

**The Net Book of Names
Businesses, Items, Geographical Locations,
Peoples and Catch All**

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Arenas:

Mystique's Pits of Doom (gladiator's arena)

Brothels, gambling halls, inns, and taverns:

Adulteress' Lookout, The
Aerie of the Eagles
Ales 'n Beds (said very quickly, inn and tavern)
Bag and Flagon, The
Banjo and Zigzag, The
Basque and Feijoa, The
Battle Axe Inn
Behir and the Beholder, The
Bent Elbows, The
Black Boar, The
Black Pearl, The (near the ocean)
Black Swan, The
Blind Basilisk, The
Blood of the Vine
Boar's Bristles, The
Boar's Head Inn
Boar's Rest
Bob's place
Boil and Youth, The
Bowl's Rim, The
Broken Cane, The
Broken Drum, The (Can't be beat :-)) (courtesy of Terry Pratchett)
Broken Fist, The
Buxom Wench, The
Cat's Claw Inn, The
Chicken's Crotch, The
Chicken's Rest, The
Citadel (brothel, gambling hall, inn and tavern)
Clowns, Inn of
Cock and Hen, The
Crippled Griffon
Crossed Swords, The
Crow's Nest, The
Days End Inn
Derrin's Divine Brews
Diarrhoetic Warrior, The
Dirty Dwarf, The (brothel and tavern)
Dirty Laundry, The

Dragon Skulls, The (made from the skulls of the Dragon Lord's two headed mount. Fine inn ran by the only surviving barbarian in the Dragon War, this inn recreates the atmosphere of a rougher inn but maintains the level of quality an elf expects. Found in downtown Wyliaith.)

Dragon's Breath, The

Dragon's Spittoon (must have black dragon head spittoon inside)

Drunken Boar, The

Drunken Sailor, The

Dustbin of Death, The

Eastern Delights, Inn of the

Efreeti's Wish, The

Emetic and Rhinoceros, The

Eric's Erotic Dancers (a real dive full of perverts)

Ever-full Jugs, The Tavern of

Eye of the Specter

Fawning Orc, The

Feetal's Gizzard

Fisherman's Friend, The

Flaming Snake, The

Friends of the Queen (outdoor sign has winking eye..)

Foresthome Rest

Forsaken Souls, Inn of

Fox and Hound, The

Fox's Tail, The

Frosty Mug, The

Frozen Axe, The

Full Moon Tavern, The

Full Tankard, The

Gaff and Slasher, The

Gelded Ranger, The

Giant's Nose, The

Gnoll's Belly, The

Golden Chain, The

Golden Dragon Inn, The (I [have] a world without dragons)

Golden Gryphon, The

Golden Lady, The

Golden Schooner, The

Golden Stool, The

Gray Wizard, The

Great Arm, The Inn of the

Green Griffon, The

Half-way Inn, The

Hammer, Anvil, and Stirrup, The

Happy Saturday's

Harpy's Hideaway, The (those of you who IRC may have been here...)

Here's Sin in Your Eye

Highlighted Eye, Inn of the

Hobbit's Armpit, The (A continental chain)

Horn and Haunch, The

Horn and Hounds, The

Horny Halfling, The (Gnome Bowling on Tuesday Nights!)

Imps Intestine, The

Inn, The (yes, the only inn in town)

