

# Glossary of names and terms used in the novel series:


## THE LIGHT OF DARKNESS


 animal or plant	 character in the story
 food, drink, or ingestible item	 geographic location
 item or product	 organization or title
 term	


[A](#) [B](#) [C](#) [D](#) [E](#) [F](#) [G](#) [H](#) [I](#) [J](#) [K](#) [L](#) [M](#) [N](#) [O](#) [P](#) [Q](#) [R](#) [S](#) [T](#) [U](#) [V](#) [W](#) [X](#) [Y](#) [Z](#)


### A


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 **Abaddon** – lord of the Great Abyss in the Netherworld; also called the Lord of the Bottomless Pit


 **Above, the** – Heaven

 absent mind – in elemental terms, the sleeping mind, where the mind is free of distractions, and is both aware and unaware of its surroundings


 **Absolute** – elemental principle of being somewhere yet nowhere; integral to teleportation


 **Abyss** – see Great Abyss

 **Acadium** – considered the greatest learning center in Acia, although the University of Akan is known as the best academic institute for magi, rivaled only by the channeling schools of Terjurmeh

 **acha** – bamboo-like reed; commonly used in furniture and light construction

 **Acheh** – high priest of the Moon sect of the An-jurahn Temple

 **Acia** – world comprising a single inhabited continent

 **Acian** – of Acia

 **acolyte** – an initiate in the Terjurmehan clergy; below the rank of cleric

 **Ador, Anette** – Valudin of Billany; first cousin to King Rengle

 **Ador, Armant** – Pernal named Great Chancellor of the Crown; son to Valudin Ador

† **Aelia** – Jera’s wife

🌍 **Aerth** – original name of Dagoth; the “land of plenty”

† **Af** (“angel of anger”) – one of Jah’s seven Angels of Punishment

☞ **Age of Shadow** – a prophesized era following the Great Reckoning, where the followers of San reign supreme over Acia

† **Aggren** – slave who dies at the hand of Meska, a Draad

🌍 **Agobo Desert** – western Meerjurmeha desert; borders Terjurmeh

† **Ahleen** – Jabahn who befriends Petrah; wife to Kruush

🌍 **Âhn** – region in the northern part of Darkforth that serves as the stronghold for the An-jurah

☞ **ai-dem** – defensive Kantaka pose; “iron cross;” heels of the palms come together, with one palm out, the other down

† **Ajoon** – Petrah’s classmate at the school at Maseah; a good friend and love interest

† **Akadia (son of Besketon)** – governor of the principality of Mendegōsh

† **Akammon (son of Akennis)** – Korinian spy

🌍 **Aksah** – largest island in Shell Bay

† **Aktamonnen** – Korinian god of agriculture; one of twelve lesser gods

† **Alana** – a slave in Jorah’s employ

† **Alia** – senior Meerjurmeha senator

† **Alis** – Petrah’s mother

† **Amal Dun** – warlord of Âhn and War Chief of the An-jurah

† **Aman** – in Terjurmeha culture, he is referred to as San-Jahad, the Great One (or Great Son)

† **Amaralette (daughter of Amagnennon)** – wife of Emperor Jalius

† **Amber** – Ajoon’s red roan on her ride to the Northern Kingdom

† Ameran (sing.)/Amerans (pl.) – members of ancient civilization in Dagoth, known as great builders

† Amor, Lachelle – Sir Marron Bensly’s squire; later to become a knight

† Amrock, Lord – a warlord of the An-jurah

🌐 An Gandacor – Xantecor’s warship; Old Jurmeha for “The Cut”

† An-Deg – high priest of the Su-yi Sect of the An-jurahn Temple

🌐 Andelah – name of the battlefield in Meerjurmeh where the Ter-jurah defeated the Con-jurah in a historic battle; the Terjurmeha holiday Hah’xallah commemorates the victory

🌐 Andora – a Province of the South; famous for glassmaking; also home to the main church of the provinces

✂ andurite – translucent stone quarried in Priah, at the foot of the South Furals

† Andus-nai – leader of the Fist party in Terjurmeh; also called the Iron Fist

† Anesse, Loria – a Devantess and courtier at Dennington Palace

† Anga – Jera’s youngest son

† Angor – servant of the Malaji in Kushan

👤 Angorian (sing.)/Angorians (pl.) – forest dwellers in Dagoth, one of the constituent people of the Marked

† Aniah – top general of Terjurmeh

👤 An-jek – low tongue of the An-jurah; a derivative of Jurmeha

👤 An-jurahn (sing.)/An-jurah (pl.) – member of the first Jurmeha people in Acia

† Annia – old slave woman; responsible for taking care of the student’s dorm at Maseah

† Annor – Korinian god of statecraft and commerce; one of twelve lesser gods

† An-ta – Korinian god of the sun, father to all gods; an analogue to Jah; one of twelve greater gods

† Antelle – Petrah’s first cellmate as a slave

† **Antiya** – Neru’s daughter

🍌 **apesh** – sweet, fleshy fruit, often dried

🏰 **archon** – highest ranking clergyman of the Jahn Church below the Prime Manifest

🏰 **Archon Guard** – personal guard for the highest-ranking clergy of the Church

🌍 **Arid Stretch** – largest desert in Acia, situated between the South Furals and The River Life

† **Arnelle** – one of Liamme’s younger sisters; twin to Lisette

† **Arquot, Aron** – Quellen from Waldon, Luxony, and vassal to the king

† **Arquot, Junia** – wife of Quellen Arquot

† **Arra** – wife to Dorgan, owner of the Chakra Inn in Tuur

🐎 **arraba** – horse breed found in Korin, famous for being born white and turning black at the age of two

⚔️ **arrak** – sickled weapon used by the Ter-jurah

🏰 **Articulate** – one of the Sacred Nine of Terjurmeh; responsible for all religious affairs of the Temple

🧙♂️ **artificing** – an elementalist technique of creating symbols such as runes with intentionality and purpose

† **Asak** – Meerjurmehan ambassador

🌍 **Ash Valley** – valley north of Vanya

† **Asha** – Peshten boy

† **Asmodeus** – fallen angel who rules over anger and jealousy; vicegerent to San

† **Astaroth** – fallen angel who rules over punishment in the Netherworld

🌍 **Asyran Ocean** – body of water bordering the south coast of Acia

🌍 **Atanah** – eastern port city in Korin and a Korinian principality that borders the Eastern Ocean

† **Atos** – Korinian god of night

☞ atsek – offensive Kantaka pose; “hammer’s spike;” quick drawing down of a fist

† **Auren** – Prefect of Korin; belongs to the First Order of the Church and reports directly to the Prime Manifest

🌿 **avala** – deciduous tree in the Northern Kingdom whose bark is used in some ale and mead-making practices

† **Avina** – an archon of the Jurmehan Church; appointed as Archon of Hōvar

† **Aylea** – Tan’s first love

✂ **Azak-dûn** – rod of the Mighty One

† **Azazel** – a fallen angel and a Watcher; in Terjurmehan scripture, he is also known as the Gatekeeper

☞ Azul-nahg – a bloodletting ritual where Su-yi bind the souls of demons to their souls; also called the Rite of Binding

## B

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† **Baaka** – Seer in charge of the Terjurmehan Temple of Elmar

🌍 **Bak-Sek** – territory in Darkforth bordering the Eastern Ocean

🌍 **Bandolin Canal** – an offshoot of the Estuary River that carves through Hōvar

🌍 **Bankor River** – small river in west Darkforth

† **Barakiel** – angel of lightning

✂ **barrow** – burial mound used for the deceased in the Northern Kingdom

🏰 **barrow keeper** – attendant to a barrow mound

🍷 **batra** – whiskey drink popular in Terjurmeh

☞ Battle of Jedahn – final battle of the Great War that divided the An-jurah peoples

† **Beast, the** – volcanic offspring of Vanya; also called the Dragon; the An-jurah consider its eruption the beginning of the end-times

🌍 **Bea-tet** – desert oasis along the Terjurmehan-Meerjurmehan border

- † **Bek** – Korinian goddess protector of children; one of twelve lesser gods
- † **Belial** – a fallen angel of the Netherworld, second in power to San; declared the Prince Regent of the Netherworld
- 🌍 **Below, the** – Hell (the Netherworld)
- † **Bensly, Sir Marron** – Prallite knight in service of Pernal Rengle
- † **Bilksbury, Enna** – Vice Steward to Meerjurmeh
- 🌍 **Billany** – eastern Valudom in the Northern Kingdom
- † **Bisette** – mistress of household at Hamoor
- † **Bixury, Hender** – Valudin of Julesland; first cousin to King Rengle
- 🏰 **Black Arrow** – one of the five major political parties in Terjurmeh; controls the slave trade
- 🐍 **black rattler** – venomous desert snake
- 🏰 **Black Robe** – a mage of the Terjurmehan magi order
- 🐛 **black-horned moth** – a moth whose powder is reputed to kill on contact, making it one of the most lethal insects in Acia
- 🌍 **Blades of the South** – mountain range in southwestern Korin
- ☠️ **blood oath** – a Terjurmehan custom where two people draw and mingle blood to create an unbreakable, family-like bond
- 🏰 **Blood Sect** – dominant order (sect) within the An-jurahn Temple
- ☠️ **blood to spirit** – amen-like phrase spoken by the Ter-jurah
- 🐦 **bluetail** – songbird found in Meerjurmeh
- † **Boanette (son of Hemmenon)** – shaman of the Imperial Sect of Necromancers in Korin
- 🌍 **Bokania** – Mokaan-lee's manor and accompanying guesthouses; of architectural notoriety
- ☠️ **Book of Prophecy** – last book in the Terjurmehan Holy Scriptures that speaks of the end-times prophecy of Samath and the Great Reckoning

† **Borgous** – volunteer fighter from the Lion’s Quarter

🌍 **Boronio** – a Province of the South

🌍 **Bottomless Pit** – see Great Abyss

🌿 **bramblewood** — tree found in Terjurmeh with thin, twisting branches

🌍 **Brass East River** – river fed by the Emerald Hills

🌍 **Brass South River** – river branching off of the Brass East River

✂ **brimfire** – incendiary weapon of the Ter-jurah, comprising naphtha, acha resin, quicklime, and durag

