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**PRACA DYPLOMOWA   
LICENCJACKA**

**PROBLEMS AND SOLUTIONS IN THE TRANSLATION OF PROPER NAMES IN THE NOVEL “EARTHSEA” BY URSULA K. LEGUIN**

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# Introduction

The aim of this diploma paper is to investigate the translation of all proper names in the series ‘Earthsea’ written by Ursula Kroeber LeGuin. It was chosen, because the phenomenon of proper names seems to be very challenging for translators especially nowadays, when the cultures of different countries are so diverse and constantly developing. This thesis attempts to provide strategies that are most commonly used when translating proper names as well as to present the motives which inspire translators during the translation of these culturally specific items. This diploma paper consists of three chapters: the first two ones are theoretical and the last one is analytical.

In the first chapter the theoretical background on translation is presented. At the very beginning, general definitions of important terms are provided, such as: translation, equivalence or types of translation. Additionally, one can find there difficulties with literal translation along with the ways to deal with them. The next part presents the theory concerning proper names. Their types and classification are described in detail. Finally, the last part deals with translation strategies for culturally specific items.

The second chapter provides information about the source texts, and is divided into two parts. The first part presents the biography of Ursula Le Guin, the author of the Earthsea series as well as her most famous works. The second part provides summaries of all the five books that together form the ‘Earthsea’ series, i.e. ‘A Wizard of Earthsea’ ‘The Tombs of Atuan’, ‘The Farthest Shore’, ’Tehanu’ and ’The Other Wind’.

The last chapter focuses on the aim of the diploma paper and the research material. This chapter contains an analysis of 746 cases of proper names that have been found in the series. Moreover, 84 cases have been discussed in detail. Each proper name has been assigned to a specific strategy and category. There are also two pie charts attached to the last chapter that help to illustrate the number of proper names in particular strategies and categories. Finally, the chapter presents the conclusions that were drawn from the analysis in the third chapter.

The final part of this diploma paper includes a summary in Polish and in English of the whole work, List of Figures and Tables and Appendix.

# **Chapter 1 Theoretical background**

## **Introductory remarks**

The aim of this chapter is to present a general definition of translation, elaborate on the concept of equivalence and distinguish between different types of translation as proposed by several influential scholars. The focus is also on the theories of proper names their types, classification and solutions for translating them.

## **Definition of translation**

Nowadays, translation can be seen everywhere in our daily life. Translation is found in books, magazines, important papers, etc. All that tells us that the job of a translator is very important because he should have an ability to fully understand the text in one language which he wants to translate so that he can do it properly into the other language.

What is then translation? This is a very important question for all the people, who conduct translations. Many intellectuals tried to define the process of translating. We have to understand this term very well to be the best in our job. Translation seems to be an operation of finding such equivalents to an item (word) of the source language (SL) in the target language (TL) which will allow to properly render the meaning of the source text, and will allow the target text to have the same impact on the reader, as the source text has on its readers.

As Newmark (1988:5) claims, translation: “is rendering the meaning of a text into another language in the way that the author intended the text.” As can be seen, it is all about a perfect understanding of the source text and trying to find the best solution in the target text to show the same meaning.

By comparison, Bell (1991:6) argues that “The translation is the replacement of a representation of a text in one language by a representation of an equivalent in a second language” It is simply about finding the proper word in the target language to change the proper name in the source language but this proper name has to be accurately chosen because proper names need to convey the same meaning in both languages. It has to be a good representation of words and with the same connotation in both source and target language. Bell (1991:6) also claims that “Something is always 'lost' (or, might one suggest, 'gained'?) in the process and translators can find themselves being accused of reproducing only part of the original and so 'betraying' the author's intentions” The process of translation is based on linguistic competence and general knowledge about the world. Some part of the meaning of the original text is always lost in the translation process. It is an insuperable difficulty, which hardly ever can be completely overcome.

Another scholar, who defined translation is Catford (1965:20), according to whom translation is the “replacement of textual material in one language (source language) by equivalent textual material in another language (target language)” There, he uses words like *textual material* because he also wants to show that sometimes we cannot find a proper **equivalent** to translate words into another language, although we still can faithfully translate full texts with completely different words, but with the same meaning. In many cases there may be no equivalence for one phrase at all but the transfer of meaning is still possible.

## **1.3 Equivalence**

To talk about translation, translation process, methods, strategies and procedures we have to know the basics of translation theory. A very important term in the field of translation studies translation is equivalence. Many scholars have their own definition of this phenomenon. Equivalence is generally an equal value between the source text and the translation, however it does not mean that the languages are the same, but that value can be the same.

Nida (1969) distinguished between two kinds of equivalence: formal and dynamic. These are two dissimilar modes of translation. Dynamic equivalence gives the reader the main idea of the source text, but often at the expense of literality, grammatical form, etc. By comparison, formal equivalence tries to treat the text very literally and translates the meaning of words and phrases, but at the sacrifice of naturalness of the target language. The best example of these two kinds of equivalence is the translation of the term *bad luck*. If we talk about Spanish culture the unlucky day is on Tuesday the 13th and in British culture *Friday the 13th*. In dynamic equivalence translator when translating from Spanish into English will use Friday the 13th to cause the same connotation with bad luck and in formal equivalence the translator will use *Tuesday the 13th* to be compatible with the text on the level of form.

Pym in *Exploring Translation Theories* (2014:29) mentioned Kade (1968), a German theoretician of translation differentiates and his four kinds of equivalence. One-to-one equivalence meaning that one item in the source language corresponds with one item in the target language (*Friday 🡪 piątek*). One to several- several occurs when one item in the source language has several equivalents in the target language (*zamek 🡪 lock*, *castle, zipper*). One to part happens when only fragmentary equivalent is available (*niece 🡪 as in the Polish language, there are separate words for daughter of somebody’s brother and daughter of somebody’s sister*). One to none occurs when the translator has to create his own solution for a difficult item because no equivalent is available in the target language.

## **1.4 Types of translation**

We can distinguish different types of translation, taking into consideration various distinguishing factors, such as for instance the dominant function in the text.

Jacobson (1959:114) has a different idea for understanding translation. He focuses more on the linguistic aspects rather than translation as such. Thus, he differentiates between three ways of interpreting verbal sings:

1. Intralingual translation or rewording is an interpretation of verbal signs by means of other signs of the same language.

2. Interlingual translation or translation proper is an interpretation of verbal signs by means of some other language.

3. Intersemiotic translation or transmutation is an interpretation of verbal signs by means of signs of nonverbal sign systems.

The first type is about rewording a text for a better understanding and the action takes place in one language. The second type is the so-called translation proper between two languages from one into another but with the transfer of the same meaning and associations. Finally, the last one is a translation from one system into another, which does not have to be linguistic in nature, for instance, the transference of meaning from a verbal to a non-verbal system or from one medium to another.

Larson (1984: 15) distinguishes two types of translation - form-based translation and meaning-based translation. The first one is called literal translation and is based on the form of the source language. It is similar to a word-for-word- translation. By comparison, meaning-based translation is called idiomatic translation and focuses more on meaning than the form of the source text. According to Larson (1998:16):

it is not easy to consistently translate idiomatically. A translator may express some parts of his translation in very natural form and then in other parts fall back into a literal form. Translations fall on a continuum from very literal, to literal, to modified literal, to near idiomatic, and then may even move to be unduly free

Another division is between literary and technical translation. Literary translation focuses on the style, cultural knowledge and cleverness of the translator. As Jones (2009: 152) claims, literary translation should “fulfil an affective/aesthetic rather than transactional or informational function, aiming to provoke emotions and entertain rather than influence or inform” The second one refers to a translation with more accurate terminology and comprehensive knowledge in a particular field, as improper translation may cause mechanical accidents (e.g. in the case of mistakes in a manual of a dishwasher machine).

## **1.5 Problems with literary translation**

Translation of books, articles, stories, prose, translation of poetry, songs, plays, is mainly literary translation. There are many problems that the translator has to face when translating novels, stories or other literary texts. Haque (2012:101) claims that the most problematic in literary translations are ”illegible texts, missing references, several construction of grammar, dialect terms and neologism, irrationally vague terminology, inexplicable acronyms and abbreviations, untransability, intentional misnaming, particular cultural references” In rendering the source text, the translator has to show extensive knowledge about the world and different cultures, as well as an exemplary command of the source and the target language. The translator has to show his cleverness in understanding neologisms, acronyms, abbreviations and idioms.

According to Shack (2015), another problem of literary translation is a play on words and humor. It is essential to show these phenomena in the target text, but special skills are required to maintain the play of words. The main role of a literary interpreter is to translate the source text to affect the reader emotionally. The next problem is the difficulty with translating proper names and, in this case, a translator very often has to show his own creativity, as Haque (2012) argues, translators “find it very difficult to translate proper names”. If a proper name is translated, an interpreter has to be aware that this name will be always associated with the term from the source text. He has to be familiar with both the target and the source cultures. Newmark (1993:15) claims that proper names in literary texts should be translated depending on whether a proper name is invented or real. Moreover, the translator should think what message a proper name should give in the target text.

Further in his article, Hague (2012) describes how to overcome these problems in five points. Firstly, the translator has to fully understand the source text. Secondly, the translator has to possess a full control of the target language. Thirdly, great knowledge of the theme of the book is required. The next requirement is extended knowledge about idioms, in both languages (source and target languages). Finally, the translator has to possess the necessary skills and intuition.

## **1.6 Definition of proper names**

Proper names at first glance are not so easy to translate. We can even say that they are one of the most challenging parts of the translation process that the translator has to face. Some say that proper names should not be translated in the target text, while others claim the opposite and propose different solutions, which shall allow to overcome the difficulties arousing out of the need to render proper names. One name is translated easily and generally, other ones are covered subaerially into another language. Especially in today’s world where borders between countries become more and more blurred and different cultures with proper nouns permeate to every country and social group in the world thanks to our learning, we know more and more about proper names, and we could easily distinguish this special type of nouns from common nouns.

*The Oxford Wordpower Dictionary* (2008:593) gives us the following definition of a proper name: “a word that is the name of a person, place, an institution, etc.” It simply informs us that every item, person or building which could be known in every country has its own name and its own distinguishing features and we have our own connotations with the name e.g. Eiffel Tower, which, as presumably everybody knows, is a monument in the capital of France. Moreover, Tymoczko (1999: 223) claims that proper names are “The most problematic to translate, in part because their […] significance is often culturally specific and dependent on cultural paradigms”. This implies that proper names always cause historical, geographical or cultural connotations. Additionally, proper names are difficult to translate because translator does not know many cultural threads of another culture and may not understand what the author meant. That is why it is very important to fully understand the source text and the translator has to be careful with identifying the culturally marked proper names. Belczyk (2014: 171) in his book *Poradnik tłumacza* says that proper names which in the Polish language have their polonized version should be translated in every book, magazine or any other written text in the same way to avoid unnecessary misunderstanding. Firstly, the translator should find out if a given proper name has its equivalent in the target language. If it does, he should use it but if not, then he should try to translate it with special caution.

On the other hand, when an author writes a novel dedicated especially for the young or for readers of specific genres, the author may play with proper nouns. Fernandes (2006: 46) says that proper nouns are used as “dense signifiers in the sense that they contain in themselves clues about the destiny of a character or indicates of the way the storyline may develop”. It means that particular names of characters or places can possess some special meaning which the translator has to discover to facilitate the comprehension of the translation on the part of its recipient. Furthermore, every detail might be important, even the place of the publication, or the place of the main character’s birth these are of course extreme cases, but the translator has to be very observant.

## **Types and classification of proper names**

Proper names are very diverse. Starting from the names of oceans and countries, and ending with surnames or nicknames. They are divided by many scholars, into groups and subgroups. Hejwowski (2015:135) classifies proper names into six groups.

* Anthroponyms - encompass names of people, including names, surnames, nicknames, pseudonyms, name of houses and bands and also the names of gods, devils, angels and other supernatural creatures. Hejwowski claims that most of anthroponyms are rather constant. (*Kubuś Puchatek 🡪 Winnie-the-Pooh)*
* Toponyms - a group of geographical names like names of street, squares, seas, oceans. Names of commonly known places (seas, oceans, countries) always have stated equivalents in other languages, but names of cities are in a different situation. We can observe that cites which are more known than others in the target culture, have stated equivalents, often very different from original names. (*Firenze 🡪 Florencja)* He also claims, that we can observe the toponyms in fiction or fantasy literature that are specially created to present a diegetic world. (*Ciemnogród*)
* Zoonyms - the names of animals. They do not play a very important role in books unless animals are the main characters of the whole story. (*Animal Farm- names of pigs have huge connotation with historical people*)
* Phytonyms - names given to plants. As Hejwowski claims, they rarely appear in books as we very rarely give names to plants. He also gives an interesting exception: the book of Lucy Maud Montgomery - *Anne of Green Gables.*
* Chrematonyms – names given to material things made by people: cosmetics, tools, vehicles. These names can be treated as proper names or appellatives. However, names of vehicles, especially ships, like *Titanic*, are also proper names. He claims that such names are not very important unless, like in the case of phytonyms, they occur in a literature about ships or travel novels. *(Around the World in 80 Days).*
* Ideonyms – in this case, Hejwowski agrees with Grzeń that ideonyms are names of buildings and artistic works (titles of books, paintings, musical composition and movies).

By comparison, Marshall (2008) divided proper names into eleven kinds. The scholar listed the following: holidays, geographical areas, people and pets, newspapers, and magazines, companies and organizations, religious terms, books, places, buildings, titles, languages, brand names and possessive proper nouns. This division is very similar to Hejwowski’s six kinds of proper names, but Marshall presents a more expanded version.

By comparison, Newmark (1988:214) distinguishes just three types of proper names. The first group of proper names includes the names of people. He claims that names and surnames are in most cases transferred unless they possess connotations with the text that the translator has to find. However, there are some exceptions like the names of saints or monarchs. Everything depends on the country in which the text is translated. The second group of proper names contains the names of objects, including trademarks, brands and properties. Finally, the last group incorporates the names of geographical terms. The scholar claims that the translator has to know the recognized equivalents of proper names and he also has to expand his knowledge in the field of geographical names in the target country, so as not to make the target text chaotic.

## **1.8 Techniques and procedures for translating proper names**

Proper nouns can cause many problems to translators, and thus they need special treatment. Therefore, many scholars propose procedures which may help with the translation of these difficult names. One of them Poluszyński (2012:44/45), a Polish professor, proposed seven strategies. He based hisclassification on the strategies that were created by Nida (1964), Krings (1986), Newmark (1998a,1988b) Loechester (1991) Hervey & Higgins (1992) Chesterman (1997) Bell (1998), Venuti (1998), Jaaskelainen (1999), Graedler (2000), Harvey (2003), Fernandes (2006) and Belczyk (2007). He summarizes their methods into the following types:

* Transference - a direct borrowing of a given proper noun without any modification or with very small for example, flectional changes. *(Adolf Hitler 🡪Adolf Hitler)*
* Substitution - is the technique that involves replacing one proper noun with commonly known and used proper name, which additionally, should be legitimized by law *(Kambodża 🡪 Cambodia).*
* Translation – the name is transferred to the target language usually word-by-word. *(Polska Akademia Umiejętności 🡪 Polish Academy of Learning).*
* Modification - is used when translator creates a completely different word for a proper name, which evokes similar associations and connotations in the target language. *(Sejm 🡪 Polish National Parliament).*
* Transcription/transliteration - is the transformation of a proper noun from source text to the target text by using grammatical rules of the target language culture. *(Wrocław 🡪 Wroclaw)*.
* Addition - in this technique the translator adds some elements to the proper noun in order to facilitate comprehension on the part of the reader of the translation *(Wieliczka 🡪 Wieliczka salt mine)*.
* Gloss/translator’s note - translator explains the proper name with note or in the brackets or footnotes.

Other techniques that are worth considering are the ones proposed by Davies (2003:65-100):

* Preservation - translator leaves the proper name as it is in the source text without any explanation or note. In this category, Davies also includes direct and literal translation of proper names.
* Addition - the second technique occurs through the addition of extra information for a better understanding of proper names in the target language.
* Omission - it is possible to omit the problematic proper name but there can be no trace of it in the whole text. This is the opposite strategy to addition.
* Globalization – it consists of replacing the proper name which is loaded with cultural connotations with those which are more general and neutral in another culture.
* Localization - occurs through the replacement of a problematic proper name with an equivalent which is more neutral, and thus more acceptable in the target culture.
* Transformation - occurs when the translator changes the original proper name to make it understandable in the target culture.
* Creation - occurs when the translator created a completely new word in the target language.

The strategies presented by Poluszyński and Davies have some similarities. Both of them use different classifications or different terms, but they have a common aim: to properly translate or transfer a proper name into the target language.

## **Concluding remarks**

The aim of this chapter has been to analyze the important aspects of the theory of translation that are related to the topic of the diploma paper. Additionally, the chapter presents the multiplicity of different classifications of proper names along with the examination of translation strategies for their translation.

# **Chapter 2 Presentation of the subject**

## **2.1 Introductory remarks**

This chapter contains detailed information about the author, Ursula Kroeber Le Guin, along with a presentation of her outstanding works. One can find a short description of the entire series “Earthsea”, as well as a brief description of each of the five books which constitute the whole series.

