I'm not a bot

This dnd location name generator creates imaginative and unique names for locations within a Dungeons & Dragons campaign. It helps players and dungeon masters easily generate place names to enhance their storytelling. InstructionTo get started with this dnd location name generator:1. Click the Generate button to receive a new location name.2. Review the generated name and repeat the process to generate additional names if needed. D&D Generators Click to Reroll Town Town Town Town First Brook Town: White Ville Town: Drift Swallow Town: Nuan Time Majestic On the Green Town: Hunter'ssquare Town: Lonely Wastes Town: Lonelyestates Heronberg Town: Rust Creek Town: Forbidden Bay Town: East Manor Steelsquare Town: Dogrest Town: Hawkwastes Town: Heron Place Rosespar Town: Spear Hold Town: Saintedhole Town: Cricket Time Forbidden Town Town: Elkbrook Town: Lastguard Town: Plaguelanding Tiredbeach Town: Eastplace Town: Muin Ridge Town: Draketown Hiddenhollow Town: Dust Gate Town: Majesticwastes Town: Forbidden Commons South Homes Town: Moons Spar Town: Middle Beach Town: Upper Pass Water Green Town: Middlebay Town: Destroyedreach Town: Plaza of Vinyard Naming a place, whether its a mountain, a town, city, or even an ancient temple can really set the mood regardless of what youre going for. Names often allude to events of the past or extraordinary deeds and serve as an introduction to future lore.Sometimes the name isnt even the original one but one that got repeated by people over time, slowly but surely pushing the real name away, or perhaps the old name is forbidden by the new rulers and any mention gets you in trouble with the law.While names serve an obvious purpose, we can make them also act as covers of a book, gates to the rich lore behind it, and the names that usually stick with us are the ones that immediately raise questions that make us thirsty for more information.Good Fantasy Place NamesA good name depends on the location itself, the purpose behind it, and the target audience in real life. A good way to start is to think about the world the location is set in, the region in which it exists, the history behind it, and the creatures living there, and see if theres a connection that might offer more stories once discovered.WhitepeakDragonfordGrimpass KeepSilverwoodEversunNightbrookShadow BayMageportGreenstarOne sunny day, a small green rock-like object fell from the sky. The first people who found it built a house nearby, marveling at the strange rock, especially as it glowed in night. More people came, and more houses were built until a village was born. The village soon went from becoming a town to now a major trading hub on the very crossroads of the realm, where hundreds of people flock to see the relic.HearthglenSandpondSilk ValleyLiving ValeSnowgroveLast WatchIn a vicious war, several human generations ago, this keep was the last point of defense for the kingdom, before the capital itself. While the people were victorious, and ultimately won the war and their freedom, many found the keep to be their last place to see, a place where they made their last stand.Stoney ShorePinebayGhostcliffClaydaleNorthmawLocated in the northern regions where the snow never melts, there is a large cave at the bottom of a frozen mountain. Stories say one can find another exit, on the other side, one that leads into a beautiful paradise. Others will tell you it is only a myth and even if you find the cave you wont make it out alive as monsters dwell inside.BridgemoorNevertideGoldspireRavenmoorDirefieldLions LandingA bustling coastal city, with a grand harbor that sees a multitude of ships coming and going, contributing to its status as a thriving trade hub.Eldergrove AbbeyStonebeard QuarryCinderpeak TownBrazen Peak BreweryNot so much a place as it is a cultural treasure, this brewery nestled within the core of a snowy mountain range is famed across many kingdoms for its legendary dwarven ale.Gromril GatesRavenwood HamletKhuzduls Depth Weird Place NamesCalling a name weird is in the eyes of the beholder, as they say, and while someone will recognize the name and the implication immediately, others will simply lack the knowledge and find it strange or peculiar at the very least.Air MountainSpine of GoronBroken WindDry LakeKhorgals PrideBoringStrange IslandsFunny ForestGoodnight CityWhile the locals will simply tell you it has always been like that and that the town must have gotten its name due to how popular the term good night was, the real reason behind why it was long forgotten even if anyone actually knew it at the time.Ice ParadiseSaltwoodMoonless RiverMaggot BayHungry ValleyHellgate PassNorse Place NamesMany Norse location names derive from landscape features, such as rocks, trees, plants, and animals, and once properly introduced to them we can start to recognize the pattern.AebeltoftKalbaekRavndalKallekotEssetofteHolbaekStenhusKirkebySandvikLocated on the shore of a shallow bay of an island, this city began its humble beginning hundreds of years ago. 