† **Bugsly** – Henna’s black cat

✂ **bukara** – headdress worn by Terjurmehan male nomads made of flaring cotton kerchiefs held in place by circlets or leather straps

🌍 **Bunai Desert** – eastern Terjurmehan desert; borders Meerjurmeh

🌍 **Burness Isles** – islands off of Bak-Sek

## C

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🌿 **candia** – a tree that grows underwater

† **Cannuset** – Korinian goddess protector of women and the unborn; one of twelve lesser gods

✂ **canteem** – learning center with amphitheater-style seating


🌍 **Canuush-met** – desert city in the southern part of the Hōvar Region in Meerjurmeh


🌍 **Cape Loren** – cape along the southern tip of Acia


🏰 **Castle Guard** – soldiers dedicated to protecting Windmoor Castle

🌍 **Cathedral of Archangels** – main church in the Northern Kingdom; seat of power for the Prefect of Prall

🌍 **Cathedral of the Archangel Mika** – main church in Meerjurmeh; also known as the Mother Church


 **Cathedral of the Blessed** – main cathedral in Meerjurmeh; also known as the Mother Church

 **Cavern of Dei** – a cavern in Kushan that serves as the city’s water source; “Dei” means “life”


 **cha** – sweet, fragrant tea; a favorite among the Con-jurah


 **Chakatu** – territory in Darkforth bordering the Eastern Ocean


 **Chakna** – Korinian god of death; one of twelve greater gods


 **Chakra Inn** – inn located in Tuur


 **channeler** – practitioner of channeling


 **channeling** – a discipline of the arcane arts by which divine power is channeled using the spirit as a conduit

 **chee-chee crab** – spotted crab that lives in the marshes along the South Kesel river


 **Chepente (son of Churion)** – Petrah’s servant while he lives in Hath, Korin


 **Chet** – Miko’s dog at home

 **Chíla** – Petrah’s gonatan on his route to Meerjurmeh


 **Choola** – Machoo Indian who helps Petrah and friends escape from An-jurahn captivity


 **Chosen, the** – the handpicked few of Aerth Jah chose to survive the Great Flood


 **Cindar** – westernmost port city in Korin and a Korinian principality that borders the Permal Sea; renowned for their porcelain

 **City Corp of Hōvar** – first line of defense against invasion, rebellion, and insurrection, and a constituent component of the Meerjurmeh Guard


 **claw-footed mongoose** – mongoose common to the eastern reaches of Meerjurmeh


 **cleric** – ordained member of the Terjurmeh/Meerjurmeh clergy; one rank below a priest


 **Codex** – body of secular laws governing Terjurmeh


 **Codex Keeper** – elected official assigned to maintain the letter of the law of the Codex




 **College of Andora** – finest learning center in the Provinces of the South

 **color of no color** – Terjurmehan term used to describe both the color black and absolute darkness to convey the importance of shying away from the light and its distractions

 **Colossus of Petuk** – giant diorite statue of the god, Petuk, found in the temple of the Great Necropolis in Korin


 **Commerce Guild** – trade association governing all inter and intra-city trade in Terjurmeh


 **conchu** – sweet Meerjurmehan breakfast pastry in the shape of a crescent made with raisins, saffron, and cinnamon


 **Con-jurahn (sing.)/Con-jurah (pl.)** – citizen of Meerjurmeh


 **Consieur, Manford** – court chamberlain of Dennington Palace


 **copper bottom** – venomous desert snake


 **Copper District** – Hōvar’s political center and seat of power for the government


 **Copper Shield** – one of the major political parties in Terjurmeh; controls shipping and the ports


 **Copper Still** – mantra used by magi as a meditation technique, named for the low hollow sound it makes


 **Copperton** – town in the Northern Kingdom under the auspices of Quellen Edrich Tissel


 **Corimen** – Lieutenant who reports to Captain Effren

 **Creneaux, Mertha** – Grand Marshal of the Household at Dennington Palace

 **Crest’s Mark** – observation point north of Tuur

 **crispy (sing.)/crispies (pl.)** – a breakfast cake served in the Northern Kingdom with the consistency of a pancake and the crannies of a muffin; also called a crispy cake

 **Crown, the** – collectively, the King and Queen of the Northern Kingdom

 **cumpyia** – chewy bars of oats, dried fruit, and nuts, a popular food eaten by Terjurahn nomads and given to their pack animals for sustenance

✂ cumya – gum resin produced by river weed; used as a bonding material

👁 currah – silver, delta-shaped coin used in Terjurmehan currency; twelve currah equal one electrum kant

👁 currata – see mind probe

## D

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† Da-amad – Korinian god of spite, and dark overlord; also called the Undead King, the immortal progeny of darkness, and offspring of the gods Atos and Hura; analogous to the Great One in Ter-jurahn lore; one of twelve lesser gods

🌍 Dagoth – the first world of men; also referred to as the Dragonlands; originally called Aerth

👁 Dagothan – of Dagoth

† Dak – Miko's friend

🌍 Dander Inn – inn located in the town of Copperton in the Northern Kingdom

† Darius – servant of the Malaji in Kushan; mentors Petrah in the ways of the divine; husband to Mayana, father to Ilia and Henna

🏰 Dark Arrow – title given to the leader of the Terjurmehan Black Arrow party

🌍 Darkforth – one of six domains in Acia; comprises a massive expanse of forests and jungles covering the entire northeastern portion of Acia

🌍 Daven Woods – woodland of Lake Dess

🌍 deadlands – the spirit realm of the dead

† Degas Sau – leader of the White Hand party in Terjurmeh


🌍 Den Gajjal – capitol building in Elmar and largest building in Terjurmeh


🌍 Deng Circle – seedy neighborhood in Hōvar; nicknamed Dung Circle


🌍 Dennington Palace – palace of the king and queen of the Northern Kingdom, located in Markania

🌍 Denrethi pits – slave quarters built into the bedrock, located in Kanmar


 **Derel Wastelands** – wastes due north of Fangmordah


 Descent, the – see Great Fall


 desh (sing./pl.) – one copper piece in Meerjurmehan currency; smallest denomination; ten desh equal one bronze urat

 **Devant/Devantess** – nobleperson ranking below Quellen and above Saquetier in the Northern Kingdom


 **Deven** – Miko’s archrival from before Petrah attends the school at Maseah


 **Devereux, Ungar** – chatelain of Rengle Manor in Durenbeck


 **devil’s tea** – a decoction from the henbane plant that’s brewed and consumed as a tea, inspiring fearlessness and the ability to withstand great pain

 **Dex-nal** – high priest of the Fire Sect of Âhn


 **Deziah** – southeasternmost port city in Korin and a Korinian principality that borders the Eastern Ocean and the Provinces of the South


 Dinner of Unity – Con-jurahn tradition where the father of the groom puts on a dinner celebration the night before the wedding for his son and future daughter-in-law


 Divine Awakening – the first event of creation where the heavens were divided from the firmament; this concept is shared by all civilized cultures of Acia


 divine norming – process of bringing the soul and body into balance with each other


 divine, the – supernatural power source; also called divine power


 **Divinicus (son of Kairon)** – Xantecor’s third cousin, wealthy landowner in Finth, and viceroy to Finth’s governor

 **djap** – resin smoked in water pipes by Con-jurah

 Doktori – the summoning arts; also referred to as the “forbidden arts;” dangerous form of magecraft, where the channeler summons spirits for his or her bidding

 **Doldrich, Sir Andoly** – Vice-Captain of Queen Elissa’s guard

 **Dome of San** – Elmar’s main temple; also called The Dome

 **Dorgan** – owner of the Chakra Inn in Tuur

☞ double imperial – gold coin used in Korinian currency; largest denomination; also called a solar

‡ Downing, Nella – seamstress who works for Devantess Moraine

🏰 Draad (sing.)/Draadi (pl.) – slave master in Terjurmehan society

🏰 Draadlord – top slave master post

‡ Dragon, the – volcanic offspring of Vanya; also called the Beast

🌍 Dragonlands, the – see Dagoth

🌍 Droshato – town due south of Kanmar, across the Juum River

‡ Duff – a captain at Errant’s Keep

☞ duhm-ga – defensive Kantaka pose, “smolder’s breath”

‡ Dun – a commander under General Aniah

✂ durag – reagent used in brimfire that gives it its distinctive blue color

✂ duremite – rare granite known for its soundproofing qualities; quarried in Korin

🌍 Durenbeck – capital of the Northern Kingdom

🌿 dusk – hallucinogenic spice derived from the oplia plants grown in Meerjurmeh

## E

[Top](#)

🌍 East Bandalor – a Province of the South

🌍 East Lorraine – east end of the Iron City

🌍 Eastern Gates – twin set of mountains whose pass leads into Darkforth

🌍 Eastern Ocean – body of water bordering the east coast of Acia

☞ ebbu-da – defensive Kantaka pose, “the bubble”; diagonal smack of the hands together creates a protective bubble around the defender

‡ Ecclesias – mage instructor at Maseah

‡ Edahn – Prime Manifest of Meerjurmeh; also called the Greater Light

- † **Edden** – bodyguard who accompanies Mina to Tuur
- † **Edderton, Narina** – librarian at Dennington Palace
- † **Effren** – captain of Mokaan-lee’s guard
- † **Efta-lah** – Second Articulate of the Terjurmehan Temple
- 🌐 **Ekmed** – original capital of Terjurmeh; destroyed by Meerjurmehan invaders
- † **Ektephese (son of Meneclase)** – second emperor of the twentieth dynasty of Korin
- 🌐 **Electrum District** – well-to-do neighborhood in Elmar
- † **Eliah (son of Shurak)** – messenger boy who delivers message to Emperor Xantecor
- † **Elik (son of Ker-fu)** – shaman of the Imperial Sect of Necromancers in Korin
- † **Ella** – Kruush’s mare on his route to the Northern Kingdom
- 🌐 **Elmar** – capital city of Terjurmeh
- 👁️ **emblem** – silver coin used in Korinian currency; ten emblems equal one gold imperial
- 🌐 **Emerald Hills** – hills bordering Korin and the Provinces of the South
- 🌐 **Emerald Moon** – lake southeast of the Blades of the South
- 🌐 **Emerald River** – river fed by lake Emerald Moon
- 🌐 **Empire of Korin** – see Korin
- 🌐 **Empyrean** – the center of Heaven where Jah resides
- † **Endura** – Korinian goddess of wine and spirits; one of twelve lesser gods
- 👁️ **endurata** – see mind meld
- 🏰 **enforcer** – anointed Dagothan servants of the Shrine whose duty is to enforce the faith
- 👁️ **engama** – offensive Kantaka pose; “dancing fire”; a small pyrotechnic offensive pose meant to heat the air in the opponent’s space
- † **Enure, Chaif** – Valudin of Kenton; second cousin to King Rengle
- 🌐 **Erdesh Tribal Colonies** – territory in Darkforth governed by Machoo chieftains

