

Glossary

**Words are listed in their singular form, followed by plural endings, feminine (if applicable) singular and plural endings; -i endings are masculine and -u endings are neuter. The 'g' in ancient is always hard, as in the word 'go'; it never becomes soft (the 'j' sound), regardless of the vowel ('e' or 'i') that follows; further, the vowel combinations 'ai' or 'ay' sound like the 'y' in 'sky.'*

Races

awemi, -em, -a, -am (*ah-WAY-mee, -ehm, -ah, -ahm*) sentient creatures created from the elements of earth and air, three to four feet in height, thick soled feet, with thick, curly hair growing on the tops of their feet and backs of their hands.

awi, -em (*AH-wee, -ehm*) sentient creatures of the realm of air, created from the element of air; this category includes uncorrupted *megatrem*, metal *aperum*, *ekcludem*, and all uncorrupted birds.

themi, -em, -a, -am (*THAY-mee, -ehm, -ah, -ahm*) sentient creatures created from the element of earth, under three feet tall, broad shouldered, large hands that can dig through solid rock as if it were sand; it is believed that this race is in thrall to Gar, if any still exist.

vedi, -em, -a, -am (*VED-ee; VEED, -ehm-ah, -ahm*) sentient creatures created from the elements of water and air, over eight feet tall, thin and lithe, living deep in the forests in the tops of huge trees; this race is ruled by a council of seers and shuns all others.

wedori, -em, -a, -am (*way-DOOR-ee, -ehm, -ah, -ahm*) sentient creatures created from the element of water, living in the oceans, six to twelve feet in height, hands and feet elongated and webbed, heads are bulbous, large, and gilled, unable to survive outside the water. Legend says that there are two varieties: those dwelling in the salt-water oceans, and those living in freshwater lakes, called the *pludorem*; however, none of the latter have ever been found, and the only evidence of their existence is in the *pleugle*, who are corruptions of this freshwater type.

wethi, -em, -a, -am (*WETH-ee, WEETH-em, WEETH-ah, WEETH-ahm*) sentient creatures created from elements of earth and water, most numerous of all the races, five to six feet in height, closest to contemporary humans.

Corruptions

**The following races were made by Gar in the beginning, by taking offspring of the previously described races and altering their fundamental natures through the addition of the elements of fire or ice.*

aperu, -um (*AH-pay-roo, -room*) these flying reptiles are not strictly corruptions, since those who were created in the beginning, formed by the addition of precious metals to the element of air, are loyal to the One. It is believed that Gar, before he and his followers were driven out of the presence of the One, helped to create the original pair of *aperum*, a male and female based on platinum; at the same time and with the help of Guengle, they created a male blue and a female red, each infused with powerful spirits of frost and fire, respectively. From the offspring of this latter pair and with the

introduction of other elements beyond fire and ice, Gar and Guengle created the colored *aperum*, all of which are evil (color-element-breath): orange-earth-acid, green-water-steam, yellow-air-poison gas, red-fire-fire, blue-ice-frost; three others are believed to exist, but this is only a legend drawn from the fact that there are three other elements: time, light, and Void—purple, white, and black, respectively; it is possible that these final three are the sources of their respective elements, such that these *aperum* do not actually exist, but are the symbolic representations of these elements. Of the metal *aperum*—copper, iron, silver, gold, and platinum—all have fire breath, many times more powerful than the red, being creations of fire and air with the addition of a metal.

gheli, -em, -a, -am (*GAY-lee, -ehm, -ah, -ahm*) Gar created these small and numerous creatures from *themen* to which he applied the element of ice, giving their skin a bluish hue; around three feet tall, although there are reports of some as tall as four feet, able to dig through stone with the same ease as a fish moves through water, they do all the manual labor and fill the lowest ranks of Gar's armies.

krugle (*KROO-gul*) these giant creatures average eighteen feet in height, bearded, wielding huge double-bladed axes, have frosty white skin, and icy, blue blood; none know how Gar created these creatures; it is believed that they were created from the element of ice alone.

megatri, -em (*MEG-uh-tree, -ehm*) these giant creatures average twenty-four feet in height, hairless, wielding huge black-iron swords and hammers, have ruddy skin, and fiery red blood; like the *krugle*, it is believed they were created from the element of fire alone; they are accomplished smiths, making all the weapons and armor used by Gar's armies.