Iron Fist, The

Jade Terrorist, The
Joe's
Joker's Maniacal Frogleg and Nosewart Cafe, The
Khaki Garter, The
King's Coin, The
King's Rest, The
Labyrinth, The
Lascivious Fairy, The
Last Port Tavern
Laurence's Mug-house
Lecherous Virgin, The
Licked Monk, The
Lion's Den, The
Lonely Wanderer, The Inn of the
Looter's (with barmaids that are thieves)
Lotus, The (high nobility only, "escort services" encouraged)
Karnov's Bar and Grill (inn and tavern)
Kettles Inn
Kibbles n' Bits' Inn
Maggot's Rest, The
Manicured Mouse, The
Master and Aubergine, The
Mended Drum, The
Momma's (actually a franchise)
Monk and Eggplant, The
Mousehole, The (really filthy place)
Musty Moldan's Mighty Morsals
Nag's Head, The
Noisy Bed Inn, The (a motel)
Northern Road, Inn of the
Octopus Club, The
Old Lantern, The
Old Rubin's
Olde Fox Decieved, The (courtesy of Martha Grimes)
One-legged Man, The
Only Port in a Storm Inn, The
Old Grant's Ale-house
Orc's Armpit (bar, inn, public house, and/or tavern)
Orc's Head Inn
Organ and Poinsettia, The
Perfumed 'Possum, The
Pink Dragon, The (gay bar)
Pink Lady Inn
Pipe and Tabac, The
Plastered Imbecile, The
Pot Belly, The
Puking Unicorn, The
Puzzle and Egg, The
Quene's Hed, The
Quincy's
Raging Flea, The
Rain Song, The
Ranger's Lookout, The

Razorback Inn, The

Red Lantern, The
Roamer's Pillow, The
Rock Rock Rock (a dwarven run beer tavern, [which] loses [its] meaning in [the] translation to common)
Rolling Meadows, The
Rose Gem, Inn of
Ruby Blade, The
Ruby Lips, The
Sahuagen and Lady, The
Satyr and Stiletto, The
Scheister's Casino, Inn, and Mortuary (all in one)
Sea Barrel
Sexist Pig, The
Shining Gem, The
Sign of the Cringing Eunuch, The
Sign of the Golden Orange, The
Sign of the Jester, The
Sign of the Talon, The
Singing Boar, The
Site of the Harvest
Six Flags over Mead
Slade's (yeah boring name, but you have to meet the owner...)
Snake Pit, The
Splintered Ego Tavern
Spread-eagled Bugbear, The
Squalid Claw, The
Stinking Boar Inn, The (the place for assassins, thieves and all dirty stuff)
Strange Brew
Stumpy Bob's House of Beer
Succubus, The (brothel and inn)
Svirfneblin's Ear, The
Swashbuckler's Luck
Sword's Sleep
Tavern on the Edge (Oasis)
Thirsty Whale, The
Three Gables, The
Thug and Succubus, The
Thunderbird Club, The
Toss-It-Back, The (patrons throw mugs back at bartenders, who have gloves of missile catching)
Trog Scent Tavern (not a nice place)
Two-Fingered Troll, The
Two Halfling's Inn, The (The Whole Inn)
Van Smack's Tavern and Inn
Vincent's Gin-Palace
Violet Vein, The
Virgin and Nightmare, The
Voluptuous Elf, The
Wandering Mistrel, The
Wanton Wench, The
Watchman's Light, The (tavern)
Wayfarer's Home, The
Wayfarer's Lay, The
Well Worn Wench, The Inn of the

Whisper and Boil, The
White Hand, The

White Tree, The
Wild Chessman, The
Wild Lobotomist, The
Wine of Heaven, The
Wizard's Tower, The
Wolfhound, The
Woolpack, The (or Wolfpack, if you prefer)
Yawing Portal, The
Yellow Necromancer, The

Markets:

Firecrest Trading Company (front for The Ryush)
Vorpal Bunny General Store, The

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List of Items

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Armor:

None

Weapons:

Canis (long sword, hates polymorphers and lycanthropes)

Dragonflight (artifact) - This battle axe gets its name from its unique design. The head of the blade is the shape of a dragon. The blades of the axe are the wing of the dragon and it's head the top of the axe. The tail makes part of the shaft of the mighty battle axe, and the rest of the handle is transparent, almost invisible. The battle axe may be thrown like a spear. The head of the dragon inflicts the damage when used in this manner. Elandyr (elven for 'sharp blade', a vorpal long sword with an attitude)

Kyrisis (elven for 'Immortal Doom', dagger of wounding)

Shockblade, The (dagger+3, with feather fall effects on the wielder, lightning runs up and down its blade, and it glows in a rainbow hue)

Sacknoth (a sword)

Vanquisher (artifact) - two-handed sword.