## **2.2 Ursula K. LeGuin – biography**

Ursula Kroeber Le Guin was born on October 21, 1929 in Berkeley, California and she died on January 22, 2018 in Portland, Oregon. She was a daughter of a famous anthropologist – Alfred Louis Kroeber and a writer - Theodora Kroeber. Ursula attended Radcliffe College, and later graduated with an MA from Columbia University. Shortly thereafter, she began her doctoral studies, during which she went to Europe, more precisely to France. Ursula had a husband, Charles Le Guin. They got married in Paris in December 1953. She had three children, two daughters Elisabeth, Caroline and son Theodore.

Ursula K. Le Guin was a valued American writer. She mostly wrote novels in fantasy and science fiction genre. She also wrote essays, lyrics and film scripts. Her novels were the result of a passionate play of the imagination, but they also referred to real social problems - imperial domination, colonialism or patriarchal violence. Le Guin was a laureate of numerous prestigious literary awards, including Hugo and Nebula, the most prestigious American literary awards in science fiction and fantasy. The most important works of Ursula K. Le Guin include: "A Wizard of Earthsea" (1968 - "Earthsea") "The Left Hand of Darkness" (1969 - "Hainish Cycle"), "The Dispossessed: An Ambiguous Utopia " (1974 - “Hainish Cycle "), "The Wind’s Twelve Quarters" (1980 - a collection of stories embedded in the series "Earthsea" and "Ekumen").

Some of the author’s works are characterized by such an impressive quality that they have been adapted into films. The best example would be the series of “Earthsea” some parts of which had been adapted into anime films, and miniseries.

## **2.3 Presentation of the books**

Le Guin obtained major recognition through the series "Earthsea", which today is already considered as a classic of the genre. Telling the story of Earthsea took the author about 30 years and 5 books. Earthsea is a beautiful, but mysterious land, full of various and fascinating islands surrounded by an uncharted ocean. Le Guin shows us a world full of magic, mysterious creatures, such as dragons and shadows, a world full of adventures, which aims at showing the recipient how important it is to choose between good and evil, greed and sacrifice, and finally between love and hatred. It shows us a world in which balance is the most important, as without it the whole world would fall apart. In her five stories the author presents us the life of Ged, every book takes place in the same world, but in a different period of time.

* *A Wizard of Earthsea (1968),*

In the first book, “A Wizard of Earthsea” the author describes the early years of Duny's life. The day when the protagonist discovers that he is a wizard changes his life. One day when an enemy assaults his village, Duny uses his power to create a fog that rescues the whole village and their inhabitants. Thanks to this event, the well-known magician Ogion resolves to take Duny under his wing and also, he gives him his *true name* – Ged. The magician tries to teach Ged about the importance of *The Balance* between magic and the order of the world. However, Ged thinks that this knowledge is worthless and under the influence of a girl, he almost summons a shadow of a dead person. Due to this event Ogion, sends Ged to the school for Wizards. There, he meets his best friend Vetch, and his rival, Jasper. Ged desires to be better than Jasper, hence when Jasper challenges him to summon a dead person, Ged does it without hesitation. This decision is the cause of Ged’s problems. After Ged graduates school, the Shadow which was summoned, follows him and tries to seize his body to use his magical skills. Along the way, he has many adventures including saving a village from the dragon and a journey to the Court of Terrenon. Unfortunately, even there the protagonist has to flee and hide, as the Shadow was unceasingly trying to capture him. Their meeting was inevitable. Someday, Ged comes to his former teacher Ogion, to ask him for advice. Ogion says that Ged must chase the Shadow because the world's balance has been shaken and the only way to save the world is to defeat the creature. Moreover, the only way to do that was to discover the real name of the Shadow. Ged starts looking for his pursuer. On the way, he crosses paths with his friend Vetch, who accompanied him during the search. They sail together eastwards. Finally, they find the Shadow. Ged remembers Ogion's advice, and that the shadow was part of his soul, thus he discovers the real name of the creature, which turns out to be Ged.

* *The Tombs of Atuan (1972),*

The action of this book takes place a few years after the events described in “A Wizard of Earthsea”. Tenar – the protagonist of this book is considered as “Arha- the eaten one”. This title was given to her because she was born on the day of the death of the previous High Priestesses. She gains experience in the rituals of the Nameless Ones from two other priestesses of the Gods-Kings. Arha feels very lonely, because many of her days look the same for many years, and only Manan, her minion, and her friend Penthe provide her with some enjoyment. Arha also learns to memorize the underground labyrinth, which leads to the Treasury of the Tombs. One day, she observes a curious man walking around the Labyrinth. Initially, he believes him to be a thief, who tries to rob the treasury. After some time, however, she states that the man is a magician who is probably looking for the greatest of the labyrinth treasures - half of the Erreth-Akbe amulet. Nonetheless, Arha decides to help the wizard, brings him food, drink, gives him half of the amulet and finally helps him to escape from the Thombs of Atuan. Unfortunately, Kossil – one of the priestesses of the Gods- Kings learns about Arha's intentions and tries to stop her. During the escape, Ged - who he is the magician - takes with him not only half of an amulet, but also Arha, which Ged unleashes from the power of the Nameless Ones. After they leave, the temple falls into ruins.

* *The Farthest Shore (1972),*

Arren, the son of Prince Enlad, arrives at the School of Wizardry. He wishes to talk to Ged which is now an Archmage. He wants to tell him bad tidings, namely that magic on the edge of Archipelago disappears. That spells do not work, and magicians forget them. Archmage convenes a council which is made up of the Nine Masters of Roke. Ged resolves to go on a journey and find out what led to such a state. He is accompanied by Arren. Traveling around the islands they detect the same problem everywhere, the magic vanishes. During a voyage, Ged mentions a mage named Cob who, for money, brought people from the Dry Land. Sailing to the ends of the world, they meet a dragon, who demonstrates them a place where a magician who makes evil things lives. On the island of Selidor, they meet Cob, who gains powerful magic and immortality. The dragon destroys Cob’s physical form, while dying. Arren and Ged chase Cob and enter the Land of the Death. The Archmage finally closes the door between the worlds of the living and of the dead. He also releases Cobs from the spell that prevents him from dying. Unfortunately, he loses his power and ceases to be a magician. Arren saves Ged from the Dry Land. Kalessin, the oldest of the living dragons, takes Arren to Roke, and Ged to his house, Gont.

* *Tehanu, The Last Book of Earthsea (1990),*

Tenar is already an elderly woman, the mother of two adult children. She lives on the island of Gont. After the death of her husband, a simple farmer, she is alone on the farm. She looks after a burned girl, a victim of cruel treatment from mysterious tramps. Therru - because that's what Tenar calls her - avoids people after she was mistreated. During the summer, both characters go to the magician Ogion. Along the way, the woman narrates the girl a story about how Ogion once met an old woman who was from an almost extinct family of dragons. Ogion, under the care of Tenar and Therru, enjoys the remainder of his life. Shortly after his death, the dragon Kalessin brings a half-living Ged. In a sheltered place, Ged slowly recovers. Soon an envoy from the new king Lebannen arrives on Gont, who accompanied Ged in his last journey, and - after many years of interregnum - he is to become the first king of entire Earthsea. However, Ged does not want to see him because he lost his magical power, and Tenar hides him in the mountains of the shepherds. After some time, Tenar gets into conflict with the wizard at the castle of Re Albi – Aspen, which forces her to leave Overfell. At the same time, a man who has harmed Therru earlier appears in the neighbourhood. Tenar decides to take Therru to her home. On account of the fact that King Lebannen himself came to visit Ged, Tenar and Therru sail aboard the royal ship to her farm. However, the villains find them there. Fortunately, Ged, who arrives right in the nick of time, saves them. Tenar and Ged, having realised that they had always loved each other, begin a relationship. After some time, the son of Tenar, a void and envious man, arrives at her farm demanding that Tenar leaves the farm. In the meantime, Tenar receives the message that her friend Moss, is ill and wants to see her. Therefore, she returns with Therru and Ged to Overfell. Along the way, Aspen, due to the curse, captures them. Therru, seeing the humiliation of her caretakers, reveals her true nature and calls Kalessin. The dragon arrives, releasing Tenar and Ged. Kalessin, after discovering who is Theruu, wants to take her with him, but Theruu decides to stay with Tenar and Ged in Ogion's old house.

• *The Other Wind (2001),*

Alder a magician, harried by nightmares about his wife who begs him to save her from the Dry Land, decides to ask for the advice of Nine Masters of Roke. Unfortunately, the Masters are not able to help him, but they send him back to Ged, who knows more about Dry Land than anyone else. Ged, regrettably, lost his magical power and cannot help Alder, but sends him to Havnor to his wife and foster daughter, who visit King Lebannen. Alder is an additional problem for Lebannen. On the Kargish Islands appears a King who wants Lebannen to marry his daughter for the price of peace on Earthsea. Moreover, the dragons settle on a nearby island and terrify its inhabitants. King decides to speak with dragons thanks to Therru’s skills. He discovers that dragons are angry due to the fact that someone usurps their lands. Dragons and Lebannen arrange a truce and decide to go to Roke to discover the desires of dead people and to solve the dragon’s issues. On the way, Therru talks with Kargish Princess. During the conversation she tells Therru stories about dragons, known in their country. She tells a legend about people and dragons that initially were one nation, but part of them chose liberty, eternal life and flew west, becoming dragons. However, some of them chose prosperity and became human, and to be immortal, they created magic, which does not allow souls to leave the Dry Land. On the Roke island, they discover the truth about the legend. They decide to go to the Dry Land. Therru and Alder destroy the wall that defended the passages to the Land of the Death. Therru, discovering his true identity, decides to live with the dragons. Tenar returns to his beloved husband.

## **2.4 Concluding remarks**

The aim of this chapter has been to present Ursula Kroeber Le Guin, her works and a general overview of her life. Moreover, the chapter presents a short description of her entire saga “Earthsea”, with a brief summary of the books which constitute the saga included in this volume.

# **Chapter 3 Problems of and solutions for translating proper names**

## **3.1 Introductory remarks**

This chapter contains a detailed analysis of proper names found in the five books of the series “Earthsea” translated respectively by Stanisław Barańczak *(‘A wizard of Earthsea’),* Piotr W. Cholewa *(‘The Tombs of Atuan’)* and Paulina Braiter (‘*The Farthest Shore’, ‘Tehanu, The Last Book of Earthsea’, ‘The Other Wind’).* Allproper names are grouped into eight strategies presented by Poluszyński (2012). The focus is also on the problematic cases of proper names that could be translated differently depending on the translator's approach, as well as on the author’s of this diploma thesis proposals for translating these names. The purpose of this chapter is to analyze 746 proper names found in the books and their in-depth analysis.

## **3.2 Analysis of proper names in “Earthsea” series**

In the five books, that together make up the series "Earthsea" there have been found overall 746 proper names. Each of them has been analyzed and assigned to a specific strategy of translating culturally specific elements, and allocated to the appropriate category. All proper names have been analyzed according to the classification presented by Poluszyński (2012): *transference, substitution, translation, modification, transcription/transliteration, addition,* and *gloss/translation’s note*.

Figure 1. Types of translation strategies applied to the proper names

The pie diagram presented above shows that, throughout the saga, the most popular translational strategy has been the *translation* which takes up 33% of all culturally specific items that have been found in the series. This means that as many as 248 proper names have been translated by means of this strategy. The second most frequent strategy turns out to be *transcription/transliteration* strategy that covers 27% of all proper names with the number of 202 cases. The strategy of *transference* emerged as the third most useful strategy that takes up 24% and 180 proper names. The fourth strategy has been *modification* that covers 5% of occurrence with the number of 40 names. Another strategy is *substitution*, which has the same percent of occurrences that modification, but includes 6 less own names, that means 34 proper names. Finally, the least used strategy, with the number of 25 instances, has been addition with the 3% of all culturally specific items. There is one more strategy used in the translation of proper names, but in the Earthsea. there were no cases of the strategy called *gloss/translation’s note*.

The chart above also shows a term such as difficult proper names. This term does not appear in Poluszyński’s classification, but was used to create another group of culturally specific items, which caused problems during the process of rendering proper names to the target language. This takes 3% of all proper names with the number of 18 cases.

The analyzed proper names have also been classified by their category. There have been found nine categories in the book: name, place, animals, title, item, festival, magic, plant, and song. The pie chart shows the percentage share of the category of names in the set of proper names.

Figure 2. Types of categories applied to the proper names

In the category of the *place* there have been included names such as islands, cities, caves as well as mountains, seas and oceans. This type of proper names takes up 40% of all culturally specific items with the biggest number of cases, i.e. 301. In the *name* category, the names of people and animals can be found. The overall number of names included in this category amounts to 190 names, which equals 25%. The next type contains the *titles* of characters of the book. This type covers 15% of occurrences with the number of 111 titles/culturally specific items. Another category is *magic* that covers the names of rituals, ceremonies, spells, and magical books. 86 proper names have been assigned to this category, which is 12% of the whole. The further category incorporates titles of *song* known in the Earthsea world with the number of 21 instances and 3%. of occurrences. The *plant* category contains all the names of plants found in nature and invented by the author. This type of names encompasses of 13 items, and takes up 2% of all names. The *item*, *festival* and *animal* categories have the same percentage of occurrence, but differ in the number of proper names. The category *item* contains names that belong to things like rings or swords, and form a group of 10 names. The next category are the names of festivals in the Earthsea’s world, and has one name less than item category, i.e. 9 instances. Finally, the last type of culturally specific item is *animal* category with the 5 names of animals.

Due to the large number of proper names found in the *Earthsea* series only selected ones will be analyzed in the following section. The names that have been chosen for the detailed analysis are those that best reflected the affiliation to the given strategy.

Each proper name belonging to a given strategy has been divided into categories. From each category, two names were selected for a detailed analysis (in the absence of a sufficient number of names, one name was analyzed). In the category *difficult proper names* all names have been described in detail. The total number of the analyzed names has been 84. A full list of proper names can be found in the appendix. At the beginning of the analysis, it is worth mentioning that the majority of proper names have been invented by the author of the book – Ursula K. Le Guin.

**TRANSLATION STRATEGY**

A simple word-by-word translation turned out to be the most common strategy used to translate proper names in the series *“Earthsea”.* As many as 248 proper names have been translated in that way.

Table 1. Examples of places in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | House (303) | Dom (263) | PLACE |
|  | School of Wizardry (314) | Szkoła Czarnoksiężników (273) |

The *translation* strategy was most commonly used to translate names of places (95 items). The first example describes the name of the house in which all the sorcerers lived. This name has been translated literally with a capital letter at the very beginning of the word. The second example shows a place where sorcerers learned how to use spells. The English proper name consists of three words and the Polish one of two elements. The difference is that the Polish name lacks the preposition *of*. This word has been used to show that many wizards have learned at this school. This preposition has been included in the Polish ending *ów*. The translator used this strategy because thanks to this, the meaning of both Polish names has been preserved.

Table 2. Examples of titles in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | White Lady (288) | Biała Pani (249) | TITLE |
|  | Tenar of the Ring (309) | Tenar od Pierścienia (269) |

The second category of proper names that were frequently translated by means of the *translation* strategy were titles. The overall number of such cases amounts to 64 instances. The third example has been built of two elements, the same as in the Polish version. The first element of the proper name is colour. *White* has Polish equivalent *biały* and has been correctly used in this translation. The second element Lady has also been correctly translated. The fourth example in English consist of four elements, whereas Polish proper names consist of three elements. The additional word in English is the article *the.* In the Polish language, articles do not exist, so the translator omitted this element. But the proper name has not lost any value for this reason.

Table 3. Examples of magic in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Ritual of the Unspoken (193) | Rytuał Niewypowiedzianego (171) | MAGIC |
|  | Old Powers of the Earth (242) | Dawne Potęgi Ziemi (211) |

Magic were the next category of proper names that were frequently translated by means of the translation strategy (49 items). The fifth example presented in the table above shows a ritual that has been created for the needs of the book. There is no such ritual in the Polish language and culture. It is not known even in the small groups or sects. Translator decided to use such strategy to not change, in any way, the name not to lose any hidden meaning. The sixth example has been translated with the same purpose as the fifth one.

Table 4. Examples of names in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Dark Figure (267) | Czarna Postać (231) | NAME |
|  | Children of the Open Sea (400) | Dzieci Morza Otwartego (351) |

The next category that were less frequently translated by means of the *translation* strategy were names. There have been found 26 instances of literary translated names. The seventh example presents the name of a mysterious creature whose name consists of two elements. The word dark has a Polish equivalent *czarny*. The first element gives us an information about the appearance of this action hero. This word describes the character as evil and dangerous because black colour is a symbol of unhappiness and hazardousness in both cultures. The second element *figure* has a Polish equivalent *postać* hence they match to one another. Associations coincide in both countries, so literal translation is clear there. The next name describes a group of people who live at sea. In order to preserve the meaning, the translator made a three-word name from the five-word name. The absence of the preposition *of* and of the article *the* does not threaten the loss of meaning in the target name.

Table 5. Examples of songs in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | The Lass of Belilo (53) | Dziewka z Belilo (661) | SONG |
|  | Creation of Ea (47) | Stworzenie Ea (42) |

Titles of song were another category of proper names that were translated by means of the *translation* strategy. The overall number of instances amounts to 7 titles. *The Lass of Belilo* has been translated with the help of the transference strategy. The first part *The lass of* has been translated word by word without the article *the* which is a unique feature of the English language. The second part has been borrowed and left without any changes in the target text. Both decisions made by the translator are clear, because the proper name is understandable and evokes the same emotions, as in the source text. The next example is the title of the song that tells us about the creation of the world presented in the book. This world has been called Ea. When translating this name, the translator had to think about how to translate - *creation of* - the first part of the name. Because the second part, i.e. the name of the world, has been transferred to the target text without any change. The first part has been translated literary, with the same connotations in both cultures.