morgle (*MOR-gul*) these creatures are corruptions of the *wedorem* through the application of the element of ice; they, unlike the *wedorem*, can live in or out of the water; they are the most powerful mentalics, increasing in power by consuming the brains of other creatures; they have large, bulbous heads with tentacles covering their mouths used to hold the head of a creature, punch a small hole in the victim's skull, and consume the victim's brain and mental power; a touch from their two-fingered hands paralyzes the victim; they are accomplished users of the elements, rivaling the greatest *maghem* who have ever lived.

nekerpu, -um (*neh-KAIR-poo, -poom*) these are animated corpses, created from the dead bodies of any sentient creature through the application of both elements of fire and ice, raised from their graves and controlled by a *purgle*; *nekerpum* consume live flesh, going into a frenzy on the battlefield at their first taste of blood and tearing their enemies apart; the only way to destroy them is to disrupt the *purgle* who controls them.

ponkolu, -um, -a, -am (*pahn-KO-loo, -oom, -ah, -ahm*) the most powerful and most feared of all of Gar's corruptions; it is believed they were created from *puri-wethi* crossbreeding with additional applications of the elements earth and fire; fanged and horned, around eight feet in height, with bat-like wings that enable them to fly only in the fifth dimension, *rumepant*; proficient in both mentalics and *tekson*, they have an appetite for *wethem*, raping any who fall into their hands.

prusai (*PROO-sy*) legend says that these corruptions of the *awemem* by the application of ice did not survive; the *awemem* say that it was because of the strength of their

original forebears, who died rather than submit to Gar; whether this belief is true, none now know except for Gar, who is unlikely to confirm this belief, if true.

purgle (*PUR-gul*) these are black *maghem* and red *kailum* who have sacrificed all to gain immortality by placing their essences into some object then killing their bodies in a ritual that brings them back to life without flesh and blood; they retain all the powers they had in life, with the added ability to raise and control *nekerpum*.

puri, -em, -a, -am (*POO-ree, -ehm, -ah, -ahm*) corruptions of *wethem* by the application of the element, fire; nearly as numerous as the *ghelem*, horned and fanged, their skin color ranges whitish red of the breeders to a deep, reddish-copper.

wedateri, -em, -a, -am (*way-duh-TARE-ee, -ehm, -ah, -ahm*) these are corruptions of the *vedem* through the application of fire, although their blue skin might lead us to believe that ice was used; the two varieties of these creatures--blue and green skin colors, the green inhabiting the Mariskal--discounts this supposition; tall and powerful, they also possess the ability to regenerate quickly, although stories of new *wedaterem* regenerating from cut-off limbs seem to be exaggerations of fact; it is believed that the green-skinned swamp variety were failures of Gar, abandoned in the Mariskal; experts agree that the green skin of this variety shows Gar's failure to completely corrupt the original *vedem*, who were based on water and air.

Orders

kailu, -um (*KY-loo, -loom*) order of healers founded by Shigmar, divided *atno* 73 into the green and red orders when one-third of the *kailum* dissented over the use of certain powers, the red serving Gar while the green continued loyal to the One; the red have their home across the bay from Belford, where it is believed they perform unholy rites involving sex, sacrifice, and the creation of *purgle* and raising of *nekerpum*; some evidence suggests that there is a third division among these orders, called the *genewum*, or those who protect and serve the natural world, but their numbers are so small, being dissenters of the other two, that they are seen as a sub-group rather than their own order; primary attributes of this order are wisdom and compassion. The green order is led by a ruling council of five masters from the school, chosen from the Assembly of all green *kailum*, with the school's headmaster as the sixth member and leader of the council.

kortexi, -em (*kore-TEKS-ee, -ehm*) order of fighters founded by Karble, dedicated to following the One and protecting the weak and innocent; this order follows a strict code of conduct, with especially rigid rules involving relations with *wetham*; primary attributes of this order are strength, stamina, and prowess in battle. The leader of this order, called the *Wesento*, is chosen from the most senior and experienced of the order.

