Names in Megalos

Human naming practices in the Empire vary by region, class, and race. For popular names among other races, see *Nonhuman Names*, p. 20.

Commoners

Most people are known by one name, with an epithet added – a descriptive word or phrase. A few families adopt epithets as true family names. Most names are Celtic, Norman, or Anglo-Saxon in origin, though spelling may vary.

Some common male names are Alfric, Andre, Ashe, Bruce, Bryan, Edward, Evan, Cerdic, Donnwulf, Francis, Geoffrey, Giles, Hal, Hugh, John, Lyon, Marc, Morgan, Niall, Olen, Osric, Rann, Sean, Trent, Wade, Warren, and Yrving.

Women's names include Adea, Alyce, Blanche, Bronwyn, Cathyn, Ceredyn, Giselle, Juliet, Justina, Katha, Maye, Norla, Pearl, Rosemary, Susanna, Vylette, and Yrena.

Epithets take several common forms: place of birth (John o' the Lake); occupation (Donal Coppersmith); appearance (Merid Redlocks); deeds (Justina Wolfslayer); parentage (Carre Half-Elven); and habits (Adolph Ear-Puller).

Such additions often evolve over a lifetime. Justina Wolfslayer was simply Justina until she was 12. When she started to go to market with her family, she was Justina of Trent. Her love of the bow made her Justina the Archer. Then, one winter, she killed a dozen wolves in two days, acquiring her current name.

Nobles

Nobles always have at least one epithet, often a true family name. A noble's peers frequently call him by the name of his fiefdom: Count Darius of Kethalos is simply "Kethalos" to other nobles.

Most Megalan nobles speak Latin, and many noble children (especially eldest sons) receive Roman-flavored names. Common Latin-style male names include Aloysius, Claudius, Flavius, Honorius, Julian, Leo, Marcus, Procopius, Rufus, Tiberias, Titus, and Valerian. Women rarely receive Latin names.

Goblins

Except in rural areas, Megalan goblins no longer use their ancestral language except for names. However, some goblin nobles have Latin or part-Latin names, such as Jelkejek Viridis ("The Green"). Many humans in goblin fiefdoms also have goblin names. Common ones include Baajikiil, Dakiiri, Gykkii, Jandig, K'jaakis, K'tiiki, Potiij, Shiikus, Toov'tekki, Viitagi, Yig'oor, and Yivirrl. Goblin names typically have no assigned gender. In general, consonant sounds are explosive, vowels are long, and most names have two or three syllables.

The Ministry of Serendipity

Officially, the Ministry of Serendipity is a department of the Megalan Imperial Court, charged with defending the Empire against threats from beyond Ytarria. Knowledgeable people say the Ministry's main purpose is dealing with people, items, and ideas brought to Ytarria by the Banestorm. Much of its work involves suppressing advanced technology, especially firearms and explosives. Underground engineers regard it with fear and hatred, exchanging tales of assassins, torturers, and black-clad wizards who can twist a person's soul. However, its function is ultimately less to suppress than to *control*; if Megalos should ever need to field musketeers, it is the Ministry that knows how.

All of the stories may be true in part. Legends within the Ministry claim that it was founded by Simon Menelaus himself, after he received a terrifying vision. It has existed in some form for centuries, giving it a strong sense of tradition. Its canny agents are sometimes borderline fanatics. They are also subtle; they prefer wiping memories to killing, and loyalty to terror.

Above all, the Ministry is addicted to secrecy. Hence, almost no one in Megalos below the level of the court knows the identity of any Ministry agents. However, every watch captain and landed noble knows a correctly worded report will quickly attract the Ministry's attention – and action will follow, sometimes invisible, sometimes brutally direct. Likewise, failure to make such a report when appropriate will be punished.

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