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| ID | Czech(game supported char.) | German-Bohemian |
| East Bohemia | Východní Cechy | Ostböhmen |
| Variant[[1]](#endnote-2): | Cechy | Böhmen |
| 625 | Praha | Prag |
| 626 | Hradec Králové | Königgrätz |
| 628 | Ústí nad Labem | Aussig |
| 3269 | Benešov | Beneschau |

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| ID | Czech(game supported char.) | German-Bohemian |
| West Bohemia | Západní Cechy | Westböhmen |
| Variant[[2]](#endnote-3): | Šumava | Böhmerwald |
| 629 | Plzen | Pilsen |
| 630 | Ceské Budejovice | Budweis |
| 627 | Karlovy Vary | Karlsbad |
| 627 Variant[[3]](#endnote-4): | Žatec | Saaz |

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| ID | Czech(game supported char.) | German-Bohemian |
| Moravia | Morava | Mähren |
| 631 | Brno | Brünn |
| 632 | Olomouc | Olmütz |
| 3339[[4]](#endnote-5) | Zlín | Zlin |

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| ID | Czech(game supported char.) | German-Bohemian |
| Lower Silesia | Dolní Slezsko | Niederschlesien |
| 682 | Vratislav | Breslau |
| 683 | Svídnice | Schweidnitz |
| 2584 | Lehnice | Liegnitz |
| 3338 | Hlohov | Glogau |

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| ID | Czech(game supported char.) | German-Bohemian |
| Upper Silesia | Horní Slezsko | Oberschlesien |
| 684 | Opolí | Oppeln |
| 685 | Bytom | Beuthen |
| 688 | Opava | Troppau |
| 689 | Tešín | Teschen |

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| ID | Czech(game supported char.) | German-Bohemian |
| Lusatia | Lužice | Lausitz |
| 687 | Zhorelec | Görlitz |
| 558 | Budyšín | Bautzen[[5]](#endnote-6) |
| 552 | Chotebuz | Cottbus |

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| ID | Czech(game supported char.) | German-Bohemian |
| Saxony | Sasko | Kursachsen |
| Variant: | Míšensko[[6]](#endnote-7) | - |
| 559 | Drážd'any | Dresden |
| 560 | Kamenice | Chemnitz |
| 556 | Lipsko | Leipzig |

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| ID | Czech(game supported char.) | German-Bohemian |
| Saxony-Anhalt[[7]](#endnote-8) | Anhaltsko | Anhalt |
| Variant: | Devínsko[[8]](#endnote-9) |  |
| 553 | Magdeburk | Magdeburg |
| 553 variant: | Devín[[9]](#endnote-10) |  |
| 555 | Desava | Dessau |
| 555 variant: | Tisov[[10]](#endnote-11) |  |
| 557 | Štendal | Stendal |
| 557 variant:[[11]](#endnote-12) | Havolín | Havelberg |

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| ID | Czech(game supported char.) | German-Bohemian |
| Brandenburg | Branibory | Brandenburg |
| Variant: | Stodory[[12]](#endnote-13) |  |
| 549 | Berlín | Berlin |
| 549 variant: | Bralín[[13]](#endnote-14) |  |
| 549 variant2: | Bratoslava[[14]](#endnote-15) |  |
| 550 | Prenclov | Prenzlau |
| 550 variant: | Premyslav[[15]](#endnote-16) |  |
| 550 variant2: | Bretislav[[16]](#endnote-17) |  |
| 551 | Prícvalk | Pritzwalk |
| 551 variant: | Prestavlk[[17]](#endnote-18) |  |
| 551 variant2:[[18]](#endnote-19) | Loucín | Lenzen |
| 681 | Lancberk[[19]](#endnote-20) | Landsberg |
| 681 variant: | Horov[[20]](#endnote-21) |  |

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| ID | Czech(game supported char.) | German-Bohemian |
| Pomerania | Pomoransko | Pommern |
| 546 | Štetín | Stettin |
| 547 | Grýfov[[21]](#endnote-22) | Greifswald |
| 548 | Stralov[[22]](#endnote-23) | Stralsund |
| 679 | Košalín | Köslin |
| 679 variant:[[23]](#endnote-24) | Kolobreh | Kolberg |
| 680 | Sloup | Stolp |

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| ID | Czech(game supported char.) | German-Bohemian |
| Mecklenburg | Meklenbursko | Mecklenburg |
| Variant: | Bodrcisko[[24]](#endnote-25) |  |
| 544 | Zverín | Schwerin |
| 545 | Nové Strelice | Neustrelitz |

Possible additional semislavic area.

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| ID | Czech(game supported char.) | German-Bohemian |
| Holstein | Holštýnsko | Holstein |
| Variant: | Vagersko[[25]](#endnote-26) |  |
| 369 | Kílno[[26]](#endnote-27) | Kiel |
| 529 | Labehrad[[27]](#endnote-28) | Lauenburg |
| 530 | Lubek | Lübeck |
| 530 variant: | Bukovec[[28]](#endnote-29) |  |
| 528 | Hamburk | Hamburg |
| 528 variant: | Bohbor[[29]](#endnote-30) |  |
| 533 | Helgoland[[30]](#endnote-31) | Heligoland |