maghi, -em (*MAHG-ee, -ehm--again, the 'g' of 'go'*) order of sorcerers founded by Melbarth, divided *atno* 67 into the white and black when one-half of the *maghem* dissented concerning the raw use of the Void; the black became servants of Gar and made their home in Eklor; rumor has it that the cape upon which their home is located was shattered by the misuse of the raw Void in *atno* 1134; a third division occurred around *atno* 700, when many dissented from the black, believing the order had become too much the creature of Gar, giving them little freedom to act; this group formed the gray order, called the *methaghem*, who wished to be independent; their first home was


in Metarb, at the edge of the Thruplar and the Reuthowen; later, when their numbers increased, they expanded to Mestoimo, an island in the Inner Sea, and Methpag on an island in Misty Lake; primary attributes of this order are logic and intellect. The white order is ruled by a council of ten hierarchs, with a chair and eleventh member, called the *sedra*.


seklesi, -em, -a, -am (*say-KLESS-ee, -ehm, -ah, -ahm*) order of soldiers and rangers, founded by Shigmar, Karble, and Melbarth in *atno* 39, when the three realized that Gar would conquer them one by one if they did not unite all three of their orders into one; this order was created to patrol and protect the land, with six regular legions and one elite legion, who protect the *Fereghen* and *Feragwen*; the first three legions, along with the elite legion, remain in Holvar at all times; the last three legions are spread throughout the land on patrol, rotating in and out of Holvar every six weeks; another legion, called the Sea Legion, patrols the waters; a further legion, the Training Legion, are those studying to become *seklesem* and are housed in a fortress in the mountains south of Holvar; a Seventh Legion, called the *gwenakso* and formed of the very best *seklesem*, can be formed by the *Feragwen* during times of great difficulties; however, it has been several centuries since this legion was organized, so it has become part of *seklesi* legend.


Elements

earth colored orange, *ghemu*, symbol: 


water colored green, *wedu*, symbol: 


air colored yellow, *awu*, symbol: 

fire colored red, *puru*, symbol: 

ice colored blue, *gelu*, symbol: 

time colored purple, *ditu*, symbol: 

light colored white, *leuku*, symbol: , *symbol of the One*

Void colored black, *kassu*, symbol: 

Hierarchs of Melbarth

Kresgart (*KRES-gart*) Chair of the Council, or *sedra* (which means, 'chair'); he is the only member of the council who uses his own name; name means 'one who is doubly strong.'

Degwendek (*day-GWEN-dek*) Master of Defense; oversees the defenses of Melbarth, both school and city, and also the teaching of defensive *orthek* techniques; his name, like all the names that follow, is a title that describes the position held and means 'master of defense.'

Sagenik (*SAH-gay-nik*) Master of Attack; with Degwendek, oversees the defenses of Melbarth with a focus on strategies of attack; he also teaches offensive *orthek* techniques; his name is a title and means 'master of attack.'

Aweka (*ah-WAY-kah*) Master of Air; oversees teaching of uses of element of air in *teka*; name is a title that can change endings with the master who occupies this position ('i' for 'a' when the master is male), as can all the titles that follow and means 'master of air.'

Wedeka (*way-DAY-kah*) Master of Water; oversees teaching of uses of element of water in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of water.'

Ghemeki (*gay-MAY-kee*) Master of Earth; oversees teaching of uses of element of earth in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of earth.'

Pureka (*poo-RAY-kah*) Master of Fire; oversees teaching of uses of element of fire in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of fire.'

Geleka (*gay-LAY-kah*) Master of Ice; oversees teaching of uses of element of ice in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of ice.'

Diteika (*dee-TIE-kah*) Master of Time; oversees teaching of uses of element of time in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of time.'

Leuki (*lay-OO-kee*) Master of Light; oversees teaching of uses of element of light in *teka*; name is a title that can change endings with the master who occupies this position; title means 'master of light.'

****Kasseki** (*kahs-SAY-kee*) Master of Void; this master has been lost since the division of the original *maghi* order in *atno* 67, although the other masters continued to teach the use of this element until news of the destruction of Eklor in *atno* 1134, at which time overt use of the Void was forbidden by members of the order; the council admitted, however, that some *ortheks* covertly used this element, thus, the distinction was introduced; it is interesting that this master's place and chair at the council table has never been removed; name is a title that could change endings with the master who occupied this position; title means 'master of Void.'

Skrifeki (*skree-FAY-kee*) Master of Records; keeper of the library of Melbarth; records all the history and chronicles of the order, the school, Melbarth, and the land; name is a title that can change endings with the master who occupied this position; title means 'master of records,' or 'keeper of writings.'