† [Erilla-tor](#) – Magus Exetor of the Sacred Mage Order of Meerjurmeh

✂ [erlatum](#) – a nether metal

☞ [ermi-na](#) – offensive Kantaka pose; “gooseneck pose”; arm hooks at the top into the shape of a gooseneck

† [Ernasek](#) – Korinian god of mischief, pestilence, and disease; one of twelve lesser gods

🌐 [Errant’s Keep](#) – Prall stronghold that keeps watch over Errant’s Pass

🌐 [Errant’s Pass](#) – mountain pass that bridges the Northern Kingdom with the southern domains; strategic trade route

† [Essena](#) – one of the top commanders in the Meerjurmehhan army

† [Ester, Sir Wyam](#) – Prallite knight in service of Pernal Rengle

🌐 [Estuary River](#) – river running northwest in Meerjurmeh to the famed “sea of sand”

† [Everden](#) – slave owned by the Green Flame

☞ [exaltu](#) – “traitor” in Old Jurmehhan, carved into the foreheads of prisoners to be made an example of as a warning to others

† [Exa-nan](#) – leader of the Copper Shield party in Terjurmeh

† [Exantecor](#) – first emperor of Korin

☞ [Eye of the Sun](#) – a Korinian holiday that celebrates the New Year

† [Eza \(son of Menōs\)](#) – captain of Xantecor’s personal bodyguard

## F

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☞ [Faithful, the](#) – religious terming of the loyal followers of Jah; also called the Righteous

☞ [Fallen, the](#) – the angels cast down from Heaven into the Netherworld

🍷 [fama](#) – a dip made with mashed peas, nuuma nut paste, oil, and garlic, often served with flatbread and sometimes topped with meat; a favorite among Ter-jurah and Con-jurah

🌐 [Fangmordah](#) – second largest city in Terjurmeh

🐦 **fat-bellied peeper** – songbird found in Terjurmeh

👤 **Father, the** – another name used for San

🗓️ **Feast of Life** – a Korinian holiday that celebrates the autumn harvest

🏛️ **Federation Council of the Provinces of the South** – council of delegates from the Provinces of the South that acts as a liaison between the Provinces and the empire of Korin

👤 **Felio** – senior official in the Green Flame party

🌍 **Fendoria** – a Province of the South

🗓️ **fete** – holiday celebrated in Meerjurmeh and the Northern Kingdom as a festival in honor of the archangels of Jah and to celebrate the winter harvest; there are three fetes: Fete of Mika, Fete of Gabra, and Fete of Rapham

🗓️ **Final War** – the second war between San and Jah and their angels, where San will try to reclaim Heaven and cast down his brother, Jah

🌍 **Finth** – Korinian city south of the capital along The River Life and also a Korinian principality

⚡ **fire metal** – metal originating from Heaven

🗓️ **First War** – the war in Heaven where the hosts of San rebelled against Jah; also called the Great Rebellion

🏛️ **Fist** – ruling political party in Terjurmeh

⚡ **Font of Rapham** – font of holy water at the Cathedral of Archangels supposedly blessed by the archangel, Rapham

🗓️ **Forever Night** – the all-consuming darkness that accompanies Samath

🍪 **fritter round** – a glazed breakfast cake, popular in the Northern Kingdom; also called a round

🌍 **Fural Mountains** – western mountain range bordering Terjurmeh; also called the Furals

## G

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🌍 **G'ahg** – territory in Darkforth bordering Meerjurmeh and the Empire of Korin

† **Gabra** – one of three primary archangels of Heaven, recognized by both Jahnists and Sanists

† **Gadrael** – a fallen angel of Heaven, a Watcher, and lord of the Malaji; also called the Prince of Vanity and God of Kushan

☞ gadzu – offensive Kantaka pose; “the mountain”; channeler uses a combination of hand movements to flatten a structure

† **Gaelicus (son of Gaenessus)** – governor of the principality of Kasâh; distant cousin to the emperor

† **Gallen, Adelle** – a minor lady and wife to Saquetier Gallen

† **Gallen, Menore** – a Saquetier in Durenbeck

† **Garesh** – Jabahn in charge of the worksite where Petrah worked as a slave

† **Garrow, Larn** – High Steward of the High Office of the Steward in Durenbeck; Regal Ambassador of the Northern Kingdom

† **Gatekeeper** – Azazel’s symbolic name, as written in the Terjurmehan scriptures; he is the keeper of the portal between worlds of men

✂ **gavium** – a nether metal

✂ **gebban (sing.)/gebba (pl.)** – ankle-length garment made of cotton or sheep’s wool, much like a tunic, that covers the arms and legs of male Terjurmehan nomads

✂ **gebette (sing.)/gebbettes (pl.)** – ankle-length garment worn by female Terjurmehan nomads, similar to the gebban, but with decorative front panels and billowing backs

🌐 **Gengebo** – territory in Darkforth bordering the Eastern Ocean

† **Geraldt** – an archon of the Jurmehan Church

🍷 **gingerberry** – tart berry with a touch of sweetness, grown in Durenbeck and used to make the most sought-after mead in the Northern Kingdom

☞ Glesh – native language of the Marked

🏰 **Goa Tribe** – tribe aligned with the White Hand party

🍷 **goetra** – salted desert cheese



- 🐪 **gonatan** – camel-like, desert pack animal with a long, flat head and large eyes
- 🌍 **Gōsh** – northern city in Korin and a Korinian principality that borders the Gōsh Mountains
- 🌍 **Gōsh Mountains** – large mountain range dividing the continent of Acia north from south
- 🌍 **Gōsh River** – north-flowing river fed by the Gōsh Mountains
- 🏰 **Grand Insept** – leader of Aman’s army; equivalent of a general
- 🏰 **Grand Marshal of the Household** – top staff position at Dennington Palace; oversees the royal household staff and reports directly to the Crown
- 🏰 **Grand Marshall** – highest rank in Aman’s army; equivalent of a field marshal
- 🌍 **Grand Pyramids** – twelve pyramids standing east of Kasâh, the capital city of Korin
- 🏰 **Gray Robe** – a journeyman in the Terjurmehan magi order
- 🌍 **Great Abyss** – pit of the Netherworld where there is no escape; also called the Abyss and the Bottomless Pit
- ☠️ **Great Act** – sanctioned assassination by the clergy of the Terjurmehan Temple
- 🏰 **Great Chancellor of the Crown** – personal liaison to the Crown of the Northern Kingdom
- ☠️ **Great Council** – three-day annual gathering of Terjurmehan tribal and government leaders for the purpose of setting secular policy and posturing for power
- ☠️ **Great Fall** – the fall of San and his hosts to the Netherworld after they were cast down by Jah; also called the Descent
- ☠️ **Great Flood** – a flood instigated by Jah that killed the wicked in Aerth
- 🌍 **Great Hall** – ten-story coliseum that serves as the meeting center for the annual Terjurmehan Great Council
- 🌍 **Great Necropolis** – famed city of the dead in Korin, southeast of the capital
- ⚔️ **Great One** – San-Jahad; Savior of the Ter-jurah and An-jurah; also called the Great Son and the Sword
- ☠️ **Great Rebellion** – see First War

🗝️ **Great Reckoning** – end-of-days prophecy written in the Ter-jurahn scriptures

🗝️ **Great Rift** – defining moment in Heaven when the angelic hosts saw that man was held in favor of the Creator, causing jealousy and dissension

🌍 **Great Shrine** – largest shrine in Dagoth

🗝️ **Great War** – the most significant wartime conflict in Acian history; its end marks Year One in the Acian calendar system; it is also the name of the war fought in Heaven that cast down San and his angels

🏛️ **Greater Light** – title given to the head of the Jahn Church

🏛️ **Green Flame** – one of the five major political parties in Terjurmeh; leadership comprises magi

🏛️ **Green Robe** – senior apprentice in the Terjurmehan magi order

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🌀 **haachi** – desert tents made of sturdy canvas with wide sweeping sides, built to handle powerful gusts and withstand sandstorms

🗝️ **haben** – defensive Kantaka pose; “link breaker”

🌍 **Hachaqua** – step pyramid in the northern jungle of Darkforth; translates as “beacon of stone” from Machoon

🗝️ **Hah’xallah** – annual holiday celebrating the ancient Terjurmehan victory over the Con-jurah; also known as the Feast of the Hammer

🏛️ **Haj-bali** – tribe aligned with the Green Flame party; loyal to the Temple

🌍 **Hall of the Dead** – catacombs beneath the Pearl Palace that contain tombs of dead emperors

🍳 **halo** – a Durenbeck breakfast staple of fried shredded potatoes with an egg scrambled in the middle

👤 **Hamed** – Jabahn who helps Petrah escape slavery

👤 **Hamma** – senior apprentice and student leader at Maseah

🌍 **Hamoor** – Mina and Liamme’s estate in the wealthy Lion’s Quarter of Hōvar; translates to “meadow” in Old Jurmehan

✂ **harponi** – fifty-string instrument played by musicians in Meerjurmeh

🌐 **Hath** – large estate in Korin

🐦 **hawkster** – messenger bird used in Korin

👤 **Haziel** – angel of pity

🌐 **Heart of the Divine** – a secret sanctum within the Pearl Palace, regarded as the heart of the empire, whose center is the Heart Chamber

