

Glossary of names and terms used in the novels

The Dark That Binds *The Dark That Usurps* *The Dark That Rules*


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


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

 **Acia** – world of men comprised of a single inhabited continent


 **Acian** – of Acia


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

 **Aelia** – Jera's wife

 **Agobo Desert** – western Meerjurmehan desert; borders Terjurmeh

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

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

 **Ajoon** – one of Petrah's fellow classmates at the school where he is a mage in training, and a good friend

 **Alis** – Petrah's mother

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

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

🗨️ **An-jek** – low tongue of the An-jurah; a derivative of Jurmehan

🗨️ **An-jurahn (sing.)/An-jurah (pl.)** – member of the first civilized race in Acia

🌍 **Andelah** – name of battlefield in Meerjurmeh where the Ter-jurah defeated the Con-jurah in an historic battle; the Terjurmehan holiday Hah’xallah commemorates the victory

🌍 **Andora** – one of the Provinces of the South; famous for glassmaking

† **Anga** – Jera’s youngest son

† **Angor** – servant of the Malaji in Kushan

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

† **Antelle** – Petrah’s first cellmate as a slave

🍌 **apesh** – sweet, fleshy fruit; typically dried

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

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

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

† **Asak** – Meerjurmehan ambassador

† **Asmodeus** – a top-ranking fallen angel in hell charged with taking Petrah to see the San

† **Astaroth** – a fallen angel commissioned by San to teach Petrah how to defend himself against the angels of heaven; he rules over punishment in hell

† **Azazel** – a fallen angel who is one of the Watchers; in Terjurmehan scripture, he is also known as the Gatekeeper

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

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

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

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

† **Belial** – a fallen angel of heaven commissioned by San to mentor Petrah

🏰 **Black Arrow** – one of the five major political parties in Terjurmeh; controls the slave trade

🏰 **Black Robe** – another name for a mage of the Terjurmehan magi order

👁️ **blood to spirit** – amen-like phrase spoken by the Ter-jurah

🐦 **bluetail** – songbird found in Meerjurmeh

🌍 **Bokania** – Monta-por's manor and accompanying guesthouses; of architectural notoriety

✂️ **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

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


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

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


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

† **Chepente** – Petrah's servant while he resides in Hath, Korin


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

 **channeler** – practitioner of channeling


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


 **cleric** – ordained member of the Terjurmehan/Meerjurmehan clergy; one rank below a priest

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

 **Commerce Guild** – trade association governing all inter and intracity trade in Terjurmeh

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

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


 **cumya** – gumresin produced by river weed; used as a bonding material

 **currah** – silver, delta-shaped coins used in Terjurmehan commerce


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


 **Darkforth** – massive expanse of forests and jungles covering the entire northeastern portion of Acia


 **Darius** – servant of the Malaji in Kushan; mentors Petrah in the ways of the divine


 **Derel** – wasteland region north of the Juum River in Terjurmeh


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

 **Divine Awakening** – 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

 **Donahue, Eric** – Petrah's Philosophy class teacher

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

 **Draadlord** – top slave master post

✂ **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

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

🌐 **Eastern Ocean** – body of water bordering Acia’s eastern coast

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

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

👤 **Edden** – Bodyguard who accompanies Mina to Tuur

👤 **Efta-lah** – Second Articulate of the Terjurmeh Temple

🌐 **Ekmed** – original capital of Terjurmeh; destroyed by Meerjurmeh invaders

👤 **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

🌐 **Elmar** – capital city of Terjurmeh

🌐 **empyrean** – the center of heaven where Jah resides

👤 **Essena** – one of the top commanders in the Meerjurmeh army

🌐 **Estuary River** – river running northwest in Meerjurmeh to the famed “sea of sand”

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👤 **Faithful, the** – religious terming of the true followers of Jah; also called the Righteous


🌐 **Fangmordah** – second largest city in Terjurmeh

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

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


🌐 **Finth** – Korinian city south of the capital along the River Life


 **Fist** – ruling political party in Terjurmeh


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


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 **Gadreeel** – a fallen angel of heaven who is one of the Watchers and lord of the Malaji


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

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


 **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


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

 **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 Mountains** – large mountain range dividing the continent of Acia north from south


 **Grand Pyramids** – twelve pyramids standing east of Kasâh, the capital city of Korin

 **Gray Robe** – another name for a journeyman in the Terjurmehan magi order

 **Great Act** – sanctioned assassination by the clergy of the Terjurmehan Temple

 **Great Council** – three-day annual gathering of Terjurmehan tribal and government leaders for the purpose of setting secular policy and vying for power

 **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

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

☞ **Great War** – the most significant wartime conflict in Acian history; its end marks Year One in the Acian calendar system

