***Ancient Names***

**Numen’waith: Quenya**

***WYSTERIA***

**Bastard Names:**

**North of the Black Keep: Winters**

**The Riverlands and hills to the north: Rill**

**The Uriel Valley: Fields**

**The Broken Isles: Waves**

**The Rift: Dale**

**The Fenlands: Marsh**

**The Reach: Crag**

**Aamir: Tear (Teer)**

**Talaal: Dune**

**Names by location:**

**Wintercrown: Swedish, Gothic**

**The Conqueror’s Coast: Half-Elf**

**The Rift: Belgian**

**The Uriel Plains: German, Old High German**

**The Mawish Cities: English**

**Aamir: Ethiopian**

**Talaal: Zulu**

**The Fenlands: Irish Manx**

***Annuntol and Area***

**Sunset’ai elves: Elf to Common**

**Sunset’ai men: Bengali**

**Uzai: Valyrian**

***Amarth***

**Amarthian Giant: Celtic Manx**

**The Endlands: Norwegian**

***Jembai***

***Theas***

***Cimusica***

**Irosh: Sinhalese**

**Cool names: Uraias,Viliaris, Retemeris, Geselac,**

**Cool place names: Stormholme, Windamere, Greymont,**