

# Chinese placenames for Ochalea

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I am an intermediate speaker, reader, and writer of Chinese, and I formerly lived in Beijing. Inspired by Thorfinn Tait's recent posting of aficionado-authored maps of Ochalea (please support [his Patreon!](#)), I decide to help make the Ochalean onomastics truly M-Chinese.

But first, a note about our use of Simplified Characters in this document. Since Ochalea is supposed to be a fantasy analogue of China as a whole, we use the present-day Simplified Characters of the mainland as the default, rather than the Traditional Characters which are used in Hong Kong, Macao, and Taiwan.

Also, Mystara is supposed to be a 'Basic' setting, and so using the simplest, most basic version of the characters makes sense for gamer use. However, for those gamers who are familiar with the Traditional Characters, we include them in double brackets [⌈ ⌋], where different than the Simplified.

## The official Ochalean names from TSR sources

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First we'll look at the most prominent Ochalean names to appear official TSR publications—in 1989's *Dawn of the Emperors* (DotE) by Aaron Allston.

- **Ochalea.** From the start, Allston invented a strange name here. It doesn't look Chinese at all. Chinese placenames are usually shorter—not four syllables long.

However, the name does vaguely resemble the the English words “*oolong tea*.” Furthermore, the Chinese word for “tea” is *cha*. Perhaps Allston had a tin of oolong tea (or oolong chai?) in his cupboard when he was writing *Dawn of the Emperors*?

If then we add 里 [裡] *lǐ* ‘village, native land’, we have a decent interpretation:

- 乌茶里 [烏茶裡] *Wūchálǐ* ‘black tea village; the native-land of black tea’
- M-Vietnamese: Ô Trà Lý. It may be noted that, of these three linguistic varieties, the first syllable of *Ochalea* is Vietnamese in form, which can be interpreted as M-Vietnamese influence even in the name of the country. For evidence of the presence of M-Vietnamese and M-Cantonese in Ochalea, read on.
- M-Cantonese: *Wucaalei*. The Cantonese version of ‘village/native-land’ *lei* is closer to the Thyatian spelling *Ochalea* (instead of *\*\*Ochalia*), which suggests M-Cantonese influence.

In RW China, the 里 -*lǐ* ending is also found in the relatively well-known Chinese places “Manzhouli” and Shangri-La “Xiānggélǐ Lǎ.”

<https://en.wikipedia.org/wiki/Manzhouli>

“Ochalea” would represent the Thyatian adaptation and spelling of the name. As a Thyatian placename suffix, the ending *-ea* is fittingly Greco-Latin looking (e.g. Andrea, Caesarea, Pangea, Petrea).

Given this interpretation, in English, “Ochalea” would be pronounced “oh-chah-LEE-ah”, with a soft “ch” sound as in “chopstick.”

I’d like to credit Emma “Ashtagon” Rome from a 2025 conversation on the Mystara Piazza ([here](#)) for inspiring the gist of this interpretation, by making the connection between “cha” and tea.

## Sidebar—Some previous attempts at interpreting the name “Ochalea”

Here are some interpretations which I know of:

### Attempt #1: Semi-Japanese / Semi-Fantastic “The Honourable True Land”

In 1995, James Mishler interpreted the name in this way: “*The Cypri-Alphatians are known as Ochaleans ("O-", like in real world Japanese, means "Honourable", "Cha" is Ochalean for "True", and "Lea" is Ochalean for "Land/Realm"; thus, Ochalea can be roughly translated as "The (Honourable) True Land").*”

(<https://pandius.com/ochrace2.html>)

In my view, that’s a problematic interpretation, for two reasons: 1) the use of Japanese instead of Chinese, and 2) the awkward mix of one real-world Japanese syllable “O”, with two non-Japanese fantastic word “cha” and “lea.” Which is unprecedented and pretty unsatisfying.

In an earlier version of this article, I offered an in-world explanation for James’ interpretation:

“We suggest that this is a garbled account of how, upon learning of Ochalea, the Pateran catfolk coined a second, poetic name for Ochalea: 御真陸 *O-shin-riku* “honourable-true-land.”

As for the native Ochalean name, the Myoshimans would have adapted the simplified Ochalean characters (娥华礼涯) to their own traditional kanji characters 〔娥華禮涯〕, which they pronounce as: *Ga-ka-rei-gai*.”

### Attempt #2: Chinese “My Country”

In the first draft of this article, I went with a phonetically very loose and tongue-in-cheek interpretation:

我的國家 (Wōdegúojiā) ‘my country’

“We interpret *Ochalea* to be a Thyatian spelling of an Alphatian butchering of the native pronunciation *Wōdegúojiā* (‘my country’), as blended with an Alphatian folk etymology: *O-kha-lea*—Alphatian for ‘honorable true land/realm.’”

### Attempt #3: Chinese “beautiful-flourishing-ceremonial-shore”

For the next revision, I decided that *Wōdegúojiā* was not phonetically as close to “Ochalea” as I would like. I tried to find a phonetic match for each syllable, but—assuming a Greek-like pronunciation of “ch” (as /kh/)—I was stymied by the rarity of the “ha” syllable in Mandarin. So I went with *huá* instead:

娥华礼涯 〔娥華禮涯〕 *Éhuálǐyá*  
‘beautiful-flourishing-ceremonial-shore’  
娥华 〔娥華〕 *Éhuá* for short.

华 *huá* ‘flourishing, magnificent’ is one of the original names for the RW-Chinese civilization. And is still found in the official name of China: 中华 *Zhōnghuá* ‘middle flourishing.’

In M-Vietnamese then, Ochalea would be: *Nga Hoa Lê Nhài*. Or *Nga Hoa* for short.

Please note that in Chinese, the ‘É’ sound is a schwa-like sound which is phonetically like an ‘unrounded O’ sound; which in the earlier Wade-Giles transcription system is written as ‘O.’

And the ‘h-’ sound in Chinese is a velar fricative like Scottish “loch”, and also like in Byzantine Greek. In Wade-Giles transcription, the name would be *O-hua-li-ya* or *O-hua* for short.

And the ending *-ea* is Greco-Latin looking (e.g. Andrea, Caesarea, Pangea, Petrea); which lends the entire name a Grecian appearance.

The Greek aesthetic, moreso than the Latin, is emphasized by the *-cha-* spelling. Since in Latin the sound ‘ch’ only occurs in borrowings from Greek. So the name *Ochalea* has an M-Greek aesthetic, which would be fitting for the M-Byzantine aspect of Thyatis.

This suggests that the *-cha-* element should be pronounced with a hard /k/ sound in English (based on the /kh/ sound in Greek). Rather than any sort of ‘soft’ /ch/ sound as in “church” nor Chinese “chao.”

But I am not aware of any actual Greek or Latin name or word ‘ochalea.’ If you find any, let me know!

### Attempt #4: Chinese: “Sing-Tea-Jasmine”

Then, after reading this version, Emma Rome wrote on the Piazza ([here](#)):

“Ochalea: I would interpret this word as a Thyatian's understanding of how to pronounce the native name. As such, the diphthong *-ea* (or *-ia*) would almost certainly be the suffix that essentially means “land of” (as seen in Hispania, Gallia, Bulgaria, Italia, etc.). The native pronunciation would be something like *o-cha-la* (or *o-cha-li*) with this in mind. Now, it's true that classical Latin did not have a native CH sound. But that's okay, *because Ochalea isn't a native Thyatian place name*. I leave it to someone more familiar with hanzi to come up with suitable characters, but I would aim for the *o-cha-la/li* sound rather than *o-ka-la/li*. Maybe 哦茶莉 (sing-tea-jasmine).”

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As I said above, Emma’s mention of tea (*cha*) clicked with me, and I realized that Allston may very well have been vaguely inspired by the wordshape of “oolong **cha** / tea.” > “**ochalea**.” Notice how all of the letters are found therein. So that led to the version you see above.

- **Beitung**, the capital of Ochalea. Obviously, Allston based the name on the real-world capital of China, *Beijing*, which means ‘north capital.’ Allston apparently also blended in the element *-tung* from the names of two Chinese provinces: *Kwangtung* and *Shantung*. In both of these names,

-tung means ‘east.’

Also of note: Allston mixed two different romanization systems, from different eras, into the same name. The first element, *bei-*, is in modern Hanyu Pinyin romanization, while the *-tung* is spelled according to the older Wade-Giles or Chinese Post Office romanizations. If Allston’s ‘Beitung’ were written all in Pinyin, it would be ‘Beidong’; if written all in Wade-Giles it would be “Pei-tung.” In the even older Post Office romanization, it would be ‘Petung’ or ‘Pehung.’

So, one would think that the meaning of the name is pretty straightforward—that ‘Beitung’ simply means ‘northeast.’ The characters would be 北东 [北東]. Maybe that’s what Allston intended—and some fans might prefer the most straightforward ‘designer’s intent’—but unfortunately, the name is glaringly ungrammatical in Chinese. Because for directional words like this, the word order is opposite from English word order. So the word for ‘northeast’ in real-world Chinese is *dongbei*, not *\*\*beidong*.