Money

ayesu, -um (*aye-YAYH-soo*) copper, smallest coin, twenty-five to an *argentu*, one hundred to a *ghelwu*.

argentu, -um (*ar-GEHN-too*) silver, middle-sized coin, four to a *ghelwu*.

ghelwu, -um (*GEL-woo*) gold, larger-sized coin, twenty to a *platu*, at current rates.

platu, -um (*PLAH-too*) platinum, largest coin, very rare and extremely valuable, few, if any, are in circulation.

Dictionary

ansu (*AHN-soo*) a spirit, detached from a physical body; some believe an *ansu* can inhabit a person's body and control it, but only a *kwalu* is capable of actual possession; see **kwalu**, below.

argwiwo (*are-GWEE-wo*) silvery liquid used by *kailum* to aid in casting an aura upon a person; also known in other circles as quicksilver.

Atala (*ah-TAH-la*) spirit of fire tricked by Gar in the beginning, trapped withing the body of Gwenatera, the fire queen.

Avril (*AHV-ril*) *kailu* Master of Healing, responsible for running the Infirmary, member of the ruling council of Shigmar; name means 'white running stream,' i.e., 'whitewater rapids.'

Barsmo (*BAHRS-moh*) Red Guard who aids the *chosen* in Belford; third sergeant in the Second Company, Second Legion, later promoted to captain; another variation of the name that means 'strong shoulders.'

Belaremo (*bay-lah-RAY-moh*) One of the commanders of the elite Red Guard responsible to protect the red *kailu* masters in Luflina and a favorite of the Master of Arms; name means 'strong arm.'

Belgan (*BEHL-gahn*) captain of the First Company of the *gwenakso*; name is probably a variation of the name of Mistress Klarissa's father, **Blekan**, whose name means 'strong singer.'

Blekan (*BLAY-kahn*) Klarissa's father; name means 'strong singer'

Dekar (*DAY-kar*) member of the Red Guard stationed in Luflina; meaning of the name is unknown, although Hierarch Thalarach *believes* it could be 'one who shows. . .,' but what this one show is unclear; since the red *kailum* are involved, we assume that what this person shows must, necessarily be associated with the unholy rites practiced within the Luflina, but this is only a guess.

Demansa (*day-MAHN-sah*) one of a pair of *ponkola* sisters, favorites of Gar, sister of Rupansa, name means 'the she-demon'.

ekludi, -em (*eh-KLOO-dee*) intelligent, power-wielding creature of the elemental realm of air; larger than the horse with a single horn; communicates through mind-speech; this creature never touches the ground but floats through the air.

Elker (*EHL-ker*) rebel son of the One, see **Gar**.

Elos (*AY-lohs*) loyal son of the One through whom He acts.


Fatawssy (*fah-TAH-see*) female *pleugle*, servant of Motodu, found and rescued by the *chosen* in Morokolu; it is unknown if her name has any particular meaning, although Hierarch Thalarach believes the ending, '-assy,' is patronymic in its derivation.

Felorno (*fay-LOR-no*) minister, herald, and messenger of the Lord of Air

Feragwen (*FAY-rah-gwehn*) female leader of the *seklesem* and joint ruler of all the land, joined to the *Fereghren*; title means 'high queen.'

Fereghen (*FAY-ray-ghen*) male leader of the *seklesem* and joint ruler of all the land, joined to the *Feragwen*; title means 'high king.'

Fregren (*FRAY-grehn*) *kortexi* altered by Gar and Motodu, sent back to Karble to destroy the order; name means 'broken mind.'

Gar (*gahr*) Lord of Evil, fallen son of the One, cast with his followers into the underworld for rebellion; formerly named Elker, symbol: .

Gawkassy (*gah-KAH-see*) the shaman, which is in some ways equivalent to a *kailu*, of one of the principal clans of *pleugle* inhabiting the Wolpoti Swamp; father of Fatawssy and son of their Widoitor, the leader of all *pleugle* clans; it is unknown if his name has any particular meaning, although Hierarch Thalarach believes the ending, '-assy,' is

patronymic in its derivation, especially considering the similarity between the names of father and daughter.

geuskeldu (*gay-oos-KELL-doo*) archway/chamber of advancement used by the *maghem* to test themselves and advance in power and abilities.

Ghelvon (*GHEL-vahn*) *kailu* Master of Battle, member of the ruling council of Shigmar; name means 'to make oneself ready to shine.'

gheusu, -um (*GAY-oo-soo*) one who is chosen, in this case, by the One; reference to the *chosen of the One*.