👤 **Helenia** – one of Xantecor’s concubines

👤 **Hemah** (“angel of fury”) – one of Jah’s seven Angels of Punishment

👤 **Henna** – Darius’ eldest daughter

👤 **Heroon** – Korinian goddess of the rivers and seas; protector of fishermen and ferrymen, with an appearance of a fish with a long snout and snaggleteeth and the shapely eyes of a woman; one of twelve greater gods

🏛️ **High Office of the Steward** – serves the Crown of the Northern Kingdom on international affairs; located in Durenbeck

👤 **High One** – first-person salutation given to an An-jurahn religious official, typically a priest or higher in rank; His Holiness is used in the third person

🏛️ **high priest** – highest-ranking clergyman in An-jurahn society; equivalent to a Terjurmehan Articulate

🏛️ **High Steward** – acts as both ambassador and liaison for the Northern Kingdom; oversees Vice Stewards


👤 **Holos** – Korinian god of music, poetry, and song; one of twelve lesser gods


🌐 **Holy Court of the Ascended** – justice hall of Hōvar and highest court in Meerjurmeh


👤 **holy manumission** – freedom granted from slavery by a high-ranking member of the Terjurmehan Temple

👤 **Holy One** – first-person salutation given to a Terjurmehan religious official, typically a priest or higher in rank; his Holiness is also used but in the third person

👤 **Holy Scripture** – written canon of the Terjurmehan Temple as a volume of books that end with the *Book of Prophecy*

 **Hōvar** – capital city of Meerjurmeh

 **Hōvar Region** – desert land making up the southeast portion of Meerjurmeh


 **Hura** – Korinian goddess of fertility; one of twelve greater gods

 **Hurakei** – island in Shell Bay

 **Huros (son of Isos)** – second emperor of the second dynasty of Korin

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 **Ibis** – Korinian god patron to the lara and ferryman to the deadlands; one of twelve lesser gods


 **icarus** – beautiful songbird of pure white

 **Idarian** – barbarian clansmen living mostly in Darkforth; also referred to as hillmen


 **Idenu** – island in Shell Bay


 **Ilia** – Darius' youngest daughter


 **Imamah** – a fallen angel of the Netherworld

 **Immael** – Petrah's birth name


 **imp** – a lower-caste demon of the Netherworld


 **imperial** – gold coin used in Korinian currency; two imperials equal one gold double imperial (also called a solar)


 **Imperium** – spherical heart of the Netherworld and court of San

 **impressionistic tethering** – in channeling, the projection of thoughts to generate impressions of one's surroundings

 **incorporeal adherence** – a precept of Doktori; the temporary attachment of the spirit to the physical world

 **Indu** – tribe aligned with the Green Flame party

 **Insept** – rank equivalent of a major in Aman's army

 **insurata** – see mind join

☞ iqquoi – defensive Kantaka pose, “flying eagle”

✂ irinium – a negated nether metal

🌐 **Iron City** – Petrah’s birthplace and home to Aman’s center of operations

🏰 **Iron Fist** – title given to the leader of the Terjurmehan Fist party

† Isos (son of Theros) – first emperor of the second dynasty of Korin

† Issa – Lord General of the Army of Meerjurmeh and supreme commander of the nation’s ground forces and cavalry

## J

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🌸 j’boun – a fragrant, four-petal flower with thistles that grows in Meerjurmeh

🏰 **Jabahn (sing.)/Jabah (pl.)** – Terjurmehan, city-owned slave with privileges above and beyond the common slave

☞ ja-ben – offensive Kantaka pose; “tiger claw;” claw-like curling of the fingers to concentrate energy for a lethal blow against an opponent

† Jafah – second emperor of the fourth dynasty of Korin; commissioned the building of the Grand Pyramids

† Jah – God (the Creator) in Acian society

☞ Jah’s Day – last day of the Meerjurmehan week; considered a day of rest and reflection; Korinians and Prallites have adopted this day into their calendar system

☞ Jahism (also, Jahnism) – religion that considers Jah as God and Creator

🏰 **Jahn Church** – the religious body of Jahism

☞ Jahnist – member of the Jahn Church

☞ Jakethan (sing.)/Jaketh (pl.) – prairie dwellers in Dagoth, one of the constituent people of the Marked

† Jakk – owner of an eatery in Hōvar

✂ jalibi – the Terjurmehan version of a hookah

† Jalius (son of Merrus) – first emperor of the twenty-fourth dynasty of Korin

- † Jamesen, Wedrick – Master of Horse and Mews for the Crown
- † Jamine – An-jurahn high priestess originally from Meerjurmeh
- † Janley – cook and groundskeeper at Hamoor
- † Jarek – Joriah’s mole in the Meerjurmehan senate
- † Jarvin – stable master who had taken Alis in as a child
- † Jase – volunteer fighter from the Lion’s Quarter
- † Jayeem – Monta-por’s first mate aboard the Kafta
- † Jera – patriarch of one of the families making up the Goa Tribe
- † Jerald – partner to Petrah’s mother, Alis
- 🌐 Jewel of the Empire – see Pearl Palace
- 🌐 Jiddara – territory in central Darkforth
- † Jobe – Con-jurahn tracker Anandawa hires
- † Joram, Enne – queen and wife to King Joram
- † Joram, Lyonne – the king who commissioned the building of the Cathedral of Archangels
- † Joriah – high-ranking member of the Green Flame; reports directly to Uhtah-Pei; Petrah’s master during his mage apprenticeship
- † Jovah – the name of Jah in Dagoth; prayed to by the Peshte
- ☞ Jovahn (sing.)/Jovahns (pl.) – follower of Jovah
- † Jow-quu – Petrah’s longest-term cellmate as a slave
- † Jubar – server at the Silver Claw
- ☞ ju-dem – offensive Kantaka pose; “crab strike;” fingers are formed into the shape of claws
- ✂ Juditarium – justice hall of the Marked in Dagoth

🍷 ju-ju – ruby-colored liqueur produced in Vergahl

👤 Julian – one of Kruush’s workers

🌍 Julesland – northwestern Valudom in the Northern Kingdom

👤 Julette – Mina’s handmaiden

👤 Jumala (daughter of Memmna) – second empress of the fourth dynasty of Korin, but she ruled as a king, not a queen

🌿 ju-man – groves whose fruit is fermented into ju-ju

👤 Jurahn – An-jurahn descendent

👤 Jurmehan – official language of Acia’s northern hemisphere; spoken by the Ter-jurah, Con-jurah, and An-jurah; considered the high tongue of the An-jurah and the “tongue of tongues” by the Marked

👤 Juul – one of Petrah’s fellow apprentices at the school where he is a mage in training

🌍 Juum River – easterly flowing river bisecting the country of Terjurmeh

## K

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🌍 Kafta – name of the barge taking Petrah and friends east on the Juum from Kanmar

👤 Kailithius (son of Narinus) – famed artist from Korin’s twenty-fourth dynasty, appointed as Imperial Liaison to the Arts by Empress Amaralette

🍷 kaju – distilled spirit made in Kushan

🌿 kaleea – prized horse breed found in Sushtâh

👤 Kalo – mage journeyman in Terjurmeh

👤 Kalresh – Seer in charge of the Terjurmehan Temple of Kanmar

🍷 kalva – a common smoking weed in Terjurmeh and Meerjurmeh that produces a calming effect

👤 Kammela – Norian’s assistant physician

👤 kandurata – see mind link

🌍 Kanmar – third largest city in Terjurmeh; center of the country’s slave trade

☞ kant (sing.)/kanta (pl.) – an electrum coin in Terjurmehan currency; three kanta equal one gold till

☞ Kantaka – ancient form of mental martial arts used among Terjurmehan magi; the style uses hand gestures to shape energies for offense and defense

☞ Kantaka-irri – unrestricted use of all 300+ Kantaka poses in combat

🌐 **Kanteron** – eastern port city of Korin and principality that borders the Eastern Ocean and the Green Unknown

♣ **Karam** – one of Mina’s suitors

🌐 **Kasâh** – capital city of Korin

☞ Kashpet – discipline of the arcane arts used for taming the open waters of the ocean

☞ Kattrâ – also called the Divine Awakening; first word uttered by the Creator, the Word of Creation; this concept is shared by all civilized cultures in Acia

🍷 **kava** – rectangular sweet treats of chopped dates and pistachios bound in a sugary starched gel flavored with rosewater

♣ **Kazak-nag** – Terad and head of the Haj-bali tribe

♣ **Keel** – mage whom Petrah meets at the Magi Guild headquarters in Elmar

♣ **Kemuel** – angel who guards the gates of Heaven

🌐 **Kenton** – southeastern Valudom in the Northern Kingdom

☞ Kentonite (sing.)/Kentonites (pl.) – resident of Kenton

♣ **Kerubiel** – chief of the cherubim of Heaven

🌐 **Kesel River** – river that splits off the Juum in northeast Terjurmeh

🏭 **Keshador** – renowned maker of porcelain goods in Cindar

🌐 **Ketler** – Terjurmehan village located northwest of Kanmar

☞ Kevath – the holy pilgrimage taken by the Ter-jurah to the Shine of San on the sacred holiday of Majana at least once in their lives

♣ **Kezef** (“angel of wrath”) – one of Jah’s seven Angels of Punishment



‡ **Khali** – one of Jera’s daughters

✂ **khet** – a skilled two-person board game originated in Korin but made popular in Meerjurmeh, where the player tries to topple the dynasty of their opponent

‡ **Kilios** – Korinian god of chaos; also called the Unmaker, ‘He who shall unmake the cosmos at the end of time;’ one of twelve greater gods

🌐 **King’s Highway** – a road that parallel’s the east side of Lake Dess

‡ **Knuckles** – messenger pigeon in Tate’s dovecote

👑 **koff** – bronze coin used in Korinian currency; four koff equal one silver emblem

‡ **Komac (son of Lirren)** – Korinian ambassador and second cousin to the emperor

✂ **Korillion** – name of the sword given to the first emperor of Korin by An-ta, the sun god; translates into Jurmeha as “Godkiller”

🌐 **Korin** – one of six domains in Acia; dynastic empire comprising twelve principalities; protector of the Provinces of the South; also called the Empire of Korin