Given the dissonance between Allston’s probably intended meaning of ‘northeast’ and the wincingly wrong Chinese wordshape, we use this opportunity to offer a creative, more Mystara-specific re-interpretation of the name as:

北铜 [北銅] Běitóng (‘north copper, northern Cypri’).  
In M-Vietnamese: Bắc Đồng.

This would be in reference to the ‘copper people’, the Cypri. The city serves as the northerly population center of the Cypri people in Ochalea.

- **Archduke Teng Lin-Dieu**, the ruler of Ochalea (DotE DMG p.77). Oddly enough, the syllable “Dieu” is not Chinese, but is Vietnamese. *Diêu* is the Vietnamese pronunciation of the Chinese surname 姚 Yáo, meaning ‘handsome, elegant.’ The presence of a partially Vietnamese name for Ochalea’s own ruler, suggests that Ochalea is not only M-China, but also includes a prominent M-Vietnamese cultural element as well.

Teng and Lin are Chinese though. The spelling “Teng” could represent either the surname 滕 Téng (originally: ‘water bursting forth’) or the surname 邓 [鄧] Dèng (originally: an untranslatable name of an ancient Chinese kingdom). Given the prominence of the Chinese leader Teng Hsiao-ping (Deng Xiaoping) at the time of writing (1989), I’d suggest that 邓 [鄧] Dèng would be likely.

Lín 林 is a common surname meaning “woods, forest.”

So all together, I’d reconstruct the name as:

邓林姚 [鄧林姚] Dèng Línyáo  
In Vietnamese: Đặng Lâm-Diêu.

The title ‘Archduke’ (a.k.a. ‘Grand Duke’) is 大公爵 *Dàgōngjué*, or simply 大公 *Dàgōng* ‘big duke’ for short. In Chinese, titles follow the person’s name, so ‘Archduke Teng Lin-Dieu’ would be *Dèng Línyáo Dàgōng*.

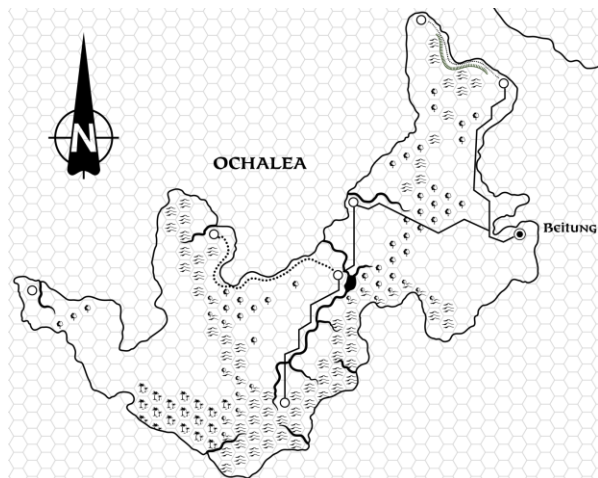
And a Grand Duchy is a *Dàgōngguó* ‘big duke country’, so the long form official name of the country would be:

**The Grand Duchy of Ochalea:** 乌茶里大公国 [烏茶裡大公國] (*Wūchálǐ Dàgōngguó*)

Through the *Wrath of the Immortals*, Ochalea gains independence (in AC 1007) as...

**The Kingdom of Ochalea:** 乌茶里王国 [烏茶裡王國] (*Wūchárlǐ Wángguó*), and the archduke becomes...

**King Teng Lin-Dieu** 邓林姚国王 [鄧林姚國王] (*Dèng Lín yáo Guó wáng*). He is still King at the time of publication of *Poor Wizards Almanac III*, AC 1012.



Source: <https://mystara.thorfmads.com/dawn-ochalea-pearl-islands-24/>

Now let's look at the sample "Ochalean Names" from *Dawn of the Emperors, Book II* p.20:

### **Ochalean Names** \_\_\_\_\_

The Ochaleans have family and personal names, and give family name first, personal name second. Family names tend to be tonal and two-syllable, often hyphenated: Den-Huang, Dao-Ling. Personal names tend to be one syllable, usually beginning and ending with a consonant, sounding like a note from a chime: Chen, Tuong, Ping, etc.

The paragraph starts off by saying: "*The Ochaleans have family and personal names, and give family name first, personal name second.*"

So far, this is the same as real-world Chinese and Vietnamese, which place the family name first, followed by the given name.

But then the paragraph in DotE goes on to say: "*Family names tend to be tonal and two-syllable, often hyphenated: Den-Huang, Dao-Ling. Personal names tend to be one syllable, usually beginning and ending with a consonant, sounding like a note from a chime: Chen, Tuong, Ping, etc.*"

This is opposite than Chinese. In real-world Chinese, most surnames (family names) are single syllables: Wang, Chen, Zhang, Li, etc. Whereas many personal names (given names) are two syllables.

This also conflicts with the one example of an Ochalean name: Teng Lin-Dieu, which appears to have a one-syllable family name followed by a two-syllable personal name, like real-world Chinese. *Poor Wizard's Almanac III* explicitly states that "Teng is his surname." (p.106)

But, based on the principles of "fantasy linguistics", I simply accept that that is the configuration of Ochalean, and that Teng Lin-Dieu's name is an anamoly in that regard.

Next, let's look at the five sample names and how those could be written in Chinese characters:

Two Ochalean family names:

- Den-Huang = 扞黄 [扞黄] (Dènhuáng). This is a strange name, since the Chinese syllable *den* has only one meaning: 'to yank, pull hard.' *Huang* means 'yellow.' Good ol' *Yanker-Yellow*!
- Dao-Ling = 道陵 (Dàolíng) This is based on the given name of the real-world Daoist master Zhang Daoling: [https://en.wikipedia.org/wiki/Zhang\\_Daoling](https://en.wikipedia.org/wiki/Zhang_Daoling)

Three Ochalean personal names:

- Chen = 陈 [陳] (Chén). This is the real-world Chinese surname Chén, one of the most common surnames in the world. The Vietnamese equivalent is Trần.
- Ping = 平 (Píng). This is a real-world Chinese surname, meaning 'flat.' The Vietnamese version is Bình.
- Tuong = Vietnamese *Tường* = Chinese 蒋 [蔣] (Jiǎng). This is the real Vietnamese surname Tường, which is found among the ethnic Chinese community in Vietnam. The Mandarin equivalent is Jiǎng; which also happens to be the surname of the WW2-era Chinese leader Jiǎng Jièshí, better known in the west by the Cantonese version of his name: Chiang Kai-shek.

Next let's look at the description of the Ochalean language in *Dawn of the Emperors, Book II*, p.21:

**Ochalean:** Language of the Ochaleans. It is descended from Alphatian, but is no longer the same language. It is very tonal, with each syllable often spoken at a distinctive musical pitch.

In fantasy linguistics, we take things at face value. We interpret the Ochalean language to be a member of the Alphatian language family, but which is coincidentally essentially identical to real-world Chinese. It's simply an example of fantastic parallel development.

## Fantasy Localisms within a Single Language

### Vietnamese within Ochalean:

As we noted in the name of Archduke, Ochalean also includes a Vietnamese 'flavor' which can be mixed in at will. We see a Vietnamese syllable mixed into the name of Archduke Teng Lin-Dieu, in the Tuong sample given name, and the Village of Chihue Phong from the DotE poster map. The underlined syllables are Vietnamese in form, not Chinese.

In Ochalean, this Vietnamese element is not a separate language, but consists only of place-names, personal names, 'localisms' and 'flavor words' which can be sprinkled into Ochalean at will by the Dungeon Master. We designate this linguistic flavor to be *Huean*. It is the primary flavor in the vicinity of the Village of Chihue Phong (from DotE), and is also present in the fan-made Cao Province, and in the Hue Archipelago, which lies west of Ochalea. (There are maps later in this document.) As mentioned above, the archducal lineage has some Huean ancestry, as indicated by the name *Dieu*.



Besides M-Vietnamese, there are two other flavors gleaned from official sources: an M-Cantonese flavor and an M-Nankingese flavor.

### **Wongese Ochalean:**

Real-world Cantonese is seen in the syllable “Wong”, which is the Cantonese version of the Mandarin surnames Wang and Huang. And in the fan-made Bay of Bhue and village of Bhue Li, since the spelling “bhue” is not Mandarin or Vietnamese in form; but could be equated to Cantonese *bui*.

We call this M-Cantonese linguistic flavor *Wongese*. Even though, in the few sources available to us, *Wongese* is attested only in mixed Cantonese-Mandarin Ochalean names. This cultural flavor is presumably found in the cities of Wongzhao Tsushao and Wongzhao Tsu Yi; and in the vicinity of the fan-made Bay of Bhue. (For maps, see below.)