Ghreis Prokarts (*grace PROH-karts*) *kailu* Master of Soldiers, chief commander of the soldiers protecting Shigmar, member of the ruling council of Shigmar; name means 'strength from anointing.'

Guengle (*GWEHN-gul*) the name means 'woman of cold'; she is the ruler of ice who aided Gar in the beginning before they had a falling out with each other; unlike Gar, she was not driven out for rebellion, but she, with her followers, left the presence of the One to rule her own realm; she helped create all the corruptions that include ice.

Gwemo (*GWAY-mo*) formal greeting, Hail!

gwenakso (*gwayn-AHK-so*) the fabled Seventh Legion of the *seklesem*, organized by the High Queen whenever she feels sufficient threat exists; the name means "the sharp sword of the queen."

Gwenatera (*gwayn-ah-TAY-rah*) ancient red *aperu* living in Aperkolu, referred to as Gar's pet, although she holds no allegiance to him.

Gwoneru (*GWAHN-eh-roo*) *Aperu*-slayer, the name of Rokwolf's sword.

kara, -am (*KAH-ra*) prostitute, whore, female slaves kept by red *kailum*.

karasun (*KAH-rah-soon*) a curse word that literally means 'son, or daughter, of a whore.'

Karble (*KAR-bul*) first and greatest *kortexi*, founded the order of the *kortexem*; his name means 'bold strength'.

Kathe (*KAH-thay*) one of the *kara* who works for Madame Melaine in Belford; name means 'one who is a whore.'

Kaudorfu (*kow-DOHR-foo*) *ponkolu* master of Gar's slaves; name means 'beater of slaves.'

Kelmo (*KELL-moh*) Chief Shield of the command squad of the *gwenakso*; name means 'helm.'

kelnan-ditistas (*KELL-nahn-DEE-tee-stahs*) the word means, literally, 'the room of stopped time'; space created in which time outside of the room can be slowed almost to a stop.

Kenawon Gwendalto (*KAY-nah-wohn gwayn-DAHL-toh*) one of the leaders of the *kortexi* faction that wants Blakstar to become *Wesento*; cousin to Nepawon Spornasen (mothers are sisters); name means 'protector of the young who defends against the old.'

kerono, -em (*kay-ROH-no*) creature between the *ekludi* and the horse, with a single horn and very rare; the few still living are watched over by the *vedem*, deep in the forest; they are considered holy creatures by the *vedem*, who believe they are fallen *ekludem*, and considered to be symbols of beauty, colored gold or white.

kerteradi, -em (*kare-tare-RAH-dee*) name given by the servants of Gar to those of good orders who sell out to Gar; the name carries the sense of 'traitor'; these converted

servants of Gar are not trusted by other servants.

klitodweri, -em (*kle-TODD-weh-ree*) scout order organized by Tevvy's father; the name means 'one who listens at doors'; these are 'thieves' who serve the One and the orders of good.

Krelufi (*kray-LOO-fee*) red *kailu* Master of the Arcane, second to the Magsamel, brother to Pulufi and Melufa; name means 'body filled with desire.'

Kresmo (*KREHS-moh*) captain of *seklesi* company stationed within Lufkor; another variation of the name that means 'strong shoulders.'

Krissa (*KREE-sah*) one of the *kara* working for Madame Melaine in Belford; name means, politely, 'one who gives good sex.'

Kuresmo (*koo-RAYS-moh*) retired *kortexi* who helps Whitesun; name means 'strong shoulders.'

kwalu, -um (*KWAH-loo*) servants of Gar who possess and control the bodies of others.

Kwelupi (*kway-LOO-pee*) red *kailu* master who becomes Motodu after Melbarth's rod rejects the *morgle*, carries Sutugno to Xythrax; name means 'body pleasure.'

Leukila (*loo-KEE-la*) Klarissa's mother; name means 'bright one'

Lonera (*loh-NAY-rah*) *awema* midwife who is a friend of the families of both Mistress Elanor and Master Telvor; name means 'one who gives aid during childbirth.'

Lufekuro (*loo-FAY-koo-roh*) red *kailu* Master of Arms; name means 'master of pleasure.'

Luflina (*loo-FLEE-nah*) name of the fortress of the red *kailum*, across the harbor from Belford; it means "pleasure bed."

magluku (*mah-GLOO-koo*) a globe of light, powered by the light element.