Miscellaneous items:

Hu - a four-part artifact:

Moondrums - Special drums of earthquake.

Doll Tree - Had eight figurines on it which became doll golems (1 use each).

Ent Whistle - Would summon ents (treants) if any were within a mile; also carrier would befriend by trees.

The Rock - No powers of its own, but could be used to combine with the other three to form the most powerful artifact in the world (details lost).

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List of Geographical Locations

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Cities, hamlets, towns, and villages:

Atherton (small town in Bissell (Greyhawk) where marijuana is produced)
Bethel (Capital of Dresden)
Bishop's Oxhead (Cathedral city)
Canthar, City of Light and Darkness (Fourth largest city of Andiron)
Chaos Lands (Capital of the forces of chaos; geography is constantly shifting here)
Cryeedy (small farming and fishing village)
Frozen Chao (pronounced "Cow", former capital of chaos. Frozen in mid-shift by an incursion of law. Surrounded by a moat of oobleck (see Dr. Seuss) three miles wide.)
Haltwyckham (Capital city of the Grand Duchy of Haltwycke)
Liosliath (Elven capital until burned by orcs, name means 'Elven Home', Wyliath replaced it after its destruction)
Long Neck
Lothlorien (Capital of Blackmoor)
Lower Pagwell (Ducal city of Buttermere, there was no Upper Pagwell)
Jezreel (Capital of Pergammon)
Puddleton (Small town, pays its taxes on time)
Serenity (Largest city on Andiron)
Teddington (Resort city in the north)
Venarium (Capital of Umma)
Verulia (Capital of Euphrasia)
Wyliath (Elven capital, name means "New Home" in elven, replaced Liosliath)

Continents (and other major land masses):

Bikat
Chimu
Hyndo
Isle of Cats
Kizme
Latra
Narct
Nawpur
Votra

Countries:

Arcapan (on the continent of Latra)

Blackmoor

Buttermere (Duchy in the midlands)

Dresden

Euphrasia

Grand Duchy of Haltwycke (A tiny realm (approximately 25 square miles) that is surrounded by mountains on three sides, and the Deepcrystal Sea on the other. It's people are primarily humans and halflings. The capital (and only city is Haltywyckham)

Elven Kingdom of Latra (also known as Stagheart Forest)

Morannon Federation, The (A loose federation of free, independent cities, the primary races being humans, and half-elves, with a few elves thrown in. The cities are scattered throughout a huge forest (typically 10 days journey between cities); many are at the edge of the forest, long the coast of a large inland sea. The forest itself is home to a number of elven clans and is rumored to hide the Greenshorne, a fabled treetop city of the high elves.)

Pergammon

Thornfest (on the continent of Latra)

Umma

Warlords Dominion (on the continent of Latra)

Deserts:

Windune, The Sea of Sand

Forest:

Stagheart Forest (also known as the Elven Kingdom on Latra)

Wanderer's Folly (stereotypical "nobody returns from there" forest)

Hills:

The Rising Steppes

Lakes, oceans, rivers, seas and other bodies of water:

Andraman River

Deepcrystal Sea, The (Actually a freshwater lake, its enormous size is rather un-lake like. It is definitely large enough for significant sea-like storms and many ships are lost each year. The sea is a roughly oval shape and is about 600

by 900 miles across and over 3000 feet.)

Moons:

Argelis

Blindeye, the black moon

Legunda

Reardon, the red moon

Wintan, the white moon

Mountains:

The Impasse (Mountain range where dwarven tunnels are the only way past it, besides flight)

Mount Silverbane (Dwarven mountain)

Suns:

Cathos (twin sun with Zarros)
Zarros (twin sun with Cathos)

Worlds:

Andiron
Drasil
Tarah

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Algahi names:

class

Huld Thaldump (with a bad attitude) Fighter

Dwarven names:

class

Amananca (name means "ironjaw" in Sindarin)	Fighter
Beasty Headsmasher	Fighter
Borik "The Nightblade"	Thief
Burglecutt (dumb as a rock)	Fighter
Dakkar	Cleric
Dumas Irongaze	Fighter/Psionist
Gilimi Stormhammer (twin to Nilimi)	Unknown
Karnov Redbeard of the clan Redbeard	Fighter
Nilimi Stormhammer (twin to Gilimi)	Unknown
Randalin Gamwood	Fighter
Silverpick	Thief
Talon Whiskerface (reincarnated as Talon Ironfingers)	Thief
Wog (wrath of god)	Priest

Elven names:

	<u>class</u>
Archibald Efl (a psychotic elf with a golden screw in his navel)	Unknown
Carpas (Time traveling clone of Janx; blood enemy)	Fight/Mage/Thief
Cyril (The Perpetually Counterproductive)	Fighter/Wild Mage
Del Elminster	Bard
Ellestar	Fighter
Eryn Guldur	Fighter/Mage
Flandal Minosh	Mage
Janx Jelantru (Lord of the Council, son of Janos and Salrissa)	Fighter/Thief/Mage
Janos Jelantru (Council Member, Janx's father)	
Lawenium	Thief
Liljestin	Druid/Fighter
Manusariiya Fenehr	Fighter/Mage
Morgan Andrew Flant the third (actually the first)	Fighter/Mage/Thief
Pe'Lon (bastard son of the Elven All Father)	Fighter/Mage
Pintel	Elementalist
Quinthalus Quintathesbane	Fighter/Mage/Thief
Salrissa Jelantru (Council Member, Janx's mother)	
Shadowskin	Cleric/Mage
Talis Wolfegang	Fighter/Mage

Elven (drow) names:

	<u>class</u>
Morwen	Fighter/Mage/Thief
Silvra	Mage/Thief
Tarsis	Mage
Zoroaster Jones	Fighter/Mage

Fremlin names:

	<u>class</u>
Arylissa Mandrake	Mage
Yickrack Vegg	Mage/Thief

Gnomish names:

	<u>class</u>
Scrapp	Fighter/Illusionist
Sluf (short little ugly f****r)	Fighter/Cleric

Half-elven names:

	<u>class</u>
Caresse (were-panther)	Cleric/Mage
Darius Jackson (considers himself human)	Mage
Egon Everseeker	Fighter/Mage
Nicholai	Mage
Rivalyn "Phoenix" Cypress	Fighter/Thief

Sam Ash (specialization in fruit trees and bakes incredibly good apple pies)	Druid
Shanaxe	Fighter
Shiyya of the Green (dual class)	Bard/Cleric
Silverlord Daron Nighteye	Cleric (Selune)
Slaar Back	Fighter
Soltar	Paladin
Tirofijo Hawthorne	Archer
Thoohonk (eats 7 times a day to maintain his strength)	Barbarian
Trigorth	NPC

Kender names: class

Aluilehili	Cleric
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Kobold names: class

Talon Ironfinger (formerly the dwarf Talon Whiskerface)	Thief
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Minotaur names: class

Jo'Kai Mahelas	Fighter/Mage
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Orc names: class

Dominique Anise (was orphaned and raised in church)	Paladin
K'tzul (translates to Axethroat)	NPC

Orge names: class

Mugo (m-you-go)	Unknown
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Orge magi names: class

Nea Tremlar	Mage
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Sauradin Names (sp) : class

Kreelira (Bladeback)	Cleric (Healing)
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Sidhe names: class

Valaili, aka Valaria Sejanus	Unknown
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Unknown:class