Table 6. Examples of festivals in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Long Dance (58) | Długi Taniec (48) | FESTIVAL |
|  | Festival of the Lambs (305) | Święto Jagniąt (265) |

The penultimate category of proper names that were translated by means of the *translation* strategy were names of the festivals, that occur in the Earthsea world (4 items). The eleventh example presents a very important event for every inhabitant of Earthsea. During this festival, people sing and dance all night long. This name has been translated literally because each element of this name has a corresponding equivalent in Polish. The Polish name corresponds completely to the English name and preserves the significance of this festival without any additional change in the name. For these reasons, literal translation is an understandable act. One more instance shows the festival, which has been called *Festival of the Lambs.* This holiday has not been exactly described in the book, but thanks to the use of *translation* strategy from the very name we can guess what occurs during the celebration this holiday*.* The entire name has been translated literally, thanks to which the Polish reader can understand the phenomenon of this festival.

Table 7. Examples of items in the Translation Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Stone of Pain (470) | Kamyk Cierpienia (413) | ITEM |
|  | Pendulum of Ath (47) | Wahadło Ath (654) |

Item was the rarest category of proper names that were translated by means of the *translation* strategy (2 items). These both things are connected with the magical items which does not exist in the real word. Each of the target name consists of three elements, and the Polish equivalent of two. Also, in both Polish names the preposition *of* does not have an equivalent. After translating the name literally, the same associations remain. Therefore, using this method is understandable.

**TRANSCRIPTION/TRANSLITERATION STRATEGY**

The transcription strategy is based on matching the grammatical rules of the target language to the proper name from the source language. This strategy turned out to be the second most useful strategy in translating proper names in the Earthsea series. Moreover, the exact number of cases was 202 instances.

Table 8. Examples of places in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Torikles (18) | Torykle (15) | PLACE |
|  | Osskil Sea (116) | Morze Osskilskie (90) |

The *transcription/transliteration* strategy was most commonly used to translate names of places, with a total of 98 cases. The first example shows the name of the island. The ending of the proper name *ikles* has been changed in the target language to *ykle.* To make the proper name sound naturally to the proverbial Polish ear, the translator turned the letter ‘*i’* from the source language into ‘*y’* in the target language*.* The second proper name represents the name of the sea. The name has been adapted to the Polish language in two steps. The first step has been to change the word order in the proper name, and the second to add the ending *skie*. In the Polish adaptation of proper name, the noun comes first and then the adjective. In the English name it is the other way around. This is due to the different structure of the sentence where the adjective in English is used before the noun. The addition of the ending was also a procedure adjusting the proper name to the Polish grammar by inflexing the adjective.

Table 9. Examples of titles in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Master Onyx (48) | Mistrz Onyks (655) | TITLE |
|  | great powers (246) | Wielkie Potęgi (214) |

The second category of culturally specific items that were frequently translated by means of the *transcription/transliteration* strategy were titles. Moreover, the number of cases that were found amounts to 35. The third name specifies the title of the wizard. The proper name from the target language and from the source language differs from the ending of the second word. The letter *‘x*’ has been changed to ‘*ks’.* Here, the translator decided to polonize the end of the word to adjust it to the norm of the target language and to be more natural for the Polish recipient. The next name *great powers* is the title of the ancient powers known in the Earthsea. The translator decided to use capital letters here, which distinguished the spelling from its form in the source text. This procedure was done to emphasize the importance of this phenomenon for the inhabitants of Earthsea.

Table 10. Examples of magic in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | words of the Making (92) | Słowa Tworzenia (713) | MAGIC |
|  | Lorebooks (545) | Księgi Wiedzy (476) |

The next category with the number of 23 cases, that were more rarely translated by the means of *transcription/transliteration* strategy was magic. The fifth example is the name of the words by which Segoy created Earthsea and magic. In English, only the word *making* has been capitalized, whereas in the Polish name each element has been written with a capital letter. The translator decided to capitalize the element *words* because from the phrase in English, the translator created the proper name. The entire phrase that has been changed to a culturally specific item will be better understood by the reader. The next example of proper name describes books on the subject of magical knowledge. The source name consists of one element, while the target name has two elements. In English, this name is a compound noun. It means that the proper name has been composed of two nouns that have two separate meanings. In Polish, the preservation of the construction of such a name would be grammatically incorrect and illogical for the Polish reader.

Table 11. Examples of names in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Old Serpent of Andrad (34) | Stary Wąż Andriadzki (30) | NAME |
|  | Witch-Fingers (184) | Palce Wiedźmy (165) |

The further category that were translated by means of the *transcription/transliteration* strategy were names (21 items). The seventh example presents the name of another dragon. In this case, one element in the target name has been different from the source name. The word that defines where the dragon comes from *Andrad* has been changed or more specifically, the -*zki* ending has been added. The reason is that the name of the place where the dragon came from had to be changed to adapt it to the grammar rules of Polish language, otherwise the name would be incorrect and unnatural in the target language. The eighth example describes the name of the disease, which is colloquially known as smallpox. The name is a compound noun, and in the source language, the name has been separated by a hyphen. However, the Polish name was separated by a space. Hyphen in the Polish language is used to combine words. Therefore, in this Polish name a hyphen would be incorrect from the point fo view of Polish orthography.

Table 12. Examples of songs in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Deed of Ged (13) | Czyny Geda (11) | SONG |
|  | Deed of Hode (94) | Czyny Hode'a (85) |

The titles of *s*ongs were the next category od culturally specific items that were translated by means of *transcription/transliteration* strategy with the number of 12 titles. The ninth example describes the greatest achievements of the biggest hero from the Archipelago. In this name the only change that has occurred is the addition of the vowel ‘*a’* to the second element of the Polish proper name. This is due to the rule in Polish grammar that foreign male names inflect when they are finished with a consonant in pronunciation. Example number ten is also a song about heroic deeds, but describes the successes of a particular hero. One element has been adapted to the Polish grammar, more precisely the name of the character. The translator also changed the name according to the rules of the inflection of foreign names in the Polish language. That means, an apostrophe is used in an inflection of foreign first and last names when the ending letters are not pronounced or are pronounced differently.

Table 13. Examples of plants in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Year-Tree (54) | Drzewo Roku (49) | PLANT |
|  | roses of Numima (337) | róże Numimy (294) |

The subsequent category of proper names that were on occasion translated by means of the *transcription/transliteration* strategy were the names of plants. The number of 5 instances were found in the book. The eleventh example gives a name for a tree that grows in the wizard’s grove. The changes that took place in transferring this name to the target language are as follows: changing the word order and removing the hyphen. The first change that took place in the Polish name has occurred because the translator adapted the proper name to the rules prevailing in the Polish grammar, that is if the adjective is determined by the noun then an adjective must be placed after the noun. In this case, removing the hyphen was a necessity. The next example has been the name of a special rose species that grows only in the one island of the Archipelago. Adapting this proper name into the grammar of the Polish language relied on inflecting the species of rose namely, *numimia*. This name has been changed according to the rules that determine how to change foreign female names, because the name of this rose species comes from the woman's name.

Table 14. Examples of items in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Gull of Eskel (615) | Eskielska Mewa (533) | ITEM |
|  | Ring of Erreth-Akbe (133) | Pierścień Erreth-Akbego (120) |

The penultimate category of proper names that were translated by means of the *transcription/transliteration* strategy were items. The overall number of cases that were found amounts to 5 cases. Two of them has been presented above. The thirteen example presents the name of the ship. Two steps have been taken to render this proper name in the target language. Namely, word order and polonisation of the second word. The adjective has been transferred to the beginning of the phrase, and a typical Polish ending *ska* has also been added to the first element. The word *gull* has been translated literally. but has been moved to the second part of the name. Another example is the ring, the symbol of peace in Earthsea. This proper name has only been inflected appropriately by declension thus, the *go* ending has been added.

Table 15. Examples of festivals in the Transcription/Transliteration Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Winter Festival (53) | Święto Zimowe (48) | FESTIVAL |
|  | feast of Sunreturn (23) | święto Powrotu Słońca (20) |

Festival was the rarest category of proper names that were translated by means of the *transcription/transliteration* strategy (3 items). Two of them are presented above. The fifteenth example is the name to the festival, which takes place in winter. In this proper name the word order has been changed. According to the Polish grammatical rules concerning the word order in a sentence, when the adjective has a categorizing function and gives the permanent attribute to the noun, it is placed after the noun. And in the expression *Winter Festival* this process occurs. Another example is the name of the holiday that announces the arrival of spring. The translator divided the English name into two separate elements, that is, the sun and return. The reason for dividing the English word in the target language was that the author of the series combined these two words to create an entirely new name for the festival. However, in the Polish language leaving construction in this form would be a spelling error. Moreover, the translator also matched the words to be in accordance with the principle that was mentioned when analyzing the example number fifteenth.

**TRANSFERENCE STRATEGY**

As indicated in the first chapter, the strategy of *transference* is based on borrowing a proper name, from the source text and relocating it in the target text without any or with inconsiderable modification. In the book *Earthsea,* there were found 180 examples translated by this strategy, thus it is in the third place of the most used strategy when translating proper names.

Table 16. Examples of names in the Transference Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Ged (24) | Ged (21) | NAME |
|  | Tenar (175) | Tenar (157) |

The *transference* strategy was most commonly used to translate people’s names. This type contains 92 cases of names of people. These names of people, which were created for the needs of the “Earthsea” by LeGuin, have been transferred without any changes. The uniqueness of the name is very much needed in presenting the character of the books. Moreover, the translation of the names could adversely affect the perception of the character identity and connotations associated with the world presented by the author. Therefore, the author leaves names in an unchanged form, so as not to lose any values. Furthermore, all these names of people do not appear in the Polish language.

Table 17. Examples of places in the Transference Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Meoni (11) | Meoni (608) | PLACE |
|  | Essary (514) | Essary (451) |

Places were the seond category of proper names that were frequently translated by means of the *transference* strategy. There have been found 83 cases of this category translated by *transference* strategy. The word such as Meoni makes no sense to the Polish reader when it stands alone and has no context, but in the book the word means the name of the island. Any other name of the place that does not have a meaning in the Polish language, and which was found in the series, has been transferred without any change to the target text.

Table 18. Examples of animals in the Transference Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Bar Oth (335) | Bar Oth (292) | ANIMAL |
|  | Otak (52) | Otak (47) |

The penultimate category of proper names that were translated by means of the *transference* strategy were animals (3 items). Both *Otak* and *Bar Oth* do not occur in nature, but were invented for the needs of the book by the author. The translator did not invent another name, which would not evoke any reader's associations, just left the unchanged name in the source text. The information contained in the book provides the reader with the appropriate associations and knowledge about these animals needed to understand a given fragment of the book.

Table 19. Examples of magic in the Transference Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Vedurnan (63) | Vedurnan (675) | MAGIC |

Magic was the rarest category of proper names that were translated by means of the *transference* strategy. There is only one instance of such name in *transference* strategy. The very word *Vedurnan* means nothing for the readers in both cultures, however, in the series - *Vedurnan* - means a division between people and dragons that took place in the ancient times. The translation of such a proper name would cause the loss of the uniqueness and mystery of the word which in the book *The Other Wind* is a deliberate procedure.

**MODIFICATION STRATEGY**

Modification is the process in which translator creates a completely new solution for the translation of proper names, however it must evoke similar associations and connotations in the target language. In the series, there were found 40 instances. Twelve of them are presented below.

Table 20. Examples of names in the Modification Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Bridgeman (667) | Most (582) | NAME |
|  | Gore (94) | Rzeźnik (715) |

The modification strategy was most commonly used to translate people’s names. There were found 17 cases of modified names. The first name is a compound noun, which consist of *bridge* plus *man*. In the Polish version the proper name consists only of the noun bridge which is literary translated as *Most*. The omission of the word *man* positively influenced the naturalness of this name. Another example is the name of a slave trader. A cruel man who is associated with death to everyone. His name is just a description of his behavior. The English word *gore* means spilled blood. However, spilled blood is associated with a butcher. His job is killing animals, so bloodshed is his everyday life. This proper name was created on the basis of associations. In my opinion, every approach is good, as long as it leads to the appropriate translation of a proper name. Moreover, that technique turns out to be very successful.

Table 21. Examples of places in the Modification Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Valmouth (483) | Ujście (425) | PLACE |
|  | The Dark Places of the Tombs (202) | mrok Grobowców (180) |

The second category of culturally specified items that were frequently translated by means of the modification strategy were names of places. The overall number of cases turned out to be 10 instances. The third example is the place where the river ends its course, joining another river or falling into lake, sea, or ocean. This proper name overlaps in part. The entire Polish version of the proper name is only part of the original name in English. That means, the Polish *ujście* coincides with the English *mouth.* The beginning of the word has been omitted. *Val* is the name of the river that ends its run and flows into the sea. The translator simply shortened this proper name to make it more natural. The next place in this category are the tombs from the second part of book of the series Earthsea. The entire tomb consists of several chambers and a maze. All these rooms are dark and frightening. The name, despite the differences in words, contains the same meaning and the value of the message being forwarded. A literal translation in Polish would be: *mroczne miejsca Grobowców.* However, shortening the name is also a good approach because it does not sound as constrainedly as a literal translation.

Table 22. Examples of titles in the Modification Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Remaking of the Priestess (179) | Dzień Odrodzenia Kapłanki (161) | TITLE |
|  | Divine Emperors of Kargad (209) | Świętobliwi Imperatorzy Kargadu (184) |

Titles were the next category of proper names that were less frequently translated by means of the modification strategy (5 items). The fifth one presents the title of Thar the main heroine of the *Thombs of Atuan*. The Priestess of the Tombs on the day of her death is reborn in the form of another girl. The word *remaking* does not mean rebirth, but in the Polish name this word has been used. Also, in the Polish name, the element day has been added. This tactic was excellent, as thanks to it the Polish recipient will understand the meaning of the name without any problem. In the next name the translator translated the word *divine* into *świętobliwi*, which meanssaintly. However, the English word means godly. This is a slight modification of the proper name, which does not affect its value and understanding.

Table 23. Examples of magic in the Modification Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Lore of Paln (368) /Pelnish Lore (369) | Kunszty Paleńskie (322) | MAGIC |
|  | Unmaking (428) | Dzień Końca (428) |

The modification strategy, was used the same number of times as the title category to translate names connected with magic. The above example (7) describes sorcery magic that allows to restore the life of the deceased. The author has invented two very similar names that describe this phenomenon. When translating the word *Lore* into Polish, it means folk knowledge. However, in the Polish name *lore* has been translated as crafts. The second word comes from the name of the island *paln*,but with a changed form in accordance with the Polish language. In this case, to understand what exactly this name means, it is only possible thanks to the information contained in the book. Another example is the name of the day when the world of Earthsea ends. In this case, only from the context, we can find out what exactly this proper name means. The very word *unmaking* in the source language means destruction, but from the word itself we do not know that it is about the destruction of the world. The translator rendered this name in Polish as the day of the end. Thanks to this, the proper name become more understandable.

Table 24. Examples of plants in the Modification Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Fourfoil (26) | Czworolistek (23) | PLANT |
|  | Sparkweed (44) | Iskiernik (40) |

Plant was the rarest category of proper names that were translated by means of the modification strategy. There are 3 instances of such category in *modification* strategy. The first example from the source text *fourfoil* does not exist in the English culture and does not have any particular meaning. The translator had to decide to create a new proper name, risking losing meaning. However, in this case proper names from the source and the target language are partially compatible. The prefix *four* is similar to the Polish *czworo*, but the rest of the word *foil* and *listek* are completely different. Finally, from the context it is known that the category of this proper name is a flower, thus the translator created very similar name to that which appears in the Polish language *Czworolist*. The second case is much more difficult. The name in the source text consists of two nouns; thus, it is a compound word. The Polish equivalent only has a part of the meaning of the noun *spark*, i.e. *isk.* The rest of the word *iernik* has been created by the translator. The noun *weed* from the English version has been omitted in the Polish proper name. Although both names have been completely changed, it does not matter because these plants do not have an important function in the book.

**SUBSTITUTION STRATEGY**

This approach involves replacing a proper name known from the source text, with one which is collectively known and used in the target culture. It would appear that the most commonly used translation strategy is to find a Polish equivalent. Surprisingly, in the novel, there were found only 34 cases of this strategy. All names given in the tables below were replaced with the commonly known equivalents in Polish language.

Table 25. Examples of names in the Substitution Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Sparrowhawk (13) | Krogulec (25) | NAME |
|  | Hope (59) | Nadzieja (670) |

The substitution strategy was most commonly used to translate names of people. The number of *names* in *substitution* strategy amounts *to* 27 instances. *Sparrowhawk* and *Hope* are two words that have meaning for both the Polish reader and the reader of the source text. In this case, these two words have been used as names of people. Sparrowhawk is a migratory bird which completely reflects the character of the main protagonist of the book. Moreover, this bird is a symbol for a herald of prosperity, victory or reconciliation, and in the book the main hero has exactly the same characteristics. Similarly, *Hope* is a person who completely identifies herself with her name because she comforts others in difficult situations and gives them hope. Creating a completely different names for people presented in the table above could result in the loss of this characteristic features of both characters.