Magsamel (*MAHG-sah-mell*) title given to the ruler of the red *kailum*; name means 'the greatest one.'

Malkonik (*mal-KOHN-ik*) apprentice to Master Ghelvon, name means 'the ill-hung hinge.'

Mankapi (*mahn-KAH-pee*) steward of Sir Kuresmo; name means 'he who grasps by the hand,' i.e., 'purchaser.'

Maresmo (*mah-RAYS-moh*) captain of the Fifth Company of the *gwenakso*; name means 'strong shoulders.'

markorni, -em (*mahr-KOR-nee*) creature of the realm of Air, winged horses, none have ever been seen outside the realm of air.

Mawgrassek (*mah-GRAHS-sek*) warleader of one of the clans of *pleugle* living in the Wolpoti Swamp; it is unknown if his name has any meaning, although Hierarch Thalamar *believes* the ending, -assek, is patronymic in its derivation.

mekala (*may-KAH-lah*) the greater council of the green *kailum*, sometimes called the 'full assembly', which consists of all *kailum* who gather to Shigmar to hear and decide on matters that concern the order, e.g., to choose a new headmaster for the school. A full initiate of the order can only be judged and sentenced by the *mekala* whereas matters of discipline involving apprentices are judged and sentenced by the ruling council alone.

Melbarth (*MEL-barth*) founder of the white *maghi* order, he was the first *sedra* of the white *maghi* order, his name means either 'soft beard' or 'strong ax', none are sure which, although his followers argue for the latter.

Melonta (*may-LAHN-tah*) Chief *Maghi* of the First Company command squad of the *gwenakso*; name means, literally, 'soft message,' hence, 'whisper.'

Melufa (*may-LOO-fah*) black *maghi* master, sister of Krelufi and Pulufi; name means 'strong desire.'

methaghi, -em (*meh-THAH-gee*) the gray sorcerers; those who refuse to choose good or evil, but instead prefer an equal balance between the two cosmic forces.

montista (*mahn-TEE-stah*) stone of power into which the *Wesento*, leader of the *kortexem*, looks to see the future of the initiate before he leaves to ascend the Mountain of Vision.

Monti-sterlastan (*MOHN-tee stair-LAHS-tahn*) range of mountains running north-south, translated as 'Mountains of the Firm Star.'

Monti-stethreu (*MOHN-ti-STEH-thray-oo*) range of mountains running east-west through the north, translated as 'Mountains of the Fallen Star.'

Morokolu (*moh-ROH-koh-loo*) at the center of the *Mariskal*, home of the *morgle*, Motodu; an ancient, sunken fortress; name means 'great dome.'

morosku, -um (*moh-ROH-skoo*) giant creature of the realm of Air, sometimes called giant of the cloud, standing around eighteen feet in height; related to the *krugle* and *megatrem*.

Motodu (*moh-TOH-doo*) powerful *morgle* inhabiting Morokolu who steals, with the aid of Gar, the Rod of Melbarth; name means 'mind eater.'

Myron (*MY-rohn*) Headmaster of the *kailu* school, Master of the Arcane Arts, leader of the ruling council of Shigmar; name means 'the eagle of timely news.'

Nefli (*NEH-flee*) leader of the *vedem*.

Neflo (*NEH-flo*) son of Nefli, one of the *vedem* who leads a company of his people to rescue the *chosen* and exhorts them not to use Shigmar's staff.

Nefora (*neh-FO-rah*) Lady of the elemental realm of Air, wife of Wehtkuro; she is one of the *moroskum*.

negumflu, -um (*neh-GOOM-floo*) reptiles believed to be the ancient ancestors of the *aperum*, inhabiting the waters of the Mariskal; similar to but larger, and more vicious, than our alligator.

Nekerp (*NEH-kerp*) 'Death Harvester' Lord of the Dead who takes spirits from life into the land of the dead; to become a *purgle*, the *maghi* or *kailu* sacrifices his or her life essence to this demigod, for it is through his authority and power that the *purgle* raises corpses to become *nekerpum*.

Nepawon Spornasen (*NAY-pah-wohn spore-NAH-sayn*) one of the leaders of the *kortexi* faction that wants Blakstar to become *Wesento*; cousin to Kenawon Gwendalto (mothers are sisters); name means 'protector of the new who strikes against the old.'