On a related note: there are three names which contain the unusual (for Mandarin) syllable *Ha*: “Wangzhao Ha”, “Wutang Dong Ha”, and “Yingtang Tang Yiha.” I say “unusual,” because in Mandarin, *ha* is mostly only seen in transcriptions of names of non-Chinese origin, such as *Harbin* (from the Manchu or Jurchen language), *Qiqihar* (from the Manchu language). *Ha* is not a common syllable in Mandarin, except as a transcription of laughter, and a few other uncommon words, such as “toad.”

However, in American Chinatowns and in Hong Kong, you will see a lot of names with “Ha” as a standalone syllable—this is because, in Cantonese, *Ha* means “lower” 下, as a way of distinguishing two settlements, one of which is upper (*Sheung*) and the other lower (*Ha*). The Mandarin version of “Ha” is *Xià*.

So, I think that Allston was vaguely inspired by the Cantonese *Ha*, even though the other syllables in those three names are all Mandarin. It’s okay for Ochalea to have mixed Cantonese-Mandarin names; but, in this case, if we interpret those names to mean “Lower,” we bump into a design problem: namely, there should also be an “Upper” version of each of those settlements! But adding even more settlements to the map is beyond the scope of our project.

So instead, we offer a creative, fantasy-themed solution, which is also references a modern pop-cultural phenomenon: the so-called “Toad Worship” of former Chinese leader Jiang Zemin (now deceased). See: [https://en.wikipedia.org/wiki/Moha\\_\(meme\)](https://en.wikipedia.org/wiki/Moha_(meme)) and <https://news.artnet.com/art-world/china-censors-beijings-giant-inflatable-toad-sculpture-65771>

This “worship” is sometimes in critical mockery, and sometimes nostalgically affectionate. The word for “toad” is 蛤 *há*. I suggest that there was a former leader of Ochalea who was named 長者蛤 (Zhǎngzhě Hā) ‘Elder Toad’, and that all three of these placenames incorporate 蛤 *Há* ‘toad’ in homage to that former leader.

So who was Elder Toad? He was probably a golden toad “hengeyokai”...to use a Japanese term; the Chinese equivalent would be a *biànhuà yāoguài* “transforming monster.”

### **Kiangese Ochalean:**

Real-world Nankingese, or rather, Old Nankingese, is seen in the syllable *kiang* in two settlements from DotE: *Chungkiang Li* and *Kaikiang Li*. Up until circa 1850, Nanjing (a dialect of Southern Mandarin) pronounced 江 ‘river’ with a hard sound “gyang”—as distinguished from the Beijing (Northern Mandarin) pronunciation with a soft “j” sound: *jiāng*.

This hard “gyang” pronunciation was romanized by the early Chinese Post Office as *kiang*, since at that time, Nankingese was the most prestigious pronunciation of Mandarin. Nankingese only later gave way to the Beijing-based pronunciation of present-day Mandarin. In Ochalea, we can assume that this *Kiangese* flavor is spoken in the vicinity of the city of Chungkiang Li and the village of Kaikiang Li.

### **Mandarin—the Standard Ochalean:**

Lastly, for the default flavor of Ochalean we could call it “Mandarin Ochalean.” Since *mandarin* is the Portuguese word from which English got the word ‘Mandarin’—and it’s simply a generic name for an official bureaucrat. So this term can also be used within the fantasy world of Mystara.

So Ochalean has four known flavors in official sources:

- Mandarin Ochalean (Mandarin flavor words; the default flavor of Ochalean)
- Huean Ochalean (Vietnamese flavor words)
- Kiangese Ochalean (Old Nankingese flavor words)
- Wongese Ochalean (Cantonese flavor words)

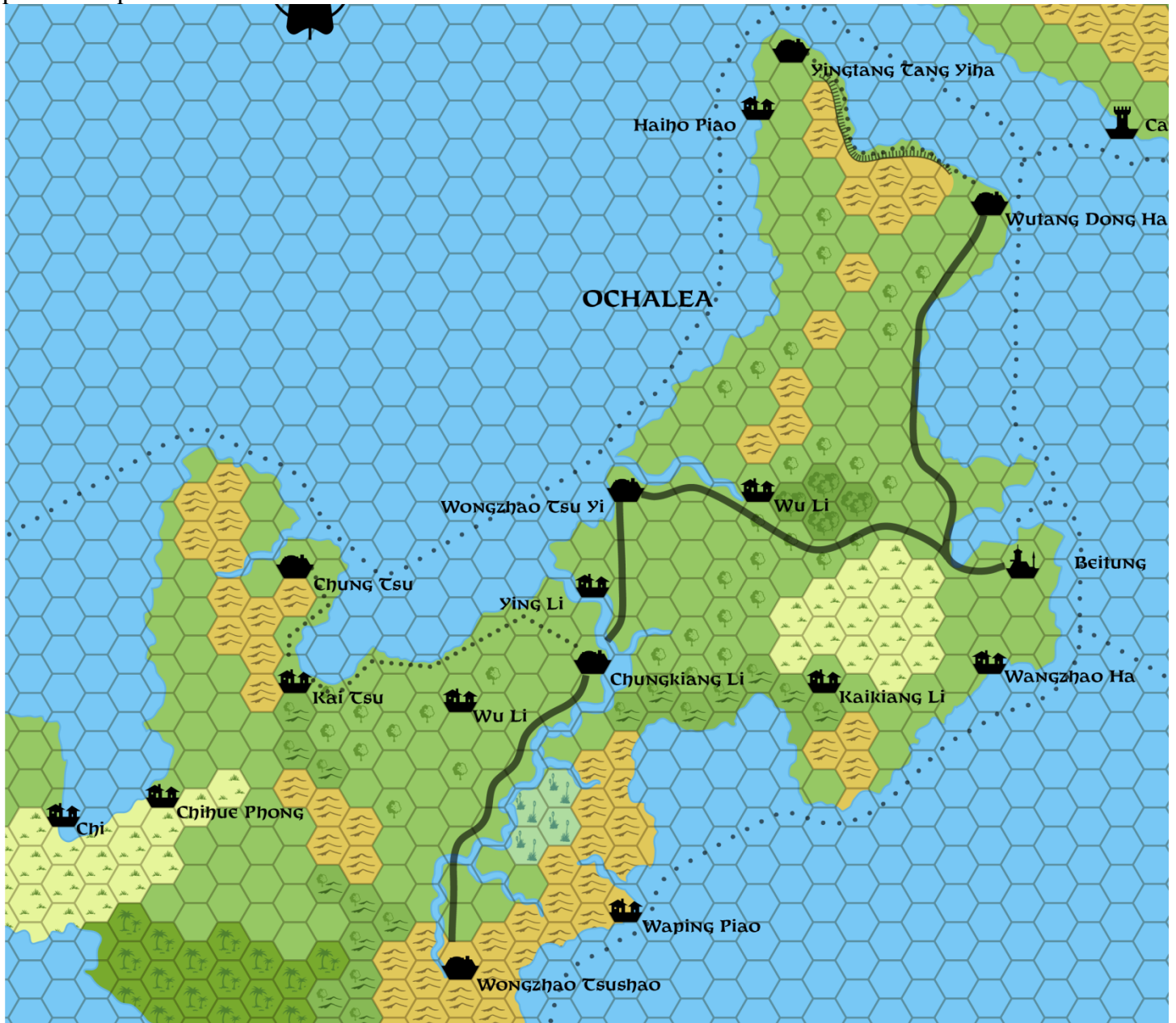
However, in all four flavors, the basic grammar and vocabulary would actually be real-world Mandarin. Flavor words are only sprinkled in to provide local flavor in the game, while keeping a functionally singular Ochalean language.

This same ‘flavor words’ approach is used in our interpretation of other Mystaran and D&D languages, such as the various flavors of the Traladaran language (basically Old Bulgarian / Old Church Slavonic, but with several Eastern European ‘fantasy localisms’ which can be sprinkled in at will: Russian, Ukrainian, Polish, Hungarian, Romanian, etc.) I explain this more at the Vaults, in my “Analyzing the Languages of Mystara” article: <https://pandius.com/analang.html>



## Names from the DotE Poster Map

Next, let's look at the other Ochalean names from DotE—the names which are only shown on the poster map:



Source: <https://mystara.thorfinaps.com/dawn-isle-of-dawn-24/>

- The Village of **Chi** = 气 [氣] (Qì) ‘air.’ Given the village’s grasslands location, an airy landscape with grasses blowing in the wind, I suggest the name be interpreted as 气 ‘air.’
- The Village of **Chihue Phong** = 气化风 [氣化風] (*Mandarin*: Qìhuà Fēng | *Huean*: Khí Hué Phong) This is a mixed Huean-Mandarin name (Vietnamese-Chinese), as “hue” and “phong” are not Chinese wordshapes. The village name is interpreted as ‘airy Hue wind.’ In real life, Hue is one of the chief cities of Vietnam, and was traditionally the capital of the Vietnamese monarchy.