👑 **Korinian** – of Korin or citizen of Korin; also, the language of Korin

🌐 **Korinthian Hills** – hills located due west of Finth in Korin

‡ **Kōs** – secular leader of Meerjurmeh; also called the Lesser Light

‡ **Kosmos** – fabled beast in Korinian lore believed to bring ruin to the world; analogous to the Dragon (the Beast) in An-jurahn lore; also called Anta’s Bane

🌐 **Kree** – a port village on the north shore of Lake Gōsh


🐺 **krell** – wolflike predator that typically dwells in the desert regions of Terjurmeh and Meerjurmeh; twice the size of a regular wolf

‡ **Kruush** – one of Petrah’s cellmates as a slave, and friend; husband to Ahleen

‡ **Kululeh** – Korinian goddess of luck, fortune, and prosperity; one of twelve lesser gods

🌐 **Kurth** – a province of the south; also the largest port city in Acia; declared as the capital city of the Provinces of the South by the Empire of Korin


👑 **Kurthan (sing.)/ Kurthans (pl.)** – citizen of Kurth

 **Kushan** – city believed to no longer exist, located north of the Muuna Flats of Meerjurmeh; also called the City of Night


 **Kushite** (sing.)/**Kushites** (pl.) – citizen of Kushan

## L


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 **lailee** – offensive Kataka pose; “silent noose;” a smothering technique


 **Lake Dess** – westernmost lake in the Northern Kingdom; home to the capital city of Durenbeck on its north shore


 **Lake Edreth** – easternmost lake in the Northern Kingdom; home to the city of Markania on its north shore


 **Lake Gōsh** – largest lake in Acia; nestled in the Gōsh Mountains

 **Lake Owen** – largest lake in the Northern Kingdom


 **lara** – fabled undead servants of the ancient Korinian gods


 **Larula** – Jamine’s aunt

 **lavender wood root** – used to treat coughs


 **Law of Prohibition** – law prohibiting the practice of magecraft in the Northern Kingdom

 **Law, the** – body of laws governing the Marked of Dagoth


 **Lefuer, Mans** – royal physician for the Crown in the Northern Kingdom


 **legion** – largest Korinian military unit; about 6,000 soldiers


 **Lenferd** – southwestern Valudom in the Northern Kingdom

 **Lesser Light** – title given to the secular leader of Meerjurmeh

 **Leth** – Senator Alia’s husband

 **Leventi** – discipline of the arcane arts used for bending light

 **Liamme** – one of Mina’s suitors who becomes her future husband; son of Senator Pallinne, brother to Arnelle and Lisette

 **Library of Ilion** – famed seven-sided library in Sushtâh

🌍 **Lightning Valley** – an area of the north post of the Eastern Gates that's known for its magnificent lightning storms

⚔️ **Lightrender** – name of Aman's sword

👤 **Lila** – Mokaan-lee's wife

👤 **Lilinet** – Korinian goddess of love, marriage, and beauty; one of twelve lesser gods

👤 **Lilith** – fallen angel of the Netherworld and temptress of men; known as the demon queen

🌍 **Lin-sei** – territory in Darkforth bordering the Empire of Korin

👤 **Lisette** – one of Liamme's younger sisters; twin to Arnette

👄 **loon** (sing./pl.) – silver coin used in Meerjurmehan currency; ten loon equal one gold tak

🐰 **lope** – rabbit-like desert animal

👤 **Loram, Sir Dagon** – Prallite knight in service of Pernal Rengle

🌍 **Loren Isles** – islands off of New Southland

👤 **Loros (son of Octos)** – fourth emperor of the second dynasty of Korin; eldest son of Emperor Huros

👤 **Lothos (son of Octos)** – youngest son of Emperor Huros

🌍 **Louse's End** – Seedy neighborhood in Hōvar

👄 **Lowland Idarian** – Idarian clansman often found in flat areas, like prairie and grassland

👤 **Lukka** – old slave who offers Petrah advice

👤 **Lula** – a friend of Taliman's

🌍 **Luxony** – southern Valudom in the Northern Kingdom, and home to the country's capital

**M**

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👤 Machoo – indigenous, dark-skinned residents of the jungles of Darkforth; also known as Machoo Indians

👤 Machoon – of the Machoo; also, the language spoken by the Machoo

🌿 mado – variation of a squid that lives in fresh water, including the opalescent mado, which can only be found in Kushan

🏛️ mage (sing.)/ magi (pl.) – secular wielder of divine power in Acia; term is used cross-culturally; also called a magus

🏛️ Mage Supreme – head of the Order of Magi in Terjurmeh

👤 magecraft – the art of channeling divine energy; a discipline of the arcane arts

🏛️ Magi Guild – nonpartisan, professional Terjurmehan organization comprising magi members from different parties

🏛️ magister – a judge in Meerjurmeh’s court system, given the official title of Adjudicator of the Holy Court

🏛️ magistrate – a judge in Dagoth

👤 Maglo – one of Petrah’s mage instructors

🏛️ magus – a mage

🏛️ Magus Exetor – title of leader of the Sacred Mage Order of Meerjurmeh

👤 Mahdi – a name of reverence for Aman, originated by the Meslin people

👤 Mahshat – great prophet and author of the *Book of Prophecy* in the Terjurmehan scriptures


👤 Majana – one of the holiest Terjurmehan holidays; takes place on the ninth day of the ninth month


🌍 Majenta River – river fed by West Lake in the Provinces of the South


🌿 makaria – spindly tree that grows along the Tangeen River in Meerjurmeh, whose roots are edible

👤 Makatiel (“plague of Jah”) – one of Jah’s seven Angels of Punishment


👤 Makesh – Miko’s older brother


 **Malajus (sing.)/ Malaji (pl.)** – one of ten mage kings that rule Kushan


 **Malajus Exetor** – Malajus chosen as the leader of the Malaji

 **Malcatum** – a magister in Hōvar


 **Mallavant the Cold** – the first Malajus Exetor, who supposedly died at the hand of the Mighty One in mortal mental combat

 **mallek-na** – offensive Kantaka pose; “wasp sting”; the channeler fires needles of energy at an opponent

 **Mammanoth** – northernmost territory in Darkforth


 **Mammon** – a fallen angel and Prince of Avarice


 **Manis-cor** – leader of the Black Arrow party in Terjurmeh; also called the Dark Arrow


 **manja** – water pig, served typically on a spit; a favorite among Ter-jurah

 **Manor Rengle** – Valudin Rengle’s estate in Durenbeck


 **Mantecus (son of Halecus)** – former Lord of Hath

 **Manutef** – Korinian goddess of tongues and knower of all languages; one of twelve lesser gods


 **Marilla** – Jarvin’s wife

 **Markania** – second-largest city of the Northern Kingdom

 **Markania the Great** – uniter of the Prallites who’d established the country’s first monarchy


 **Marked, the** – faithful servants of Sag-ahn, originally from Dagoth

 **Marnet, Emelda** – Vice Steward of the High Office of the Steward in Durenbeck and Prall ambassador to Meerjurmeh


 **Marnoss, Erique** – a Devant in Durenbeck

 **Marnoss, Maron** – a Saquetier in Durenbeck


 **Maseah** – Green Flame estate where Petrah lives during his time as a mage apprentice


 **Mashit (“angel of ruination”)** – one of Jah’s seven Angels of Punishment


 **Mastabar** – a Province of the South


 **matia** – all-seeing eye that serves as a good-luck charm among the traditionalists of Dagoth

 **matya** – “glue that binds society”; a Terjurmehan term used to denote the most significant, uniting elements of society


 **Maya** – mare Kruush rides to Darkforth

 **Mayana** – Darius’ wife

 **Maylia** – imperial chancellor of Korin


 **Meerjurmeh** – one of six domains in Acia; theocratic desert nation


 **Meerjurmehan** – of Meerjurmeh


 **Meerjurmehan Guard** – Meerjurmeh’s defense force and standing army

 **Mekway** – largest island in the world, located off the east coast of Acia


 **Mella-kan** – house steward at Montabijon


 **Mendegōsh** – northernmost city in Korin and a Korinian principality that borders the Gōsh Mountains and Darkforth

 **Meska** – one of the Draadi who has a personal vendetta against Petrah when he’s a slave


 **Meslin (sing.)/Meslins (pl.)** – desert people of Dagoth; one of the constituent people of the Marked

 **Messenger, the** – name given by the Watcher to the man who would deceive Petrah

 **Metatron** – one of the two mightiest seraphim of Jah

 **Mighty One, the** – title given to the head of the Terjurmehan Temple; considered San’s incarnate in Acia, the “Scepter of San”; affectionately referred to as Unpa, “Father”

 **Mika** – one of three primary archangels of Heaven, recognized by both Jahnists and Sanists

 **Mikah (son of Heliot)** – leader of the Imperial Sect of Necromancers in Korin

† **Mikano** – Mokan-lee’s youngest son

† **Miko** – Petrah’s classmate and rival at the school at Maseah

† **Mila** – Dagothan girl from the Iron City; Teenuh’s daughter

† **Milana** – Aman’s stable master who looks over his stallion, Shadowbringer, in Dagoth

† **Milio** – Mokan-lee’s eldest son

† **Mina** – Mokan-lee’s daughter; the love of Petrah’s life

🧠 mind join – psychic technique a mage uses to become one with their subject’s mind so they can search memories; also called *insurata* or the “joining of minds”

🧠 mind link – psychic communication method employed by magi; also used as a transitive verb (e.g. the mage mind linked his contact in Elmar); also called *kandurata*

🧠 mind meld – psychic method employed by magi to read another’s mind or project their own mind to be read by another; also called *endurata* or “melding of minds”

🧠 mind probe – psychic ping, often a discovery method for one channeler to identify another channeler; also called *currata*

🌐 **Mingel** – salt mining outpost north of Kanmar

† **Minoc (son of Juroc)** – steward of Korin’s imperial court and personal advisor to the emperor

† **Mirna** – soldier with Mokan-lee’s guard; reports to Lieutenant Corimen

🌿 **mirwood** — tree found in Terjurmeh, whose leaves are said to bring wisdom when steeped as a tea