Absulcon (executed for operating freelance in a union town)	Thief
Alizrin Crimson (cut off one hand in emulation of his deity; has head of a jackal)	Priest (Anubis)
Anita Cos (rebel leader of the People's Front of Ket)	NPC (Unknown)
Aothochas (Ay-oh-thoak-as)	Unknown
Araloe	Ranger
Cada Noizec	Unknown
Cadae	Unknown
Davorsk (pronounced Davorisk)	Earth Elementalist
Flsk (pronounced Flisk)	Fire Elementalist
Fred (Founder of Fred's Fly-Tying Club)	Mage
Fred (Vision of building a trolley line accrose all the planes)	Mage
Fred (Mage for hire)	Mage
Ididda Yomama	Cleric (Love)
Jarlith al Ya'ahminh (from Al Qahdim)	Priest
Jordan Stewart	Fighter
Kaldais	Mage
Kyle O'rathous (from Athas)	Thief/Psionist
Mayhem	Mage
Mongo	Fighter
Odeon Sludge (practical joker)	Wild Mage
Piffle	Cleric
"Prof" Theophilus Wilder (guide)	NPC
Pylorus Picklegut	Buccaneer
Sir Zachary (six foot mouse)	Paladin
Talus Trelja	Unknown
Wen	Any
Yadei (means "swallow" in her native tongue)	Unknown
Zfilzinzrillionuszinabdulus	Necromancer
Zinnatti Oompahpah (plays the tuba)	Bard

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Catch All List

(This is a list of anything that did not seem to fit in any other list)

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Animals:

Bovine (horse)
Butch (wardog)
Cow (horse)
Fido (horse)
George (horse)
Heifer (horse)
Icepeak (Paladin's heavy warhorse (Does kids parties on weekends))
Jobu (wardog)
Quish (skittish riding horse rescued from lizardmen)
Rocky (wardog)
Spot (horse)
Tippy (horse)
Tri-pod (horse that lost a leg)
Woody (horse)

Battles:

Blood Foe, Battle of the
Blood Valley
Cliffface, Battle of
Kobold Revolt (A mutant strain of kobolds developed higher intelligence and decided they didn't like being the orcs' cannon fodder anymore; founded the Small Giant-Class Liberation Front and established their own homeland, where they live (relatively) peacefully)
Magewars (battle in which nearly every high-level mage killed each other)

Drink and foods:

Balrog nasal hair delight (Desert nomad delicacy)
Faerie Fire (Elven wine)
Thaxnar ale (Best dwarven ale, made by a clan of dwarf whose only make beer)

Gods:

Chiron
Cronus
Dana
Diana
Mil
Nyx
Purfus (was Orpheus, but we changed his name)
Shimmer (was Lyr, but I killed him)
Yimir

Immortals:

Daarin (Minor deity, the god of picking up and dropping small objects. Yo-yos are sacred to Daarin.)
Faldergaust
Gazar
Iria
Janx Jelantru
Savan Spirulus
Shazar
Trigorth

Military, rebel, and spy organizations:

Eagles Point Military Academy (all elven citizens must spend 10 years here at the age of 90 to become 0th level fighters, and act as patrols in the elven forest)
People's Front of Ket (PFK)
Ryush, The (Pronounced 'REE-oosh', a secret organization that gathers information for Janx. It uses the Firecrest Trading Company as its front)
Small Giant-Class Liberation Front (Kobold resistance group)

Monster's names:

Buick (An opal dragon)
Clancy (A bronze dragon)
Goblet (A were-turkey)
Icebreath (A white dragon)
Kaaw (A roc that looks like a huge cuckatoo)
Milton (A flesh golem, accidentally given sentience by a wild mage)
Necross (a major daemon whose true name is "Irwin")
Snowflake (A white dragon effected by a helm of opposite alignment)
Stration (A minor demon whose modus operandi is to cause chaos by inciting normally peaceful people to picket their governmental seats. As in DemonStrations)
Terasias (A pink-and-blue-pinstriped dragon. (Breathes sex change.))
Tober (A lawful good red dragon who specialized in draconic medicine. A plotline required him to be brought to the capital to cure a disease afflicting the platinum king; but Tober was missing, thus starting the quest known as "The Hunt for Red 'Doc' Tober")

Ships:

Repentance (Spelljammer Viper Ship)

Widow Maker, The (Pirate ship)

X'qnilfloote-t'z (Spelljammer Nautiloid Ship, rough translation)

Symbols:

Sacred Chao (Sacred symbol of chaos. A golden apple with a pentagon on it and the letter "K" in the pentagon.)

END