- The Village of **Chung Tsu** = 中子 (Zhōngzi) ‘middle child, middle son.’ This is a real Chinese word.
- The City of **Chungkiang Li** = 中江里 [中江裡] (Zhōngjiāng Lǐ) ‘middle river village.’ The ‘kiang’ pronunciation is Kiangese local flavor (RW Nankingese).
- The Village of **Haiho Piao** = 海河鱖 (Hǎihé Piǎo) ‘sea-river Pale Cypri.’ This name is based on the real-world Haihe Plain: [https://en.wikipedia.org/wiki/Haihe\\_Plain](https://en.wikipedia.org/wiki/Haihe_Plain) The intended meaning of the “Piao” element is unclear, so I simply went with a colorful Mystara-specific interpretation—using 鱖, an archaic word for ‘white, pale’—which means that the settlement has a large proportion of Pale Common Cypri-Alphatians, whose visual appearance is similar to the “Pure Alphatians”, but who are non-magic-using.
- The Village of **Kai Tsu** = 凱子 [凱子] (Kǎizi) ‘rich guy(s), good-looking guy(s)’: <https://chinesedictionary.cc/?swdqb=kaizi&handler=QueryWorddict>
- The Village of **Kaikiang Li** = 开江里 [開江裡] (Kāijiāng Lǐ) ‘open-river village’. The ‘kiang’ pronunciation is Kiangese local flavor (RW Nankingese).
- The Village of **Wangzhao Ha** = 王照蛤 (Wángzhāo Há) ‘king-clear toad’ Wángzhāo is a real Chinese personal name; *Há* ‘toad’ was added in honor of Elder Toad.
- The Village of **Waping Piao** = 蛙平鱖 (Wāpíng Piǎo) ‘frog-peace Pale Cypri.’ Because, why not? As with “Haiho Piao” above, I simply went with a colorful Mystaran interpretation—using 鱖, an archaic word for ‘white, pale’—which means that the settlement has a large proportion of Pale Common Cypri-Alphatians, whose visual appearance is similar to the “Pure Alphatians”, but who are non-magic-using.
- The City of **Wongzhao Tsu Yi** = 王昭子怡 (*Mandarin*: Wángzhāo Zǐyí | *Wongese*: Wongciu Ziji) ‘king-clear child-cheerful.’ This interpretation is based on real Chinese personal names. For the later misspelling of this city in the Poor Wizards Almanacs, see below.
- The City of **Wongzhao Tsushao** = 王昭子韶 (*Mandarin*: Wángzhāo Zǐsháo | *Wongese*: Wongciu Zisiu) ‘king-clear child-splendid.’ This interpretation is based on real Chinese personal names.
- There are two villages named **Wu Li**. We’ll distinguish them by character and tone:
  - 物理 (Wù Lǐ) ‘physics, physical’—a village of scientists! (“Science” is a skill in the *Rules Cyclopeda*!)
  - 无理 [無理] (Wú Lǐ) ‘irrational’—a village of madmen!
- The City of **Wutang Dong Ha** = 武当东蛤 [武當東蛤] (Wǔdāng Dōng Há) ‘Wudang (martial arts) eastern toad.’ The name “Wutang” was probably inspired by the Wudang (a.k.a. Wu-Tang) martial arts style (<https://en.wikipedia.org/wiki/Wudangquan>)—a name which also inspired the hip-hop group Wu-Tang Clan. The city must be a center for the Mystic martial arts of BECMI D&D, or in terms of the 5E Monk: a “Way of Wutang.”  
*Há* ‘toad’ was appended by the citizens in honor of Elder Toad.

- The Village of **Ying Li** = 贏利 (Yíng Lì) ‘profit.’ A village of entrepreneurs!
- The City of **Yingtang Tang Yiha** = 英唐唐一蛤 (Yīngtáng Táng Yīhá) ‘fine-vast vast one-toad.’ This name is rather silly. Chinese settlement names are not five syllables long. I interpret the name to be based on the famous porcelainist Tang Ying: <https://gotheborg.com/glossary/tangying.shtml>, combined with the historic artist Tang Yihe: [https://en.wikipedia.org/wiki/Tang\\_Yihe](https://en.wikipedia.org/wiki/Tang_Yihe). However, the last syllable of “Tang Yihe” was replaced with 蛤 -há ‘toad’ in honor of Elder Toad.

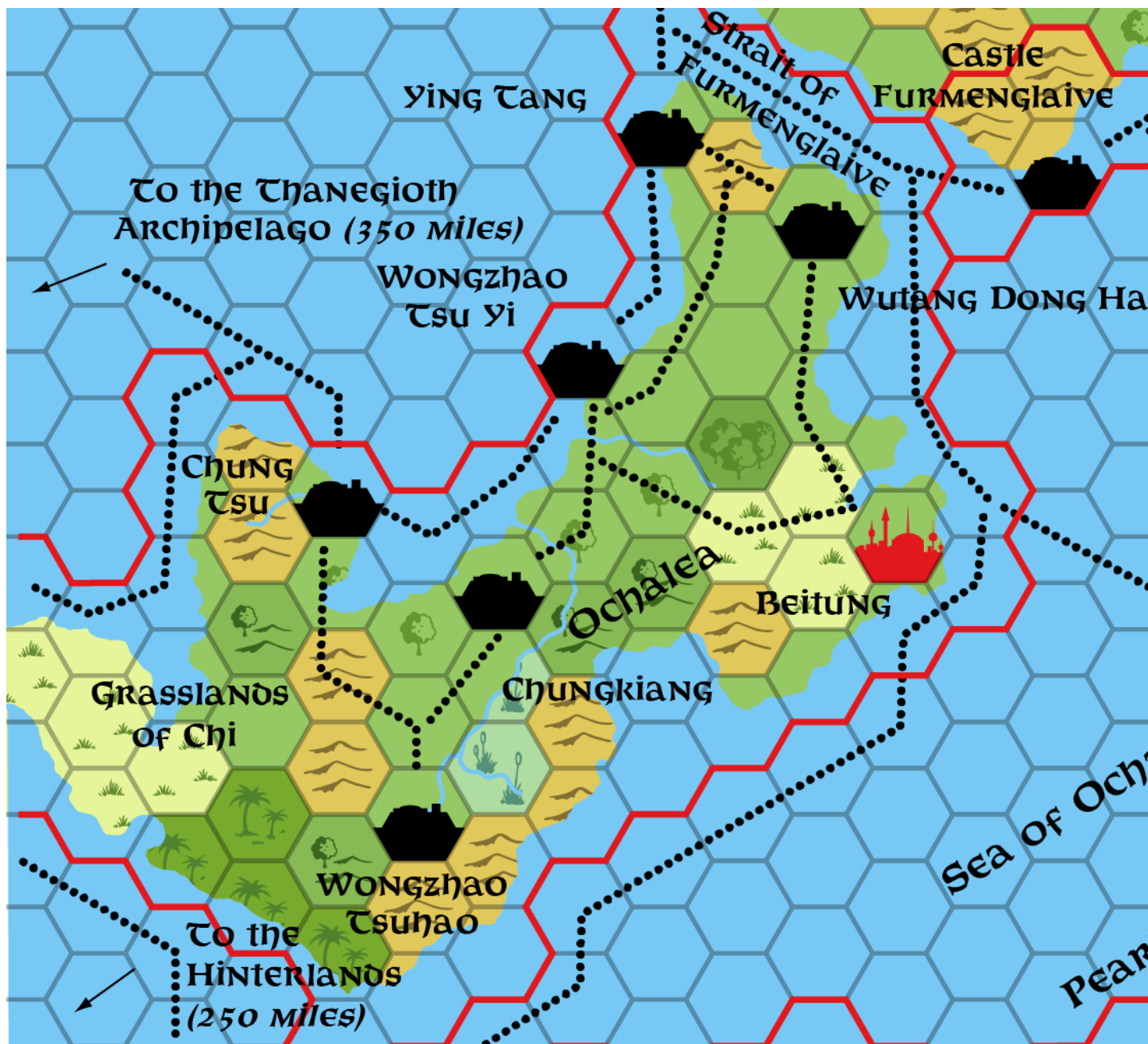
To my knowledge, that’s all of the Ochalean names which were invented by Aaron Allston for *Dawn of the Emperors*.

## Poor Wizard’s Almanac

Next, let’s look at the one new placename which appeared in the Poor Wizard’s Almanacs, volumes I and II (1992 and 1993) by Ann Dupuis.

