O' Names: Male and Female Names*), or use the list of place name ending translations (see page 5).
- This deck lends itself well to fantasy place names.
- To increase the continuity during a game session, generate a few names during setup or while on break.
- Print two copies. Keep one by your planning area and one with your gaming stuff. Then you never have to do without!

## Philosophy

The Deck uses segments from historic place names rather than just random syllables because we feel the generated names sound more natural. .

We also used variations on place endings, so you could have more variety and maybe add a bit of cultural flavor. (For example: towns that end in "-ton" could have descendants from one culture and "-tonne" could have another. Or some other interesting historical tidbit.)

## Look For

The *Deck O' Names: Anglo Saxon Places* generator. Produce names from the *Deck O' Names* system with just the click of a button.

# A nglo Saxon Runes and Place Names

The Anglo Saxon runic alphabet is also known as “Futhorc” (from the sounds of the first 6 letters). Artifacts with this alphabet date from the 5th to the 11th centuries. But the Latin alphabet began to replace it around the 9th century.

ƿ	f	ƿ	x
ᵅ	u	ᵅ	s, z
ᵆ	th	ᵆ	t
ᵇ	o	ᵇ	b
ᵈ	r	ᵈ	e
ᵉ	c	ᵉ	m
ᵍ	g	ᵍ	l
ᵋ	w	ᵋ	ng
ᵏ	h	ᵏ	oe, ee
ᵏ	n	ᵏ	d
ᵏ	i	ᵏ	a
ᵏ	j (ia, io)	ᵏ	ae
ᵏ	eo	ᵏ	y
ᵏ	p	ᵏ	ea
		ᵏ	k *

\* a rare letter, seen in the Cotton Domitian A.ix—a fragment of Futhorc in a bilingual tome.

## Ideas:

Runes could be used in

- The main writing system of the time.
- A code or ancient text players need to “crack” - and find the table on the left to solve it.
- A wizard’s writing system or prophetic message.
- A way to set names apart from the rest of the text in a document. If you hand players an “old will” or “journal”, it’s easy to scan for names of people or places in a document.
- Anything else you want.

## Anglo Saxon Rune Font Credits:













Dan Smith, <http://www.acondia.com/fonts/runes/>

## Place Names

We searched through the Anglo Saxon charters (deeds and wills) to find our place name segments. Many charters were written in Latin and place names were in Old English or were “Latinized”.

Spellings for locations vary due to the nature of handwritten documents of the time and the effect time has on language. Some of the towns can be traced to modern day equivalents. We’ll use London as an example. In document S-91 it can be see as “Lundonia”. But in S-103 it is written as “Londonie”, and in S-1096 (written entirely in Old English) as “Lundene”.

Other examples of modern day places in the charters: Abbandune and Ebbendune (Abingdon), and Westmunster (Westminster).

		<b>brycge</b> BRMXXM				<b>pyll</b> EMTT				<b>pyll</b> EMTT			
<b>strette</b> MTRMTM		DECK O' NAMES  AS Places-1	<b>chisel</b> LNMIM		<b>preste</b> ERMIM	DECK O' NAMES  AS Places-2	<b>ened</b> MIMM		<b>sonð</b> AMAM	DECK O' NAMES  AS Places-3	<b>bearro</b> EMRRE		
		<b>feld</b> RMTM				<b>beorgen</b> BRXMT				<b>mor</b> MER			
		<b>cæster</b> LFITMR				<b>broce</b> BRFM				<b>hunte</b> NITM			
<b>ædes</b> FMM		DECK O' NAMES  AS Places-4	<b>oster</b> FITMR		<b>norman</b> TARAT	DECK O' NAMES  AS Places-5	<b>here</b> MIRM		<b>buter</b> MUMM	DECK O' NAMES  AS Places-6	<b>mar</b> MER		
		<b>wellan</b> PMTTT				<b>gren</b> XMT				<b>beorgum</b> BRXNM			
		<b>crofte</b> KRFYTM				<b>schira</b> MNRIF				<b>byre</b> BRM			
<b>cristes</b> KRIMM		DECK O' NAMES  AS Places-7	<b>icke</b> IKAM		<b>ref</b> RMM	DECK O' NAMES  AS Places-8	<b>lus</b> MNM		<b>haest</b> MMAH	DECK O' NAMES  AS Places-9	<b>barchan</b> EMRMT		
		<b>torr</b> TEKR				<b>bled</b> BTM				<b>cæster</b> KFITMR			
		<b>burge</b> BRXXM				<b>bæce</b> BFM				<b>geard</b> XYRM			
<b>pipl</b> MKT		DECK O' NAMES  AS Places-10	<b>awel</b> FPM		<b>lodes</b> MMAJ	DECK O' NAMES  AS Places-11	<b>dun</b> MNT		<b>col</b> MAM	DECK O' NAMES  AS Places-12	<b>beringa</b> EMRRE		
		<b>londe</b> TFMM				<b>combe</b> KFBM				<b>haved</b> MNM			