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Click underlined name roots/fragments to: | Select: | | Tap underlined above to: Select: | | Get the premier step-by-step guide to building a campaign that will wow your players, scratch your creative itch, and provide hours of adventure-packed enjoyment for you and your tableall without giving up your day job or getting lost in the details.This Makers Forge guide has detailed examples that walk you through every step of building, launching, and maintaining a home-brew campaign setting, including how to:Put together the four classic campaign building blocks in endlessly creative combinationsGet your names, places, and maps right in order to bring your world to lifeCreate a lightweight campaign reference guide to keep all your campaign details at your fingertipsWrite and deliver a concise campaign pitch to get all your players on boardRun the first game night so that everyone characters are tied in with the campaigns goals and with each otherPlan upcoming adventures in 90 minutes or less per weekGet the Makers Forge Guide to Building Your Own Dungeons & Dragons Campaign now! Drawing inspiration from the vibrant worlds of fantasy and adventure, this location name generator for D&D seamlessly blends creativity with practicality. Designed to help game masters craft immersive worlds, it offers a quick way to generate unique, evocative place names that enrich storytelling and gameplay. Whether you're building bustling cities or mysterious wilderness sites, this tool makes naming locations intuitive and fun, allowing you to focus on creating memorable adventures. Click to Generate Town Names Keep scrolling to find Top 10 Lists for Small, Medium, Large, Coastal, Mountain, Swamp, Arctic, and Desert Towns. As well as a list of Town Quirks (odd or unusual traits), and our guide to running an Urban Adventure. Whether youre looking for inspiration for an urban adventure, or your players just decided to breeze right through your starter town and on to who-knows-where, you can use our generator below to at least figure out what its called. Town Categories If youre looking for something a little more specific, you can pull one of the names from our list below. Choose a name or roll a d10. Tanners GateWhiteroadEastgateChalk HillFourmill WaterCrow FootHoneymeadNorth BromptingThree OaksBream The archetypical fantasy town; a few dozen stone and thatch houses huddled beside a river, surrounded by farms and forest. These towns usually have an inn, a market or general store, and someone in charge whether thats a council of elders, a local lord or lady, an important religious figure, or something else. VomarTrollburghHolderdammDrakkenboneSalumnisKapitalCalderaNew CoriolisOld FellingVasaghast Bustling streets swarming with merchants. Towering spires of wizard towers, universities, grand palaces. Merchant guilds for everything from thievery and assassination to shoemaking and muckraking. Cities are big places, where just about everything can be found and anyone can be lost among the crowd. Cities are usually the seat of power for hundreds of miles around. HawkswatchBroken CragSnowmelt PointSerpent PassCragtopFlintjaw RockMeisters FollyCloud Giant GapWyrmbone HoldAdderfang Isolated, perilous to reach and even more dangerous to leave, mountain towns create insular communities steeped in tradition and held together by powerful bonds. Folk here are hard, intractable, like the mountains around them. They herd goats and cattle in the highland pastures, and while away the frozen, windswept winters with quiet company and hot schnapps. Mockingjay ValeGhost Pine MottDryads KnotThree OaksElmwood GladePoachers CrossingWitchhollowSaints GreenHoneymeadFawnling Buried deep among green trees, forest towns can be happy, rustic places home to loggers, trappers, and other folk who live off the land. It all depends on the woods. Are they secretive, mist-shrouded places where the trees and people keep their secrets as well as one another. Are they miserable, woebegotten places beset by blight or monsters from the deep, dark heart of the forest? BreamShinglestone WaterSaltstoneHolders WailDeep SiltGull BeachThrice DrownedWaterwatchBriarportDeadships Wake Windswept, weatherbeaten, tied to the whims of the sea. Coastal towns can be a first port of call in a new land or a last stop on the way to places unknown. They are hubs of trade and cultural mixing, or they can be isolated fishing communities unwelcoming of outsiders. The MorassMirelightBlackmarshStinking PitWhisperwater lakeSumpEldernaven ShoalsSomnorumFelden PondWaders Creek It takes all of ten seconds to convince most folk that the swamp with its alligators, swarming mosquitoes, diseases, molds, fungi, and pervasive, nightmarish humidity is not somewhere they want to linger. This makes it all the more bizarre that people choose to actually make their homes in these places. Swamp life (not to mention swamp heat) means things move at a different pace. Its slower, generational. Like