



"Sembar" → Green

WML-a: Marcher Lords, border seats on the Wild Marches (S & W borders), often ruled by
magnate lords, somewhat more independent than interior kingdoms.

LKI: New fully assimilated by Drankor, culturally distinct, lowlands / sea

HKL-3: Never fully assimilated) " " , Highlands

HI: Agricultural heartland of country

SI: largely Seafaring and Sleep family area, higher elevation

RTI-2: used to be rich provinces based on trade to South and west, now much in decline; RTI2 maintains agricultural base

Pink were only nominally settled, perhaps by descendants of the Donkerian, but with most of central Germany

Names:

Need 17 Province/Duchy etc names.

→ ~15th century name
→ County name
→ County province name

Need 3 Kingdom names → Whole Kingdom, LK, HK

Need 1-3 people names for pre-Dankonian ~~folk~~ tribes

→ think through this more

Need ~30 city/town/village names

Need ~15 Castle/keep names

Also:

4-5 names for Dwarf Kingdoms

St names for Lizardfolk villages

St names for Titan villages

St name for Kender villages, plus Kender country name

Free City of XX name

2 Germanic/Scandinavian County names

} possibly a few city names in these

1 French/Italian County name

Rethinking a little: in the real world, names for countries often derive from the names of the ethnic group living there. I've generally got this backwards here.

Tælgar is simpler than real world, of course; for basic ethnic groups:

People of Hkar [later Dankar]

West Northerners [??]

East Northerners [Nordic/Germanic/Celtic]

Southerns

History of Western Inner Sea [which needs a new name of course]

Roughly E. Northlanders spread and diversified, then were (partially) conquered by Dankar

- ↳ Cymrian peninsula completely assimilated and culturally/ethnically "Dankonian" → chain magic & culture war, especially wizards/arcane magi
- ↳ Sumbra mostly conquered, assimilated but retaining some distinctive culture and pockets of "Celtic" culture [ethnically distinct / non-Dankonian] ← think more like Central America although much less geocentric
- ↳ Free City of Tollem founded later but culturally linked to Cymria / Dankar
- ↳ Further north, country ethnically "Germanic"; may be named for tribes?

Sub-Kingdoms in Sumbra territory
myth have ~ names derived from "Celtic" tribes

More thoughts/notes: currently a little too close to Europe? Need to incorporate magic to the picture. And other races. Starting again.
^{↳ Star elves}

First people still Hkar, EN, WN, S → of these Hkar most associated with arcane magic, wizardry, ley lines

During Elder days, people outside Hkar were few; scattered tribes living in the great forests of the elves (numerous) or on lower slopes of mountains near human/giant settlements.

Spread across continent, but more like first people in Game of Thrones; close connection w/ Fey?

End of Elder days = shift in magic; Hkar falls; Fey connection weakened

Focus on East of mountain now:

Dankar founded; center of mystical learning; people of Hkar fleeing disaster and rapidly spread through

what is now Playlands, Dunmar.

Encounter other people. E. Northlanders initially few but more populous further north where elven kingdoms more heavily less dense

Drankorians move first into Cyrene → rapidly settle, greatly outnumber existing people who are quickly "Drankorized" → becomes center of arcane magic on [Inn-Sia]

→ Current day Cyrene retains this character somewhat as the most pure "Drankorian"

Next move through new farmland in Central [Sumbara], encountering and assimilating E. Northlanders → now [Sumborans] → but a few pockets of "Fey culture" persist
[These are people w/ strong original influences by treeelves, faeries, [darkfolk]]

Current Day [Sumborans] and [North Country] are mixed people, Harkanian and E. Northlander

In [Sumbara] highlands and parts of [North Kingdom] and Skageland original cultures persisted despite Drankorian influence.

These people were influenced more strongly by mountain races [Dwarves, Titans] and so take some cultural and magical cores from them

Halflings everywhere and nowhere, as always

After fall of Drankor:

Chardon & Cyrene become "heirs" to empire

[Sumbara] and other areas probably under Cyrene influence at points
founding of Free City of Tollen perhaps

Now come Dunmari → from South; settle mostly empty plains around Drankor

Defeated first at Chardon [decisively] and later albeit less decisively on

Sumbra Border. Current playlands retain some Dunmari influence until now [destroyed]

Other branch settles E & S of Cyrene, fails

Then, at end of [3rd Age], new plague / death of Chaotic destroys Dunmar [Ercan] area

So:

✓ Main Sumbra Emixing p.t of Drankor, E. Northlander/Fey; Dunmar]

↳ Tyrwyltha;
parts of Playlands
Mordor realms;
maybe lowland/
Southern coastal
parts of N. Kingdom;
maybe Cyrene
Islands

allied through
to fight hobbification
invasion from
North

- ✓ Highlands [E/N/D]; Drakkar
- ✓ Swamp/lowlands [E/N/Fey] ← Tynwigha; Tyrwini; Tywriwch
- ✓ Gwer → Drakkar; Islands different
- ✓ North Kingdom → Drakkar, B/N/Fey - Varstok
- ✓ Skaeglund → E/N/D