

GC = Galuca

TG = Trégal

Place Names of Toriel

Entries will take the format of:

Placename (type of place) > Language of origin *roots in the language* meaning of placename

When an entry doesn't say what type of place it is, then it is a settlement.

Language Key:

B= Boşk

F= Foriab

H =Hajec

GL=Gàl Nâg

L = Lemre

M = Moicha

N= Nümmezse

P= Pwr

R = Ruisur

SH= Shúfre

SM = Somi

T= Terch

Tns = Tâns

TM= Turma

TS = Tâns

W=Wasgar

Malomanan



Pwrlw

Pwrlw > P *Pwr* 'Pwr language' + *-lw* '-ness' land of the Pwr language

Lamlifi Iri > P *lamlifi* 'lake' + *iri* meaning 'named' in a very old and quaint form of Pwr. named lake

Pfunlumw > P *pfun* > mutated form of *pfon* 'to graze' + *lu* > mutated form of *lw* 'participle, -ing' + *mw* 'land' grazing land

Mu ya Hína > P *Mu* 'mountain' *ya* 'of the' *hína* 'gods' mountain of the gods

Terchlú

Terchlú > T *Terch* 'terch language' + *-lú* 'ness' Land of the Terch language

Ernseyá > T *ern* large + *seyá* hollow large hollow

Feurúagha (island) > T *of the robin*. So named for the large robin population on the island

Lefemu > T *lefe* water + *mu* place water place

loriána (stream) > T *lorí* stream + *än* 'of äna'. The small stream *loriána* has water with a slight sweet taste to it, this is due to a species of tree called *Än* which grows alone by the stream, the tree has a very sweet resin which gives the entire tree a sweet taste from bark to fruit. This resin has a quality which is harmful to spirits, the fruit is eaten to temporarily fend off spirits or the resin is mixed in soil around a cottage to prevent spirits from entering. The water of this stream eroded some of the soil by roots which caused some of the tree's sweetness to be absorbed into the water itself. stream of äna

Síce > T *sí* 'holy' + *ce* 'valley' holy valley. So named for a great battle of the spirits is said to have taken place there long ago. The spirits of stone, soil and tree (which form the *méghe* *síghägh* or 'earthly spirits') gathered on the eastern slope of the valley and the spirits of rain, wind and hail (which form the *ere* *síghägh* or 'lofty spirits') gathered on the western slope. The two charged down into the valley and fought each other in an epic battle where the spirits of stone, soil and tree were victorious.

Toffí > T *toffí* northern

Lem Pars/Mqlälä Lemnen

Mqlälä Lemnen > L *Mqlälä* 'island' + *lemnen* 'of the dwellers'

Lem Pars > T *lem* 'borrowed root from *Lemnen* 'of the dwellers' + *Pars* 'island'

Arn Dre (stretch of land between the mountains and coast) > L *Arn* 'big' + *Dre* 'brim' big brim

Asneca Nöca > H *Asneca* from Hajec language *æsh nik* 'large forest', this was borrowed into Lemre as *Asneca* and lost the meaning it had in its original language. + *nöca* 'forest' forest of Asneca or to be very literal forest of big forest. Due to *Asneca* losing its original meaning when borrowed into Lemre, speakers

of the Lemre language believe the folk etymology that *Asnec* is the name of a spirit that dwells in the forest.

Baonza (pasture, grassland) > L *ba* 'hillfoot' + L *onza* 'still air' (borrowed from H *onshow* 'still air'). So named as the flat pasture sits easterly at the very bottom of the *Cärnqs mountains* which protect the area from winds from the west. The area has lots of streams running down from the mountains plus fertile soil. All of these facts make it a pleasant place and perfect for grazing deer on, once prized by the long gone onxiibhöne herders. Much so that shepherds would fight each other for the right to graze there for several months, as evidenced by a standing stone which stands at the north end of Erbosomäsa, the stone has instructions carved into it telling the code of grazing in the area, mostly for how long a herd should be grazed there and if two shepherds are competing for the area the code tells how the winner will be decided if the two competitors should fight, and that if this code is broken by one competitor then the other competitor has the right to steal the other's herd as punishment. Should the punished competitor attempt to steal back his herd or try to harm the other then he is to be killed. The stone states a common courtesy that anyone nearby should come to the aid of the other competitor when the other breaks the code.

pasture by the hillfoot

Barorjöra > L *ba* 'hillfoot' + *torjör* 'male first name, Lemre turns /t/ into /r/ between vowels' + -a 'genitive case suffix' Torjör's hillfoot.