Table 26. Examples of plants in the Substitution Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | ash (303) | jesion (263) | PLANT |
|  | Rowan Tree (303) | Jarzębina (263) |

Places were the second category of proper names that were translated by means of the substitution strategy. There were found 4 instances of this type. Both names are commonly used in the source and target culture. Changing these names into any other names could cause unnecessary misunderstandings in the target text. Furthermore, if a given proper name has an equivalent in another language (target language) that is commonly known and used, the translator shall use that name.

Table 27. Examples of items in the Substitution Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | jasper (59) | jaspis (53) | ITEM |
|  | Dolphin (601) | Delfin (521) |

The third category of culturally specific item that were translated by means of the substitution strategy were items. There were only two cases of *item* category. Jasper has two meanings in the book Earthsea. Firstly, the name of the character of the book (this name has been rendered to the target text with the help of *transference* strategy). The second meaning stands for the precious stone, in Polish *jaspis*. The name of the character in the book is derived from this precious stone, as has been indicated in the book. Transference of the second meaning of this name would lose the meaning of the name. The sixth example, is the name of the ship. The name of this ship comes from dolphins, animals often encountered when traveling by ship on the seas of Earthsea. The name from the target text has been replaced with the corresponding equivalent from Polish. Because in both languages these mammals are known, it did not have to be replaced by a better counterpart in the target culture.

Table 28. Example of festival in the Substitution Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | New Year (305) | Nowy Rok (265) | FESTIVAL |

Festival was the rarest category of proper names that were translated by means of the substitution strategy. There were only one example of a *festival* category in the *substitution* strategy. New Year’s Eve is celebrated across the world. This festival has the same connotation in many countries in the world, such as new year’s resolutions or fireworks at midnight. All these activities have been a part of the book’s plot. Changing the name of this event is unnecessary, even forbidden.

**ADDITION STRATEGY**

Translators also deal with proper names using the *addition* strategy, that is, a supplementation of proper name from the target text by an extra information, which can help the readers better understand the intended message. In the whole text, there are 25 cases of that strategy.

Table 29. Examples of places in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | The Stones (188) | Kamienie Grobowe (167) | PLACE |
|  | Thwilburn (44) | rzeki Thwilburn (40) |

The addition strategy was most commonly used to translate the names of places. The number of such names amounts to 10 cases. The first example presents huge stones in the place of Tombs of Atuan. An additional word in the Polish name has been *Grobowe*, as a result of this action the cultural specified item in the target language means grave rocks. The extension of the Polish proper name was aimed at confirming to the reader that we are still in the place of the tombs and not by usual stones. The second name has been the name of a river. The word *river* has been added in the Polish version. In the source text, we only know that the character of the book is crossing the bridge over " the clear-running Thwilburn" Le Guin (1993:44). This operation was aimed at making the Polish reader aware that it is not the name of a waterfall or a mountain stream, but a mighty river on the island of Gont.

Table 30. Examples of magic in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | rituals of the Tombs (197) | pradawny rytuał Grobowców (176) | MAGIC |
|  | Book of Shaping (57) | Księga Nadawania Kształtów (51) |

The second category of proper names that were frequently translated by means of the addition strategy were magic. The instances of such category were found six times in *addition* strategy. The third example is the name of the ritual carried out by Arha in the Hall of Throne. The English proper name has been clear and understandable even without the added word *ancient,* as in the Polish proper name. However, the name itself cannot describe since when has this ritual been carried out, but only gives us information about its occurrence. In turn, adding the word *ancien*t in the Polish proper name allows us to realize that this ritual has been occurring for a very long time. as well as has been used to enrich the name of this ritual. ……………………………

Table 31. Examples of names in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Nine (47) | Dziewięć Mistrzów (42) | NAME |
|  | wizard Bordger of Way (118) | czarnoksiężnik Bordger z wyspy Way (106) |

The subsequent category of culturally specific items that were translated by means of the addition strategy were names. The overall number of cases in the Earthsea series amount to 4 names in this strategy. The fifth example describes a group of the greatest wizards in all of the Earthsea. The Polish name consists of two elements, a numeral and a noun. However, the English name consists only of a numeral. An additional word in the Polish name is the Polish equivalent of the word masters*.* The addition of this element by the translator allows for a thorough understanding of the proper name. Literal translation of that name without any additional element would not be natural in the Polish language. Another example (6) has been the name of the famous wizard. In this name, the additional element is the Polish equivalent of the word island. This operation was necessary to indicate to the Polish reader that *Way* is an island and not a city or a village.

Table 32. Examples of songs in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Lament for Erreth-Akbe (47) | Lament po śmierci Erreth-Akbego (654) | SONG |
|  | Lays and Deeds (11) | Czyny Bohaterów i Pieśń Mądrości (607) |

The above table presents all names in the *song* category that were translated by the means of the *addition* strategy. The seventh example is a ballad in which the inhabitants of the Earthsea are mourning the death of their greatest hero, Erreth-Akbe. Words that have been added to the Polish name are the equivalents of the English prepositional phrase *after death*. This strategy has been used so that the Polish name would better fit the standards of the target language. Additionally, in order for the Polish reader to know that this hero died a heroic death, which is included in the lament. Another example is the abbreviation of the two types of songs presented earlier in the book. However, the translator decided not to use the very first words of the name of songs as it has been done in the English proper name, but instead use the full name of the songs. The reason is that the reader could not find out that this is just the title of the songs presented in the earlier parts of the book, but the name for a completely new song. This means that the translator has used the addition strategy to avoid ambiguity in the text.

Table 33. Examples of titles in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Lord Archmage (304) | Panie mój, Arcymagu… (264) | TITLE |
|  | Priestess at the Tombs (175) | Jedyna Kapłanka przy Grobowcach (157) |

The next category of proper names that were translated by means of the addition strategy were titles with the same number of cases as the category described above, i.e. 2 instances. The ninth example is the title of the most powerful sorcerer in all of Earthsea. The English name has two elements, whereas the Polish name has three elements. An additional element in the Polish name is the possessive pronoun *mój.*  Thanks to this word the translator emphasized the belonging and loyalty of the person speaking to the archmage. Especially, in this fragment of the book Arren offered his devotion to the archmage. Furthermore, this addition of the word prevented the stiffness of the name in Polish. The next example has been the title of Tenar when she served the Nameless Gods. In this example, the translator added the word *one.* Ternar had many titles. In many of them the word *one* appears. The process of adding this word has been intended to make Polish readers aware that the priestess at the tombs was only one and distinguish her from other people.

Table 34. Example of animal in the Addition Strategy

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Enderfalcon of Roke (310) | sokół pielgrzm z Roke (269) | ANIMAL |

Only one name of an animal category was translated by means of *addition* strategy and it is shown in the table above. The name describes a large white-brown bird of the hawk species. Translator, through the additional word *pilgrim* in the Polish name, wanted to emphasize that this bird had a very long journey. The word pilgrim in Polish is associated with a person who had a long and exhausting journey to achieve a goal. The same as the hawk from the book.

**DIFFICULT PROPER NAMES**

The following goal of this diploma paper has been to find such proper names, which has been characterized by difficulties in rendering them to the target language, as well as to create my own solutions of these names in the Polish language. In this category, there have also been names that have different and various equivalents in the target language, i.e. those that can cause confusion on the part of the reader. The total number of names that have been assigned to this category is 18.

Table 35. Example of title in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 18. | The Dark Ones (233) | Bóstwa Ciemności (204) /Siły Ciemności (232, 238) / Mroczne Bóstwa (212,224) | TITLE |

The proper name in the target language *The Dark Ones* has as many as three equivalents in the target text. However, the meaning of these names is very similar, thus it can lead to confusion on the part of the reader. If these names were not far apart from each other, translators could use different names to avoid too many repetitions. However, in this case the distance of individual names is sufficient, thus stylistic considerations allow for the repetition of one name in the target text.

Table 36. Examples of titles in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 3. | Firelord (44) (334) | Ognisty Władca (40) | TITLE |
| Władca Ognia (291) |

The above example is the title, which the powerful magician received when he tried to turn back the darkness and keep the sun at noon. In the English books *A Wizard of Earthsea* and in *The Farthest Shore*, this proper name appeared in the same form. However, in the Polish language the versions of this name differ. The name in the first book has been divided into two words: the first element is the adjective and the second element is the noun. This name evokes associations with the behaviour of this ruler. In turn, the second name is also separated, but here the noun is the first element and the adjective is the second one. Nevertheless, this translation of proper name is associated with a person who has the power to control the fire. In Polish, the grammatical principle of word order in a sentence is that when an adjective has a categorizing function it should be placed after the noun. According to this rule, the Polish name *Władca Ognia* is correct. Moreover, the general rule is that the translator should stick to the first translated version of the proper name unless he thinks that the name is mistranslated and has a better idea for the rendering the proper name in the target text, the translator should provide justification for the actions that have been performed in the footnotes. Finally, in my opinion the name from the third part of the series is correct because the name is consistent with the principles of Polish syntax and this term is commonly known to the Polish reader.

Table 37. Example of title in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 6. | A Wizard of Earthsea (9) | Czarnoksiężnik z Archipelagu (8) | TITLE |

The title of the first part of the book describes the wizard Ged, the main character of the book. In the source name, the place of origin of the protagonist is different than in the target name. In the original version, the sorcerer comes from *Earthsea*, whereas in the Polish version from the *Archipelago*. The word Archipelago is limiting because it covers only a part of the Earthsea islands. On the other hand, the name Earthsea contains the Reaches and Kargad Lands and all islands, even those not discovered. Ursula Le Guin in the proper name introduced Ged as a wizard of Earthsea, thus she wanted to emphasize the belonging of sorcerers to the whole land and not only to the places where the book took place. Moreover - the author, thanks to this name - wanted to introduce the name of the whole land. The limitation of the area also limited the sense of the proper name. My solution to the problem of this proper name is to translate the words Earthsea. It means that the name would look like this: Czarnoksiężnik z Ziemiomorza.

Table 38. Example of title in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 7. | Elfarran the Fair (268) | Elfarran Piękna (232) | TITLE |

Another example is the title of the queen who helped her husband rule the entire archipelago in ancient times. From legends told by the inhabitants of ninety islands, we know that the queen was a model of honesty and that her beauty delighted people. That could be the reason why the translator has rendered the proper name in this way. However, in the English name, the queen has been described as fair and not beautiful. In my opinion, it is more important for people living in Earthsea that Elfarran ruled fairly than the fact that she was a beautiful woman. Thus, my proposition of a proper name is: Elfarran, Sprawiedliwa.

Table 39. Example of title in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 15. | holy Powers of the Earth (266) | potężne siły Ziemi (230) | TITLE |

In the whole series, there have been a lot of names about the magical forces that come from the Earth. This name describes the forces that come from the Nameless Ones and the person who utters these words considers them as deities. One inaccuracy occurred in the translation of this name in Polish text. More precisely, in the proper name, from the source text these forces are treated as sacred. In contrast, in the target language these forces are described as powerful. As I mentioned earlier, the person saying the name treated these forces as sacred. Thus, the name in the Polish language should be: Święte Siły Ziemi.

Table 40. Example of place in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 1. | City of Ivory (100) | Miasto Kości (90) | PLACE |

The word *Ivory* in Polish, translated literally means elephant’s bone. Under this name, not only the tusks of elephant are hidden, but also of orcs, warthogs and other animals. However, the name has been translated as *city of bones* in Polish. Nevertheless, without knowing the origin of the bones, whether they come from a human or from an animal, we can come across associations that wrongly give us the appearance and the meaning of the name of this city. The bone of the human body can be associated with war, battle, death and suffering. Notwithstanding, the word *ivory* evokes rather positive associations such as well-being, cleanliness and durability. The mentioned place is the city where the future king lives. Moreover, it has been described as a city 'white above its bay’ (Le Guin 1993:100) with the golden roofs (1993:304) and 'bright, cool streets' (1993:338).

Table 41. Example of place in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 2. | Shelieth of the Fountains on Way (154) | Shelieth, Miasto Wodotrysków na wyspie Way (139) | PLACE |

Another name is the name of the city which is located on the island of Way. The Polish version has its advantages and disadvantages. The advantage is that the translator added the word city, because it does not result clearly from the English name. Only from the context, we could find out that this is the name of the city. In the Polish name, the translator used a synonym to create this proper name. The use of the lexical relation of the word fountain in the Polish name was not necessarily a good step, because the word wodotrysk might not have such an obvious meaning as the Polish word fontanna. What is more, the first association that comes to mind after reading the name from the source text is the equivalent, fontanna. Finally, my translation of the proper name would be: Shelieth, Miasto Fontann na wyspie Way.

Table 42. Examples of places in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 9. | Dragons’ Run (154), (270), (432) | archipelag Smocze Stado (139) | PLACE |
| Smocze Stado (234) |
| Smoczy Szlak (380) |

This place is a cluster of small islands where dragons live. One name in the source text has three different counterparts in the target language. In addition, these three names appear in other volumes of the series. In *A Wizard of Earthsea*, the word *archipelago* has been added to the proper name*,* in *The Tombs of Atuan* translator used the equivalent from the first tome of the book, but the added word has been omitted. In turn, in *The Farthest Shore* translator came up with the new name. While the names in the first two volumes mean the same, the third name has a completely different meaning. These proper names have been not in this category due to the difficulties associated with translating the proper name only for reasons of semantic differences. Although each tome was published separately and then in one volume translators should stick to one version, or explain why they used another new name.

Table 43. Example of place in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 17. | Mill Lane (625) | Zaułek Młynarzy (541) | PLACE |

In the fourth part of the book, the name of the street appeared. However, in the target text word *lane* has been translated into a corner. This word can be associated with dark and dangerous places on the street, which are better to avoid, especially at night. The place that has been described in the book is a friendly place where friends of Tenar live. The context in the book does not require for this name to be changed, so it is better to translate this name as: ulica Młynarzy.

Table 44. Example of name in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 4. | Sanderling (140) | Czajka (126) | NAME |

This case describes the name of a sailboat that was given to Ged by an old fisherman. The reason why this name is in this category is that the translator decided to give a completely different name of the sailboat than it is in the source text. The word used in the target text is an equivalent od the English word lapwing, not of sanderling. There is no reason to change this name in the target text, because sanderling is also known in Polish culture. You can meet many of them during flights on the Polish coast. So, the literal translation of the name would also be correct.

Table 45. Example of name in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 10. | Farmer Serry (623) | nadzorca Serry (539) | NAME |

The English name consists of two elements in the same way as the Polish one. The name of the character has been transferred to the target text without any changes. However, the noun which defines Serry's work has been changed. According to the Polish name, Serry has been the supervisor. In the target text as well as in the source text, the word *farmer* fits perfectly. Moreover - the word farmer, both in Polish and in English - has the same word form and meaning. Thus, two elements can be transferred to the Polish language without any changes, and the name will have the same meaning.

Table 46. Example of name in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 11. | Tadpole (652) | Pijawka (562) | NAME |

The next example is the name of a villager. In the source text, the name means a larval form of amphibians and the name in the target text means a water creature with a soft, elongated body, feeding on the blood of people and animals. Moreover, a leech in Polish culture is also associated with a person who riches at the expense of other people. The hero of the book with this name had a good character. Giving the name Leech could bring up bad associations with that person, hence my proposal for this name in Polish language is *Kijanka*. Literal translation of this name is the best solution in the translation of this proper name.

Table 47. Example of magic in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 5. | Matter of the Dragons (72) | Rzeczy o Smokach (64) | MAGIC |

This book contains all the information and legends about dragons. The word *matter* in Polish has been translated in English into *things*. This name is not badly translated and provides the most important information about the book and what it is about. However, titles have an informative, as well as encouraging function. It seems to me that this name would sound better if it was translated in a more poetic way. The proper name shouldbe: Smocze Wieści.

Table 48. Example of magic in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 16. | Way of Immortality (460) | Wrota Nieśmiertelnści (405) | MAGIC |

Another example, has been found in *The Farthest Shore.* In the target text the word *way* has been replaced with the word *gates*. Cob has been a person who wanted to be immortal because he was afraid of death. He has come a long way to achieve this goal. In the Polish version, a better solution would be the word *droga* which gives us clues that Cob did not achieve his goal so easily. The Polish name would be: Droga do Nieśmiertelności

Table 49. Examples of festivals in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 13. | Fallows (156) | Odłogi (141) | FESTIVAL |
| 14. | Fallows Eve (372) | Święto Zasiewów (325) |

This festival appears in the book *A Wizard of Earthsea* and in *The Farthest Shore*. However, these two names are different from one another. Moreover, they have two opposite meanings. The word *Fallows* is used to describe a period of time in which a farmer does not grow crops so that the soil quality can improve. Thus, the name invented by Stanisław Barańczak in the first volume of the book is much more appropriate as the equivalent of that proper name in the Polish language.

Table 50. Example of animal in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 8. | Great Ones (406) | Olbrzymy (356) | ANIMAL |

The name *great ones* refer to whales that sail in the oceans of the Earthsea. From the name itself, it is difficult to figure out exactly what animal is meant. However, the Polish version has the same problem and has been translated as *giants*. Great Ones could be understood by the English reader as a deity, whereas for the Polish reader the reach of this name is limited to mythical creatures. My suggestion for this name is the Polish word *Wspaniali*, which captures people's worship for these creatures.

