

Map Notes for Peredur

This land is a land of contrasts – belching volcanos, the frozen south with ice-bound seas and many ice floes and icebergs to harry the unwary sea captain. From the infertile Badlands and tundra to the extremely fertile hidden valley of Truwithiel, the bustling harbours on the coast, and the inland areas lost to civilization and abounding in ruins, stone circles and reclusive towers of both good and evil beings.

Here are the linguistic notes for the region. It was initially settled by Celtic-type humans - red hair, blue eyes and very pretty gals, with a fondness for music and storytelling.

To the southwest, are immigrants from Ezrute, initially barbaric reavers and slavers, tall, blond and very fearless warriors and superb seamen and strong-minded women.

And there are the Elven folk and Dwarfs, who form small isolated communities, usually hidden from all.

And we must not forget the true barbarians – orcs, goblins and giants, with the odd dragon thrown in. The latter of course were the prime cause of so many ruins, that and the volcanic eruptions.

Cornish names: (use Pol, Pen, Hel and Tre in the names and you can't go much wrong)

Derowin, Godtagel, Lanwith, Morcant, Arthec, Trustan, Truwithiel and Ruma Helrevy

Welsh names: (lots of ll and dw and yd)

Imperial Llaneairogof and Blaenovony Free Cities

Irish Names:

Signy and High Kingdom of Fionnuala, with the Island of Domnhall

Viking names:

Haddmark, Yngvihagen, Serkbergen and Skalla-Otryggsden Jarldoms

The whole map was done with Mike Schley Overland style with a few bitmaps and symbols from Herwin Wielink.