Erbosomäsa (pass) > H *iirbós* 'the pass' + *omesha* 'of deer' 'the pass of deer'. So named as the area is a thin strip of open land between the coast and forest. It is 15 miles long North-South and 5 miles wide West-East. When the Onxiibhöne shepherds were still herding deer they lead their deer herds through the thin pass to reach the plentiful pastures of *baonza* which are cut off from the rest of the land by the *Cärnqs mountains*.

Erosmä > H *irozh* 'to disperse, to spread' + L *mä* 'place'. The placename forming prefix *Eros* comes from the extinct language Hajec, once spoken on the island. Several words of the language survive in Lemre as placenames. *Eros*, a placename usually found near wide rivers comes from the Hajec *irozh* meaning 'to disperse, to spread'. Itself from the Proto-Sumric root **ytoz* meaning 'to cut' spreading place

Lorałas > L *lorql* 'river' + -*qs* 'comitative case suffix' with the river

Möbäne Cärnäs (mountain range) > L *möbäne* 'mountain' + H *cärnäs*, a Lemre rendering of the Hajec *käqrbnezh* 'of the shepherd' mountains of the shepherd

Möbäne Seromela (mountain range) > L *möbäne* 'mountains' + *seromel* 'serpent' + -a 'genitive case suffix' Mountains of the Serpent. This name comes from the belief that the mountain range is the petrified body of a great serpent and that at the end of the world the serpent will rise and devour the world. While the mountain truly is the body of a petrified serpent, the creature is long dead never to rise again.

Noma Onevöne > L *noma* 'region' + H *onxiibhöne* 'trapped people' - name for the original Hajec speakers who lived on the island before the Lemne. While the Onxiibhöne assimilated with the Lemne the

language endured for longer in this region due to being geographically isolated by a mountain range. So the region was named after the onxiibhöne, but eventually the Lemre language spread to this region and onxiibhöne was borrowed into the language as *onevöne*. Many generations after the Hajec language died all knowledge of it died with it. The word *onevöne* is now meaningless to the inhabitants and now exists only as a collection of syllables in a placename. It was only when linguists reconstructed the Hajec language that the meaning of the placename was rediscovered.

Nonlomälem > L *nonlon* 'dividing, border' + *mä* 'land' (when compounded together these roots form *nonlomä*, often found in placenames near forests edges or rivers) + *lem* 'village' (shortened form of *lemä* 'village') border village

Sê (river) > H *sê* holy, sacred

Slocem (mountain feature) > L *sloc* hollow in the hillside + *-em* augmentative suffix great hill hollow

Sömem Sedoresa > L *sömem* shortened form of *sömem nenja* 'fall of the cannibals' a place name found on stretches of coastline. Places with this name are where the Empire of Antagan dumped the bodies of supposed cannibals whether they were guilty of their crime or not + *Sedoresa* the name of an infamous insane cannibal who was hunted down by other natives and thrown off this cliff. cannibal fall of Sedoreso.

Sömem Jamsa > L *sömem* 'fall' + *jamsa* 'fire' cannibal fall of fire. This dumping place of cannibals usually had a great fire at the base of the cliffs to burn the bodies.