Nethe (*NAY-the*) White *maghi* master, specialist in earth, who has researched how sound travels through stone; name means 'one not believed.'

Ni vorga daluna. Corova dar el! Phrase shouted by Sir Blakstar in Mariskal that broke the darkness threatening the command squad of the *gwenakso* led by *Fereghen* Delgart; language is that of the One; Hierarch Thalar *believes* it means: 'You do not frighten us! We are servants of the One!' Alternatively, the first line could be, 'you cannot crush us with darkness and evil,' which may be more applicable to the circumstances in which Sir Blakstar used the phrase.

The One supreme deity, ruler of the universe and father of all.

Orkegan (*or-KEE-guhn*) evil lord of the air and servant of Gar who claims to rule this elemental realm.

orthek, -s (*OHR-thehk*) the act of working or weaving elemental forces into a single focus or action using a word or phrase from ancient; for example, when a *kailu* or *maghi* produces a light using the word *magluku* as the focus point of the elemental forces, in this case, light, to provide illumination, and time, to keep it operating through time.

ostem (*AHS-tehm*) a special set of teeth and small bones, taken from the animals of the Wolpoti and inscribed with symbols; these special teeth and bones are used by the *pleugle* shaman to predict the future; name means, in ancient, 'bones.'

Paaki (*pay-AH-kee*) leader of the *ekludi* guarding the Mountain of Vision; name means 'sharp protector.'

Patorken Wistloto (*pah-TOHR-kayn weest-LOH-toh*) one of the leaders of the *kortexi* faction that wants Blakstar caught and executed; name means 'protecting against new, foolish knowledge.'

peuaritum (*poo-air-EE-toom*) *kortexi* rituals of purification necessary before entering Karble.

Platta (*PLAH-tah*) name of the female, platinum *aperu*, killed shortly after the world was made.

Platti (*PLAH-tee*) name of the male platinum *aperu*, who sits on the tower above the gate to Wethkuro's palace in the realm of Air, keening a lament to his lost mate every hour.

Pleugi (*PLOO-gee*) second Chief Archer of the command squad of the *gwenakso*; name means 'the arrow.'

potiethro, -em (*po-TEETH-ro*) giant creature of the realm of Air, rules the realm, sometimes called giant of the storm; stands around twenty-four feet in height, although rumor has it that Wethkuro is thirty-two feet tall; related to the *krugle* and *megatrem*; it may be that the *megatrem* are corruptions of the *potiethrem*, but this supposition cannot be confirmed or denied.

potikoro (*poh-TEE-koh-roh*) title of the *seklesi* leader of all the legions, right hand of the *Fereghen*.

Prath (*PRATH*) member of the Red Guard in the Luflina; meaning of this name is unknown.

Presgrut (*PRAYS-groot*) alchemist in Rykelle used by Meekor; name means 'twisted old man.'

Pulomus (*poo-LOH-moos*) Tevvy's rival in the Guild at Rykelle; name means 'foul mouse.'

Pulufi (*poo-LOO-fee*) red *kailu* Master of Nekerpum, brother of Krelufi and Melufa; name means 'foul pleasure'

Putrimus (*poo-TREE-moos*) Guildmaster of the thieves of Rykelle; name means 'putrid mouse'

Rebeth (*RAY-behth*) Klaybear's friend and fellow apprentice, intended of Sutugno; name means 'to trust again.'

reuthoderu, -um (*roo-THOH-day-roo*) conifer trees that grow hundreds of feet in height and live for several millennia found only in the Reuthowen; the bark and wood of

these trees is reddish in color; the northernmost section of the forest, closest to the desert, was turned to stone when Aperkolu formed and erupted for the first time *atno* 2039.

Reuthowen (*ROO-tho-wayn*) ancient forest north of the Wolpoti swamp, trees are mostly giant reuthoderum.

Robostei (*ROH-boh-stay*) *themen* chief of all tribes; name means 'stone hard.'

Robresmo (*roh-BREHS-moh*) Chief *Kailu* of the First Company command squad of the *gwenakso*; name means 'hard shoulders.'

rumepant (*ROO-may-pahnt*) the dimension beyond space and time through which those who travel from one place to another by teleportation; all places within this realm are an equal distance apart, roughly one hour of time.