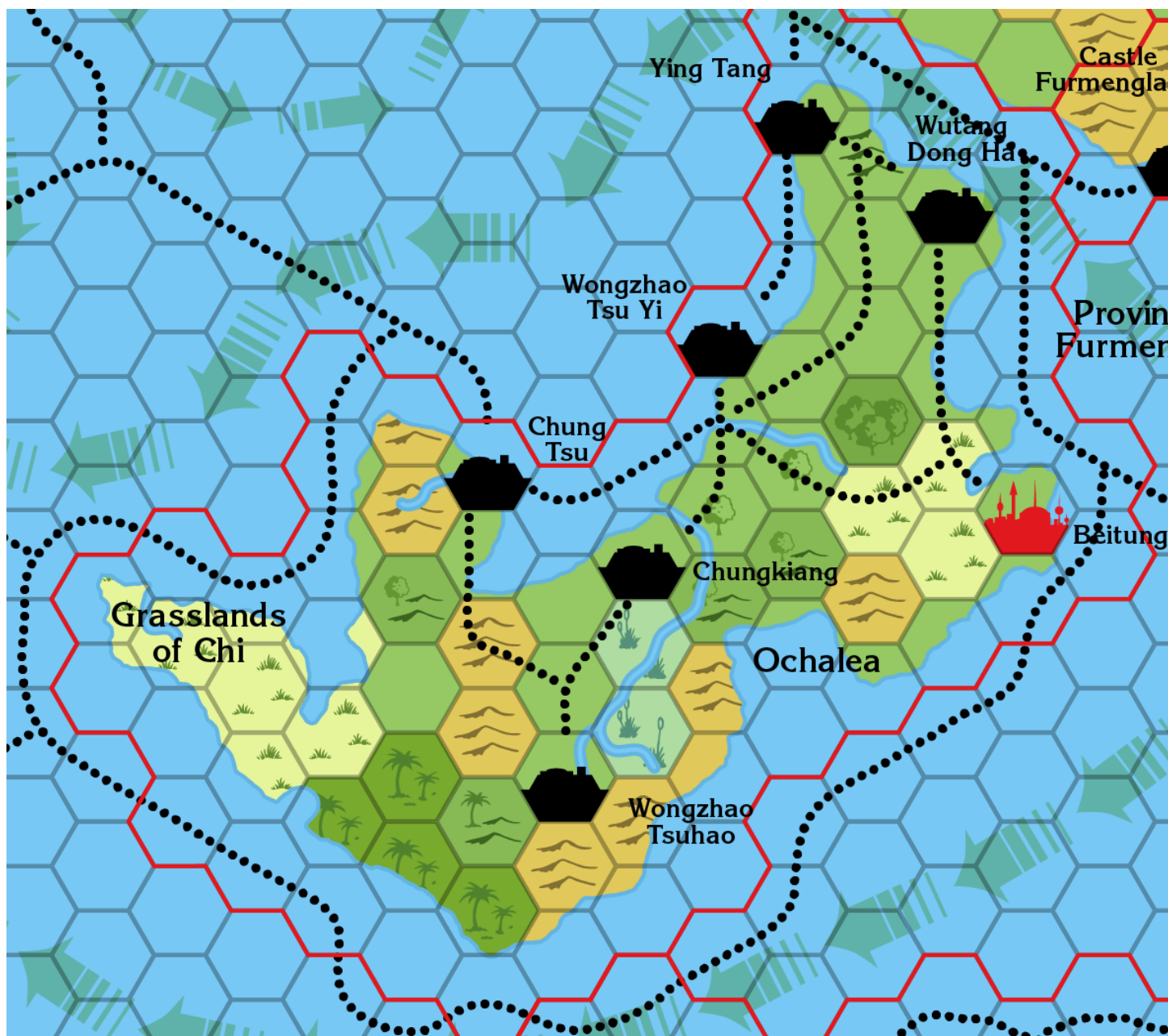
- **Grasslands of Chi** = 气草原 [氣草原] (Qì Cǎoyuán). Ann Dupuis named these grasslands after the existing village of Chi (‘air’ village) from DotE. This is the only officially-named Ochalean geographical feature other than settlements (and the island itself).
- Also of note, both PWAs misspelled the city of Wongzhao Tsushao (from DotE), altering it to **Wongzhao Tsuhao**. This could be interpreted to be an in-world variant/poetic name for the city; namely: 王昭賜號 [王昭賜號] (*Mandarin*: Wángzhāo Cìhào | *Wongese*: Wongciu Cihou) ‘king-clear religious-name.’ “Tsuha” (cìhào) means a ‘given-name’ that was bestowed in a religious ceremony.

Here are the two maps of Ochalea from PWAI and PWAI:



Source: *Poor Wizard's Almanac* (1992), replica by Thorfi: <https://mystara.thorfmads.com/pwa-alphatian-region-72/>





Source: *Poor Wizard's Almanac II* (1993), replica by Thorf: <https://mystara.thorfmads.com/pwa2-sea-of-dread-region-72/>

To my knowledge, that's all of the official Ochalean placenames, unless further Mystaran products are published by Wizards of the Coast in the future. Email me if I missed any!

Basically, the official TSR sources name the island, seventeen settlements, and the Grasslands of Chi.

Fan sources go on to name the landscape features (woods, hills, bays, etc.), to delineate and name all of the provinces, and also two settlements (Wumingdou and Bhue Li, in the westernmost and southernmost parts of the island).

## Bruce Heard's Ochalean Lupin and Rakasta breeds

As a bonus, we'll look at some other official Ochalean-related terms which appear in Bruce Heard's "Campaign Classics: Lupins of the MYSTARA Setting" in DRAGON magazine #237 (July 1997).

- The Grandees of Ochalea = 乌茶里的贵族们 [烏茶裡的貴族們] (Wūcháilǐ de Guìzúmen) 'Ochalea's nobles'
- Lupin = 狗人 (Gǒurén) 'dog-person.' When speaking of the specific breeds, 狗人 (Gǒurén 'Lupin') can sometimes be left off, if the context is clear. In a similar way that we don't have to always have to belaboringly say "Ochalean Humans" versus "Traladaran Humans" or "Darokinian Humans" whenever we're speaking of the various human cultures.

On the other hand, in other contexts, only 狗人 (Gǒurén, 'Lupin') is necessary, when their specific breed is not the topic.

- Beitungese Lupin = 北铜狗人 [北銅狗人] (Běitóng Gǒurén) 'Beitung dog-person; North Cypri dog-person.' Based on the RW Chinese name for "Pekingese" breed: the *Běijīnggǒu* 'Beijing dog.'

<https://en.wikipedia.org/wiki/Pekingese>

<https://zh.wikipedia.org/wiki/%E7%8B%AE%E5%AD%90%E7%8B%97>

- The Beitungese is also known as the "Ochalean Houndling Lupin" = 乌茶里小猎犬狗人 [烏茶裡小獵犬狗人] (Wūcháilǐ Xiǎo Lièquǎn Gǒurén) 'Ochalean little hunting-dog dog-person'
- Foo-dog = 佛狗 (Fú gǒu). The syllable "Foo" comes from the Chinese word for "Buddha/Buddhist": 佛 *Fú*. Westerners coined the term "Foo Dog" to refer to the stone lion statues which typically guard Buddhist ("Foo") temples. In Chinese, they are actually considered to be lions, not dogs.

However, depictions and descriptions of the Foo-dogs in the D&D Multiverse are primarily canine, with only secondary leonine characteristics—so for the Ochalean D&D term, we "re-translate" "foo-dog" literally back into Chinese, as a kind of dog.

In D&D there are also many other types of "foo creatures", including "foo lions"!

[https://forgottenrealms.fandom.com/wiki/Foo\\_dog](https://forgottenrealms.fandom.com/wiki/Foo_dog)

[https://forgottenrealms.fandom.com/wiki/Foo\\_lion](https://forgottenrealms.fandom.com/wiki/Foo_lion)

- Ogrish Chow-chow Lupin = 食人魔的獠獠狗人 (Shírénmó de Xiāoxiāo Gǒurén) 'person-eating-monster's Chow Chow dog-person.' Based on the RW Chow Chow.

[https://en.wikipedia.org/wiki/Chow\\_Chow](https://en.wikipedia.org/wiki/Chow_Chow)

<https://zh.wikipedia.org/wiki/%E9%AC%86%E7%8D%85%E7%8A%AC>

- Ochalean Crested Lupin = 乌茶里冠毛犬狗人 [烏茶裡冠毛犬狗人] (Wūcháilǐ Guānmáoquǎn Gǒurén) 'Ochalean crown-hair-dog dog-person). Based on the RW Chinese Crested.

[https://en.wikipedia.org/wiki/Chinese\\_Crested\\_Dog](https://en.wikipedia.org/wiki/Chinese_Crested_Dog)

- <https://zh.wikipedia.org/wiki/%E7%8A%AC%E7%A8%AE%E5%88%97%E8%A1%A8>

...and from Bruce's "Rakasta of Mystara" DRAGON #247 (May 1998):

- Rakasta = 猫人 [貓人] (Māorén) 'cat-person'
- Pardasta = 豹猫人 [豹貓人] (Bàomāorén) 'leopard-cat-person.' The article says that Pardasta may be found in Ochalea, among other places.

- catnip = 猫薄荷 [貓薄荷] (māo bòhé) ‘cat mint.’ This herb is said to be “of ancient Ochalean origins.”