time itself is sinking into the opaque morass. Then, suddenly, the water churns, breaks in a wave of scales and teeth, dragging you down beneath the surface. Before long, its like you were never here at all. Ivory PeakWinterbite PassLast AleGull WatchIce Bear CragSnowlfieldFrostmillBluelipHopes EndTrolltusk The bitter cold. The darkness. The loneliness. Theyll all get you before the bears, remorhaz, and white dragons do. Still, theres something about places at the edge of the world that make people pull together and care for one another. Until the last of the food runs out, that is. Then, weve all got to be prepared to make sacrifices. Dry ThroatVesper GulchHavenMephits BreathCactus BanksVultures RockDead CamelBlackwaterExiles EndNew Hallow Blasting heat, shimmering in air so warm it feels like a liquid. The cries of water sellers mixing with the stink of camels and spices. The taste of sweet dates and bitter coffee. Desert towns gather around water, or huddle against the coast. The more water, the bigger the town. If you want a more in-depth exploration of how to make your own D&D town for your campaign, you can click here. To help you quickly make towns on the fly or just to help out if youre looking for some inspiration weve put together the following tables below. Roll for a towns location, its type, and a twist or quirk. CountrysideForestMountainsDesertHidden ValleyCoastIslandArcticJungleSwampUnderdarkExtraplanar HamletVillageTownLarge TownCityFortress/CastleCriminalDwarvenElvenHalflingOrcGnome Occupants age at ten times the normal rate. A curse placed on the town by its wizard king who needs to quickly grow soldiers for their war with a neighboring mage.Built in a graveyard. Houses made from tombstones, repurposed mausoleums, ghosts wandering the streets.Ruled by a fat, chronically sleepy Hill Giant who awakens twice a day to demand tribute.On the edge of a vast, magical labyrinth that houses a vile monster.Home to two (or more) warring cults. Snake cultists, demon worshipers, religious fanatics, etc. All in constant, bloody conflict.Extraordinary craftspeople. Jewelers, weavers, cooks any and all crafts practiced here seem to be performed by true masters.Bridges. Isolated by many narrow bridges over perilous drops.Built among ruins, repurposing the halls, streets, and structures of a much grander civilization.Port. Ships at anchor, docks bustling with sweat-soaked workers loading and unloading.Great Market. A huge gathering of silken tents, stalls, hawkers, vendors, and street food salespeople. Permanent, seasonal, or once in a lifetime.Place of learning. A school, university, library some repository of ancient wisdom and hidden knowledge.Cannibalistic. Out of necessity, or tradition, or the meddling of dark forces, the people here are almost all missing something a hand, an ear, a leg and struggle to look at newcomers without licking their lips.Temple. A grand place of worship a monastery, convent, or some other bastion of the faith.Wild Magic Fluctuations. Remnants of some great magical catastrophe have scarred this place. Gravity doesnt work all the time; the sun keeps changing color; people wear each days new mutation with grim stoicism.Accursed. Mist clings to the ground. In the dark woods, wolves howl at the fat and malevolent moon. Pale maidens run across the moors ill attired for the occasion to stumble to the doors of gargoyle-encrusted mansions. Inside, pale-skinned, crimson-lipped aristocratic types inform them that theyre just in time for dinner.Culture clash. Two distinct cultures are being forced to coexist in extreme proximity.Under Siege. An invading army is currently laying siege to this place. Famine and disease stalk the streets. Grim-faced soldiers watch from the walls. The black market is thriving.Occupied. An invading force has recently taken over this place. Bodies piled in the streets. Bright new banners hanging from every wall. The sullen stares of the conquered.Interplanar Instability. Doorways to other places keep opening and closing, seemingly at random. Wizards and academics, here to study the phenomena. Confused creatures from far away, wandering the streets asking the way home. Reality rotting away like the flesh off a corpse.Witch Hunts. Someone or something has been declared dangerous. Gangs of peasants roam the street, pitchforks and torches raised. Sham trials and well-attended public executions. Something else stoking the mass hysteria. Whether youre all meeting in a tavern, staggering out of the wilderness in desperate need of supplies, or looking for somewhere to sell this super neat cursed sword you just found, towns and cities are an essential part of the Dungeons & Dragons experience. Sure, this is a game thats nominally about bravely venturing into the untamed wilderness, or down into the mythic underworld, or having any number of other adventures out there. But the wilderness is only untamed and the underworld is only mythic out there is only out there if its held up in contrast to something: safety, normality, civilization. In D&D 5e, nine times out of ten this means a town. Towns especially in traditional medieval fantasy campaigns tend to represent points of light in a dangerous wilderness filled with owlbears, dire wolves, and all manner of other deadly random encounters. Theyre a place to find shelter, to journey toward through forests and dragon-infested swamps. To resupply and rest up between adventures. To hear tales of strangeness and cursed treasure. Sometimes, of course, the town is the adventure. There are plenty of classic urban modules as well as wilderness or dungeon-centric ones. Although, I will say I think theres a difference between a political, city-based faction crawl like Waterdeep: Dragon Heist, and what is essentially a dungeon-based adventure that happens to be taking place underneath a town or city like Waterdeep: Dungeon of the Mad Mage. Id be inclined to say the former is more of a true city adventure than the other (the latter still wants you to leave the town to enter the dungeon; the way there just involves fewer forests and owlbears and usually more sewers filled with giant rats). If youre prepping material for your game and you want to use a town as the set dressing for a dungeon, thats absolutely fine. Ive done it plenty of times. However, its important to recognize that, if you want to run a truly urban adventure, youre working with a different set of building materials than a traditional dungeon crawl or a slog through the wilds. Instead of natural obstacles, ancient ruins, and traditional wandering monsters like dragons, chimeras, and ogres, youve got people, factions, established power structures, shared history, different resources (both diegetically, in terms of whats available to the player characters and in terms of whats available to you as a DM) and thats before you even start considering the physical geography of the city or town versus the wilderness. From my own experience, there are three basic templates I like to use when I make an adventure in an urban setting: The Mystery TownThe Faction ConflictThe Hunt Each one engages with different elements of the town, city, or other urban environments. A phrase Im borrowing from Tom and Jason over at Fear of a Black Dragon, the mystery town is the creepy rundown village in act one of every horror movie. Its the town built around The Slaughtered Lamb where the locals gather to wait out every full moon and warn you to stay off the moors. Its the isolated commune in Midsommar or the town from The Wicker Man, and the home of the Stepford Wives. Its where about half the episodes of The X Files take place. The Mystery Town is just that: a town thats hiding something beneath the surface a monster, or a cult, or some other strange happening. The townsfolk dont always have to be involved, but having at least a few in on the dark secret is important. Thematically, mystery towns are about contrasting the safety and security of civilization with the unsettling darkness beneath. Structurally, mystery towns conceal the true nature of the threat, usually forcing the adventurers to approach things more delicately. They wont get anywhere walking around waving their swords at people; the townsfolk arent goblins that they can just threaten and torture to get the information they seek. Then, as the players slowly unravel the truth, so do they unravel the pretense of normality that enshrouds the town. Their enemies move against them more openly, the horror creeps closer, and they usually end up descending into a small dungeon of some sort as a final crossing of the threshold from normality into peril. Im a firm believer even in games I run that are ostensibly all about straightforward dungeon delving in creating some faction conflict behind the scenes. Factions are great because, whether your players are punching goblins or dipping their toes into politics, factions mean resources. Factions have land, soldiers, safety, food, shelter, magic items, healing you name it. Different factions have different resources, but they all have something the PCs want to some degree. Now, make those factions bitter rivals, or at the very least make their goals or cultures incompatible. Now youve created a decision for the players to which theres no right answer at least, not without changing the conditions of the test. Faction conflict is one of my favorite ways to run D&D especially at higher levels when combat is kind of a drag and the problems that used to be interesting challenges to newbie adventurers are mere inconveniences and towns or cities are the places for it to play out. Whether you want to run a gritty game of mob violence in the vein of Gangs of New York or Peaky Blinders, or something a little more hoity-toity like Game of Thrones (or even Bridgerton if Im being honest), cities keep everyone in the same place, vying for resources, and (usually) have enough of an established social code or legal system in place to prevent all out warfare. The result much like the