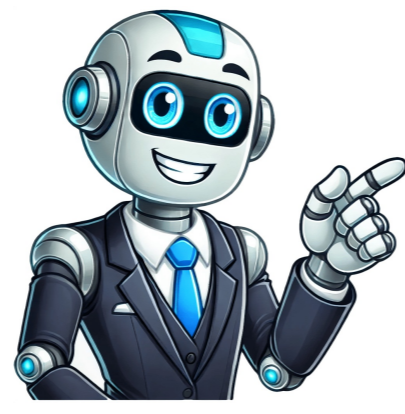


I'm not a robot

























with stories about pirates Malborn - Undercover Wood Elf who helps infiltrate the Thalmor Embassy Ramati - Alik'r warrior found in Rorikstead Iran - Leader of the Dawnguard vampire hunters (Dawnguard DLC) Saliah - Sailor on The Northern Maiden Eimar - Inhabitant of Heartwood Mill who lost his wife Ilas-Tei - Inhabitant of Darkwater Crossing Dinah - Server at The Retching Netch on Solstheim High Elves are from the Summerset Isles, known for their magical aptitude and lifespan. Ancano - Thalmor advisor at the College of Winterhold Elenwen - First Emissary of the Thalmor in Skyrim Faralda - Destruction magic teacher at the College of Winterhold Nirya - Member of the College of Winterhold who dislikes Faralda Ondolemar - Thalmor Justiciar stationed in Markarth Rulindil - Third Emissary and Thalmor interrogator Quaranir - Member of the Psjiic Order who warns the Dragonborn Nelacar - Former College member staying at the Frozen Hearth in Winterhold Taarie - Co-owner of Radiant Raiment in Solitude Endarie - Co-owner of Radiant Raiment in Solitude, Taarie's sister Nurelion - Elderly owner of The White Phial in Windhelm Legate Fasendil - Imperial Legion officer stationed in the Rift Aicantar - Calcelmo's nephew and research assistant in Markarth Calcelmo - Court wizard of Markarth and Dwemer researcher Viarmo - Headmaster of the Bards College in Solitude Runil - Priest of Arkay in Falkreath Niranye - Merchant in Windhelm with Thieves Guild connections Vingalmo - Member of the Volkihar Vampire clan (Dawnguard DLC) Linwe - Leader of the Summerset Shadows thieves group Estormo - Thalmor agent following the Dragonborn for Ancano Faldryn - Soldier in Isran's Dawnguard (Dawnguard DLC) Captain Valmir - Thalmor impostor at Forelhost Melaran - Steward to Erikur in Solitude Sinderion - Deceased alchemist discovered in Blackreach Paarthurax - Ancient dragon and leader of the Greybeards (not actually Altmer but shares naming style) Wood Elves are from Valenwood, known for their archery skills and affinity with nature. Faendal - Archer and potential follower in Riverwood Anoriath - Meat vendor at Whiterun marketplace Elrindir - Owner of The Drunken Huntsman in Whiterun Malborn - Infiltrator who helps during the Thalmor Embassy quest Nimriel - Worker at Windhelm docks Enthir - College of Winterhold member with black market connections Valindor - Worker at Riften Fishery Syndus - Archery merchant for the Thieves Guild Beleval - Member of the Dawnguard (Dawnguard DLC) Gwilin - Lumberjack at Half-Moon Mill Marandru-jo - Traveling Khajit caravan merchant Vanryth - Bandit at White River Watch Reldith - Worker at Snow-Shod Farm in Riften Rochelle the Red - Bandit leader Orelon - Stable worker at Windhelm Stables Anuriel - Steward to Laila Law-Giver in Riften Elmus - Worker at Merryfair Farm Romlyn Dreth - Worker at Black-Briar Meadery Bel - Apprentice at the Frostfruit Inn Nivnor - Wealthy resident of Riften Daighre - Resident of Karthwasten Angeline Morraad - Owner of Angeline's Aromatics in Solitude Varbaril - Worker at Solitude Sawmill Galerion - Historical figure mentioned in books Ungrien - Bartender at Black-Briar Meadery in Riften Dark Elves are from Morrowind, known for their fire resistance and magical aptitude. Brelyna Maryon - Student at the College of Winterhold Brand-Shei - Merchant in Riften marketplace Irlieih - Housecarl to Jarl Balgruuf of Whiterun Athis - Member of the Companions in Whiterun Ambarys Rendar - Owner of New Gnisis Cornerclub in Windhelm Aranea Ientih - Priestess of Azura at the Shrine of Azura Gabriella - Assassin for the Dark Brotherhood Erandur - Priest of Mara and former cult member in Dawnstar Jenassa - Mercenary found in The Drunken Huntsman Belyn Hlaalu - Farmer in Windhelm Savos Aren - Archmage of the College of Winterhold Dravin Llanith - Farmer outside Riften Suvaris Atheron - Worker for East Empire Company in Windhelm Teldryn Sero - Mercenary on Solstheim (Dragonborn DLC) Revyn Sadri - Shop owner in Windhelm's Gray Quarter Dravynea the Stoneweaver - Mage living in Kynesgrove Lleril Morvayn - Councilor of Raven Rock (Dragonborn DLC) Adril Arano - Second Councilor of Raven Rock (Dragonborn DLC) Dreyla Alor - Shopkeeper's daughter in Raven Rock Fethis Alor - General merchant in Raven Rock Neloth - Master Telvanni wizard on Solstheim Geldis Sadri - Innkeeper of The Retching Netch Idesa Sadri - House servant for Clan Shatter-Shield Milore Ientih - Apothecary in Raven Rock