🏰 **Greater Light** – title given to the head of the Jahn church

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

🌍 **Green Unknown** – dense forestland bordering the Empire of Korin to the east

🏰 **Green Robe** – another name for a lead apprentice in the Terjurmehan magi order

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✂ **haachi** – desert tents made of sturdy canvas with wide sweeping sides, built to handle strong gusts

🌍 **Hachaqua** – step pyramid, located 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

🌍 **Hath** – large estate in Korin

† **Hamma** – lead apprentice and student leader for the school Petrah attends as a mage in training

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

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

☞ **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

🌍 **Hōvar** – capital city of Meerjurmeh

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

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🐦 **icarus** – beautiful songbird of pure white

👤 **Idarian** – barbarian clansmen living mostly in Darkforth; also referred to as hill men

👤 **Imamiah** – fallen angel who torments Petrah while he is incarcerated in the netherworld

👤 **Immanuel** – Petrah's birth name

🌐 **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

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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** – claw-like curling of the fingers in Kantaka 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

👤 **Jahnist** – member of the Jahn Church

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


👤 **Jayeem** – Monta-por's first mate aboard the *Kafta*


👤 **Jakk** – owner of an eatery in Hōvar; counsels Petrah on his love woes

🌀 **jalibi** – the Terjurmehan version of a hookah

👤 **Jera** – patriarch of one of the families making up the Goa Tribe


 **Jewel of the Empire** – see Pearl Palace

 **Joram II** – King of the Northern Kingdom


 **Joriah** – one of the highest-ranking members of the Green Flame; reports directly to the party leader; Petrah’s master during his apprenticeship as a mage in training


 **Jovah** – another name for Jah, as called by the Peshte


 **Jow-quu** – Petrah’s longest-term cellmate as a slave


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

 **Juditarium** – justice hall of the Marked from Petrah’s homeland

 **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

 **Juum River** – Nilelike river bisecting the country of Terjurmeh


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


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


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


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


 **Kantaka** – Ancient form of mental martial arts used among Terjurmehan magi; the style utilizes hand gestures to form energy patterns for offense and defense

 **Kaneron** – northern port city of Korin which borders the Eastern Ocean


 **Kasâh** – capital city of Korin


 **Kattra** – 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


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


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

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


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


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


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

 **Ketler** – Terjurmeh village located northwest of Kanmar


 **Khali** – one of Jera's daughters

 **khet** – a skilled two-person board game in Meerjurmeh where the player tries to topple the dynasty of their opponent


 **Korin** – dynastic empire in Acia consisting of twelve principalities; protector of the Provinces of the South


 **Korinian** – of Korin or citizen of Korin; language of Korin


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

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

 **krellshit** – expletive typically spoken by the Ter-jurah and Con-jurah

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

 **Kurth** – largest port city in Acia; declared as the capital city of the Provinces of the South by the Empire of Korin

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

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

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

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

👤 legion – largest Korinian military unit; typically 6,000 soldiers

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

👤 **Lila** – Mokan-lee’s wife

👤 **Lilith** – female fallen angel who tries to get Petrah to sin

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

👤 **Lukka** – old slave who offers Petrah rest and advice when Petrah escapes from captivity

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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

🏰 **mage (sing.)/ magi (pl.)** – secular wielder of divine power in Acia; term is used cross-culturally

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

🏰 **Magi Guild** – nonpartisan, professional Terjurmehan organization comprised of magi members from different parties

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

🏰 **magus** – a mage

👤 **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

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

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

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

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

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

☞ Marked, the – faithful servants of San, originally from Petrah’s homeland

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

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

† Maylia – imperial chancellor of Korin

🌍 Mendegōsh – series of foothills on the east end of the Gōsh mountain range

🌍 Meerjurmeh – theocratic nation in Acia where Jah (God) is considered supreme

☞ Meerjurmehan – of Meerjurmeh

☞ Meslin (sing.)/Meslins (pl.) – desert people of Petrah’s homeland; aligned with the Marked

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

† Michael – archangel of Heaven who brings Petrah before the throne of God

🏰 Mighty One – title given to the head of the Terjurmehan Temple; considered San’s incarnate in Acia

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

† Mikano – Mokan-lee’s youngest son

† Miko – one of Petrah’s fellow apprentices at the school where he is a mage in training; Miko becomes Petrah’s enemy

