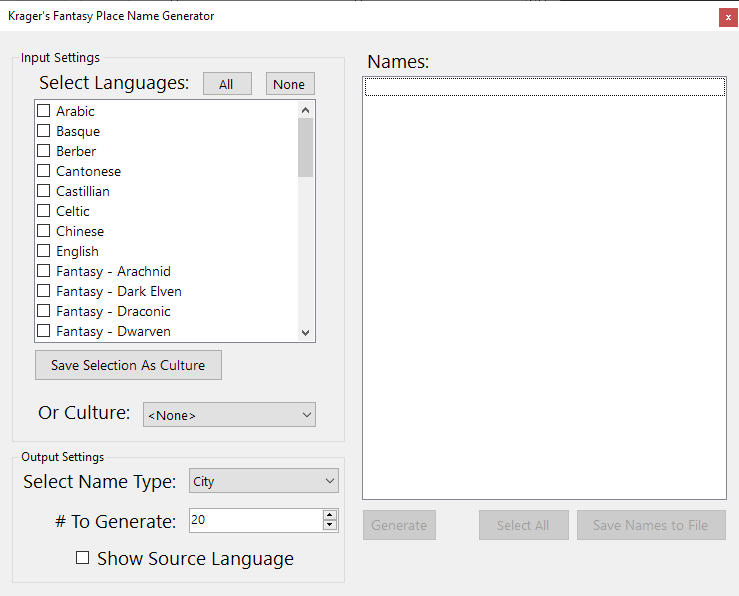
Krager’s Place Name Generator



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# Overview

Krager’s Fantasy Place Name Generator (KFPNG) is a utility for generating random fantasy place names for gaming or map-making. It uses lists of place names in various languages to generate random names that have a similar sound to the base language.

I based the name generation logic solely on Azgaar’s Fantasy Map Generator, translating it from JavaScript to C#. ([GitHub - Azgaar/Fantasy-Map-Generator](https://github.com/Azgaar/Fantasy-Map-Generator)) I built to so I could leverage Azgaar’s name logic for my Wonderdraft maps without having to pick names from random maps, with more control over generation to give a consistent feel to a particular fantasy culture

At a high level, it works by creating new random names from lists of place names in another language. It split these names up to form pseudo-syllables and then splices them back together randomly, in an order that makes sense.

KFPNG supports the use of Azgaar’s language files, called “namebases”, greatly extending the range of options available.

# Installation

Just extract the .ZIP file to a directory and launch the executable It stores all data under this directory including namebases and configuration files.

# Generating Names

Dsaf

# Cultures

Dsfadsf

# Saving Names to a Text File

Asdf

# Adding New Namebase Files

Dsfdsaf