1. Naming prefered by me independent of current game setup. [↑](#endnote-ref-2)
2. Naming prefered by me independent of current game setup. [↑](#endnote-ref-3)
3. Naming prefered by me independent of current game setup. [↑](#endnote-ref-4)
4. Zlin could be replaced but it’s unimportant currently [↑](#endnote-ref-5)
5. Apparently this is an official name since OTL 1868, and it was dialectical in usage, which was preferred by germans over Slavic sounding previous official name: Budissin, but still I kept it there in the more german form (as I wasn’t aware of it before I renamed that province Bautzen, but tbh it’s also more convenient for modern audience, especially since the name Bautzen was invented earlier than in 1868, and was in common usage by Germans, eventually, if I were to edit this area again, the name could probably be changed to Budissin [↑](#endnote-ref-6)
6. Slavonic Polabian larp: After pre-saxon entity in the region called Duchy of Meissen, roughtly in the same area as Kursachsen state in game. This was a Czech Slavic name. [↑](#endnote-ref-7)
7. Product of the modern era, certainly shouldn’t remain, or at least be named like that, however it is. [↑](#endnote-ref-8)
8. Slavonic Polabian larp: Name of the region created of the old czech name for the city of Magdeburg – the most important place in the area. [↑](#endnote-ref-9)
9. Slavonic Polabian larp: Old slavic name for the city. [↑](#endnote-ref-10)
10. Slavonic Polabian larp: Apparently the source for the name Dessau (which Desava is a direct czechization of) is in the yew tree (czech: tis) so this name takes the suppoused root and make it Czech without that German intermediation [↑](#endnote-ref-11)
11. Slavonic Polabian larp: The city of Stendal along with most of the province is located in Altmark region that used to be sparsely populated by Slavs, it was the origin point from within Brandenburg expanded. City of Havelsberg is on the right side of the Elbe, very close to Stendal, within province borders and used to be very important city in the region, if it were up to me I’d probably force the city name in here, although Stendal is more significant to Altmark province. Havolín is a Czech rendition of original name of the city. [↑](#endnote-ref-12)
12. Basically Braniborsko is a slavic translation of Brandenburg (region), which name comes from the major settlement on the Havel river which were found over the slavic gord Brenna - Branibor is a slavic translation of Brandenburg.

    Brenna was the main settlement of a tribe known as Havelani, which is the name apparently given by Germans, while they apparently had also the name they called themselves - Stodorani. And especially in case of Czechs, this Stodorani state (on the land called Stodor) was an origin location of Drahomira - duchess consort of the duke of Bohemia Vratislaus I, infamous in early czech history as responsible for pagan reaction kind of behaviour.

    So the Slavs and especially the Czechs can bring the other name to the region sourced in original slavic principalities in the area which is Stodory.

    TLDR: the larpiest name for slavic owned Brandenburg could be based on Stodorans, and it's either Stodor, or Stodorania and in case of Czechs - Stodory. [↑](#endnote-ref-13)
13. Slavonic Polabian larp: The translation of reconstructed original Polabian form. Sadly Berlin is an important city in established DoD lore, so it has to be present. If it wasn’t I would replace it with Spandau for example. [↑](#endnote-ref-14)
14. Apparently Bralin is a short form of the name Bratoslav [↑](#endnote-ref-15)
15. Slavonic Polabian larp: Established Czech name for the city referencing to original name without German intermediation. Premyslav is a modified through Poles version of the original name Premysl, that was significant to Czech Premyslid dynasty, many rulers bore the name. [↑](#endnote-ref-16)
16. One of possible origins of the city name according to Czechs, and this one also bores name of important members of Premyslid dynasty, but this time without Polish intermediation, so it might be preferred in this case. [↑](#endnote-ref-17)
17. Slavonic Polabian larp: Derivered from Polish version of the Polabian sourced name [↑](#endnote-ref-18)
18. Naming prefered by me independent of current game setup. This Prignitz (Przegnica – polish, Prehnice – Czech I guess) province could have any city in the region, and so I’d preferred Lenzen, also cause it was a main stronghold in the region in the Slavic times. [↑](#endnote-ref-19)
19. The czechization of original germanic name [↑](#endnote-ref-20)
20. Slavonic Polabian larp (kinda): Name made in a similar way that Poles made the name by transferring Silesian Landsberg name “Gorzów” into another Landsberg. This could happen either independently or through Polish influences. Anyway it is possible to happen, as there are sources that Poles refered to this city as Gorzów (or some sorts) before it became official. [↑](#endnote-ref-21)
21. Slavonic Polabian larp: The possible Czech translation roughly based on polish translation: Gryfia, but done in Czech way, so instead of Gryfia it’s Gryfov. [↑](#endnote-ref-22)
22. Slavonic Polabian larp: Czech translation of original slavic name. [↑](#endnote-ref-23)
23. Most likely this province will be renamed to former name Kolberg as it was more important city [↑](#endnote-ref-24)
24. Slavonic Polabian larp: Name for the area derivered from original name of the tribe from which Mecklenburg came to be – Obodritia, but in Czech version. [↑](#endnote-ref-25)
25. Slavonic Polabian larp: Named after Wagri tribe, that were the westernmost Obodrite tribes that lived next to the limes sorabicus in the land near Lubeck province. [↑](#endnote-ref-26)
26. Guessed Czech translation [↑](#endnote-ref-27)
27. The german city name is derivered from slavic version of the name for the Elbe – Lave(Polabian apparently), Labe (Czech) so it is a translation. [↑](#endnote-ref-28)
28. Spotted in Czech sources, possibly from polish Jan Długosz. [↑](#endnote-ref-29)
29. From Polish 19th-20th century source, quite likely a shitpost [↑](#endnote-ref-30)
30. Area out of slavic interest, never had a slavic name the one has to be invented. [↑](#endnote-ref-31)