Voream (grassland) > L *vorea* 'plain, grassland' + *-m* 'place name forming suffix, from Hajec *emä* 'place') place of grassland

Mémoicha

Mémoicha > M *Mén* 'land' + *moicha* land of the Moicha

Bínagraig (Hill) > N

Érbëu (estuary) > N 'sea'. Lake Érbëu is a limestone sea lake or ford. lake sea

Mémoicha > M *mé* land + *moicha* name of the people + *-a* genitive suffix

Irlam > N *ir* big + *lam* settlement big settlement

Lemunanùmà > M, derived from the Old Sumrë *lemûna nonma*

Sëmhîr (forest) > From Old Nümmezse *sëmhîr* meaning 'on the moor'

Yrjému > M *ýrmé* 'yellow' + *mu* place yellow place

Müforia

Müforia > F *Mü* 'land' + *foria* 'plain' land of the plain

Eraduīga (tower) > F *era* tower + *duīga* 'duígi's'. Built by the mason Devürüğess and commissioned by the infamous Foranía rebel Duígí. Duígí's Tower

Müforia > F *mü* land + *foria* plain (habitat)

Mutgerma > F *mu* place + *tger* stone + *ma* place stonev place

Örorms

Örorms > L *örorms* 'empty', the name for the island is known as empty as it is thought that the island is uninhabited. Although what no one knows is that the Ruisur culture lives there

Seléd

Seléd > O.L *sé* 'the' + *léd* swamp the swamp

Areas without permanent settlements

Íldeimmú > N *ildei* bad + *mú* place. A long since abandoned village where the Nümmezsëw people originally came from. The village was abandoned when a young man named Fomhiëuhi committed a great taboo which caused the whole village to be destroyed by the ice dragon Ozhabel. The survivors fled into Mémoicha and settled in Irlam. bad place (all known sources refer to this settlement as 'bad place' which seems to be name given to it by the survivors after they fled in reference to the taboo committed there. The original name of the settlement has been lost to history)

Ránumà > M, derived from the Old Sumrë *ralm nonma* 'long territory'.

Múna > T *múna* 'no one's'. name of a mountain range which lies just outside of any fixed territory hence it belonging to no one.

Trégal

Ajalté > SH *ajal* buzzard + GN *té* island. buzzard island

Galse > GN *gal de* warrior-like. The small and remote island to the north was closest to the northern island Wonúlwúl and encountered the Sumric tribes early on, their name first went through Zūvri sound changes and then into Shúfre.

Laneté > GL *Lân né té* > *lân né* broken + *té* island. broken island

Olal ben Asa > SH *olal ben asa* 'death by fire'. The island is very volcanic and has an active volcano which frequently gives small but violent eruptions. The island is obviously uninhabited but the volcanic ash from the base of the volcano is gathered to fertilize pastures in Trégal or shipped away to be sold for a very high price (the high price is due to the high risk of gathering it and the ash's very fertile quality). death by fire

Sobúl Shúwal > SH *sobúl* first + *shúwal* foot. So named as this was the first place that the Sumric incomers to Trégal set foot in Trégal after getting of their boats. first foot

Soté > GL *zoñ té* > *zoñ* brave + *té* island brave island

Tshí > GL *tshí* length, due to the islands long and thin appearance. length

Trégal > GL *Trez Gal* > *trez* three + *gal* warrior. The name stems from the legend that the three main Trégal islands are made from the bodies of three giant warriors who turned to stone after their deaths. three warriors

Wonúlwúl > GL *wô né* victorious + SH *úlwúl* brother. Named after the giant whose body became the island, according to native Galnag legend. Variants of the legend exist and the accepted one on Wonúlwúl is that the warriors were also brothers, hence that later Shúfre addition of úlwúl to the island's name. victorious brother

Henda



Wasgar

Aike Dréines > *aike* town (masculine) + *Dréines* of Dréin. Dréin was a local and legendary king who ruled the grasslands from this small town in some very ancient time. Dréin's town

Baia Mondines > *baia* river mouth + *mondines* of Mondí. Mondí is the river which flows into the Bay of Badan. mouth of the river Mondí

Balum Badanoi > *balum* city + *badanoi* of Badan. Badan is the god of the estuary which the city sits on the shores of. Badan's City

Beke Mondí > *beke* river + *mondí* large, big. big river

Gon Balum > *gon* great + *balum* city. great city

Harpito Ruganes > *harpito* hillpath + *ruganes* of sorrow. So named for the tragic story that took place there. hillpath of sorrow

