

Tales from the
Random Adventurer

Need to give a drinking establishment a bit of character in a hurry? Roll once on the Prefix table and once on the Suffix table and combine the results. Perhaps there is something more to the name than meets the eye? After all, even the strangest combination (like *The Glib Horseshoe*) could be explained by a fantastical tale – a tale that might just spawn an adventure. Alternatively, roll twice on the Suffix table and read the results in the form “The ___ and ___”, as in *The Knight and Pony*.

Tavern Name Prefixes (roll 1d100):

1-2	The Red
3-4	The Purple
5-6	The Scalded
7-8	The Wild
9-10	The Wayward
11-12	The Lonely
13-14	The Green
15-16	The Pious
17-18	The Silent
19-20	The Gilded
21-22	The Ancient
23-24	The Silver
25-26	The Hearty
27-28	The Pallid
29-30	The Glimmering
31-32	The Shining
33-34	The Mystic
35-36	The Rusty
37-38	The Brown
39-40	The Tempting
41-42	The Crimson
43-44	The Arch
45-46	The Fiery
47-48	The High
49-50	The Drowned
51-52	The Gray
53-54	The Sodden
55-56	The Blazing
57-58	The Glib
59-60	The Sacred
61-62	The Golden
63-64	The Polished
65-66	The Virtuous
67-68	The Starving
69-70	The Pearl
71-72	The Shimmering
73-74	The Divine
75-76	The Ivory
77-78	The Risen
79-80	The Laughing
81-82	The Dashing
83-84	The Lord's
85-86	The Weary
87-88	The Tipsy
89-90	The Duke's
91-92	The Shattered
93-94	The Stalking
95-96	The Screaming
97-98	The Silent
99-00	The Clever

Tavern Name Suffixes (roll 1d100):

Mare
Giant
Rat
Knight
Squire
Horseshoe
Dragon
Salamander
Traveler
Lion
Wayfarer
Adventurer
Blade
Lantern
Raven
Flagon
Goblin
Fiend
Wheel
Council
Bat
Jester
Apple
Hole
Pony
Mane
Ghost
Mage
Jewel
Raptor
Wanderer
Arrow
Mace
Willow
Crow
Dwarf
Sprite
Standard
Stalker
Gnoll
Seer
Cup
Keg
Lamb
Rest
Devil
Club
Retreat
Beast
Bumblebee