⚔️ **Mjord** – name of the great battering ram the Darkforth army uses to assail Hōvar during the Battle of the Endless Night

🌿 **moat grass** – grass that prefers sandy soil and grows in clusters, mainly in eastern Meerjurmeh

† **Mokan-lee** – affluent Meerjurmehan businessman and aristocrat; husband to Lila, father to Mina, Milio, and Mikano

† **Monos** – Korinian god of war, often depicted with the head of a falcon riding a chariot around the sun; one of twelve greater gods

 **Montabijon** – Mokaan-lee’s estate in Hōvar

† **Monta-por** – captain of the barge, the Kafta, and Petrah’s employer immediately following slavery

☞ moodra – branding done of the left wrists of the Marked, depicting a circle around a spiraled serpent

† **Moraine, Gibbs** – Valudin of Lenferd; distant cousin to King Rengle

† **Moraine, Lea** – a Devantess with close ties to the Crown in the Northern Kingdom

† **Moreau, Arin** – Valudin of Prall

† **Moreau, Galeb** – Prefect of Prall and elder brother to Arin and Kernin; belongs to the First Order of the Church and reports directly to the Prime Manifest

† **Moreau, Gaven** – Quellen of Prall and son to Kernin; nephew of both the Valudin of Prall and Prefect of the Northern Kingdom

† **Moreau, Kernin** – Pernal of Prall and younger brother to Arin and Galeb

† **Moreau, Lannison** – priest in service to Prefect Galeb; son of Kernin Moreau

† **Moushet** – Terad of the Goa Tribe

 **Mras-Hashal** – region located west of Scoriah

† **Mras-Leebum** – leader of the Silver Blade party in Terjurmeh

☞ Mumooni – tribespeople from the Fural Mountains

† **Murion** – Miko’s father

☞ Murrati – magecraft form of shared combat, where magi attack in concert

† **Musta** – boy paid to watch the Kafta while Petrah and his friends were in Fangmordah

 **Muuna Flats** – flatlands located north of the city of Tuur in Meerjurmeh

† **Myria** – mage journeyman who suffered a tragic accident during a training exercise

† **Myrra** – a hawkster fancier in Korin

**N**

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🌿 **naprot** – tree found in groves along the Juum River; leaves and flowers have medicinal value

👤 **Naruum** – Miko’s friend

👤 **Nassik** – a general loyal to the Fist

🌀 **nautilus serpent** – symbol of the Marked, showing as serpent born of flame, reaching out from its genesis toward oblivion

👤 **Neffa (daughter of Memmik)** – a royal among Xantecor’s court

👤 **Nephilim** – human offspring of the Watchers; considered giants because of their extreme heights

👤 **Nerod** – Jera’s eldest son

👤 **Neru** – Jera’s middle son

🌍 **Nether Bay** – island chain off the west coast of Acia

🌍 **Nether Keys** – islands in Nether Bay

🌀 **nether metal** – metal originating from the Netherworld; a negated nether metal is a purified form of the metal

🌍 **Netherworld** – San’s domain; Hell

🌍 **New Southland** – a Province of the South

👤 **Niak** – Defense Minister and top general in the Korinian army

👤 **Niros (son of Ventos)** – eighth and final emperor of the third dynasty of Korin

👤 **Nisheppah** – Third Articulate of the Terjurmehan Temple

👤 **nok-na** – defensive Kantaka pose, “the wedge”

👤 **Nolan** – soldier with Mokaan-lee’s guard; reports to Lieutenant Corimen

👤 **Nole** – one of Petrah’s mage instructors

👤 **Noma (daughter of Kumen)** – name of a hawkster

👤 **Norak** – magistrate of the annual Terjurmehan Great Council

† **Norian** – physician in Mokaan-lee’s employ

🌐 **Northern Kingdom** – one of six domains in Acia; country north of Terjurmeh; a monarchy; also called Prall

🌐 **Northern Range** – mountain range that creates a natural border between Meerjurmeh and the Northern Kingdom

👤 **Northerner** – citizen of the Northern Kingdom; a Prallite

👤 **Novatoan (sing.)/Novatoa (pl.)** – hill dwellers in Dagoth, one of the constituent people of the Marked

† **Nuk** – Petrah’s classmate at the school at Maseah

† **Nuna** – Korinian goddess of the moon and mother to all gods; one of twelve greater gods

👤 **Nunamon** – a Korinian holiday that celebrates motherhood

🌿 **nupia** – sacred, mythical tree of Korin

🌰 **nuuma nut** – a nut that forms a staple in the Terjurmeh diet; nutritious, but has a bitter taste

## O

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👤 **Oath** – bond that prevents celestial beings from entering the firmament of their free will

🌰 **ocha** – banana-like leaves used by Machoo and Idarians for steaming food

† **Octapia** – high priest of the Blood Sect of the An-jurahn Temple

† **Octos (son of Huros)** – third emperor of the second dynasty of Korin


† **Oeped** – elderly mage Petrah meets at the Magi Guild headquarters in Elmar


👤 **Old Jurmeha** – predecessor to the Jurmeha tongue

👤 **Old Korinian** – predecessor to the Korinian tongue


👤 **oma** – Terjurmeha reference to grandmother

🌿 **oplia** – plants that produce the hallucinogenic spice, dusk; grown in Meerjurmeh

 **Order of Magi** – fraternity of magi in Terjurmeh

 **Oren (son of Leon)** – Xantecor’s chief architect


 **Oro** – priest who accompanies imperial Korinian party to Meerjurmeh for a summit

 **oxfoot boar** – a large wild boar that roams the wilds of the Northern Kingdom


## P


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 **Pa-chek** – territory in Darkforth bordering the Eastern Ocean

 **Pahn-nak** – Su-yi assassin


 **Pallinne** – senior Meerjurmehan senator; father of Liamme, husband to Marsina

 **Paranea** – estate owned by the Meerjurmehan government for dignitaries and heads of state

 **Parpet** – crumbling complex of columned buildings of Korinian design in Sushtâh


 **Patch** – Petrah’s piebald mare on his second trip north to the Northern Kingdom


 **Path, Book of** – ancient Korinian text of wise teachings


 **Pearl Palace** – imperial residence of the emperor of Korin; nicknamed the “jewel of the empire”

 **pearlfish** – a fish highly prized for its roe


 **Pededonia** – a Province of the South


 **Pentegeiah** – Korinian port city off of Shell Bay on the west coast of Acia


 **Pepper** – gelding Petrah rides from Tuur to Darkforth


 **pepperleaf** – thorny bush in the Northern Kingdom whose leaves are used in some ale and mead-making practices, imparting a peppery flavor


 **Percee** – a Province of the South


 **Perion (daughter of Hassanuus)** – governor of the principality of Gōsh


 **Permal Sea** – body of water bordering the west coast of Acia


 **Pernal** – noble person ranking below a Valudin and above Quellen in the Northern Kingdom


 **Pernaldom** – land belonging to a Pernal

 **perpetuem** – device used to mark time in increments


 **Peshte** – mountain people of Dagoth, considered enemies of the Marked


 **Peshten** – of the Peshte


 **Petrah** – Petrah's given name during the period he's a slave and mage in training; the name means "one with blue eyes;" birth name is Immael


 **Petuk** – Korinian god protector of souls; considered the custodian of the dead and keeper of souls, and had the body of a man and face of a reptile; one of twelve greater gods


 **Pichupa** – Machoon chieftain who captures Petrah and his party in Darkforth


 **Pierra E' Juna** – a Province of the South


 **Pin-Katep** – territory in Darkforth bordering the Empire of Korin


 **Ponia Tapa** – senate building in Hōvar


 **Pontious** – Meerjurmehan priest who accompanies Petrah to Prall


 **potomus** – large herbivore built like a hippo that lives among the marshlands of Terjurmeh


 **Prall** – northeastern Valudom in the Northern Kingdom and largest territory in the kingdom; Prall is often used as a colloquial name for the Northern Kingdom

 **Prall Hills** – hills and plateau creating the border between the Northern Kingdom and Terjurmeh

 **Prall Plateau** – elevated area northeast of the Northern Range


 **Prallite** (sing.)/**Prallites** (pl.) – citizen of the Northern Kingdom

 **Prefect** – the regional head of a nation's church, such as the Prefect of Prall and the Prefect of Korin; the Prime Manifest is the Prefect of Meerjurmeh


 **Priah** – western city in Korin that sits at the foot of the South Furals and also a Korinian Principality

 **priest** – ordained member of the Terjurmehan/Meerjurmehan clergy


 priest's tongue – Jurmehan spoken by Dagothans, namely priests and military; considered the “tongue of tongues”


 **Prime Council** – commission dedicated to rebuilding Meerjurmeh


 **Prime Guard** – personal guard for the Prime Manifest of the Church

 **Prime Manifest** – pontific head of the Jahn Church

 **Prion** – admiral of Meerjurmeh's navy


 **prot** – sweet, fleshy fruit that ripens in the fall

 **Provinces of the South** – one of six domains in Acia; a federated territory under the protection of the Empire of Korin; also called the Provinces

 **pujin** – Terjurmehan flatbread baked in a clay oven and stuffed with sizzling onions

 **Pulchak** – admiral of Korin's imperial navy


 **puushtak** – An-jek word for “demons”


 **pygmy spider** – a tiny spider found in western Terjurmeh; the secretion of the albino pygmy induces hallucinations through its hairs

## Q


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 **qattata** – “undying” in Old Korinian; used to describe one who cannot die

 **Quadrangle** – the gardens at the center of Dennington Palace

 **quawk** – large-beaked bird indigenous to the Samiah region of Darkforth

 **Queen's Guard** – Queen Elissa's bodyguards

 **Quellen** – nobleperson ranking below Pernal and above Devant in the Northern Kingdom


 **Qufah and Qufay** – symbolic Terjurmehan figures representing the “blind and the blinded”


 **Quoor** – Seer in charge of the Terjurmehan Temple of Fangmordah


 **Qu-vunay** – a Province of the South

## R

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 **Ragged Plains** – flatlands running through central Prall in the Northern Kingdom