Hendak Onihom > *hendak* land + *onihom* of horses horse land

Nu Naskaiterum > *nu* bay + *naskaiterum* of fishermen fisherman's bay

Yeubha >

Kingdom of Géid

Baiku > B from the root B-K 'mountain' + AI-U 'place'. Meaning 'mountainous area' place of mountains

Baiputva > B *baiput* mine + -va place name suffix mine place

Baişknaiko (hill) > B *baişk* hill + *naiko* royal royal hill

Baişkvolkamėkis (hill) > B *baişk* hill + *volkamėkis* of the volkamėk. The Volkamėk are a local tribe and this hill serves as their centre. hill of the volkamėkis

Géid > a Wasgar rendering of the Boşk name *keit* for the kingdom. Which is from the Boşk root K-T meaning 'origin, native'. native

Kotur (hill) > B *kotur* low low

Maivut > B from the roots M-V-T 'buzzard' + AI-U 'place' buzzard place

Naiku > B from the roots N-K 'royal' + AI-U 'place' royal place

Paisuvva > B *paisuv* church + -va place name suffix church town

Sarutisva > B *sarut* male first name + -va place name suffix. Once the capital of the kingdom before it was divided, named after King Sarut who died defending the city against a Wasgar invasion. Sarut's town

Empire of Antagan

The places listed here are in what is known as 'traditional Antagan' which inhabited by the Jašawn race and is the heartland of the Empire. Non-Jašawn Regions that were later conquered and absorbed into the Empire will have their own section but with (Antagan) after the name.

Antagan > TN *anta* bay + -gan green green bay

Bor (river) > river name from an ancient Wasgar root, related to Modern Wasgar *borero* to flow flow

Mogan (river) > river name from an ancient Wasgar root, related to Modern Wasgar *mog* brown, so named for its dark and fertile water. brown, dark, murky

Myca >

Orf Båglin (mountain range) TN *orf* high + *båglin* mountains high mountains

Tåsta > TN *tå* sheep + *sta* hill sheep hill

Galuca (Antagan)

Dulirda > *dulir* boundry + *-da* the. The Dulirda is a swathe of land the north in Galuca which lies between the two great rivers *Onin Pepura* and *Onin Calpa*. This is the only land boundary Galuca has with the rest of Henda and as such has been historically less stable. the boundary

Galuca > *gau* world + *lucu* to rule + *-a* genitive suffix world of rule

Luoslucmar > *luos* lion-like + *lucmar* rulers. Luoslumar and the surrounding region is surrounded by a large savanna like habitat in which lions are abundant and bold. A bold warrior would hunt a lion and skin its head (the meat was eaten also) and grafted the head skin onto a helmet which when worn, made the warrior appear as if he had a lion's head. lion like rulers

Onin Calpa (river) > *onin* river + *calpa* white white river

Onin Pepura (river) > *onin* river + *pepura* of bull. In the beginning of spring a festival is held where people in northern Galuca bring their bulls (and other cattle) to be washed in the river. It is believed that by washing a bull in the river promotes fertility and good luck. The belief comes from the legend that the fertility god Sansir had a prized bull, this bull was the envy of others around him. But it is forbidden to steal another man's bull without being provoked, so Sansir was tricked by another god into entering a duel in which Sansir would gain cows to breed his bull with if he won, or the competitor would win the bull if he lost. Unfortunately Sansir lost the duel and lost the bull. He was so saddened by his loss that he shed tears which fell into the river. The tears from the fertile god mixed with the water and gave it its holy quality. Ever since then people have been washing their bull's in the sacred river. bull river

Rapda > *rapu* bend, curve + *-da* the the bend

Raxpe > *rax* royal + *pe* land. This city was once the centre of the long fallen Galuca kingdom. royal land

Ohare



Ohare > o'hare the land the land

o'Hors-ordujs > o'hors the mountains ordujs big big mountains

Puo Bojet (plateau) > puo plateau bojet bears' plateau of bears

Socjuḅ (region) > so light cjuḅ first. So named as it the most easterly place known to man. When the sun rises this place is the first to be graced with its light. first light

Sumca > sum water ca originally ta but it was affected by sound changes when compounded.

Taismujet > ta place ismujet of meeting meeting place

Sadari