Table 51. Example of item in difficult proper names

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
| 12. | Morred’s High Seat (69) | Stolec Morreda (682) | ITEM |

Another example is the name of the throne on which the king sat in ancient times. The phrase *High Seat* in the target text has been translated as a stool. In ancient times, the Polish word *stolec* meant the throne of the king. However, now it is not the first association that comes to mind after reading this name. It must be remembered that the book Earthsea is directed mainly to children, for whom this name could lead to inappropriate associations. The name should be: Tron Morreda

## **3.3 Concluding remarks**

The main purpose of this chapter has been to analyze all of proper names found in the source language text, as well as analyzing their equivalents in the target text. From the number of 746 proper names that had been found in the Earthsea series, each of them has been assigned to one of seven strategies presented by Poluszyński and to the appropriate category. Moreover, there has also been the category of difficult proper names which included 18 names. This part focused on detailed analysis of the problematic culturally specified items together with providing possible solutions, if they have been needed. Due to the large number of culturally specified items, only 84 have been described in detail.

The most numerous type of proper names has been the category of names of places. There has been found 301 instances of such names. This category has been translated to the target text by the used of five strategies. Transcription/transliteration has become the strategy by which the most place names have been transferred to the target text (98 items). Using translation strategy has been translated 95 items. Rendered to the target language, has been 83 names of places with the means of transference strategy. Thanks to modification and addition strategy, 10 proper names have been translated from each strategy. 5 proper names have been assigned to the section of the difficult proper names. Only by using the substitution strategy no proper name has been translated.

The second most numerous group of proper names are the names of people. In this category, all translation strategies have been used. The translator usually rendered the names of the target language without any changes (92 items). 27 names have been replaced with the corresponding equivalent in the target language by the means of substitution strategy. Translated literally has been 26 proper names with the % of occurrences. 21 names have been matched to the grammar of the Polish language with the % of the whole culturally specific items in the category of people names. The translator by the means of modification strategy created 17 names of peoples with the % of occurrence. By adding information to the proper name in the target language, 4 names have been translated, that %of the whole. What's more, three names have been assigned to the *difficult proper names* group.

The group of proper names with 111 cases has been the title category. In this case, 4 translation strategies have been used. As many as 64 own names have been translated literally with the % of occurrences. The number of 35 proper names have been matched to the grammar of the target language, which takes up % of all names in this category. The next strategy that has been used is a modification strategy with the 5 titles and the % of the occurrences. The strategy that has the least cases is addition strategy. 2 proper names have been enriched with an additional information, which takes up % of all culturally specific items. What's more, in this category as many as 5 proper names have been qualified to the *difficult proper names*.

The fourth largest category has been the names related with magic. The translator used five strategies to translate proper names in that category. The best strategy turned out to be a literal translation, which has been used up to 49 times, which takes up % of occurrences. 35 names have been adapted to the target language that covers % of all culturally specific items. The translator created 5 names using the modification strategy, that covers % of all proper names in the magic category. Two proper names have been transferred to the target language using addition strategy, that takes up % of occurrences. Also, in this category has been problematic names with the number of 2 cases.

In the Song category, which has 21 proprietary names, 3 translation strategies have been used. The number of proper names that have been *inflected* to match to the standards of the Polish language has been 12 cases. This number amounts to % of all proper names in the Song category. Seven proper names have been translated literally, i.e. translation strategy, which covers % of cases of songs. % has been the names that have been translated using addition strategy with 2 cases.

The next category are the names of 12 plants that have been translated by 4 translation strategies. The transcription/transliteration strategy has been used 5 times, i.e. % of the total. The number of 4 names have been replaced with the commonly known Polish equivalents, which together takes up % of occurrences. Modification strategy, with 3 cases and % of all proper names in this category, turned out to be another useful strategy. Only one plant name has been transferred to the target language without any changes, which covers % of occurrences.

The seventh type according to the number of proper names is the item category with 10 examples. Five cases of names of things have been adapted to the Polish language, with the % of occurrences. Two cases have been transferred to the target language without any changes as well as two cases has been translated literally. Both of these strategies have the same percentage of occurrence, i.e. 5% for each strategy. In this category, one name has been considered as a problematic proper name.

The penultimate group, with the number of 9 names, is the category of names of festivals in the Earthsea. Three strategies have also been also used in this category to properly translate the culturally specific items. The four names have been translated using translation strategy, with 6% of all names in this category. The number of 3 names has been inflexed in the target language, which together takes up % of occurrences. And only one case has been replaced by a commonly known equivalent in the target language, which covers % of all names in the festival category. Also, one case from this category has been assigned to *difficult proper names*.

The last category has been the names of animals, with the 5 instances that has been found in the whole series. The number of three names of animals has been transferred to the target language in the same form as in the source text. Which covers 80% of all names in this category. One name has been enriched with additional information, which takes up % of occurrences. Also, one name has been recognized as a problematic proper name.

## **Conclusion**

The main purpose of the diploma paper has been to analyze the translations of all of the proper names found in the Earthsea series written by Ursula Kroeber LeGuin. Moreover, the further aim of the diploma thesis has been to analyze in detail problematic proper names (which can be found under the name: *difficult proper names*) and, if needed, to provide my proposition of translation of these names. The next task was to assign each cultural specified item to the appropriate strategy that has been used when translating the name. The proper names have been assigned to the classification presented by Poluszyński (described in detail in the first chapter of the diploma paper). Which are divided into: transference, substitution, translation, modification, transliteration/transcription, addition, and glossary’s note. Each name has been also assigned to the appropriate category. Such as: name, place, animal, title, thing, festival, magic, song, plant. The conclusions that have been drawn from the above analysis are as follows:

The most frequently used strategy for translating proper names in the series Earthsea has been the translation strategy. As many as 247 names have been translated by means of this strategy. The reason is that, with this strategy you can best reflect the sense and meaning of the name of the source language to the target language. Such names could be translated literally because the meaning of the name after translation is the same in both cultures. Another most frequent used strategy has been transcription/transliteration. The cause is that many proper names had to be adapted to Polish grammar so that they would be understandable for the Polish reader. The transference strategy came in the third place because there were many names that do not have a Polish equivalent. Furthermore, names that do not have meaning and sense in the Polish language or get it through the context, it's best to render the name without any changes so as not to lead the reader to the confusion. In the next place, i.e. 4, has been a modification strategy. The forty proper names of the Earthsea, have been translated by means of this strategy due to the fact that some names have been created by the author of the book or only part of the name has a meaning in the target language. The translator had to come up with a name that would at least partially coincide with the source name. Substitution strategy was the fifth most used strategy in translating proper names. Thirty-four proper names have been replaced by Polish commonly known equivalents in the target language. This is due to the fact that the translator must first look for a suitable equivalent, and if it does not exist, then try to transfer the meaning to the target language using translation strategies. The rarest used strategy has been addition strategy. This is due to the fact that in most cases the author itself explained the proper name in the context of the book. However, 24 cases were explained by the translator because they were not clear without the added element. There have been no cases of gloss/translator's note. This strategy has not been used, but in the *difficult proper names* section ones can find cases that require the use of this strategy.

Another conclusion that resulted from the analysis of culturally specific item has been that in the entire series, 301 names of places have been found. That means, that the names have been the most numerous group of proper names among all categories. The category with the least number of names has been the animal category with 5 cases.

After analyzing all of culturally specified items and the detailed elaboration of 84 individual cases with 18 problematic proper names inclusive, it can be honestly admitted that translating proper names is a real challenge for translators. The translator must not only focus on the correct translation of the name, but also on matching the name to the grammar of the target language, the focus also must be on the meaning of the name and the associations that this name elicits.

To sum up, the purpose of the translator when translating proper names is to elicit the same associations in the target name, as present in the source text name. In order to create the name in both languages which will evoke the same emotions, the translator has to show his creativity, but sometimes it is impossible to reach the desired outcome. Unfortunately, in the process of translating culturally specific items, it is very difficult to guess the intentions of the author.

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# **Appendix**

TRANSFERENCE

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Hoeg (52) | Hoeg (47) | ANIMAL |
|  | Otak (52) | Otak (47) | ANIMAL |
|  | Bar Oth (335) | Bar Oth (292) | ANIMAL |
|  | Vedurnan (63) | Vedurnan (675) | MAGIC |
|  | Ged (24) | Ged (21) | NAME |
|  | Duny (13) | Duny (11) | NAME |
|  | Vetch (45) | Vetch (39) | NAME |
|  | Estarriol (70) | Estarriol (63) | NAME |
|  | Yarrow (144) | Yarrow (130) | NAME |
|  | Kest (155) | Kest (140) | NAME |
|  | Pechvarry (79) | Pechvarry (70) | NAME |
|  | Ioteh (79) | Ioeth (71) | NAME |
|  | Jasper (42) | Jasper (38) | NAME |
|  | Enwit (42) | Enwit (38) | NAME |
|  | Erreth-Akbe (44) | Erreth-Akbe (40) | NAME |
|  | Elt (89) | Elt (80) | NAME |
|  | Murre (149) | Murre (134) | NAME |
|  | Gensher (66) | Gensher (59) | NAME |
|  | Morred (89) | Morred (80) | NAME |
|  | Segoy (50) | Segoy (46) | NAME |
|  | Skiorh (99) | Skiorh (90) | NAME |
|  | Benderesk (105) | Benderesk (95) | NAME |
|  | gebbeth (67) | gebbeth (60) | NAME |
|  | Tenar (175) | Tenar (157) | NAME |
|  | Mebbeth (186) | Mebbeth (166) | NAME |
|  | Manan (180) | Manan (163) | NAME |
|  | Thar (181) | Thar (163) | NAME |
|  | Penthe (189) | Penthe (168) | NAME |
|  | Uahto (203) | Uahto (180) | NAME |
|  | Duby (203) | Duby (180) | NAME |
|  | Gobar (202) | Gobar (180) | NAME |
|  | Punti (207) | Punti (183) | NAME |
|  | Munith (207) | Munith (183) | NAME |
|  | Nathabba (207) | Nathabba (183) | NAME |
|  | Poppe (207) | Poppe (183) | NAME |
|  | Intathin (216) | Intathin (190) | NAME |
|  | Ensar (298) | Ensar (257) | NAME |
|  | Tiarath (297) | Tiarath (257) | NAME |
|  | Kossil (184) | Kossil (165) | NAME |
|  | Anthil (298) | Anthil (257) | NAME |
|  | Orm Embar (309) | Orm Embar (269) | NAME |
|  | Kalessin (309) | Kalessin (269) | NAME |
|  | Maharion (316) | Maharion (275) | NAME |
|  | Akambar (316) | Akambar (275) | NAME |
|  | Lebannen (327) | Lebannen (285) | NAME |
|  | Egre (340) | Egre (297) | NAME |
|  | Gobardon (367) | Gobardon (321) | NAME |
|  | Cob (369) | Cob (323) | NAME |
|  | Mildi (372) | Mildi (325) | NAME |
|  | Akren (378) | Akren (330) | NAME |
|  | Sopli (384) | Sopli (334) | NAME |
|  | Obb (371) | Obb (421) | NAME |
|  | Jessage (371) | Jessage (421) | NAME |
|  | Arren (304) | Arren 264 | NAME |
|  | Goha (483) | Goha (425) | NAME |
|  | Therru (430) | Therru (430) | NAME |
|  | Aihal (504) | Aihal (443) | NAME |
|  | Townsend (505) | Townsend (443) | NAME |
|  | Shandy (507) | Shandy (445) | NAME |
|  | Sippy (513) | Sippy (450) | NAME |
|  | Serrathen (608) | Serrathen (526) | NAME |
|  | Relli (618) | Relli (535) | NAME |
|  | Shinny (618) | Shinny (535) | NAME |
|  | Tuaho (620) | Tuaho (537) | NAME |
|  | Heno (627) | Heno (542) | NAME |
|  | Senini (652) | Senini (561) | NAME |
|  | Senny (652) | Senny (561) | NAME |
|  | Tally (669) | Tally (575) | NAME |
|  | Tholy (582) | Tholy (582) | NAME |
|  | Erisen (685) | Erisen (588) | NAME |
|  | Hatha (686) | Hatha (589) | NAME |
|  | Tehanu (479) | Tehanu (421) | NAME |
|  | Tiff (508) | Tiff (445) | NAME |
|  | Sis (508) | Sis (445) | NAME |
|  | Hayohe (523) | Hayohe (458) | NAME |
|  | Mevre (13) | Mevre (610) | NAME |
|  | Beryl (15) | Beryl (612) | NAME |
|  | Irian (19) | Irian (617) | NAME |
|  | Bereswek (20) | Bereswek (619) | NAME |
|  | Azver (20) | Azver (619) | NAME |
|  | Iddi (24) | Iddi (624) | NAME |
|  | Hama Gondun (31) | Hama Gondun (633) | NAME |
|  | Thol (36) | Thol (640) | NAME |
|  | lyesa (39) | Iyesa (643) | NAME |
|  | Rody (47) | Rody (654) | NAME |
|  | Irian (51) | Irian (659) | NAME |
|  | Yenay (55) | Yenay (664) | NAME |
|  | Seserakh (61) | Seserakh (672) | NAME |
|  | Ammaud (77) | Ammaud (692) | NAME |
|  | Opal (81) | Opal (697) | NAME |
|  | Brand of Venway (83) | Brand z Venawy (700) | NAME |
|  | Pippin (88) | Pippin (707) | NAME |
|  | Oth (93) | Oth (714) | NAME |
|  | Sorra (94) | Sorra (716) | NAME |
|  | Ferao (102) | Fearo (725) | NAME |
|  | Brost (526) | Brost (460) | NAME |
|  | Low Torning (75) | Low Torning (67) | PLACE |
|  | Re Albi (23) | Re Albi (20) | PLACE |
|  | Perregal (14) | Perregal (12) | PLACE |
|  | Barnisk (35) | Barnisk (31) | PLACE |
|  | Korp (46) | Korp (41) | PLACE |
|  | Kopp (46) | Kopp (41) | PLACE |
|  | Holp (46) | Holp (41) | PLACE |
|  | Venway (46) | Venway (41) | PLACE |
|  | Vemish (46) | Vemish (41) | PLACE |
|  | Iffish (46) | Iffish (41) | PLACE |
|  | Sneg (46) | Sneg (41) | PLACE |
|  | Ensmer (52) | Ensmer (47) | PLACE |
|  | Pody (52) | Pody (47) | PLACE |
|  | Wathort (52) | Wathort (47) | PLACE |
|  | Serd (76) | Serd (68) | PLACE |
|  | Seppish (76) | Seppish (68) | PLACE |
|  | Soders (153) | Soders (138) | PLACE |
|  | Paln (84) | Paln (76) | PLACE |
|  | Drogman (92) | Drogman (83) | PLACE |
|  | Geath (92) | Geath (83) | PLACE |
|  | Nesh (92) | Nesh (83) | PLACE |
|  | Hosk (76) | Hosk (68) | PLACE |
|  | Selidor (58) | Selidor (52) | PLACE |
|  | Tok (149) | Tok (134) | PLACE |
|  | Pelimer 154) | Pelimer (139) | PLACE |
|  | Gosk (154) | Gosk (139) | PLACE |
|  | Astowell (154) | Astowell (139) | PLACE |
|  | Rood (154) | Rood (139) | PLACE |
|  | Toom (154) | Toom (139) | PLACE |
|  | Ark (36) | Ark (32) | PLACE |
|  | Karego-At (18) | Karego-At (15) | PLACE |
|  | Hur-at-Hur (18) | Hur-at-Hur (15) | PLACE |
|  | Atnini (18) | Atnini (15) | PLACE |
|  | Lossow (50) | Lossow (45) | PLACE |
|  | Pendor (76) | Pendor (68) | PLACE |
|  | Ismay (142) | Ismay (128) | PLACE |
|  | Far Toly (166) | Far Toly (150) | PLACE |
|  | Sneg (166) | Sneg (150) | PLACE |
|  | Koppish (166) | Koppish (150) | PLACE |
|  | Far Sorr (154) | Far Sorr (139) | PLACE |
|  | Ovrak (22) | Ovrak (22) | PLACE |
|  | Wiss (25) | Wiss (22) | PLACE |
|  | Kornay (154) | Kornay (139) | PLACE |
|  | Quor (144) | Quor (130) | PLACE |
|  | Torheven (18) | Torheven (15) | PLACE |
|  | Entat (184) | Entat (164) | PLACE |
|  | Gar (164) | Gar (164) | PLACE |
|  | Awabath (183) | Awabath (164) | PLACE |
|  | Tenacbah (182) | Tenacbah (164) | PLACE |
|  | Ossawa (208) | Ossawa (184) | PLACE |
|  | Narveduen (305) | Nerveduen (265) | PLACE |
|  | Ark (316) | Ark (275) | PLACE |
|  | Temere (331) | Temere (289) | PLACE |
|  | Keor (335) | Keor (292) | PLACE |
|  | Serilune (335) | Serilune (292) | PLACE |
|  | Sowl (339) | Sowl (296) | PLACE |
|  | Lorbanery (339) | Lorbanery (296) | PLACE |
|  | Showl (354) | Showl (309) | PLACE |
|  | Sosara (371) | Sosara (324) | PLACE |
|  | Obehol (388) | Obehol (340) | PLACE |
|  | Wellogy (389) | Wellogy (341) | PLACE |
|  | Semermine (402) | Semermine (353) | PLACE |
|  | Balatran (404) | Balatran (355) | PLACE |
|  | Emah (406) | Emah (356) | PLACE |
|  | Ebosskil (427) | Ebosskil (375) | PLACE |
|  | Kaltuel (439) | Kaltuel (386) | PLACE |
|  | Ingat (439) | Ignat (386) | PLACE |
|  | Kaheda (619) | Kaheda (536) | PLACE |
|  | Lissu (623) | Lissu (539) | PLACE |
|  | Kahedanan (623) | Kahedanan (539) | PLACE |
|  | Essary (514) | Essary (451) | PLACE |
|  | Kaheda (523) | Kaheda (458) | PLACE |
|  | Taon (7) | Taon (602) | PLACE |
|  | Elini (11) | Elini (607) | PLACE |
|  | Ebea (11) | Ebea (607) | PLACE |
|  | Meoni (11) | Meoni (608) | PLACE |
|  | Enwas (20) | Enwas (619) | PLACE |
|  | Simly (49) | Simly (657) | PLACE |
|  | Resbel (53) | Resbel (661) | PLACE |
|  | Mesreth (62) | Mesreth (674) | PLACE |
|  | Seppel (69) | Seppel (683) | PLACE |
|  | Ebea (70) | Ebea (684) | PLACE |
|  | Iria (75) | Irri (691) | PLACE |
|  | hazia (338) | hazia (295) | PLANT |