## A note on other “D&D Chinese” terms and names

There are of course many other Chinese words and names which appear in other TSR products (e.g. in Kara-Tur, Chris Pramas’ *Dragon Fist*, and the Great Xing culture of the Radiant Citadel). Though those sources would be relevant to an Ochalean campaign, providing authentic Chinese characters for their terminology is beyond the scope of this document. However, here is one:

- 鸮 [鴞] (Xiāo) Hsiao. Literally: ‘owl(s)’. In D&D, these are sapient fey owlfolk. ‘Hsiao’ is a collective and uncountable noun (e.g. no \*\*\*“Hsiaoꣳ”).

## Ochalean ‘thyatization’

We write the Ochalean names in the English alphabet, which is presumably a transliteration from the actual Thyatian alphabet by the TSR editors. I suggest that the Ochalean ‘thyatization’ system is really just the spellings used by the Thyatian Post Office. As outsiders, the Thyatian officials probably inadvertently mixed some local pronunciations into the standard Mandarin Ochalean, just as in the real-life Chinese Post Office spellings were a haphazard mixture of Northern Mandarin (Beijing) and Southern Mandarin (Nanjing) spellings.

It’s apparent that the Thyatians don’t even bother to mark the five tones—which are essential to understanding Ochalean words!

The paragraph on Ochalean Names from DotE says that Ochalean family names have hyphens between each syllable (e.g. Den-Huang, Dao-Ling). This is similar to the old Wade-Giles system, since modern Pinyin doesn’t hyphenate names. In Pinyin, the names would be “Denhuang” and “Daoling.”

Ochalean ‘thyatization’ mixes any of the real-world romanization systems for Mandarin Chinese...but also may sprinkle in a bit of Old Nankingese, Cantonese, or Vietnamese!

### COMPARISON OF TRANSCRIPTION SYSTEMS FOR OCHALEAN AND CHINESE:

(In the table below, the RW spellings which are most similar to the attested TSR Ochalean spellings are **boldfaced**. You can see that TSR haphazardly drew from a mix of romanization systems.)

Ochalean syllables (official TSR)	Suggested interpretation	Chinese Post Office romanization (1892–1964); (Where different than Wade-Giles.)	Wade-Giles romanization (1892–2009)	Hanyu Pinyin (1958 to present)
bei	北 ‘north’	pe, peh	pei <sup>3</sup>	<b>běi</b>
cha	茶 ‘tea’	—	ch‘a <sup>2</sup>	chá
chen	陈 [陳] (an untranslatable ancient name)	—	ch‘ên <sup>2</sup>	<b>chén</b>
chi	气 [氣] ‘air’	ki	<b>ch‘i<sup>4</sup></b>	qì
chung	中 ‘middle’	—	<b>chung<sup>1</sup></b>	zhōng



dao	道 ‘way, path’	—	tao <sup>4</sup>	<b>dào</b>
den	托 ‘to yank, pull hard’	—	ten <sup>4</sup>	<b>dèn</b>
dieu (Huean)	姚 ‘far’ (Huean: <i>Diêu</i> )	—	yao <sup>2</sup>	yáo
dong	东 [東] ‘east’	—	tung <sup>1</sup>	<b>dōng</b>
ha	蛤 ‘toad’	—	ha <sup>2</sup>	<b>há</b>
hai	海 ‘sea’	—	hai <sup>3</sup>	<b>hǎi</b>
hao	号 [號] ‘name, title’	—	hao <sup>4</sup>	<b>hào</b>
ho	河 ‘river’	—	ho <sup>2</sup>	hé
huang	黄 [黃] ‘yellow’	—	huang <sup>2</sup>	<b>huáng</b>
hue (Huean)	化 ‘to change’ (Huean: <i>huế</i> )	—	hua <sup>4</sup>	huà
kai	开 [開] ‘open’	—	k‘ai <sup>1</sup>	<b>kāi</b>
kai	凯 [凱] ‘victorious, generous’	—	k‘ai <sup>3</sup>	<b>kǎi</b>
kiang (Kiangese)	江 ‘river’	<b>kiang</b>	chiang <sup>1</sup>	jiāng
li	理 ‘reason, logic, science’	—	li <sup>3</sup>	<b>lǐ</b>
li	里 [裡] ‘village’ (Wongese: <i>lei</i> )	—	li <sup>3</sup>	<b>lǐ</b>
li	利 ‘sharp’	—	li <sup>4</sup>	<b>lì</b>
lin	林 ‘forest, woods’	—	lin <sup>2</sup>	<b>lín</b>
ling	陵 ‘mound, royal tomb’	—	ling <sup>2</sup>	<b>líng</b>
o (Huean)	乌 [烏] ‘black’ (Huean: <i>ô</i> )	—	wu <sup>1</sup>	wū
phong (Huean)	风 [風] ‘wind’ (Huean: <i>phong</i> )	—	fêng <sup>1</sup>	fēng
ping	平 ‘flat’	—	p‘ing <sup>2</sup>	<b>píng</b>
piao	皀 ‘pale, faded, Pale Common Cypri- Alphatians’	—	p‘iao <sup>3</sup>	<b>piǎo</b>
shao	韶 ‘splendid’	—	shao <sup>2</sup>	<b>sháo</b>
tang	当 [當] ‘to face’	—	tang <sup>1</sup>	dāng
tang	唐 ‘vast’	—	t‘ang <sup>2</sup>	<b>táng</b>
teng	邓 [鄧] (an untranslatable ancient name)	—	têng <sup>4</sup>	dèng
tuong (Huean)	蒋 [蔣] ‘wild rice’ (Huean: <i>tường</i> )	—	chiang <sup>3</sup>	jiǎng
tsu	赐 [賜] ‘to give’	—	tz‘ũ <sup>4</sup>	cì
tsu	子 ‘child, son’	—	tzũ <sup>3</sup>	zǐ
tung	铜 [銅] ‘copper, Cypri’	—	t‘ung <sup>2</sup>	tóng
wa	蛙 ‘frog’	—	wa <sup>1</sup>	<b>wā</b>
wang (Mandarim) wong	王 ‘king’	—	wang <sup>2</sup>	<b>wáng</b>

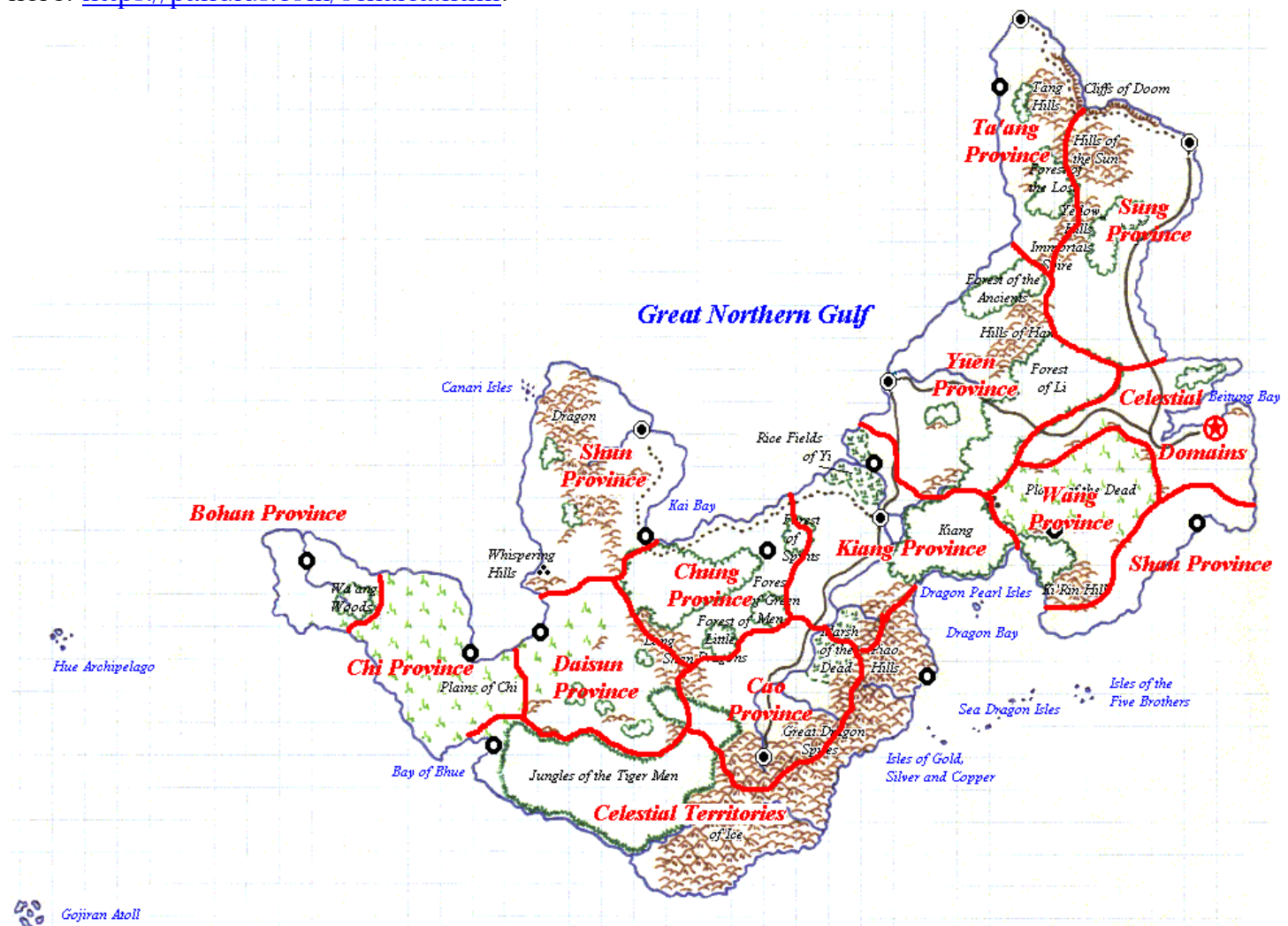
(Wongese)				
wu	无 〔無〕 ‘without, un-’	—	<b>wu</b> <sup>2</sup>	<b>wú</b>
wu	武 ‘martial, military’	—	<b>wu</b> <sup>3</sup>	<b>wǔ</b>
wu	物 ‘thing, matter, substance’	—	<b>wu</b> <sup>4</sup>	<b>wù</b>
yi	一 ‘one’	—	i <sup>1</sup>	<b>yī</b>
yi	怡 ‘cheerful’	—	i <sup>2</sup>	<b>yí</b>
ying	英 ‘fine’	—	<b>ying</b> <sup>1</sup>	<b>yīng</b>
ying	贏 ‘full’	—	<b>ying</b> <sup>2</sup>	<b>yíng</b>
zhao	昭 ‘clear’	—	chao <sup>1</sup>	<b>zhāo</b>