Ienara - Mohawk-wearing miner in Darkwater Crossing Orcs are known for their combat prowess, berserker rage ability, and exceptional smithing skills. Urag gro-Shub - Librarian at the College of Winterhold Gharol - Blacksmith in the Orc stronghold of Dushnikh Yal Moth gro-Bagol - Blacksmith in Understone Keep, Markarth Ghorbash the Iron Hand - Warrior from Dushnikh Yal and potential follower Ghorza gra-Bagol - Blacksmith in Markarth Larak - Orc bandit at Bilegulch Mine Mogrul - Moneylender on Solstheim Dushnamub - Chief of Narzulbur stronghold Borgakh the Steel Heart - Warrior from Mor Khazgur and potential follower Atub - Wise woman of Largashbur stronghold Yamarz - Chief of Largashbur stronghold Shuftharz - Miner at Narzulbur Mauhulakh - Chief of Narzulbur Bolar - Orc in The Reach Gadba - Resident of Largashbur Oglub - Resident of Largashbur Ugor - Gate guard at Narzulbur Mul gro-Largash - Mentioned in the book "The Code of Malacath" Arob - Wise woman of Dushnikh Yal Nagrub - Miner at Mor Khazgur Sharn gra-Muzgob - Mentioned in in-game literature Bashnag - Bandit chief encountered during random encounters Murbul - Wise Woman of Mor Khazgur Lash gra-Dushnikh - Member of Largashbur Garakh - Blacksmith at Mor Khazgur Argonians are reptilian people from Black Marsh, known for their water breathing ability and resistance to disease. Derkeethus - Miner at Darkwater Crossing and potential follower Shahvee - Dock worker in Windhelm Scouts-Many-Marshes - Dock worker in Windhelm Gulum-Ei - Shady merchant in Solitude with Thieves Guild connections Jaree-Ra - Conspirator in a shipwreck plot in Solitude Deeja - Jaree-Ra's sister and accomplice Veezara - Assassin for the Dark Brotherhood Madesi - Jeweler at Riften marketplace Talen-Jei - Server at the Bee and Barb inn in Riften From-Deepest-Fathoms - Mysterious woman in Riften obsessed with the Dwemer Neetrenaza - Dock worker in Windhelm Beem-Ja - Mage encountered during the quest "A Scroll For Anska" Wujeeta - Worker at the Riften Fishery Teeba-Ei - Dock worker in Windhelm Brand-Shei (adopted) - Merchant in Riften with a Dunmer name Stands-In-Shallows - Dock worker in Windhelm Hides-His-Heart - Mentioned in "The Argonian Account" book series Walks-Through-Ash - Mentioned in various in-game books Deep-In-His-Cups - Mentioned in tavern conversations Makes-One-Soup - Cook at Candlehearth Hall in Windhelm Quill-Weave - Author mentioned in books Sees-Through-Dreams - Mentioned in conversations about Hist sap Haj-Ei - Historical figure mentioned in books Ocheeva - Mentioned in conversations about the Dark Brotherhood Lifts-Her-Tail - Character in "The Lusty Argonian Maid" book Khajit are cat-like people from Elsweyr, known for their night vision and natural agility. J'zargo - Student at the College of Winterhold and potential follower Kharjo - Caravan guard and potential follower Ri'saad - Leader of a Khajit trading caravan Ma'dran - Khajit caravan leader Ahkari - Khajit caravan leader Atahbah - Khajit caravan merchant M'aiq the Liar - Wandering Khajit known for sharing odd "facts" Ra'zhinda - Member of Ahkari's caravan Zeynabi - Khajiti merchant in Ma'dran's caravan Dro'marashi - Caravan guard with tragic past Shavari - Thalmor assassin in Riften J'datharr - Thalmor assassin hunting Malborn Ra'jirr - Traveling pilgrim with his brother Tsavani - Cook for the Dark Brotherhood Kesh the Clean - Keeper of the Shrine of Peryite Do'jirakha - Referenced in "Ahzir' Traajjazeri" book S'rendarr - Referenced in religious discussions Dar-Ma - Referenced in books about Elsweyr Jo'banja - Referenced in caravan conversations Dro'Zel - Mentioned in "Mixed Unit Tactics" book Ra'Virr - Referenced in conversations about Morrowind Ma'jhad - Mentioned by caravan Khajit R'i'hirsi - Referenced in tales about the Thieves Guild S'kiivara - Mentioned in smuggler's notes Dar'hassir - Referenced in trade discussions Whether you're embarking on a new journey through Skyrim's frost-covered mountains or creating a character for another fantasy RPG, these names carry the weight and essence of Nordic tradition. From the harsh consonants of battle-hardened warriors to the melodic tones of mystical spellcasters, each name tells a story before your adventure even begins. Choose one that resonates with your character's destiny, or mix elements to forge something unique. Remember, in Skyrim and beyond, your name is often the first legend you create. May your chosen name strike fear in your enemies and inspire tales told for generations around the warmth of mead hall fires.