SUBSTITUTION

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | New Year (305) | Nowego Rok (265) | FESTIVAL |
|  | jasper (59) | jaspis (53) | ITEM |
|  | ‘Dolphin’ (601) | „Delfin” (521) | ITEM |
|  | Sparrowhawk (13) | Krogulec (25) | NAME |
|  | Rose (328) | Róża (286) | NAME |
|  | Hawk (331) | Jastrząb (289) | NAME |
|  | Hare (341) | Zając (298) | NAME |
|  | Albatross (408) | Albatros (358) | NAME |
|  | Flint (483) | Krzemień (425) | NAME |
|  | Apple (483) | Jabłko (425) | NAME |
|  | Ivy (485) | Bluszcz (427) | NAME |
|  | Beech (485) | Buka (427) | NAME |
|  | Lark (484) | Skowronek (426) | NAME |
|  | Moss (500) | Mech (439) | NAME |
|  | Heather (508) | Wrzos (446) | NAME |
|  | Aspen (537) | Osika (468) | NAME |
|  | Fan (537) | Wachlarz (468) | NAME |
|  | Arrow (548) | Strzała (478) | NAME |
|  | Spark (601) | Iskra (521) | NAME |
|  | Hake (620) | Dorsz (537) | NAME |
|  | Cherry (647) | Wiśnia (558) | NAME |
|  | Daisy (650) | Stokrotka (560) | NAME |
|  | Alder (8) | Olcha (603) | NAME |
|  | Falcon (10) | Sokół (605) | NAME |
|  | Blackberry (11) | Jagoda (607) | NAME |
|  | Lily (12) | Lilia (608) | NAME |
|  | Oak (38) | Dąb (642) | NAME |
|  | Honour (59) | Honor (670) | NAME |
|  | Hope (59) | Nadzieja (670) | NAME |
|  | Dragonfly (106) | Ważka (731) | NAME |
|  | Strawflower (26) | Słomianka (23) | PLANT |
|  | ash (303) | jesion (263) | PLANT |
|  | elm (303) | wiąz (263) | PLANT |
|  | Rowan Tree (303) | Jarzębina (263) | PLANT |

TRANSLATION

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Festival of the Lambs (305) | Święto Jagniąt (265) | FESTIVAL |
|  | Long Dance (58) | Długi Taniec (48) | FESTIVAL |
|  | Moon's Night (58) | Noc Księżyca (52) | FESTIVAL |
|  | Fallows (156) | Odłogi (141) | FESTIVAL |
|  | Stone of Pain (470) | Kamyk Cierpienia (413) | ITEM |
|  | Pendulum of Ath (47) | Wahadło Ath (654) | ITEM |
|  | Rites of Mourning (221) | Ceremonie Żałoby (194) | MAGIC |
|  | Ritual of the Unspoken (193) | Rytuał Niewypowiedzianego (171) | MAGIC |
|  | Light (266) | Światło (230) | MAGIC |
|  | Old Powers of the Earth (242) | Dawne Potęgi Ziemi (211) | MAGIC |
|  | The Great Spells of Opening (271) | Wielkie Zaklęcia Otwierania (235) | MAGIC |
|  | Lost Rune (269) | Zaginiona Runa (233) | MAGIC |
|  | nine Runes of Power (269) | dziewięć Run Mocy (233) | MAGIC |
|  | Old Powers of the Earth (282) | Pradawnych Sił Ziemi (244) | MAGIC |
|  | Eldest Tongue (248) | Najnamesza Mowa (216) | MAGIC |
|  | First Word (304) | Pierwsze Słowo (264) | MAGIC |
|  | Lost Rune of the Kings (309) | Zaginiona Runa Królów (268) | MAGIC |
|  | Sign of Peace (317) | Znak Pokoju (275) | MAGIC |
|  | Rune of Peace 322) | Runa Pokoju (280) | MAGIC |
|  | Final Word (366) | Słowo Ostatnie (319) | MAGIC |
|  | Sign of Ending (389) | Znak Końca (341) | MAGIC |
|  | Presence of the Stone (427) | Obecność Kamienia (376) | MAGIC |
|  | Rune of Peace (537) | Runa Pokoju (469) | MAGIC |
|  | Heart of the Swan (548) | Serce Łabędzia (478) | MAGIC |
|  | Great Runes of Power (566) | Wielkie Runy Mocy (492) | MAGIC |
|  | Book of Runes (566) | Księga Run (492) | MAGIC |
|  | True Words (11) | Prawdziwe Słowa (608) | MAGIC |
|  | rune of the Closed Door (16) | runa Zamkniętych Drzwi | MAGIC |
|  | rune of the Talon (34) | runa Szpon (637) | MAGIC |
|  | Ring of Peace (37) | Pierścień Pokoju (640) | MAGIC |
|  | Dark Years (68) | Mroczne Lata (682) | MAGIC |
|  | Rune Ring from the land of the Hoary Men (74) | Pierścień Runiczny z Krainy Mroźnych Ludzi (690) | MAGIC |
|  | Powers of the Earth (93) | Moce Ziemi (714) | MAGIC |
|  | Making (115) | Tworzenie (743) | MAGIC |
|  | Runebook (27) | Księgi run (38) | MAGIC |
|  | Book of the Undertakings of the Makers (71) | Księga Przedsięwzięć Stwórców (64) | MAGIC |
|  | spell of Summoning (29) | Zaklęcie Przywołania (25) | MAGIC |
|  | Great Spells of Change (57) | Wielkie Zaklęcia Przemiany (51) | MAGIC |
|  | Great Spells of Making and Shaping (72) | Wielkie Zaklęcia Stworzenia i Nadawania (64) | MAGIC |
|  | Great Spells (56) | Wielkie Zaklęcia (50) | MAGIC |
|  | High Arts (56) | Wyższe Kunszty (50) | MAGIC |
|  | rune Pirr (141) | runa Pirr (127) | MAGIC |
|  | rune Simn (140) | runa Simn (127) | MAGIC |
|  | rune Sifl (97) | runa Sifl (88) | MAGIC |
|  | Runes of Ea (56) | Runa z Ea (50) | MAGIC |
|  | Further Runes (56) | Dodatkowe Runy (50) | MAGIC |
|  | Six Hundred Runes of Hardic (27) | Sześćset Run Hardyckich (24) | MAGIC |
|  | Balance and the Pattern (16) | Wielka Równowaga i Wrzorzec (14) | MAGIC |
|  | Old Speech (27) | Dawna Mowa (24) | MAGIC |
|  | True Speech (17)/ True Language (432) | Prawdziwa Mowa (15) | MAGIC |
|  | First Change (60) | Pierwsza Przemiana (54) | MAGIC |
|  | Old Powers (16) | Namee Moce (105) | MAGIC |
|  | Equilibrium (48) | Wielka Równowaga (43) | MAGIC |
|  | Old Powers of Earth (51) | Dawne Moce Ziemii (46) | MAGIC |
|  | Great Words of unbinding (108) | Wielkie Słowa - zaklęcia rozwiązujące (98) | MAGIC |
|  | Thoreg of Hupun (217) | Thoreg z Hupun (190) | NAME |
|  | Dark Figure (267) | Czarna Postać (231) | NAME |
|  | wizard Root (306) | mag Korzeń (265) | NAME |
|  | Children of the Open Sea (400) | Dzieci Morza Otwartego (351) | NAME |
|  | Arrendek, 'the little Sword (329) | Arrendek, Mieczyk (286) | NAME |
|  | Gamble (314) | Hazard (273) | NAME |
|  | Grey Mage of Paln (368) | Szary Mag z Paln (322) | NAME |
|  | Gemal Sea-born (316) | Gemal w Morzu Zrodzony (275) | NAME |
|  | Black Ships (634) | Czarne Okręty (548) | NAME |
|  | constellation of Ending (668) | konstelacja Końca (574) | NAME |
|  | Old Mages (5) | Namey Mag (600) | NAME |
|  | Elvers Lane (5) | uliczka Węgorzy (600) | NAME |
|  | Cart (10) | Wóz (605) | NAME |
|  | Dancers (10) | Tancerze (605) | NAME |
|  | Snowflakes (28) | Śnieżynka (630) | NAME |
|  | Little Grey (29) | Mała Szara (630) | NAME |
|  | Old Black (29) | Namey Czarnuch (630) | NAME |
|  | Pretty Rose (32) | „Piękna Róża” (634) | NAME |
|  | Dragon Council (75) | Smocza Rada (668) | NAME |
|  | Sheaf (80) | Snop (71) | NAME |
|  | Door (80) | Drzwi (71) | NAME |
|  | One Who Turns (80) | Ten Co Się Obraca (71) | NAME |
|  | Tree (80) | Drzewo (71) | NAME |
|  | name Tolbegren (166) | gwiazda Tolbergen (150) | NAME |
|  | Serret, Silver (105) | Serret, Srebro (95) | NAME |
|  | master Heleth Farseer (30) | mistrz Heleth Prorok (26) | NAME |
|  | Holy Place (225) | Święte Miejsce (197) | PLACE |
|  | Court of Seeming (47) | Podwórzec Pozorów (43) | PLACE |
|  | Court of the Fountain (67) | Podwórzec Fontanny (60) | PLACE |
|  | Dry Land (369) | Sucha Kraina (322) | PLACE |
|  | Place of the Old Powers (249) | Miejsce Dawnych Mocy (217) | PLACE |
|  | Cloud Cape (292) | Chmurny Przylądek (253) | PLACE |
|  | Sacred City Awabath (216) | Święte Miasto Awabath (189) | PLACE |
|  | Holy Land (190) | Świętej Ziemii (169) | PLACE |
|  | Empty Throne (195) | Pusty Tron (225) | PLACE |
|  | Hall of the Throne (177) | Sala Tronu (195) | PLACE |
|  | Hill of the Tombs (179) | Wzgórze Grobowców (161) | PLACE |
|  | The Temple of the God Brothers (179) | Świątynia Boskich Braci (161) | PLACE |
|  | Place of the Tombs (163) | Miejsce Grobowców | PLACE |
|  | Small House (185) | Mały Dom (165) | PLACE |
|  | Big House (185) | Wielki Dom (165) | PLACE |
|  | Temple of the Twin Gods (187) | Świątynia Bliźniaczych Bóstw (167) | PLACE |
|  | House of the One Priestess (185) | Dom Jedynej Kapłanki (165) | PLACE |
|  | Four Lands (188) | Cztery Wyspy (168) | PLACE |
|  | Labyrinth (194) | Labirynt (173) | PLACE |
|  | Room of Chains (197) | Komnata Łańcuchów (176) | PLACE |
|  | Treasury of the Tombs (213) | Skarbiec Grobowców (188) | PLACE |
|  | Outmost Tunnel (213) | Najdalszy Tunel (187) | PLACE |
|  | Six Ways (213) | Sześć Dróg (187) | PLACE |
|  | Painted Room (211) | Malowana Komnata (186) | PLACE |
|  | Room of Bones (211) | Komnata Kości (186) | PLACE |
|  | Great Treasure of the Tombs of Atuan (255) | Wielki Skarbiec Grobowców Atuanu (221) | PLACE |
|  | Great Treasure (214) | Wielki Skarb (188) | PLACE |
|  | Smooth Stone (259) | Gładki Kamień (224) | PLACE |
|  | battle down by Armouth (290) | bitwa pod Armouth (251) | PLACE |
|  | House (303) | Dom (263) | PLACE |
|  | Great House of Roke (303) | Wielki Dom Roke 263 | PLACE |
|  | Black Well of Fundaur (307) | Czarna Studnia Fundaura (267) | PLACE |
|  | seawall of Nepp (308) | tama w Nepp (267) | PLACE |
|  | School of Wizardry (314) | Szkoła Czarnoksiężników (273) | PLACE |
|  | Principalities of the Kingship (316) | Księstwa Królewskie (275) | PLACE |
|  | Tower of the Kings (316) | Wieża Królów 276 | PLACE |
|  | Isle of the Myths (321) | Wyspa Legend (279) | PLACE |
|  | Isle of O (328) | Wyspa O (286) | PLACE |
|  | Fountains of Shelieth (348) | Fontanny z Shelieth (304) | PLACE |
|  | Souitem Straits (355) | Połdniowe Cieśninay (310) | PLACE |
|  | The School on Roke (314) | Szkoła na Roke (273) | PLACE |
|  | Hall of Berila (367) | pałac w Berili (320) | PLACE |
|  | Isle of Silk (372) | Wyspa Jedwabiu (325) | PLACE |
|  | Long Dune (405) | Długa Wydma (356) | PLACE |
|  | Tower of Sword (441) | Wieża Miecza (387) | PLACE |
|  | Mountains of Pain (459) | Góry Cierpienia (403) | PLACE |
|  | Dry River (459) | Sucha Rzeka (404) | PLACE |
|  | Seven Great Ports of the Archipelago (336) | Siedem Wielkich Portów Archipelagu (293) | PLACE |
|  | Oak Farm (483) | Dębowa Farma (425) | PLACE |
|  | Oak Springs (497) | Dębowe Źródła (436) | PLACE |
|  | Round Hill (647) | Krągłe Wzgórze (558) | PLACE |
|  | Pit (237) | Otchłań (207) | PLACE |
|  | High King of the Kargs (36) | Najwyższy Król Kargów (639) | PLACE |
|  | volcano Andanden (49) | wulkan Andanden (657) | PLACE |
|  | Dragons Way (62) | Smocza Droga (674) | PLACE |
|  | Place of the Sacrifice (62) | Miejsce Ofiary (674) | PLACE |
|  | Tower of the Queen (68) | Wieża Królowej (681) | PLACE |
|  | Isles of Sand (69) | Wyspy Piasku (683) | PLACE |
|  | Cold Hill (77) | Zimne Wzgórze (692) | PLACE |
|  | cave at Aurun (85) | jaskinia Aurun (703) | PLACE |
|  | Lips of Paor (86) | Paszcza Paoru (704) | PLACE |
|  | Great Bay (90) | Wielka Zatoka (710) | PLACE |
|  | Great Island (32) | Wielka Wyspa (634) | PLACE |
|  | Sea of Ea (62) | Morze Ea (56) | PLACE |
|  | Isle of the Wise (32) | Wyspa Mędrców (84) | PLACE |
|  | Isle of the Ear (154) | Wyspa Ucha (139) | PLACE |
|  | Old Island (58) | Stara Wyspa (52) | PLACE |
|  | Havnor, the Great Island (35) | Havnor, Wielka Wyspa (31) | PLACE |
|  | Hands (138) | Dłonie (125) | PLACE |
|  | Osskil, Ravenland (110) | Osskil, Kraina Kruków (100) | PLACE |
|  | Great Port of Gont (32) | Wielki Port Gont (28) | PLACE |
|  | East Reach (44) | Wschodnie Rubieże (15) | PLACE |
|  | North Reaches | Północne Rubieże (15) | PLACE |
|  | South Reach (37) | Południowe Rubieże (32) | PLACE |
|  | Outer Reaches (36) | Zewnętrzne Rubieże (31) | PLACE |
|  | Long Table (43) | Długi Stół (39) | PLACE |
|  | Closed Mouth (41) | Zamknięte Usta (37) | PLACE |
|  | Ten Alders (13) | Dziesięć Olch (11) | PLACE |
|  | Plains of Enlad (157) | Równiny Enlandzkie (142) | PLACE |
|  | Armed Cliffs (27) | Zbrojne Urwiska (24) | PLACE |
|  | High Fall (14) | Wysokie Zbocze (12) | PLACE |
|  | Knoll of Roke (38) | Pagórek Roke (34) | PLACE |
|  | Falcon's Nest (27) | Sokole Gniazdo (24) | PLACE |
|  | Earthsea (13) | Ziemiomorze (11) | PLACE |
|  | Tombs of Atuan (133) | Grobowce Atuanu (120) | PLACE |
|  | Room of Shelves (43) | Komnata Półek (38) | PLACE |
|  | House of the Wise (40) | Dom Mędrców (36) | PLACE |
|  | Great House (42) | Wielki Dom (38) | PLACE |
|  | Court of the Terrenon (96) | Dwór Terrenon (87) | PLACE |
|  | House of the Sea Guild (123) | Dom Cechu Morskiego (111) | PLACE |
|  | Long Fells (623) | Długie Szczyty (539) | PLACE |
|  | Inner Lands (190) | Wewnętrzne Krainy (169) | PLACE |
|  | Keep of Kalessin (436) | Twierdza Kalessina (384) | PLACE |
|  | Immanent Grove (44) | Wewnętrzny Gaj (40) | PLACE |
|  | town Thwill (39) | miasteczko Thwil (35) | PLACE |
|  | King House (539) | królewski dwór (470) | PLACE |
|  | Nine Chants (191) | Dziewięć Psalmów (170) | SONG |
|  | Lament for the White Enchanter (367) | Tren dla Białego Czarnoksiężnika (320) | SONG |
|  | ‘The Lass of Belilo’ | Dziewka z Belilo (661) | SONG |
|  | Song of the Sparrowhawk (91) | Pieśń o Krogulcu (82) | SONG |
|  | Winter Carol (54) | Zimowa kolęda (48) | SONG |
|  | Creation of Ea (47) | Stworzenie Ea (42) | SONG |
|  | Deed of the Young King (54) | Czyny Młodego Króla (48) | SONG |
|  | Warder of the School on Roke (33) | przełożony szkoły na wyspie Roke (29) | TITLE |
|  | Powers of the Dark () | Moce Ciemności (236) | TITLE |
|  | earthly Powers () | ziemskie Potęgi () | TITLE |
|  | Priestess Ever Reborn (183) | Kapłanką Wiecznie Odradzaną (164) | TITLE |
|  | Reborn One (184) | Odrodzona (164) | TITLE |
|  | Twin Gods (187) | Bliźniacze Bóstwa (167) | TITLE |
|  | God-kings of Kargad | Bogów-Królów Kargadu | TITLE |
|  | One Priestess (191) | Jedyna Kapłanka (170) | TITLE |
|  | Priestess of the Tombs (184) | Kapłanka Grobowców (164) | TITLE |
|  | High Priest of the Inmost Temple of the Twin Gods (216) | Najwyższy Kapłan Wewnętrznej Świątyni Bliźniaczych Bóstw (190) | TITLE |
|  | First Priestess (210) | Pierwsza Kapłanka (185) | TITLE |
|  | priestess of grim Night (246) | kapłanka posępnej Nocy (214) | TITLE |
|  | Immortal Dead (235) | Nieśmiertelni Martwi (205) | TITLE |
|  | High Priestess for the Temple of the Twin Gods (220) | Najwyższa Kapłanka Świątyni Bliźniaczych Bóstw (193) | TITLE |
|  | White Lady (288) | Biała Pani (249) | TITLE |
|  | Ten Wardens (184) | Dziesięciu Dozorców (165) | TITLE |
|  | High Priest Intathin (297) | Najwyższy Kapłan Intathin (257) | TITLE |
|  | King Thoreg (297) | Król Thoreg (257) | TITLE |
|  | My Masters | Moi Władcy (224) | TITLE |
|  | Ancient of the Earth (297) | Pradawnym tej ziemi (257) | TITLE |
|  | Man Immortal (259) | Człowiek Nieśmiertelny (225) | TITLE |
|  | Nameless Powers of the Tombs (221) | Bezimienne Moce Grobowców (195) | TITLE |
|  | One Priestess of the Tombs of Atuan (182) | Jedyna Kapłanka Grobowców Atuanu (163) | TITLE |
|  | High Priestess of the Twin Gods (185) | Najwyższa Kapłanka Bliźniaczych Bóstw (167) | TITLE |
|  | Twin Brothers, Atwah and Wuluah (185) | Boscy Bracia, Atwah i Wuluah (166) | TITLE |
|  | God-Brothers (238) | Boscy Bracia (208) | TITLE |
|  | The Master Patterner of Earthsea (311) | Mistrz Wzorów z Ziemiomorza (270) | TITLE |
|  | King of All the Isles (314) | Król Wszystkich Wysp (273) /Wszechwysp (419) | TITLE |
|  | Warder of Roke (323) | Strażnik Roke (281) | TITLE |
|  | Last King (317) | Ostatni Król (276) | TITLE |
|  | Archmage and Warden of Roke (358) | Arcymag, Strażnik Roke (312) | TITLE |
|  | White Lady of Gont (309) | Biała Pani z Gontu (269) | TITLE |
|  | Tenar of the Ring (309) | Tenar od Pierścienia (269) | TITLE |
|  | The Masters of Roke (314) | Mistrzowie Roke (273) | TITLE |
|  | warden of Roke (314) | Strażnik Roke (273) | TITLE |
|  | Council of Roke (323) | Rada Roke (282) | TITLE |
|  | King of the Shadows (377) | Król Cieni (329) | TITLE |
|  | Lord of the Dark Place (377) | Władca Mrocznej Krainy (329) | TITLE |
|  | Eldest Lord, Segoy (416) | Najnameszy Władca, Segoy (365) | TITLE |
|  | Children of Segoy (435) | Dzieci Segoya (382) | TITLE |
|  | Healer of the Rune of Peace (610) | Uzdrowicielka Runy Pokoju (528) | TITLE |
|  | Master of Masters (683) | Mistrz Mistrzów (586) | TITLE |
|  | The Other Wind (2) | Inny Wiatr (595) | TITLE |
|  | Lady of Hur-at-Hur (59) | Pani z Hur-at-Hur (670) | TITLE |
|  | Tall Ash of Enlad (69) | Wyniosły Jesion z Enladu (683) | TITLE |
|  | Lord of the Stone (113) | Władca Kamienia (102) | TITLE |
|  | God-Brothers of the Kargad Empire (132) | Boscy Bracia z Imperium Kargadu (119) | TITLE |
|  | Goatherd (35) | Kozi Pastuch (31) | TITLE |
|  | Ogion the Silent (23) | Ogion Milczący (20) | TITLE |
|  | the Sealords of Pendor (77) | Władcy Morscy z Pendoru (69) | TITLE |
|  | Red Mage of Ark (53) | Czerwony Mag z Ark (48) | TITLE |
|  | The Shadow (25) | „Cień” (29) | TITLE |
|  | Black Mage 157) | Czarny Mag (141) | TITLE |
|  | The Archmage Nemmerle (41) | Arcymag Nemmerle (37) | TITLE |
|  | The White Godbrothers Of Atuan: Wuluah, Atwah (21) | Biali Bracia Boga z Atuanu: Wuluah, Atwah (18) | TITLE |
|  | Master Chanter (47) | Mistrz Pieśni (42) | TITLE |
|  | Master Windkey (47) | Mistrz Wiatrów (42) | TITLE |
|  | Master Herbal (47) | Mistrz Ziół (42) | TITLE |
|  | Master Hand (47) | Mistrz Sztuk (42) | TITLE |
|  | Master Namer/ Kurremkarmerruk (50) | Mistrz Imion/Kurremkarmerruk (45) | TITLE |
|  | Master Patterner (56) | Mistrz Wzorów (50) | TITLE |
|  | Master Changer (56) | Mistrz Przemian (58) | TITLE |
|  | Master Summoner (57) | Mistrz Przywołań (51) | TITLE |
|  | Master Doorkeeper (73) | Mistrz Odźwierny (66) | TITLE |

