



# WEIRD, ELDRITCH CREATURE NAME GENERATOR

AZUKAIL  
GAMES



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## CREDITS

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## COMPATABILITY

This product is designed to be system agnostic and usable with any pen and paper role playing game system.

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## INTRODUCTION

This generator can be used by the Game-Master to create strange names for eldritch and weird creatures. The names generated by using these tables are supposed to sound peculiar and strange, for they are intended to be used for peculiar and strange creatures, perhaps for abominations from beyond space and time.

## HOW TO USE THE TABLES

The tables can be used in a number of different ways. Names can be generated by rolling randomly on the tables or by picking results manually. Any results that don't make sense can be discarded, although given the nature of the names this is intended to generate, no result is truly nonsensical.

The first way is to roll or pick a result from Table 1 and Table 2. For example, a roll on Table 1 gives a result of "Wasted/Wasting" and on Table 2 "Herald(s)". Where there are multiple options, pick the one that sounds the best and use plurals as appropriate; do this for all of the results and methods. These results can create the name "Wasted Heralds".

The next method is to roll on Table 2 and Table 3. A roll on Table 2 gives a result of "Ooze(s)/Oozing(s)/Slime(s)" and on Table 3 "Void". Such a result is best prefixed with "The" and they may also be joined together by "of", "of the", "from" and "from the"; these ways of joining the names can be used in other methods as well. So one possible result here is "The Oozings of the Void".

Next is a method that uses all three tables. Rolling on Table 1 results in "Everlasting" on Table 2 "Changeling(s)" and on Table 3 "Impenetrable". Using some of the prefixes and joining already mentioned this can give "The Everlasting Changelings of the

Impenetrable".

A final method detailed here - there will be other ways of combining the tables - is to roll on Table 1, Table 2, Table 1 and Table 3. This gives the results "Restless", "Serpent(s)", "Futile" and "Unearthly" which can be combined to give "The Restless Serpents of the Futile Unearthly".

Table 3 in particular can be replaced with proper names appropriate to a campaign world. Using singulars and plurals, especially on Table 2, can give the impression that a named creature is unique, or one of many.



TABLE 1

Roll	Result
1	Abominable
2	Acephalus/Decapitated/Headless
3	Accursed/Cursed
4	Alien
5	Anomalous
6	Arachnid
7	Babbling
8	Behemoth
9	Blaspheming/Blasphemous
10	Blighted
11	Blind/Eyeless/Unseeing
12	Bloodied
13	Bound
14	Brooding
15	Cackling
16	Chaotic
17	Chanting
18	Chthonic
19	Condemned
20	Confused
21	Corrupted
22	Countless/Numberless
23	Craven
24	Crimson/Vermilion
25	Cruel
26	Crustacean
27	Cyclopean
28	Deathless
29	Decayed/Decaying
30	Deformed/Mutated
31	Diseased
32	Doomed
33	Dread/Dreaded/Dreadful
34	Dreaming
35	Dying
36	Elder
37	Endless/Eternal/Forever/Infinite
38	Enigmatic
39	Enshrouded

Roll	Result
40	Ephemeral
41	Everlasting
42	Faceless
43	Fearful
44	Festering
45	Final
46	Fleshy
47	Furious
48	Futile
49	Godless
50	Graven
51	Grim
52	Gruesome
53	Hateful
54	Howling
55	Hundred/Thousand/Million
56	Hyperborean
57	Immortal
58	Incanting
59	Inconstant
60	Leeching
61	Leviathan
62	Limbless
63	Lurking
64	Lying
65	Midnight
66	Mouldering
67	Moulting
68	Murmuring
69	Mutated
70	Mute/Speechless/Tongueless
71	Nameless
72	Obsidian
73	Ophidian
74	Pestilent
75	Pustulant
76	Putrefacting/Putrescent/Putrid
77	Relentless
78	Restless
79	Sanguinary



Roll	Result
80	Scaled/Scaly
81	Seething
82	Shining
83	Slimy
84	Slithering
85	Slumbering
86	Soulless
87	Storied
88	Subliminal
89	Putrescent
90	Tainted
91	Trembling
92	Unspeakable
93	Untiring
94	Vile
95	Warped
96	Wasted/Wasting
97	Weeping
98	Winding
99	Withered/Withering
100	Writhing

TABLE 2

Roll	Result
1	Acolyte(s)
2	Adherent(s)
3	Ancestor(s)
4	Apostle(s)
5	Assassin(s)
6	Attendant(s)
7	Avenger(s)
8	Beast(s)
9	Binding(s)
10	Blade(s)
11	Broodling(s)
12	Carrion
13	Ceremonial
14	Changeling(s)
15	Chimera(s)
16	Chime(s)

