

As promised, I have acquired and modified to suit my own world, an Inn Name Generator so I can make up names of establishments on the fly and make them sound interesting, if nothing else! I am posting it here in case anyone else would like to use it for their own campaign (just as I stole it, someone else can always steal it from me)! It should generate hundreds of names without ever repeating itself.

**NAMING SCHEME (d12)**

- 01 - The Material Animal (ie, The Emerald Dragon Inn)
- 02 - The Color Animal (ie, The Blue Squirrel Bar)
- 03 - The Emotion Animal (ie, The Laughing Orc Tavern)
- 04 - The Emotion Person (ie, The Lost Bard Inn)
- 05 - The Person & Animal (ie, The Elf & Goblin Bar)
- 06 - The Animal's Dwelling (ie, The Ogre's Den Inn)
- 07 - The Animal & Animal (ie, The Bear & The Troll Tavern)
- 08 - The Thing & Thing (ie, The Sun & Stars Inn)
- 09 - The Material Item (ie, The Crystal Dagger Bar)
- 10 - The Material Dwelling (ie, The Glass Cave Tavern)
- 11 - The Emotion (or Color) Item (ie, The Smoking Musket Inn)
- 12 - The Color Thing (ie, The Golden Sands Tavern)

ROLL	MATERIAL	COLOR	EMOTION	ANIMAL	DWELLING	PEOPLE	THING	ITEM
1	Ivory	Black	Laughing	Orc	Den	Dwarf	Flame	Blade
2	Ebony	White	Yelling	Ogre	Cage	Elf	Sand	Mug
3	Stone	Crimson	Smelling	Hawk	Lair	Giant	Sun	Plow
4	Wooden	Red	Smoking	Troll	Cave	Halfling	Moon	Wagon
5	Alabaster	Blue	Angry	Bear	Alcove	Barbarian	Stars	Fist
6	Turquoise	Green	Flaming	Dragon	Nest	Knight	Silent	Dagger
7	Glass	Brass	Drunken	Goblin	--	Pirate	Shadow	Diamond
8	Ceramic	Golden	Flying	Snake	--	Gnome	Wind	Tankard
9	Crystal	Silver	Lost	Squirrel	--	Slave	--	Keg
10	Emerald	Purple	Sleeping	Wolf	--	Bard	--	Musket