 **rak** - gossamer-and-cotton kimono-like outfit worn by upper-class Korinians


 **Rakussan** – Korinian god of fire; one of twelve greater gods


 **Rapham** – one of three primary archangels of Heaven, recognized by both Jahnists and Sanists


 **Raya** – Jabahn who helps Petrah escape slavery

 **Red Hope** – pub in Elmar

 **reedwood** – pliable wooden material taken from the hard stalks of marsh reeds, found along Terjurmeh’s riverbanks

 **Reenactment, the** – Terjurmehan tradition of reenacting the battle of the second millennium where the Ter-jurah defeated the Con-jurah and later crushed the heads of their enemy barbarically with war hammers


 **Refteron** – Fourth Articulate of the Terjurmehan Temple


 **registrar (of the Holy Court)** – administrator of the court’s record in Meerjurmeh during a legal proceeding, serving as an aid to the magister; given the official title of Registrar of the Holy Court

 **Rengle, Amure** – king of the Northern Kingdom and Knight’s General of the Army


 **Rengle, Arnot** – Valudin of Luxony, Regent to the Crown and brother to King Rengle


 **Rengle, Chamfor** – Pernal of Luxony, eldest son of Valudin Rengle and nephew to the king

 **Rengle, Elissa** – queen of the Northern Kingdom


 **Rengle, Ferot** – Pernal of Luxony, youngest son of Valudin Rengle and nephew to the king


 **Rengle, Lorne II** – the king who originally bought Dennington Palace as the official residence for the Crown


 **Resner** – a wine appellation in Hōvar


 **Rift, the** – great sand barrier that protects Kushan from the outside wall


 Rite of Binding – see Azul-nahg


 **river beast** – water-dwelling predator shaped like a crocodile with a leather coat and backswept horns


 **river weed** – versatile plant, typically used for parchment and linen in Terjurmehan and Meerjurmehan society


 **Rogziel (“wrath of Jah”)** – one of Jah’s seven Angels of Punishment


 **rose of ilius** – a flower whose extract is used as a contraceptive for women


 **Royal Bureau of Alchemy** – body of alchemists in charge of the chemical sciences for the Northern Kingdom


 ruh – one copper piece in Terjurmehan currency, serving as the smallest denomination; twenty ruh equal one silver currah

 **Ruins of Keel** – remains of ancient An-jurahn settlement

 runecraft – artificing technique of crafting runes, imbuing inanimate objects as charms and talismans; also called runescaping


 runelocking – elementalist technique of superimposing two runes in one’s mind to initiate teleportation


 **runescaper** – an artist in the craft of runescaping


 runescaping – see runecraft


## S


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 **saba** – body-length shirt worn by Con-jurahn men; popular in the eastern portion of the country


 **sablewood** – tree in Meerjurmeh that produces a sweet fruit; also, the family crest of Senator Pallinne


 **Sacred Mage Order of Meerjurmeh** – association that governs the regulations and policies of all magi and use of the arcane arts in Meerjurmeh

 **Sacred Nine** – term for the nine leaders of the Terjurmehan Temple: the Mighty One, the three Seers, and the five Articulates; they are above all secular law and beyond reproach

 **Sag-ahn** – the name of San in Dagoth; prayed to by the Marked; called Shay-tan by Meslins

 **Sag-ahnist** (sing.)/**Sag-ahnists** (pl.) – follower of Sag-ahn

 **Saint Karmus** – most famous of all saints in the Jahn Church

 **Saint Karmus Square** – hypostyle court of Korinian design in Sushtëh


 **Sal Dios** – a Province of the South


 **Sal Sinnion** – a Province of the South


 **Sal Sonia** – a Province of the South


 **Samath** – Terjurmehan word for Armageddon


 **Sametha** – girl captive in Aman’s care and kept as his prophet


 **Samiah** – territory in Darkforth bordering the Northern Kingdom


 **Samkiel** – angel of destruction


 **Sammad** – privileged all-boys school in Elmar

 **Sammus** – Dagothan man from the Iron City


 **San** – God of Darkness, brother to Jah; worshipped by the Ter-jurah, An-jurah, Machoo, Idarians, and the Marked; also known as the All Father, Sag-ahn, Truthforger, Darkwreather, Lightstealer, God of Shadows and the night god (to the Idarians)


 **San’s Day** – last day of the Terjurmehan week; considered a day of rest and reflection

 **Sandalphon** – one of the two mightiest seraphim of Jah

 **Sands of Fire** – desert east of The River Life in Korin

 **Sanism** – religion that considers San as god

 **Sanist** – someone who believes in San

 **San-Jahad** – see Great One



☞ San-la (“Attend!”) – first of two phrases spoken in a call to prayer by a Terjurmehan priest, instructing worshipers to prostrate

🏰 **San-mahad (sing.) / San-mahadi (pl.)** – Terjurmehan priest designated as an enforcer of the faith; the term *mahad* is also used; the *mahadi* form a sacred order

☞ San-su (“Listen!”) – second of two phrases spoken in a call to prayer by a Terjurmehan priest, instructing worshipers to sit back on their haunches and receive the sermon

☞ San-tel-moor – Terjurmehan holiday celebrating the New Year; the celebration lasts three days; it also commemorates the victory of the Temple over the Malaji

✂ sappour – three-stringed instrument played by Meerjurmehan musicians

† Saqqanu (son of Kufunay) – shaman of the Imperial Sect of Necromancers in Korin

🏰 **Saquetier** – nobleperson at the bottom of the rank structure in the Northern Kingdom, ranking below Devant

† Savek – Deven’s father

🦅 scarlet crescent – migratory bird found in Terjurmeh and Korin

🌐 **Scoriah** – southernmost port city on The River Life in Korin and a Korinian principality

† Scratch – Darius’ dog

✂ **Scriptures, Holy** – body of thirty-six canonical texts used as a basis for Terjurmehan religious doctrine

🏰 **Seer** – one of the Sacred Nine of the Terjurmehan Temple; responsible for all city-related religious activities; venerated for having the ability to see into the future

† Sef – mage of the Silver Blade party

☞ sekka-sinsu – reflective Kantaka pose; “saucer mirror”; cupping of the hands

† Selia – Kruush and Ahleen’s daughter

† Senticus (son of Hektor) – name of a hawkster

† Septamo – First Articulate of the Terjurmehan Temple

✂ **serak** – Terjurmehan holy device represented by an equilateral triangle with the shape of an eye in the center

✂ **Sercula** – anointing oil mixed with blood; used by Terjurmehan priests to bless the public; the priest draws a triangle on the forehead with an index finger

🌐 **Serpent's Belt** – range of hills and mountains in northern Darkforth

🌐 **Sersek** – a Province of the South

🏰 **Shadow Archer** – elite archer from Dagoth trained as an assassin

🐎 **Shadowbringer** – Aman's warhorse, a stallion and destrier; also referred to as the Great Stallion

🌐 **Shafah** – southwestern port city in Korin and also a Korinian principality

🏰 **shaman** – practitioner of religious ceremony in Korinian culture; similar to a priest

👤 **Sharif** – Petrah's childhood friend in Dagoth

👤 **Shay-tan** – another name for San, used primarily by the Meslin people of Dagoth

🌐 **Sheep Rock Inn** – inn where Ajoon stays in Hōvar

🌐 **Shell Bay** – body of water off the west coast of the Provinces of the South

👤 **Shep** – a ferryman in Bea-tet

👤 **Shigal (son of Xanecos)** – Xantecor's uncle and next in line to the emperor of Korin; brother to Xeron and Lord of Xōphia

👄 **shim (sing.)/shims (pl.)** – a copper coin in Northern Kingdom currency; smallest denomination

🏰 **Shrine** – Sag-ahnist equivalent of the Temple, but in Dagoth

🌐 **Shrine of San** – center of Sanism and temple where the Mighty One resides

🐍 **sidious pit viper** – venomous snake found in the Sorreil Rain Forest

👤 **Siene** – chambermaid in Mokan-lee's employ

👤 **Silas** – a senior soldier in Mokan-lee's employ who teaches Mina archery

🌿 **silkweed** – a plant whose sap produces a unique blend of leather and burned sugar notes for use in djap

👁️ **Silkworm** – mantra used by magi as a meditation technique consisting of three notes following a sinuous rise and fall of the practitioner’s voice

🏛️ **Silver Blade** – one of the five major political parties in Terjurmeh

🌍 **Silver Claw** – tavern in Fangmordah

🌿 **silver-tailed rat** – rat that prefers prairie and grassland, found mostly in east Meerjurmeh

👤 **Sinti** – one of Jera’s daughters

👁️ **Ska’rite (sing.)/ Ska’rites (pl.)** – seaside dwellers in Dagoth, one of the constituent people of the Marked

🌍 **Sky Plains** – plains occupying the eastern part of the Provinces of the South

🏛️ **Slave Guild** – dictates policy on slave ownership and control of the slave market in Terjurmeh

👁️ **solar** – see double imperial

👤 **Sooka** – Con-jurahn who guides Petrah and his friends into Darkforth

🌿 **soolechia** – vine-growing plant whose leaves are often steamed and used in Terjurmehan cooking

🍷 **soolechia-su** – grape-like leaves called soolechia stuffed with meat and rice

🌍 **Sorreil Rain Forest** – rain forest at the southern tip of Acia

🌍 **South Furals** – western mountain range bordering Korin

🌍 **South Kesel** – river that splits off the Juum in southeast Terjurmeh

👤 **Souza** – Petrah’s gonatan on his route to the Northern Kingdom

👁️ **sovereign (sing.)/sovereigns (pl.)** – a gold coin in Northern Kingdom currency; largest denomination

🍷 **sprushah** – an addictive tea given to Terjurmehan city slaves; acts as a stimulant, providing energy and staving off hunger; side effects include memory loss and brain damage

‡ Stormy – messenger pigeon that belongs to Chamberlain Consieur

🏛️ subdatory – floating position within Meerjurmehan senate to handle communications between senators’ offices and other centralized functions

🍰 sugarfruit cake – a dessert in Meerjurmeh made from prot and lemon

🌍 Su-gaya – territory in Darkforth bordering the Empire of Korin

‡ Sula – mare Tan rides to Darkforth

‡ Sumalla – legendary Terjurmehan mage purported to have assassinated the head of the Jahn Church