Roll	Result
17	Chronicler(s)
18	Craving(s)
19	Crystal(s)
20	Dancer(s)
21	Demigod(s)/Demigoddess(es)
22	Devourer(s)
23	Disciple(s)
24	Diviner(s)
25	Dweller(s)
26	Eidolon(s)
27	Evoker(s)
28	Eye(s)
29	Feaster(s)
30	Follower(s)
31	Foreboding(s)
32	Forerunner(s)
33	Fungus/Fungi
34	Giant(s)
35	Gibbering(s)
36	Godling(s)
37	Golem(s)
38	Hallucination(s)
39	Harbinger(s)
40	Haunter(s)
41	Heir(s)
42	Herald(s)
43	Hound(s)
44	Hunger(s)
45	Hunter(s)
46	Iconoclast(s)
47	Illusion(s)
48	Incantation(s)
49	Larva/Larvae
50	Leavings
51	Legion(s)
52	Matriarch(s)/Patriarch(s)
53	Minion(s)
54	Monk(s)
55	Mystic(s)
56	Myth(s)

Roll	Result
57	Nonesuch
58	Offering(s)
59	Omen(s)
60	One(s)
61	Ooze(s)/Oozing(s)/Slime(s)
62	Overlord(s)
63	Parasite(s)
64	Petitioner(s)
65	Pillager(s)
66	Priest(s)
67	Postulant(s)
68	Precursor(s)
69	Puppet(s)
70	Pustule(s)
71	Relic(s)
72	Remains
73	Retribution
74	Revenant(s)
75	Revelation(s)
76	Scarab(s)
77	Seeker(s)
78	Seer(s)
79	Serpent(s)
80	Servitor(s)
81	Shedding(s)
82	Singer(s)
83	Siren(s)
84	Skull(s)
85	Slayer(s)
86	Spawn
87	Spirit(s)
88	Suggestion(s)
89	Susurratation(s)
90	Symbiote(s)
91	Tentacle(s)
92	Terror(s)
93	Thrall(s)
94	Traitor(s)
95	Traveller(s)
96	Vanguard

Roll	Result
97	Vermin
98	Watcher(s)
99	Worshipper(s)
100	Zealot(s)

TABLE 3

Roll	Result
1	Abyss
2	Advocate
3	Afterlife
4	Annihilated
5	Apocalypse/Armageddon
6	Architect
7	Arisen
8	Baleful
9	Barrier(s)
10	Betrayed/Betrayer(s)
11	Bizarre
12	Bleeding
13	Buried
14	Butcher
15	Cabal
16	Cascade(s)
17	Cocoon
18	Cold/Ice
19	Conclave(s)
20	Coven(s)
21	Dark/Lightless/Sunless/Utterdark
22	Dead God(s)
23	Deceived
24	Defiled/Undeified
25	Demolished
26	Depth(s)
27	Desert(s)
28	Dimensions
29	Displaced
30	Doom/Doomed
31	Dream(s)/Nightmare(s)
32	End
33	Fate/Fated

<b>Roll</b>	<b>Result</b>
<b>34</b>	Flame
<b>35</b>	Forbidden
<b>36</b>	Gate
<b>37</b>	Glimmering
<b>38</b>	Glyph(s)
<b>39</b>	Harrowing
<b>40</b>	Hated
<b>41</b>	Hidden
<b>42</b>	Hollow(s)
<b>43</b>	Horror
<b>44</b>	Hunger
<b>45</b>	Immersed
<b>46</b>	Immolated
<b>47</b>	Impenetrable
<b>48</b>	Infinite
<b>49</b>	Judged/Judgement
<b>50</b>	Lifeless
<b>51</b>	Limbo
<b>52</b>	Loathsome
<b>53</b>	Lost
<b>54</b>	Luminous
<b>55</b>	Maelstrom
<b>56</b>	Mindless/Unmind
<b>57</b>	Mire
<b>58</b>	Mystery/Mysteries
<b>59</b>	Netherworld(s)
<b>60</b>	Night
<b>61</b>	Oathbreaker
<b>62</b>	Obelisk
<b>63</b>	Ocean(s)
<b>64</b>	Oracle
<b>65</b>	Perpetual
<b>66</b>	Perverse
<b>67</b>	Pit

<b>Roll</b>	<b>Result</b>
<b>68</b>	Plague/Plagueborn
<b>69</b>	Planes
<b>70</b>	Profane
<b>71</b>	Prophesized/Prophecy
<b>72</b>	Question
<b>73</b>	Quiet/Silence
<b>74</b>	Riddle
<b>75</b>	Rot/Rotted/Rotting
<b>76</b>	Ruination/Ruined
<b>77</b>	Scourge
<b>78</b>	Shattered
<b>79</b>	Shimmering
<b>80</b>	Singularity
<b>81</b>	Suffering
<b>82</b>	Time/Timeless
<b>83</b>	Tomb
<b>84</b>	Twilight
<b>85</b>	Underearth
<b>86</b>	Undying
<b>87</b>	Unearthly
<b>88</b>	Unending
<b>89</b>	Unhallowed
<b>90</b>	Unholy
<b>91</b>	Unknowable
<b>92</b>	Unrighteous
<b>93</b>	Untouchable
<b>94</b>	Vanguard
<b>95</b>	Vanished
<b>96</b>	Vast
<b>97</b>	Void
<b>98</b>	Waste(s)
<b>99</b>	Water(s)
<b>100</b>	Worm(s)/Wyrms(s)



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