# Fan-Authored Ochalean Placenames

Sources:

- James “Mystaros” Mishler:
  - “Ochalean Gazetteer” [actually just a gazetteer of forests]:  
[https://www.pandius.com/mystara.fr/gazetteers/alphatian\\_sea/ochalea/ochalean\\_gazetteer.htm](https://www.pandius.com/mystara.fr/gazetteers/alphatian_sea/ochalea/ochalean_gazetteer.htm)
  - “New races: Ochalea”: <https://pandius.com/ochrace2.html>
  - “Ochalean Smokepowder” <https://pandius.com/ochspwdr.html>
  - “Map of Ochalea” (1999): <https://mystara.thorfmads.com/mystaros-ochalea/>
- Giampaolo “Agathokles” Agosta:
  - “A Gazetteer of Ochalea” (2006): <https://pandius.com/ochnode.html>
    - PDF with illustrations: <http://www.pandius.com/Ochalea-rev.pdf>
  - “Map of Ochalea” (2007): <https://mystara.thorfmads.com/agathokles-ochalea-14/>
- Mark Howard’s Map of Ochalea 8 Miles per Hex (2022): <https://pandius.com/Ochalea-8-mpg.png>

The scope of my Chinese naming project only addresses abovelisted sources, but there are more aficionado-authored writings about Ochalea at the Vaults of Pandius, which are nicely gathered here: <https://pandius.com/ochalea.html>.



Source: <https://mystara.thorfmads.com/agathokles-ochalea-14/>

Here are the fan-made placenames gathered together thematically: provinces; bays; forests; hills, mountains, and cliffs, islands; and plains, marshes, and rice fields.

Administrative divisions of Ochalea:

- 大昂州 (Dà'áng Zhōu) **Ta'ang Province** ('big upright province'). Agosta probably intended the name to be in relation to the Tang Hills and the (doubly Tang!) city of Yingtang Tang Yiha...but the apostrophy in *Ta'ang* means it's two syllables, and thus is a totally different word than the other "Tangs."
- 岱孙州 〔岱孫州〕 (Dàisūn Zhōu) **Daisun Province** ('province of the grandchildren of Tai'; where *Tai* is an untranslatable ancient mountain name)
- 渤汉州 〔渤漢州〕 (Bóhàn Zhōu) **Bohan Province** ('surging Han province'; where *Han* is an untranslatable ancient river name])
- 高州 (*Mandarim*: Gāo Zhōu | *Huean*: Cao Châu) **Cao Province** ('high province'). 'Cao' is a Vietnamese spelling. There is a Chinese word *cǎo* 'grassland'—though the "c-" is a /ts/ sound...but there aren't any grasslands on the map of the province. However, there *are* extensive highlands, and the provincial capital is located in the highlands, so I went with the

*gao* “high” interpretation, which due to the “Cao” spelling, suggests an M-Vietnamese provenance.

- 江州 (Jiāng Zhōu) **Kiang Province** (‘river province’)
- 气州 〔氣州〕 (Qì Zhōu) **Chi Province** (‘air province’)
- 少州 or 寿州 〔壽州〕 (Shào Zhōu or Shòu Zhōu) **Shau Province** (‘youthful province’) or **Shou Province** (‘life province’). Mishler’s map has ‘*Shau* Province’, yet Agosta’s and Howard’s maps have ‘*Shou* Province.’ We offer proper Chinese versions of both, perhaps as in-world poetic variants. In real-world China, each province typically has one or poetic traditional names which are distinct from the current administrative name.
- 顺州 〔順州〕 (Shùn Zhōu) **Shun Province** (‘smooth province’)
- 宋州 (Sòng Zhōu) **Sung Province**. *Song* is the untranslatable name of an ancient local dominion]
- 天国地区 〔天國地區〕 (Tiānguó Dìqū) **Celestial Territories**
- 天国领地 〔天國領地〕 (Tiānguó Lǐngdì) **Celestial Domains**
- 王州 (Wàng Zhōu) **Wang Province** (‘king province’)
- 元州 (Yuán Zhōu) **Yuen Province** (‘chief province’)

#### Bays:

- 贝湾 〔貝灣〕 (*Mandarim*: Bèi Wān | *Wongese*: Bui Waan) **Bay of Bhue\*\*** (‘shell bay / cowrie bay / conch bay’). Mishler’s *\*\*bhue* is neither a Chinese nor Vietnamese wordshape. I suggest that, in this case, the fanon spelling be ‘corrected’ to **Bay of Bui**.
- 北铜湾 〔北銅灣〕 (Běitóng Wān) **Beitung Bay** (‘north copper bay / north Cypri bay’)
- 龙湾 〔龍灣〕 (Lóng Wān) **Dragon Bay**
- 大北部湾 〔大北灣〕 (Dà Běibù Wān) **The Great Northern Gulf**
- 开湾 〔開灣〕 (Kāi Wān) **Kai Bay** (‘open bay’)

#### Forests:

- 熊树林 〔熊樹林〕 (Xióng Shùlín) **The Bear Wood(s)**. Abbreviation (from G. Agosta’s gazetteer): **Xionglin**.
- 蓝树林 〔藍樹林〕 (Lán Shùlín) **The Blue Woods**
- 天体保护区 〔天體保護區〕 (Tiāntǐ Bǎohù Qū) **The Celestial Reserve**
- 中森林 (Zhōng Sēnlín) **Chung Forest** (‘middle forest’)
- 虎人丛林 〔虎人叢林〕 (Hǔrén Cónglín) **\*\*Jungles of the Tiger Men / Jungles of the Tigerfolk**.  
\*\*From Third Edition D&D onward, all monstrous “men”—such as Lizard-Men—were changed to a gender neutral “folk” (e.g. Lizardfolk).
  - 南方虎人 (Nánfāng Hǔrén) **Tiger Men of the South / Tigerfolk of the South**.
  - 可汗 (Kèhán) **The Great Khan** <https://zh.wikipedia.org/zh-hans/%E5%8F%AF%E6%B1%97>
- 江森林 (Jiāng Sēnlín) **Kiang Forest** ‘river forest.’ This wordshape is Kiangese (RW-Old Nankingese)
- 古人森林 (Gǔrén Sēnlín) **Forest of the Ancients**. Abbreviation in G. Agosta’s gazetteer: **Gu Shulin**.
- 土匪森林 (Tǔfěi Sēnlín) **Forest of the Bandits**
- 绿人森林 〔綠人森林〕 (Lǜrén Sēnlín) **\*\*The Forest of (the) Green Men / The Forest of (the) Greenfolk**. \*\*From Third Edition D&D onward, all cultures with “Men” in their names were

changed to a gender neutral “folk.” Mishler and Agosta’s map says “of Green Men”, while Agosta’s gazetteer text says “of the Green Men.”