MODIFICATION

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Making (427) | Dzień Stworzenia (376) | MAGIC |
|  | Unmaking (428) | Dzień Końca (428) | MAGIC |
|  | Names (429) | Prawdziwe Imiona (377) | MAGIC |
|  | Lore of Paln (368) /Pelnish Lore (369) | Kunszty Paleńskie (322) | MAGIC |
|  | Way of Power (511) | Źródła Sił (448) | MAGIC |
|  | Orcharder (372) | Sadownik (325) | NAME |
|  | Minnow (155) | Płotka (141) | NAME |
|  | Clearbook (487) | Potok (429) | NAME |
|  | Handy (496) | Łapa (436) | NAME |
|  | Shag (652) | Kłak (561) | NAME |
|  | Bridgeman (667) | Most (582) | NAME |
|  | Council of Scoundrels (629) | Rada Łotrzyków (544) | NAME |
|  | Farflyer (5) | „Chyża” (599) | NAME |
|  | Stony (6) | Kamyk (601) | NAME |
|  | Gannet (11) | Gap (607) | NAME |
|  | Ramballs (28) | Gaduła (630) | NAME |
|  | Biddy (29) | Kwoka (630) | NAME |
|  | Gobefore (30) | Wybiegaj (631) | NAME |
|  | Thoroughgood (80) | Dobroczyn (696) | NAME |
|  | Reddy (89) | Krasna (709) | NAME |
|  | Gore (94) | Rzeźnik (715) | NAME |
|  | Tug (32) | Żuraw (635) | NAME |
|  | Sea-Guild (100) | Cech Morski (111) | PLACE |
|  | Hill of the Place (188) | wzgórze (168) | PLACE |
|  | Undertomb (194) | Podgrobie (173) | PLACE |
|  | The Dark Places of the Tombs (202) | mrok Grobowców (180) | PLACE |
|  | Six-Cross (234) | Poszóste Skrzyżowanie (204) | PLACE |
|  | Tombstones (188) | Kamienie Grobowców (168) | PLACE |
|  | Roads of Balatran (406) | Szlaki Balatranu (356) | PLACE |
|  | Valmouth (483) | Ujście (425) | PLACE |
|  | High Creek (678) | Górski Potok (582) | PLACE |
|  | King’s City (584) | Królewski Gród (507) | PLACE |
|  | Fourfoil (26) | Czworolistek (23) | PLANT |
|  | white hallow-blooms (29) | biały świątek (25) | PLANT |
|  | Sparkweed (44) | Iskiernik (40) | PLANT |
|  | Eaten One (180) | Pożarta (163) | TITLE |
|  | red people (497) | Czerwone Plemię (436) | TITLE |
|  | Remaking of the Priestess (179) | Dzień Odrodzenia Kapłanki (161) | TITLE |
|  | Divine Emperors of Kargad (209) | Świętobliwi Imperatorzy Kargadu (184) | TITLE |
|  | raft-folk (411) | Lud Tratew (411) | TITLE |

