

## Name that town! Named by Thampion & Hogan

When adventurers are not out dungeon-crawling or getting lost in the wilderness, they create havoc in the more civilized parts of the world, namely towns! Towns are also the places where the heroes can rest between their missions, or take part in more leisure-like activities. Sometimes, the activities of the heroes in town are out such a degree, that they quickly have to leave the town, preferably at night.

Such activities and their aftermath, causes the adventurers to continually travel from town to town, and after the first 20 or so, the DM of the game might find it difficult to come up with a new a unique name for every town appearing over the hill! For this, help can be found! Roll twice on the table below, and the town is named!

Do roll on; there are more than 700 possible combinations!

3d10		3d10	
03	Light	03	Deep
04	Cross	04	Ford
05	Elf	05	Heaven
06	Bear	06	Dale
07	Moss	07	Ting
08	Raven	08	Stone
09	River	09	Pale
10	Dwarf	10	Feather
11	Dagger	11	Keep
12	Wolf	12	Meet
13	Silver	13	Ale
14	Way	14	Sword
15	Red	15	Bridge
16	Arrow	16	Shade
17	Trade	17	Meadow
18	Water	18	Pass
19	Dead	19	Cross
20	Shadow	20	Nest
21	Dark	21	Holme
22	Twilight	22	Town
23	Safe	23	Peak
24	Sun	24	Rock
25	Yellow	25	Dam
26	Reed	26	Field
27	Riven	27	Pool
28	Eagle	28	Home
29	Night	29	Dawn
30	Deer	30	Spirit