mystery town is that the players need to learn to use their heads. This last mode is a little broader, as there are many things you can hunt from killers to ancient artifacts. The main unifying element though is that cities present different options and challenges to player characters than they would usually face in a traditional adventuring environment. Tracking an art thief through the criminal underworld and tracking a unicorn through a magical forest are very different things. They both involve finding something that doesnt want to be found, but theyre going to involve very different skill sets. Hunting for something (or someone) in a city is going to involve talking to people to gather information, moving through the territory of different people, and scaling buildings rather than mountainsides. Theres going to be overlap, but its different enough that its going to feel fresh and interesting to your players. Naming a place, whether its a mountain, a town, city, or even an ancient temple can really set the mood regardless of what youre going for. 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Enter the D&D Location Name Generator, a magical tool that breathes life into the realms of fantasy and sparks the imagination of players and Dungeon Masters alike. Importance Names are not merely labels in the realm of Dungeons & Dragons; they are gateways to entire worlds of adventure and intrigue. Whether youre crafting a bustling city, a haunted forest, or a forgotten temple, the right name can set the tone and inspire endless possibilities for storytelling. The D&D Location Name Generator provides an invaluable resource for players and Dungeon Masters seeking to populate their worlds with richly detailed locales that resonate with depth and authenticity. How to Use Harnessing the power of the D&D Location Name Generator is a simple yet exhilarating endeavor. With just a few clicks, adventurers can conjure up evocative names that breathe life into the landscapes of their campaigns. Simply input your preferences, such as theme or tone, and let the generator do the rest. Whether youre embarking on a quest to the ominous-sounding Shadowfell Citadel or seeking solace in the tranquil Emerald Grove, the possibilities are limited only by your imagination. 10 FAQs and Answers 1. What is a D&D Location Name Generator? A D&D Location Name Generator is an online tool that generates names for cities, towns, landmarks, and other locations within the world of Dungeons & Dragons. 2. Can I use the generated names for my own campaigns? Absolutely! The names generated by the D&D Location Name Generator are perfect for use in your own homebrew campaigns, one-shots, or even published adventures. 3. Are the names generated by the D&D Location Name Generator canon in the D&D universe? While the names are inspired by the rich lore of Dungeons & Dragons, they are not officially recognized as canon within the games extensive multiverse. 4. Can I customize the generated names? Yes, many generators offer options for customizing the generated names based on factors such as culture, geography, or even specific campaign settings. 5. Is the D&D Location Name Generator free to use? Most D&D Location Name Generators are free to use online, making them accessible to players of all experience levels. 6. Can I generate multiple names at once? Depending on the generator, you may be able to generate multiple names in a single session, allowing you to explore various options for your campaign. 7. Are there any restrictions on using the generated names? While the names themselves are free to use, its always a good idea to respect copyright and trademark laws, especially if you plan to use the names in commercial products. 8. Can I share the generated names with my fellow players? Absolutely! Sharing the names generated by the D&D Location Name Generator with your fellow players can spark inspiration and foster collaboration in building your shared world. 9. Can I suggest new features for the D&D Location Name Generator? Many generators welcome feedback and suggestions from users, so dont hesitate to reach out to the creators with your ideas for improvement. 10. Is the D&D Location Name Generator available in multiple languages? While the generators themselves may be in English, the generated names can be adapted to fit various languages and cultures. Conclusion The D&D Location Name Generator serves as a beacon of creativity and inspiration for players and Dungeon Masters alike, illuminating the path to immersive and unforgettable adventures in the world of Dungeons & Dragons. With its ability to conjure up evocative names that resonate with mystery, danger, and wonder, this invaluable tool invites players to embark on epic quests, forge lasting alliances, and carve their own legends in the annals of fantasy. So, gather your party, sharpen your swords, and let the D&D Location Name Generator guide you on a journey beyond imagination! 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