

Daemon Name Generator

Naming your General or Daemon Prince is a simple thing you can do to instantly add some character to your army. To help you, we've put together the Daemon Name Generator, as first seen in the old Realm of Chaos: Slaves to Darkness book. You can pick your names traditionally by rolling on the given tables, or you can generate one randomly.

Daemon Use-Names

Daemons use a number of false names and titles so as to keep their true names a secret. These vary for a single Daemon, according to mood or circumstance (Pinchbottle, Maeltranseer etc). Daemons will apply such 'use-names' to themselves as they think fit or as amuses them.

Second Die Roll		First Die Roll (D10)										
(D20)	1	2	3	4	5	6	7	8	9	10		
1	blue	dangle	dreg	screech	grind	grunt	mad	pox	quiver	slash		
2	suck	thigh	bane	lash	fiddle	hot	mucus	sate	vex	bubo		
3	chew	dog	gibber	gnaw	slice	maul	offal	pus	spasm	spittle		
4	sword	wrack	cackle	fang	hammer	mildrew	rot	toad	bile	blister		
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend		
6	worship	skull	spike	tremble	vomit	wind	brute	dung	glop	gut		
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist		
8	grab	gristle	helm	loon	pest	puke	rip	sharp	claw	sweat		
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint		
10	worm	belch	bog	blade	crush	fire	froth	gobble	grim	liver		
11	maim	moulder	pinch	scratch	slobber	spew	stare	wart	maw	blood		
12	doom	foul	grin	loose	putrid	slob	sting	wither	axe	black		
13	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake		
14	rheum	scum	shine	tear	twist	water	blast	cut	foam	green		
15	adore	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool		
16	fiend	gnash	grasp	hack	lick	nibble	pierce	reap	scab	spite		
17	cry	shout	war	beetle	craze	flesh	gore	lip	pile	sin		
18	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob		
19	howl	mewl	man	ooze	rotten	sinew	slug	spoor	venom	wight		
20	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble		

Again, Greater Daemons have names that are longer than those of other Daemons. Roll 4 times on the above table to generate a first and a second name for Greater Daemons. Other Daemons and creatures roll only twice, generating only one name.

Re-roll any duplicated results. The elements that are rolled up should be put together in pairs to give the name of the Daemon, for example, **grim** + **belch** and **chaos** + **warp** = Grimbelch Chaoswarp.

While this table can generate names of any type of Daemon, you may wish to select name elements for some. Daemons of Khorne, for instance, have names which echo nothing but their love of violence and destruction: Warfiend, Thrashblood Hackflesh and Manblight Gnaw-weapon.

augmented by *-er*, *-ling*, and *-or* suffixes, or by *the* providing that these are applied intelligently.



For example, $\mathbf{rut} + \mathbf{sate} \ (-e)r$ gives Rutsater, $\mathbf{gut} + (t)-er + \mathbf{sinew}$ gives Guttersinew, while $\mathbf{maggot} + \mathbf{spoor} + -ling$ gives Maggotspoorling.

Single or double words from the table can be added as a further description for a Daemon, as in **plague** + vomit + the + drool + ing = Plaguevomit the Drooling.



Daemon True Names



Virtually all Daemons take great care to keep their true names a secret. Only the most powerful Arch Daemons, who need not fear domination by any other creature, do not bother to hide their true names. The true name of a Daemon is often completely alien and very nearly unpronounceable. Knowledge of a true name grants power, and gives some leverage when it comes to dealing with a Daemon. As a consequence, a Daemon will never voluntarily reveal its true name, nor can it be commanded to do so except on pain of utter and total destruction. Most Daemons will, however, reveal the true name of another Daemon.

Daemon True Names Table

Second Die Roll	First Die Roll (D6)									
(D10)	1	2	3	4	5	6				
1	Α	COG	FL	LL	SS	CC				
2	ER	KW	PP	Z	AA	DA				
3	FOL	MM	SH	ABL	DE	G'G				
4	N'N	TH	AE	DH	GZ	0				
5	THL	AK	DH	HH	OA	TL				
6	AN	DU	HL	OE	U	AO				
7	Е	I	00	UL	AR	EE				
8	II	OW	UU	ВН	EO	IL				
9	RH	Υ	Ю	EU	IR	PH				
10	YY	CH	FF	KS	Q'	ZH				

The number of elements in a Daemon's name depends upon the number associated with the Chaos God it serves. Furthermore, the more powerful the Daemon, the longer its name will be.



Greater 1D6 or 2D6 (your choice) x Chaos god's number.

Other Chaos god's associated number.

Once the number of elements has been determined, the following table can be used to randomly generate the parts of the Daemon's true name. Alternatively, you can simply choose the right number of elements from the table.

Once the elements have been generated they can be used 'as is' to give a completely random name or, in cases where this looks and feels wrong, rearranged.



Apostrophes (') and other punctuation can be added as you see fit to break the name up and make it slightly more pronounceable.