- 李之森林 (Lǐ zhī Sēnlín) **The Forest of Li**. *Li* is a common Chinese surname meaning ‘plum.’
- 小龙森林 [小龍森林] (Xiǎolóng Sēnlín) **The Forest of Little Dragons**
- 迷失者的森林 (Míshīzhě de Sēnlín) **Forest of the Lost**
- 疯子的森林 [瘋子的森林] (Fēngzi de Sēnlín) **Forest of the Mad**
- 恐惧森林 [恐懼森林] (Kǒngjù Sēnlín) **The Forest of Fear**. Note: in Agosta’s gazetteer, he offers the name “Weishulin” for this forest; but the Chinese word 畏 (wèi) is the verb “to fear”, not the noun “fear.” “Weishulin” would mean “to fear the woods”, rather than the intended “Forest of Fear.” This is probably a mistranslation by a Thyatian scribe, mistakenly gleaned from a local villager’s admonition: “Fear the woods!”
- 精灵之森 [精靈之森] (Jīnglíng zhī Sēn) **The Forest of Spirits**
- 洼昂树林 [窪昂樹林] (Wā’áng Shùlín) **The Wa’ang Woods** (‘sunken upright woods’)
- 枯萎的树林 [枯萎的樹林] (Kūwěi de Shùlín) **The Wilted Woods**

#### Hills, Mountains, and Cliffs:

- 末日悬崖 [末日懸崖] (Mòrì Xuányá) **The Cliffs of Doom**. Literally: ‘doomsday cliff(s).’
- 皤山丘 (Piǎo Shānqiū) **Piao Hills** (‘pale hills’) These hills are populated by Pale Common Cypri-Alphatians, whose visual appearance is similar to the “Pure Alphatians”, but who are non-magic-using.
- 龙脊山脉 [龍脊山脈] (Lóng Jǐ Shānmài) **The Dragon Spine Mountains**
- 汉之丘 [漢之丘] (Hàn zhī Qiū) **The Hills of Han**. ‘Han’ is interpreted here to be an untranslatable ancient personal name.
- 太阳山丘 [太陽山丘] (Tàiyáng Shānqiū) **Hills of the Sun**
- 神仙的尖塔 (Shénxiān de Jiāntǎ) **Immortals Spire**
- 龙山 [龍山] (Lóng Shān) **Lung Shan** (‘dragon mountains’)
- 冰山 (Bīng Shān) **The Mountains of Ice**
- 麒麟山丘 (Qílín Shānqiū) **\*\*Ki’Rin Hills** [Mishler], **\*\*Qirin Hills** [Agosta]. The qilin is the East Asian mythical unicorn. Mishler uses the Japanese form, but with an idiosyncratic apostrophe (Ki’Rin), which Agosta partially updates to a semi-Chinese / semi-Japanese form (Qirin).

I suggest that in an Ochalean context, the fanon name ought to ‘corrected’ to be spelled in accordance with the Pinyin spelling (Qilin), or at least according to the official D&D spelling (Ki-rin), giving either **Qilin Hills** or **Ki-rin Hills**.

- 唐山丘 (Táng Shānqiū) **Tang Hills** (‘vast hills’)
- 耳语山丘 [耳語山丘] (Ěryǔ Shānqiū) **The Whispering Hills**
- 黄山丘 [黃山丘] (Huáng Shānqiū) **The Yellow Hills**

#### Islands:

- 加那利群岛 [加那利群島] (Jiānàlì Qúndǎo) ‘canary islands’ **\*\*Canari Isles**. Mishler’s name “Canari” does not look Japanese or Chinese or Vietnamese. I, perhaps wrongly, interpret it to mean “canary”, which in Chinese is *jiānàlì*. To match the Chinese aesthetic, I suggest ‘correcting’ the fanon name to **Jianali Isles**.
- 哥吉拉环礁 [哥吉拉環礁] (Gējīlā Huánjiāo) ‘Godzilla atoll’ **\*\*Gojiran Atoll**. Mishler’s “Gojiran” appears to be Japanese for “Godzilla” (Gojira) + the English adjective suffix “-an.” In Chinese, Godzilla is “Gejila.” I suggest ‘correcting’ the fanon name to **Gejila Atoll**.



- 化列岛 [化列島] (*Mandarin*: Huà Lièdǎo | *Huean*: Liệt đảo Hué) **Hue Archipelago**. The wordshape *Hue* is Vietnamese.
- 七龙珠群岛 [七龍珠群島] (Qīlóngzhū Qúndǎo) **Dragon Pearl Isles**
- 金银铜群岛 [金銀銅群島] (Jīn-Yín-Tóng Qúndǎo) **The Isles of Gold, Silver, and Copper**
- 五兄弟群岛 [五兄弟群島] (Wǔ Xiōngdì Qúndǎo) **Isles of the Five Brothers**
- 海龙群岛 [海龍群島] (Hǎilóng Qúndǎo) **Sea Dragon Isles**

#### Marshes and Rice Fields:

- 亡者沼泽 [亡者沼澤] (Wángzhě Zhǎozé) **Marsh of the Dead**
- 亡者平原 (Wángzhě Píngyuán) **Plains of the Dead**
- 义稻田 [義稻田] (Yì Dàotián) **The Rice Fields of Yi** ('rice fields of righteousness')

#### Rivers:

- **Chungkiang** = 中江 [中江] (Zhōngjiāng) 'middle river.' The Mystaran analogue of the Yangtze River. The wordshape *kiang* is Kiangese (RW-Old Nankingese).
- **Wuxingjiang River** = 五行江 (Wǔxíngjiāng) 'Five Phases river.' This river appears on Mark Howard's 2022 map, but was apparently first named in Giampaolo Agosta's 2006 gazetteer. Here equated to the Five Spheres of the Mystaran cosmology. From the real-world Wuxing philosophical concept: [https://en.wikipedia.org/wiki/Wuxing\\_\(Chinese\\_philosophy\)](https://en.wikipedia.org/wiki/Wuxing_(Chinese_philosophy))

#### Two settlement names which were apparently coined by G. Agosta:

- The Village of **\*\*Bhue Li** or simply **\*\*Bhue** [on Mark Howard's 2022 map] = 贝里 [貝裡] (*Mandarin*: Bèi Lǐ | *Wongese*: Bui Lei) ('shell village, cowrie village, conch village'). Agosta named this settlement after Mishler's Bay of Bhue. As explained above in the *Bay of Bhue* entry, Mishler's *\*\*bhue* is neither a Chinese nor Vietnamese wordshape. I suggest that, going forward, the fanon spelling of the village be 'corrected' to the mixed Cantonese-Mandarin **Bui Li**.
- The City of **Wumingdou** = 无名窦 [無名竇] (Wúmíngdòu) 'hidden blade burrow.' A halfling community? Sounds nasty!

#### A settlement name which was apparently coined for Mark Howard's 2022 map of Ochalea:

- The Village of **Sishing Piao** = 肆行驕 (Sìxíng Piǎo) 'acting recklessly Pale Cypri.' A village founded by shipwrecked foolish sailors. They are predominantly Pale Common Cypri-Alphatians. <https://chinese.yabla.com/chinese-english-pinyin-dictionary.php?define=sixing>

#### Clans (from Mark Howard's 2022 map):

- **Kingfisher Ogre Clan** = 翠鸟族食人魔 [翠鳥族食人魔] (Cuìniǎo Zú Shírénmó) 'kingfisher clan people-eating-monsters'
- **Ox Clan Ogres** = 牛族食人魔 (Niúzá Shírénmó) 'ox-clan people-eating-monsters'
- **Pardasta Clans** = 豹猫人族 [豹貓人族] (Bàomāorén Zú) 'leopard-cat-people clan'

#### Chinese for some other Ochalean terms coined by Mishler or Agosta in their gazetteers and articles:

- 至高之王 (Zhìgāo zhī Wáng) **The High King**
- 一百零天宫 (Yībǎi Líng Tiāngōng) **Hundred and One Celestial Palaces**
- 灵灰 [靈灰] (Líng Huī) **Spirit Ash** (ingredient for smokepower)



- 大戎 Dàróng ('great barbarians') < Dairu. The ancient Traldar barbarian ethnicities who dwell within Ochalea alongside the Cypri, from James Mishler: *"Dairu are broken into several distinct cultural subgroups, including the Western, Southern and Hill groups, among others. The other human culture is that of the Cypri-Alphatian settlers [the M-Chinese Ochaleans] who arrived in several waves beginning around BC 700. This group is the more dominant culture politically and socially, and they regard the Dairu as barbaric inferiors."*

As far as I know, these barbarian tribes never made it onto a map (yet!).

- The word *dai* 'great' in Japanese is from Chinese 大 *dà*. We interpret Mishler's Dairu (our Dàróng) to be the Mystaran equivalent of the real-world Sìyí, the 'Four Barbarian' pan-ethnicities of ancient China, which we can fill out using James' qualifiers:
  1. Western Rong 西戎 (Xīróng)
  2. Southern Rong 南戎 (Nánróng)
  3. Hill Rong 丘戎 (Qīuróng)
  4. "among others"

谢谢大家，再见！(Xièxiè dàjiā, zàijiàn!) "Thanks everyone, bye!"