TRANSCRIPTION

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | feast of Sunreturn (23) | święto Powrotu Słońca (20) | FESTIVAL |
|  | Winter Festival (53) | Święto Zimowe (48) | FESTIVAL |
|  | Balance-Day (330) | dzień zrównania (289) | FESTIVAL |
|  | Lookfar (142) | Bystre Oko (126) | ITEM |
|  | Ring of Erreth-Akbe (133) | Pierścień Erreth-Akbego (120) | ITEM |
|  | Sword of Erreth-Akbe (247) | miecz Erreth-Akbego (214) | ITEM |
|  | Stone o Shelieth (426) | Kamień Sheliethu (375) | ITEM |
|  | Gull of Eskel (615) | Eskielska Mewa (533) | ITEM |
|  | spell of self-transformation (30) | zaklecia Samoprzemienienia (26) | MAGIC |
|  | Changing spells (29) | czary Przemiany (26) | MAGIC |
|  | arts of Changing (47) | Sztuki Przemieniania (42) | MAGIC |
|  | Revelation-spell (162) | zaklęcie ujawniające (146) | MAGIC |
|  | Opening Spell (40) | zaklęcie Otwierania (36) | MAGIC |
|  | speaking stone (72) | Mówiący Kamień (64) | MAGIC |
|  | Lore-Books (30) | Księgi Wiedzy (26) | MAGIC |
|  | Opening spell (40) | zaklęcie Otwierania (36) | MAGIC |
|  | ceremony of Passage (24) | obrzęd przejścia (20) | MAGIC |
|  | Art Magic (271) | sztuki magii (234) | MAGIC |
|  | Bond-Rune (269) | Runa Więzi (233) | MAGIC |
|  | spells of sleep (230), of stillness (230), of concealment (230) | czary Snu (230), Spokoju (230), Ukrycia (230) | MAGIC |
|  | ancient language of the Making (267) | pradawna Mowa Tworzenia (231) | MAGIC |
|  | common speech (304) | Wspólna Mowa (264) | MAGIC |
|  | tongue of the Making (310)/ True Language of the Making (500) | Mowa Tworzenia (269) | MAGIC |
|  | King's Rune (322) | Runa Królewska (280) | MAGIC |
|  | Hardic Rune Agnen (398) | hardycka runa Agnen (349) | MAGIC |
|  | a spell of finding (358) | zaklęcie Odnajdywania (312) | MAGIC |
|  | Lorebooks (545) | Księgi Wiedzy (476) | MAGIC |
|  | story of Andaur and Avad (592) | opowieść o Andaurze i Avadzie (514) | MAGIC |
|  | Bond rune (37) | Runa Więzi (641) | MAGIC |
|  | words of the Making (92) | Słowa Tworzenia (712) | MAGIC |
|  | Rune Makers (111) | Twórcy Run (739) | MAGIC |
|  | Kargs (18) | Kargowie (15) | NAME |
|  | dragon Orm (58) | Smok Orm (52) | NAME |
|  | Old Serpent of Andrad (34) | Stary wąż Andriadzki (30) | NAME |
|  | Kelub, the red one (99) | Kelub, Czerwony (89) | NAME |
|  | fir-cone (70) | Szyszka Jodłowa (63) | NAME |
|  | Witch-Fingers (184) | Palce Wiedźmy (165) | NAME |
|  | Emperor of the Kargad Lands (220) | imperator Wysp Kargadu (193) | NAME |
|  | Enemy of Morred (334) | Nieprzyjaciel Morreda (292) | NAME |
|  | rune Agnen (367) | Runa Agnen (321) | NAME |
|  | rune of Ending (367) | Runa Końca (321) | NAME |
|  | Bluecrab (408) | Niebieski Krab (358) | NAME |
|  | Serriadh (316) | Serriadha (275) | NAME |
|  | flaming of fire (500) | Żar Ognia (440) | NAME |
|  | Weaver Fan (555) | tkacz Wachlarz (484) | NAME |
|  | Dragon Year (563) | Rok Smoka (490) | NAME |
|  | King’s Courts of Law (649) | Sąd Królewski (559) | NAME |
|  | Lord of | władca Matamy z wysp Ark (654) | NAME |
|  | The wizard Seppel of Paln (49) | Czarnoksiężnik Seppel z Palnu (657) | NAME |
|  | Tern (50) | Rybitwa (657) | NAME |
|  | Dark Folk (63) | ciemni ludzie (674) | NAME |
|  | false dynastiies (68) | Fałszywe Dynastie (682) | NAME |
|  | Torikles (18) | Torykle (15) | PLACE |
|  | Enlades (26) | Enlady (23) | PLACE |
|  | Rolameny (158) | Rolomeny (139) | PLACE |
|  | Gontish Sea (35) | Morze Gontyjskie (31) | PLACE |
|  | Pelnish Sea (50) | Morze Pelnijskie (45) | PLACE |
|  | Osskil Sea (116) | Morze Osskilskie (90) | PLACE |
|  | Andrades (33) | Andrady (29) | PLACE |
|  | City of Gont (32) | miasto Gont (28) | PLACE |
|  | Northward Vale (140) | Dolina Północna (11) | PLACE |
|  | Kargad Empire (18) | Imperium Kargad (15) | PLACE |
|  | Hort Town (33) | miasto Hort (29) | PLACE |
|  | West Hand (140) | Dłoń Zachodnia (126) | PLACE |
|  | Hogen Land (154) | Ląd Hogen (139) | PLACE |
|  | Lastland (154) | Ostatni Ląd (139) | PLACE |
|  | Springwater Isle (134) | Wyspa Źródlanej Wody (120) | PLACE |
|  | East Port (18) | Port Wschodni (19) | PLACE |
|  | port at Neshum (100) | port Neshum (90) | PLACE |
|  | port at Berila (100) | port Berila (90) | PLACE |
|  | port at Orrimy (95) | port Orrima (86) | PLACE |
|  | Northeast Sea (13) | Morze Północno-Wschodnie (11) | PLACE |
|  | Kameber Rock (125) | Skała Kamber (113) | PLACE |
|  | Keksemt Moors (100) | Wrzosowiska Keksmet (91) | PLACE |
|  | jaws of Enlad (118) | Paszcza Enladu (107) | PLACE |
|  | East Forest (17) | Las Wschodni (15) | PLACE |
|  | Kapperding Scarp (18) | urwisko Kapperding (16) | PLACE |
|  | Cutnorth Cliff (124) | urwisko Cutnorth (112) | PLACE |
|  | Kembermouth (35) | Ujście Kember (31) | PLACE |
|  | Felkway Bay (35) | zatoka Felkway (31) | PLACE |
|  | Ebavnor Straits (36) | ciesnina Ebavnor (31) | PLACE |
|  | Borilous Rocks (36) | Skały Borylskie (32) | PLACE |
|  | Thwil Bay (38) | zatoka Thwil (34) | PLACE |
|  | Domain of Eolg on Havnor Isle (42) | księstwo Eolg na wyspie Havnor (38) | PLACE |
|  | Hearth Hall (43) | Sala Kominkowa (38) | PLACE |
|  | South Tower (43) | Wieża Południowa (39) | PLACE |
|  | Isolate Tower (50) | Wieża Osobna (45) | PLACE |
|  | Chanter's Tower (66) | Wieża Śpiewów (59) | PLACE |
|  | Sea-House (94) | Dom Morski (86) | PLACE |
|  | Inward Isles/Inner Lands (27) | Wyspy Wewnetrzne (24) | PLACE |
|  | Open Sea (26) | Morze Otwarte (23) | PLACE |
|  | Inmost Sea (32) | Morze Najgłębsze (28) | PLACE |
|  | The island of Gont (13) | Wyspa Gont (11) | PLACE |
|  | Tesk Isle (79) | wyspy Tesk (71) | PLACE |
|  | River Ar (13) | rzeka Ar (11) | PLACE |
|  | Way Island (35) | wyspa Way (31) | PLACE |
|  | Land Gate (123) | miejska brama (111) | PLACE |
|  | Kargad Lands (131) | Wyspy Kargadzkie (118) | PLACE |
|  | Havnor Great Port (95) | Wieki Port Havnoru (31) | PLACE |
|  | Soléa (54) | Solea (48) | PLACE |
|  | Mountains of Os (105) | góry (Os 95) | PLACE |
|  | O-tokne (54) | O-Tokne (49) | PLACE |
|  | The Harrekki (142) | harrekki (130) | PLACE |
|  | Kargad Lands (185) | Wyspy Kargadu (166) | PLACE |
|  | The Four Lands of the Kargish Empire (186) | Cztery Wyspy Imperium Kargadu (166) | PLACE |
|  | Selidor (270), the Farthest Isle | Selidorze (234) Najdalszej Wyspie (234) | PLACE |
|  | Isle of Soléa (269) | wyspa Solea (232) | PLACE |
|  | Tomb Wall (188) | Mur Grobowców | PLACE |
|  | Temple of the Godking (187) | Świątynia Boga-Króla (167) | PLACE |
|  | Place of the Tombs of Atuan (185) | Grobowce Atuanu | PLACE |
|  | Prisoners’ Door (203) | Wrota Więźniów (180) | PLACE |
|  | Iron Door (212) | żelazne wrota (187) | PLACE |
|  | Temple (182) | świątynia (164) | PLACE |
|  | New palace in Havnor (251) | Nowy Pałac w Havnorze (218) | PLACE |
|  | Men's Wall (192) | Mur Mężczyzn (170) | PLACE |
|  | dark land (317) | Mroczna Kraina (276) | PLACE |
|  | Forest of Aol (321) | las Aol (279) | PLACE |
|  | Wizards' Isle (329) | Wyspy Czarnoksiężników (286) | PLACE |
|  | Principality of Morred (304) | księstwo Morreda (264) | PLACE |
|  | Berila Bay (332) | zatoka Berili (290) | PLACE |
|  | Hort Harbour (332) | Port Hort (290) | PLACE |
|  | Toringates (439) | Toringaty (386) | PLACE |
|  | hill of being (455) | Wzgórze Istnienia (400) | PLACE |
|  | Market at Amrun (354) | targowisko w Amrun (309) | PLACE |
|  | Berila Market-place (354) | jarmark w Berili (309) | PLACE |
|  | Ully (475) | Ulyu (417) | PLACE |
|  | Usidero (475) | Usidro (417) | PLACE |
|  | Ontuego (475) | Ontuengo (417) | PLACE |
|  | Mount Onn (426) | góra Onn (375) | PLACE |
|  | Principality of Ilien (316) | księstwo Ilnien (275) | PLACE |
|  | Middle Valley (483) | Dolina Środkowa (425) | PLACE |
|  | Tower of Erreth-Akbe (539) | wieża Erreth-Akbego (470) | PLACE |
|  |  |  | PLACE |
|  | Hot Springs Mountain (623) | Góra Gorących Źródeł (539) | PLACE |
|  | Round Barn of Sodeva (629) | okrągła stodoła Sodevy (543) | PLACE |
|  | Havnor Bay (32) | Zatoka Havnorska (635) | PLACE |
|  | Hawk-Mage (37) | Jastrzębi Mag (641) | PLACE |
|  | River House (38) | Pałac Rzeczny (642) | PLACE |
|  | River Serrenen (38) | rzeka Serren (642) | PLACE |
|  | Queen’s House (38) | Pałac Królowej (642) | PLACE |
|  | Onneva River (53) | rzeka Onneva (662) | PLACE |
|  | Faliern Mountains (55) | góry Faliern (662) | PLACE |
|  | Palace of Maharion (65) | Pałac Mahariona (667) | PLACE |
|  | South Port (67) | Port Południowy (680) | PLACE |
|  | South Falierns (67) | południowe Faliernamy (680) | PLACE |
|  | Gates of the Bay (67) | ujście zatoki 680 | PLACE |
|  | Tower of Alabaster (68) | Wieża Albastrowa (681) | PLACE |
|  | corridor of runes (103) | Korytarz Run (726) | PLACE |
|  | Isle of the Harpers (11) | wyspa harfiarzy (607) | PLACE |
|  | Boatwright Street (83) | ulica Szkutników (701) | PLACE |
|  | Thousand-Leaved Tree (40) | Tysiąclistne Drzewo (36) | PLANT |
|  | Year-Tree (54) | Drzewo Roku (49) | PLANT |
|  | pendick-trees (76) | drzewa pendikowe (70) | PLANT |
|  | perriot leaves (65) | liście perriotu (58) | PLANT |
|  | roses of Numima (337) | róże Numimy (294) | PLANT |
|  | Deed of Ged (13) | Czyny Geda (11) | SONG |
|  | Lays of wisdom (47) | Pieśni Mądrości (42) | SONG |
|  | Nagian Chant (80) | Pieśń Nagiańska (71) | SONG |
|  | Deed of Hode (94) | Czyny Hode'a (85) | SONG |
|  | Deed of Morred (141) | Czyny Morreda (127) | SONG |
|  | Havnorian Lay (141) | Pieśń z Havnoru (127) | SONG |
|  | Song of the Shadow (168) | Pieśń o cieniu (151) | SONG |
|  | Deed of Erreth-Akbe (58) | Czyny Erreth-Akbego (52) | SONG |
|  | Deed of Enlad (62) | Czyny Enlandzkie (140) | SONG |
|  | Deed of the Dragonlords (24) | Czyny Władców Smoków (21) | SONG |
|  | Deeds of heroes (47) | Czyny Bohaterów (42) | SONG |
|  | Deed of heroes or kings (363) | historia czynów bohaterów i królów (363) | SONG |
|  | Princess Elfarran (54) | księżniczka Elfarrran (48) | TITLE |
|  | Servants of the Stone (113) | sługi kamienia (103) | TITLE |
|  | Dragonlord (72) | Władca Smoków (79) | TITLE |
|  | Dragontamer (93) | Pogromca Smoków (84) | TITLE |
|  | Dark Powers (225) | Moce Ciemności (197) / Ciemne Potęgi (220) | TITLE |
|  | great powers (246) | Wielkie Potęgi (214) | TITLE |
|  | Arha, the Eaten One (181) | Arha, Pożarta (163) | TITLE |
|  | Godking in Awabath (183) | Bóg-Król w Awabath (164) | TITLE |
|  | Priestesses and Wardens of the Place of the Tombs (182) | Kapłanki I strażnicy Miejsca Grobowców (163) | TITLE |
|  | High-Priestesses (185) | Najwyższe Kapłanki (166) | TITLE |
|  | High Priestess of the Godking (184) | Najwyższa Kapłanka Boga-Króla (165) | TITLE |
|  | Priest-Kings (195) | Królowie-Kapłani (174) | TITLE |
|  | Godking (184) | Bog-Król (165) | TITLE |
|  | Priest-Kings of Karego-At | Królów-Kapłanów Karego-At | TITLE |
|  | House of Tarb | ród Tarb | TITLE |
|  | Lord Who Has Arisen (217) | Władca-Co-Powstał (190) | TITLE |
|  | Unnamed Ones (242) | nienazwani (211) | TITLE |
|  | Domain of the Nameless Ones (194) | dziedzina Bezimiennych (173) | TITLE |
|  | Nameless Ones (178) | Bezimienni (160) | TITLE |
|  | Kargish king (269) | kargijski władca (233) | TITLE |
|  | Priest-Kings (216) | Królów – Kapłanów (190) | TITLE |
|  | Temple guards (184) | straż świątyni (165) | TITLE |
|  | House of Shelieth (316) | ród Shelietha (275) | TITLE |
|  | Prince of Enlad and the Enlades (304) | książe Enladu i Enlad (264) | TITLE |
|  | Council of the Masters (318) | narada mistrzów (277) | TITLE |
|  | Ones Underfoot (632) | podziemne potęgi (546) | TITLE |
|  | Woman of Kemay (490) | kobieta z Kemay (431) | TITLE |
|  | Crown in Havnor (670) | korona w Havnorze (576) | TITLE |
|  | Queen Heru (38) | królowa Heru (642) | TITLE |
|  | Peace Bringer (45) | Niosąca Pokój (651) | TITLE |
|  | Prince Sege (48) | książe Sege (655) | TITLE |
|  | Master Onyx (48) | Mistrz Onyks (655) | TITLE |
|  | Daughter of Thol (59) | Córka Thola (670) | TITLE |
|  | made and maker (110) | Stworzony i Stworzyciel (736) | TITLE |
|  | Warrior Gods (111) | Bogowie-Wojownicy (738) | TITLE |

ADDITION

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Enderfalcon of Roke (310) | sokół pielgrzm z Roke (269) | ANIMAL |
|  | Book of Shaping (57) | Księga Nadawania Kształtów (51) | MAGIC |
|  | Spells of Shaping (56) | Zaklęcia Nadawania Kształtu (51) | MAGIC |
|  | Answerable Questions (157) | Pytania Mające Swą Odpowiedź (142) | MAGIC |
|  | powers of the Earth (224) | Dawne Moce Ziemi (196) | MAGIC |
|  | Patterning (274) | zaklęcia Wzorców (237) | MAGIC |
|  | rituals of the Tombs (197) | pradawny rytuał Grobowców (176) | MAGIC |
|  | Nereger of Paln (157) | Nereger z wyspy Paln (141) | NAME |
|  | wizard Bordger of Way (118) | czarnoksieżnik Bordger z wyspy Way (106) | NAME |
|  | old Dragon of Pendor (77) | Namey Smok z wyspy Pendor (69) | NAME |
|  | the Nine (47) | Dziewięć Mistrzów (42) | NAME |
|  | Kamery (36) | wyspy Kamery (32) | PLACE |
|  | to Semel (97) | na wyspe Semel (88) | PLACE |
|  | Spevy (18) | wyspa Spevy (15) | PLACE |
|  | Lord of O (53) | władca wyspy O (48) | PLACE |
|  | Oranéa (27) | wyspy Oranea (24) | PLACE |
|  | Thwilburn (44) | rzeki Thwilburn (40) | PLACE |
|  | Spevy (18) | wyspa Spevy (15) | PLACE |
|  | The Stones (188) | Kamienie Grobowe (167) | PLACE |
|  | Wall Around the Place (182) | Mur wokół Miejsca Grobowców (163) | PLACE |
|  | Place (280) | Miejsce Grobowców (242) | PLACE |
|  | Lament for Erreth-Akbe (47) | Lament po śmierci Erreth-Akbego (654) | SONG |
|  | Lays and Deeds (11) | Pieśń Mądrości (607) | SONG |
|  | Priestess at the Tombs (175) | Jedyną Kapłanką przy Grobowcach (157) | TITLE |
|  | Lord Archmage (304) | Panie mój, Arcymagu… (264) | TITLE |

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| **No.** | **Proper Name in English** | **Proper Name in Polish** | **Category** |
|  | Great Ones (406) | Olbrzymy (356) | ANIMAL |
|  | Fallows Eve (372) | Święto Zasiewów (325) | FESTIVAL |
|  | Morred’s High Seat (69) | Stolec Morreda (682) | ITEM |
|  | Matter of the Dragons (72) | Rzeczy o Smokach (64) | MAGIC |
|  | Way of Immortality (460) | Wrota Nieśmiertelnści (405) | MAGIC |
|  | Sanderling (140) | Czajka (126) | NAME |
|  | Tadpole (652) | Pijawka (562) | NAME |
|  | Farmer Serry (623) | nadzorca Serry (539) | NAME |
|  | City of Ivory (100) | Miasto Kości (90) | PLACE |
|  | Shelleth of the Fountains on Way (154) | Shelieth, Miasto Wodotrysków na wyspie Way (139) | PLACE |
|  | Dragons' Run (154), (432), (270) | Archipelag Smocze Stado (139) / Smoczy Szlak (380)  Smocze Stado (234) | PLACE |
|  | Pit (207) | Otchłań (207) | PLACE |
|  | Mill Lane (625) | Zaułek Młynarzy (541) | PLACE |
|  | A Wizard of Earthsea (9) | Czarnoksiężnik z Archipelagu (8) | TITLE |
|  | Firelord (44) (334) | Ognisty Władca (40)  Władca Ognia (291) | TITLE |
|  | The Dark Ones (233,260) | Siły Ciemności (232, 238) / Bóstwa Ciemności (204) / Mroczne Bóstwa (212,224) | TITLE |
|  | Holy Powers of the Earth (266) | potężne siły Ziemi (230) | TITLE |
|  | Elfarran the Fair (268) | Elfarn Piękna (232) | TITLE |

## **Summary in Polish**

Celem niniejszej pracy licencjackiej jest analiza tłumaczeń 746 nazw własnych, które zostały znalezione w serii napisanej przez Ursulę Kroeber LeGuin. Kolejnym celem tej pracy jest znalezienie problematycznych nazw własnych, jak również zaproponowanie możliwych sposobów ich przekładu. Praca składa się z wprowadzenia oraz trzech rozdziałów, z których dwa poświęcone są zagadnieniom teoretycznym, a jeden analizie nazw własnych.

Pierwszy rozdział składa się z dwóch części. Pierwsza część zawiera informację dotyczące ogólnej teorii translacji, jej definicję oraz pojęcie ekwiwalencji. Zostały przedstawione również typy translacji wraz z problemami tłumaczenia dosłownego. Druga część zawiera teoretyczne zagadnienia dotyczące nazw własnych. Przedstawione zostały definicje owych nazw zaproponowanych przez Tymoczko (1999) Belczyka (2014) oraz Fernandes’a (2006). Zaprezentowano również typy nazw własnych oraz klasyfikację według Hejwowskiego (2015), Marshall’a (2008) i Newmark’a (1988). Ostatnim zagadnieniem teoretycznym przedstawionym w pierwszym rozdziale są techniki tłumaczenia nazw własnych zaproponowane przez Poluszyńskiego (2012) oraz Davies’a (2003).

Drugi rozdział poświęcony został autorce serii Ziemiomorze, jej biografii oraz przedstawieniu jej najbardziej znanych dzieł. Zaprezentowane zostały również szczegółowe streszczenia pięciu książek, które razem tworzą cykl Ziemiomorze.

Rozdział trzeci zawiera część praktyczną, w którym zostało przedstawionych 746 nazw własnych znalezionych w całej serii. Ponadto każda nazwa własna została przydzielona do odpowiedniej strategii zaprezentowanej przez Poluszyńskiego oraz do jednej z dziewięciu kategorii. Podjęto również próbę szczegółowego przeanalizowania 84 nazw własnych, w tym 18 nazw, które charakteryzowały się trudnościami w przeniesieniu ich do tekstu docelowego. Na podstawie powyższych badań ustalono, że najczęstszą techniką do tłumaczenia nazw własnych w serii Ziemiomorze jest strategia tłumaczenia dosłownego. Najrzadszą strategią wykorzystaną do tego samego celu jest nota translatorska. Finalnym wnioskiem wynikającym z badań jest stwierdzenie, że nazwy własne są bardzo ciekawym a zarazem bardzo trudnym wyzwaniem dla tłumacza.

## **Summary in English**

The aim of this diploma paper is to analyze 746 proper names that have been found in a series written by Ursula Kroeber LeGuin. Another goal of this study is to find problematic proper names, as well as solutions to them, if said solutions are needed and possible. The diploma paper consists of an introduction and three chapters, two of them are devoted to theoretical issues, and one is aimed for the analysis of proper names.

The first chapter consists of two parts. The first part contains information on the general theory of translation, its definition and the concept of equivalence. The types of translation along with the problems of literal translation are also presented. The second part contains theoretical issues related to proper names. The definitions of these names are also presented according to the scholars like Tymoczko (1999), Belczyk (2014) and Fernandes (2006). The types of proper names and their classification are presented according to Hejwowski (2015), Marshall (2008) and Newmark (1988). The last theoretical issue presented in the first chapter are techniques for translating proper names proposed by Poluszyński (2012) and Davies (2003).

The second chapter is devoted to the author of the Earthsea series, her biography and the presentation of her most famous works. As well as to the detailed summary of five books are presented, which together form the Earthsea cycle.

The third chapter contains a practical part in which all proper names found in the whole series are presented. In addition, each culturally specific item is assigned to the appropriate strategy presented by Poluszyński and to one of the nine categories. An attempt is also made to analyze 84 proper names in detail, including 18 problematic names. The analysis of the culturally specific item showed that the most common technique for translating proper names in the series Earthsea is the strategy of literal translation. At the same time, the rarest strategy used for the same purpose is the gloss/translator’s note. Another collusion is that the proper names are a very interesting and at the same time a very difficult task for the translator.