‡ Summi – one of Kruush’s workers

🧠 surati – vivid, almost violent dreams; called “dreams of a higher power” by the Terjurah

‡ Suriel – angel of death

🌍 Surpa – a Province of the South

🌍 Sushtâh – Meerjurmehan city along the Estuary River

‡ Suvius – An-jurahn priest instrumental in the start of Samath

🏛️ Su-yi – order of warrior priests in the An-jurahn Temple

🌿 sweetwater reeds – local marsh grass in Terjurmeh that gives off a sweet fragrance at night

🌍 Symorrah – city in north Âhn that serves as the capital of the An-jurahn people

🧠 sympathetic bridge – an elemental term for the connection between the two halves of the mind, waking and sleeping

✂️ syriak – another word for serak, used by the Marked

## T

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🧠 tak (sing./pl.) – gold coin used in Meerjurmehan currency; largest denomination

‡ Taka – one of the garrison soldiers on Maseah; befriends Petrah

† **Taliman (son of Koriman)** – imperial scribe of Korin who befriends Petrah

† **Taline** – Petrah’s classmate at the school at Maseah

† **Tan** – Petrah’s cellmate as a slave and a good friend

☞ **tanga** – well of power used by practitioners of Kantaka

🌐 **Tangeen** – river feeding into Meerjurmeh from the east; known for its treacherous cataracts

† **Tate** – royal pigeon fancier for the Northern Kingdom

† **Teenuh** – Dagothan woman from the Iron City

† **Teffa** – understudy to the Larn Garrow

† **Temms** – Captain and regiment leader of the City Corp of Hōvar

† **Tempest** – Queen Elissa’s warhorse

🏛️ **Temple** – the religious body of Sanism; different orders and hierarchies exist independent of each other between the Ter-jurah and Con-jurah

🌐 **Temple of Nahn** – Kanmar’s main temple

🌐 **Tenglomesh** – a Province of the South

🏛️ **Terad (sing.)/Teradi (pl.)** – tribal leader; must be a mage to assume the role

🏛️ **Terad-mara (sing.)/Terad-mari (pl.)** – priest of the Terjurmehhan clergy

☞ **Ter-jurahn (sing.)/ Ter-jurah (pl.)** – citizen of Terjurmeh

🌐 **Terjurmeh** – one of six domains in Acia; theocratic desert nation

☞ **Terjurmehhan** – of Terjurmeh

☞ **tet** – one copper piece in Korinian currency; smallest denomination; five tet equal one bronze koff

🌐 **The Arid Stretch** – desert west of The River Life

🌐 **The Copper Course** – river fed by West Lake in the Provinces of the South

🌍 **The Green Unknown** – dense forestland in the southern part of Darkforth bordering Korin

🌍 **The Lavender** – river branching southwest off of the Majenta River

🌍 **The Red Cove** – popular bakery in Durenbeck

🌍 **The River Life** – longest river in Acia; traverses the Empire of Korin north to south

🌍 **The River Nomad** – river running north from the Gōsh Mountains into Meerjurmeh

🌍 **The Scarlet Run** – river branching southeast off of the Majenta River

⚔️ **thieves' ball** – a popular sport in the Northern Kingdom that pits two teams against each other using mallets and balls on a fairway

🌍 **Thunder Run** – region located southeast of Scoriah

♂️ **Thuth** – Korinian goddess of wisdom, laws, and judgment; patron god to lawmakers and scribes, and arbiter to all gods; one of twelve greater gods

♂️ **Tia** – Tan's love interest

🌿 **tika** – rare tree that grows in west Darkforth, whose leaves numb the body when smoked; used by the Machoo in rituals

👑 **till (sing.)/tills (pl.)** – gold coin in Terjurmeh currency; largest denomination

🌍 **Triplet Bridge** – arched bridge spanning the Bandolin Canal in Hōvar

♂️ **Tirra** – lieutenant among the Marked

♂️ **Tissel, Anette** – wife of Davoth Tissel

♂️ **Tissel, Davoth** – son of Quellen Tissel

♂️ **Tissel, Edrich** – a Quellen who is lord of Errant's Keep and Warden of the South for the Northern Kingdom

♂️ **Tissel, Eluna** – late wife of Quellen Tissel

♂️ **Tissel, Lennet** – a Pernal who had tried to form his own kingdom and was beheaded as punishment for high treason

♂️ **Tissel, Vance** – a Devant and late husband to Devantess Moraine

† **Toevahel** (“abomination of Jah”) – demonic steed given to Petrah

☞ tokos – elementalist technique of invoking fire

† **Topak** – Korinian god of the skies; one of twelve greater gods

🌐 **Torian Archipelago** – chain of islands off the coast of Darkforth

☞ transmutation – an elementalist technique of transforming a solid to a liquid to reshape matter

🌐 **Traveler’s Highway** – natural passage that runs from Vergahl to the northeastern tip of the Kesel River and then onward to Errant’s Pass

🌐 **Travelers Inn** – inn located in Elmar

☞ Trillian of Darkness – three tenets taught to Terjurmehan clerics that outline the path of mastering the arcane arts

☞ trisagion – the song of seraphs, *ürum, ürüm, ürüm* in angelic tongue, translated as *holy, holy, holy*

† **Truth, Father of** – another name given to San

🏰 **Truthful, the** – religious terming of the loyal followers of San

☞ tsi-tsa – offensive Kantaka pose; “spider’s grasp;” a smothering technique

† **Tua (son of)** – Emperor Xantecor’s cousin

† **Tunis** – Insept and adjutant to Lord Verek

☞ turami – offensive Kantaka pose; “killing blow;” index finger is pointed at an opponent

🌐 **Turquoise River** – river fed by West Lake in the Provinces of the South

🌐 **Tuur** – easternmost city in Meerjurmeh

† **Tuvak (son of Menik)** – fourth emperor of the first dynasty of Korin; sovereign of the Western Plains

U

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☞ ubbakesh – offensive Kantaka pose; “stone thrust”

☞ ufah – a Terjurmehan expression that translates as “hammers,” or more specifically, “bring the hammers”

† Uhtah-Pei – Fifth Articulate of the Terjurmehan Temple and head of the Green Flame party

☞ unity – in channeling, it’s the concept of creating a bond between the body, spirit, and mind to create a union between matter and energy

🌐 University of Akan – acclaimed learning center in Hōvar

☞ urat (sing./pl.) – bronze coin used in Meerjurmehan currency; five urat equal one silver loon

† Uriel (“fire of Jah”) – one of Jah’s seven Angels of Punishment

† Urlo – Miko’s friend

☞ urug ha – Prallite battle cry

† Uzziel – angel of Heaven who serves under Uriel

## V

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☞ vaellra – deadly sandstorm with cyclonic attributes known to rip across the deserts of Terjurmeh and Meerjurmeh; called the “vortex of the sands” by desert nomads

🌐 Valin Isles – islands off of Zar-Zar and Waleen

🏰 Valudin – highest ranking noble in the Northern Kingdom, ranking below the Crown but above Pernal

🌐 Valudom – territory over which a Valudin rules

☞ Vanya – ancient An-jurahn word for “Mother;” refers to the volcano in Darkforth

† Varakkus – fourth-century Terjurmehan mage who staved off Ekmed’s destruction long enough for the young, old, and inform to escape; widely considered a hero of his day

🌐 Vellum, the – headquarters building in Hōvar where the Lesser Light governs

† Verek – Grand Insept of Aman’s army

🌐 Vergahl – northernmost city of Meerjurmeh; famous for producing exotic liqueurs

☞ Vergahlan (sing.)/Vergahlans (pl.) – citizen of Vergahl



† **Vespos** – one of Mina’s suitors

🏰 **Vice Steward (of the High Office)** – dedicated liaison of the Northern Kingdom assigned to a single foreign power under their purview; reports to the Steward

🍷 **vintas** – a red wine varietal from Meerjurmeh

🌍 **Visdon** – a Province of the South

🗨️ **vocali** – discipline of the arcane arts by which vibrations of the soul manifest through vocalization to create spiritual energy

† **Volo** – Sooka’s colt

🗨️ **voon-sai** – offensive Kataka pose; “flapping wings;” palms are spread like wings

**W**

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🌍 **Waleen** – a Province of the South

🏰 **War Chief** – post of an An-jurahn warlord chosen to head up the Warlord Council and lead Darkforth’s military

🏰 **Warlord Council** – council of warlords, headquartered in Âhn

🗨️ **warren (sing.)/warrens (pl.)** – a silver coin in Northern Kingdom currency; fifty copper shims equal one silver warren

† **Watcher, the** – see Azazel

🏰 **Watchers** – host of angels originally sent to watch over men; later condemned for mating with mortals and imprisoned in Aerth until the Day of Judgment

🌍 **West Bandalor** – a Province of the South

🌍 **West Lake** – lake south of the Blades of the South

🌍 **West Morrow** – west end of the Iron City

🏰 **White Hand** – one of the five major political parties in Terjurmeh

🏰 **White Robe** – a junior apprentice in the Terjurmehan magi order


🌍 **Windmoor Castle** – castle belonging to the Crown in Durenbeck


 **Woldenland** – a Province of the South


## XYZ

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 **Xanecos (son of Exetese)** – first emperor of the twenty-fifth dynasty of Korin


 **Xantecor (son of Xeron)** – third emperor of the twenty-fifth dynasty of Korin; considered the son of Jah (An-ta), but also An-ta’s incarnation among the Korinian people

 **Xeron (son of Xanecos)** – second emperor of the twenty-fifth dynasty of Korin; also known as Xeron the Wise

 **Xōphia** – region located southeast of Finth in Korin


 **Yagonel (“sorrow of Jah”)** – angel of Heaven imprisoned in the Netherworld

 **Yaxonne** – a Province of the South


 **Year One** – first year following the end of the Great War in Acia; it marks the beginning of the Acian calendar

 **Yunior** – Dagothan man from the Iron City; Sammus’ son

 **Za’afiel** – angel of destruction

 **Zar-Zar** – a Province of the South

 **Zen** – Draadlord of Kanmar

 **Zencon (son of Hothos)** – Lord Commander of Kree