

Cities and Villages:

Arindil (Ar-in-dill)

Faebrin (Fay-brin)

Spartis (Spar-tis)

Continents:

Dagor (Day-gore)

Nyveth (Knee-veth)

Items:

Kailek's Wrath (Kay-lick)

Kingdoms:

Corinth (Core-inth)

Skolarr (Skoh-lar)

Thorlian (Thor-lee-an)

Names:

Adeiln (Ah-deln)

Almeric (All-mer-ick)

Areus (Are-e-us)

Aticus (At-eh-cuss)

Bathir (Bath-er)

Bronson (Bron-son)

Cerberus (Sir-burr-us)

Corrinne (Core-in)

Daeragorn (Dare-uh-gorn)

Gareth (Gair-eth)

Gilford (Gill-ford)

Gorathmuck (Gor-oth-muck)

Illithor (Ill-eh-thor)

Ioan (E-oh-an)

Jozsua (Joz-you-ah)

Karlyah (Car-lie-ah)

Kazimir (Kaz-eh-mere)

Lambert (Lam-bert)

Numor (New-more)

Rhen (Wren)

Tano (Tah-no)

Thulmen (Thull-men)

Tul (Toll)

Valhalith (Veil-hall-eth)

Yngvar (Yeng-var)

Places:

The Forest of Mihr (Myrrh)

The Teeth of Ambir (Am-burr)

Races:

Avhir (Ah-veer)

Crocus (Crow-cuss)

Daedrum of Scythir (Day-drum of Cye-thor)

Drogma (Drog-mah)

Grephers (Greff-oars)

Grimalkin (Grim-all-kin)

Magi (Mage-eye)

Vyhrimir (Vy-rim-ear)

Species:

Vynbat (Vin-bat)

Strongholds:

Aqlor Dain (Ack-lore Dane)

Aqlor Numar (Ack-lore New-mar)

Dol Mohc (Dole Mah/ck)

Garrad (Gar-ah/d)

Thurin (Thur-in)

World:

Telaria (Tell-are-ey-ah)