

Names in the World

What is in a name?

In line with the past being ours and the future yours, a lot of old names remain in the world from centuries past. Either they are names of old kingdoms, or they are named after important events that took place there, but most of them are names from ancient times, and no one really knows what they mean anymore, even though there are plenty of theories...

Not all, perhaps, but most of the heartlands, rivers, lakes, and mountains will have names. Also, significant places, holy sites, major dungeons, and other historic sites will usually have a name, either on the map or hidden away somewhere in the game.

*The name of the world is a common name for everyone who has ever lived there, some call it Earth, others refer to it as the Creation, those who guard the forest talk about **Duenu**, and yet others talk about Rex Mundi's Deception. It all depends on your perspective.*

*The main region we will start with during the Alpha is called Gallia, and it is divided into several heartland provinces, such as Merrie and **Kerys**, among others. But what YOU as a player will be naming is what you make. Farms, villages, towns, outposts, castles, or even lands consolidated under larger player alliances.*

And yes, of course, there is a chance some people will come up with terrible names, but the upside to that is that you will to that extent, know them before you even meet them. However, I do believe that people will most often find worthy names for the things they can be proud of.