

# 101 City & Place Names

The following list is intended to be a generic starting point in coming up with city, place or planet names suitable for most settings.

One way to increase the number of names available is to add extra descriptors like *falls, canyon, ridge, city*, etc to the end. Another option is to change the end of the name by adding a suffix like *ton, ville*, etc. For example: *Vallecton, Carpio Falls, Galinville*.



Abbatia
Achna
Artemi
Avellana
Banilov
Basonia
Beverna
Bineta
Brodok
Caeritso
Carpio
Chathail
Corrib
Curlew
Drinan
Dubova
Dundanium
Dymka
Eden
Elias
Elmira
Errigal
Escalon
Farron
Ferndan
Flux
Friant

Galini
Garrane
Goleta
Goshen
Halcon
Haldene
Hilmar
Hyberna
Inchera
Inniscarra
Issari
Izpayne
Jamul
Jenner
Juab
Jynsen
Kanli
Karavas
Kridia
Kythrea
Laburn
Likoy
Livadia
Lunka
Lytamore
Maalis
Madritas

Milia
Mintela
Mortario
Naola
Neoclais
Newark
Ninarva
Nomaya
Oakdene
Orosi
Ostra
Ozhan
Pallas
Panagra
Pasatu
Plymen
Quinn
Riter
Rivendyne
Rizha
Rovenaya
Rozel
Shanakiel
Sirin
Skehard
Sorrenta
Templos

Tivoli
Trachona
Tramore
Uintah
Ukye
Ullex
Vallec
Varisha
Vatili
Verdon
Westfell
Woburn
Wrixon
Yablon
Yohen
Yost
Zelena
Zhadova
Zodia
Zurin

## SOS – Space Opera Support

The Space Opera Support line from Polgarus Games is an aid for busy gamemasters running a game in a space opera setting. No setting is assumed – the products are intended to be as generic as possible so they can be used in most settings. If you need quick adventure ideas, a planet or space station for the PCs to visit, or even passengers to travel on the PCs ship and cause trouble, Space Opera Support is the answer!