† Milio – Mokan-lee’s eldest son

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

☞ mind link – psychic communication method employed by magi

🌍 Mingèl – salt mining outpost north of Kanmar

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

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

👤 **Mokan-lee** – affluent Meerjurmehan businessman; father to Mina

🌍 **Montabijon** – Mokan-lee’s estate in Hōvar

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

👤 **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 serpent

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

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

👤 **Nerod** – Jera’s eldest son

👤 **Neru** – Jera’s middle son

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

👤 **Niak** – top general in the Korinian army

👤 **Nishepneh** – Fourth Articulate of the Terjurmehan Temple

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

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

🌍 **Northern Kingdom** – country north of Terjurmeh; a monarchy

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

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

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

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

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

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

👤 **oma** – Terjurmehan reference to grandmother

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

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

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

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

👤 **Peshte** – mountain people from Petrah’s homeland, 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”

👤 **Petuk** – one of the twelve greater gods worshiped by the Korinians before they converted to Jahism; Petuk was considered the custodian of the dead and keeper of souls, and had the body of a man and face of a reptile


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


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

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

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

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


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

 **Prophecy, Book of** – last book in the Terjurmehan religious canon; foretells the rise of the Truthful of San and demise of the Faithful of Jah

 **prot** – sweet, fleshy fruit

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

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


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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

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


 **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


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


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

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

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

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

 **runescaping** – see runecraft

 **runecraft** – the art of crafting runes, imbuing inanimate objects as charms and talismans; also called runescaping

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

† **Sag-ahn** – another name for San; used by the Marked

🏛️ **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

† **Samantha** – girl captive of Aman's; kept as his prophet

☠️ **Samath** – Terjurmehan word for Armageddon

† **San** – God of Darkness, brother to Jah; worshipped by the Ter-jurah, An-jurah, Machoo, Idarians and the Marked

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

🏛️ **Sanist** – someone who believes in San

† **San-Jahad** – see Great One

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

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

🌍 **Sands of Fire** – hot desert land east of the River Life in Korin

☠️ **San-tel-moor** – Terjurmehan holiday celebrating the New Year; celebration lasts three days

🦅 **scarlet crescent** – migratory bird found in Terjurmeh and Korin

✂ **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

† **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

👤 **Shadowbringer** – Aman's stallion

🌍 **Shafâh** – southwestern city in Korin

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

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

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

👤 **Shigal** – Xantecor's uncle and next in line to emperor of Korin

👤 **Sinti** – one of Jera's daughters

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

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

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

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

🍷 **sprushah** – narcotic tea given to Terjurmehan city slaves; provides energy and staves off hunger; side effects include memory loss and brain damage

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

🏛️ **Su-yi** – order of priests in the An-jurahn Temple used to execute the will of the Temple where conventional methods of canonical enforcement have failed

👤 **Summi** – one of Kruush's workers; saves Petrah's life

👁️ **surati** – vivid, almost violent dreams; called “dreams of a higher power” by the Ter-jurah

🌍 **Sushtâh** – Meerjurmehan city located along the Estuary River

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

🌐 **Symorra** – city located in north Âhn that serves as the capital of the An-jurahn people

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

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† **Taline** – one of Petrah’s fellow apprentices at the school where he is a mage in training

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

† **Taliman** – imperial scribe of Korin who befriends Petrah

† **Tan** – one of Petrah’s cellmates as a slave; later, he becomes a good friend

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

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

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

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

🌐 **Terjurmeh** – theocratic desert nation in Acia

👤 **Terjurmeha** – of Terjurmeh

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

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

† **Traveler, the** – a man who appears before Petrah while he is in Acia and imparts advice and warning regarding Petrah’s future; it is not known if he is real or part of Petrah’s imagination

👤 **Trillian of Darkness** – three tenets taught to Terjurmeha clerics that outline the path of mastering the arcane arts

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

🏛️ **Truthful, the** – religious terming of the true followers of San

† **Tua** – Emperor Xantecor’s cousin

☠ **turami** – Killing blow used in Kantaka by pointing an index finger at an opponent

🌐 **Tuur** – easternmost city in Meerjurmeh

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☠ **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

† **Uriel** (“fire of God”) – angel of heaven who stands before the throne of Jah

† **Uzziel** – angel of heaven who serves under Uriel

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🏰 **Valudin** – highest ranking nobles in the Northern Kingdom; equivalents of Dukes in the British nobility system

☠ **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

☠ **Vanya** – ancient An-jurahn word for “mother;” refers to the volcano in Darkforth

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

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† **Watcher, the** – mysterious individual appearing in Petrah’s dreams; later revealed as the fallen angel, Azazel, one of the Watchers; also called the Gatekeeper in Terjurmehan lore

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

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

🏰 **White Robe** – another name for an apprentice initiate in the Terjurmehan magi order

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† **Xantecor** – third emperor of the twenty-fifth dynasty of Korin; considered Jah’s incarnate among the Korinian people; befriends Petrah and considers him a divine brother

† **Yagonel** (“sorrow of God”) – angel of heaven imprisoned in the netherworld

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

† **Zen** – Draadlord of Kanmar