Rupansa (*roo-PAHN-sah*) one of a pair of *ponkola* sisters, favorites of Gar; sister of Demansa, name means 'the ripping demon.'

sakuldi, -em (*sah-KOOL-dee*) creatures inhabiting the Desert of Thruplar who attack anyone using elemental forces; they swim through the sand and are distant cousins of the negumflum and aperum; rumor says that they can grow up to thirty feet in length.

Salamera (*sah-LAH-may-rah*) *kailu* of legend who disappeared in the Stoinowen, believed to be still living; her name means "one who looks after the health of, or brings about health or wholeness—a complete healer."

sedra (*SEH-drah*) leader of the council of Melbarth, name means, simply, 'chair.'

Shigmar (*SHIG-mar*) founder and first leader of the order of *kailum*; his name means 'fashioner of writing,' which is a 'scribe.'

skelkandi, -em (*skehl-KAHN-dee*) cat-like creatures, with scaly hides, found only in the Wolpoti swamp.

Skota (*SKOH-tah*) squad leader of the fourth squad in the fifth company of the *gwenakso*; name means 'shield maiden.'

skrufoti (*skroo-FOH-tee*) shrub native to the Wolpoti Swamp with bright red berries that are used to make a poison; name means 'poison shrub.'

Sokosa (*soh-KOH-sah*) second Chief Sword of the command squad of the *gwenakso*; name means 'sword maiden.'

Sokosen Stolgwen (*soh-KOH-sayn STOHL-gwayn*) one of the leaders of the *kortexi* faction that wants Blakstar caught and executed; name means 'sword of the elders who defends against the foolish.'

Storga Keney (*STOHR-gah KAY-nee*) *kailu* Mistress of Novices, responsible for the female novices, wife of Wegex Deruney, member of the ruling council of Shigmar; name means 'hard youth.'

Sutugno (*suh-TUHG-no*) Klare's best friend and green *kailu* apprentice; name means 'full friend.'

teka (*TAY-kah*) the art of working with or weaving elemental forces as practiced by the orders of *kailum* and *maghem*.

tekson (*TEHX-sohn*) one who works with or weaves elemental forces, i.e., a *kailu* or *maghi*.

tengle (*TEHN-gul*) frostbox, small, elementally enhanced cabinet used to keep food cold, using both ice and time elements.

texarti, -em(rare) (*teks-AR-tee*) web of power that surrounds the victim and allows the *maghi* to torment and control the victim, powered by air, water, and fire elements.

thukro (*THOO-kro*) town leader, master of city or town.

Vaghart (*VAHG-art*) scout friend of Reena; name means ‘strong bough.’

vukeetu (*voo-KEE-too*) globe of elemental forces that gives the *maghi* a glimpse into his or her own future.

Walpedi (*wahl-PAY-dee*) second captain of the *seklesi* company stationed within Lufkor; name means ‘strong swimmer.’

Wegex Deruney (*WAY-ghehx day-ROO-nee*) *kailu* Master of Novices, responsible for the male novices, husband of Storga Keney, member of the ruling council of Shigmar; name means ‘lively and steadfast tree.’

Wegorvo (*way-GOHR-voh*) former name of the village that became Holvar after the original home of the *seklesem* was destroyed in 2039; name means ‘a fork in the road.’

Wenatra (*way-NAH-trah*) a young *wetha*, one of many, used by the *awema* midwife, Lonera, as a wet nurse following childbirth; name means ‘wet nurse.’

wepanu, -um (*way-PAH-noo*) an evil spirit escaped from the underworld to haunt the land of the living, or so it is believed; see **ansu, kwalu**.

Wesento (*way-SEHN-to*) title/name of the leader and master of the *kortexem*, chosen from the oldest and most experienced of the order by a vote of the senior *kortexem*; he serves until his death.

Wethkuro (*wayth-KOO-ro*) Lord of the elemental realm of Air, one of the *potiethro*, husband to Nefora.

Widoitor (*wee-DOY-tohr*) leader of all the *pleugle* clans, an *ur*-shaman, and head of all shaman; father of Gawkassy, grandfather of Fatawssy; Hierarch Thalamar *believes* this title means ‘wise one’ in ancient, but because the *pleugle* have altered the language to suit their own purposes, the Hierarch’s interpretation could be mistaken.

Wolgart (*WOHL-gart*) chief messenger of the Third Company’s command squad, Seventh Legion; name means ‘strong runner.’

Wolsonto (*wohl-SOHN-toh*) *kortexi* gatekeeper of Karble and fifth member of ruling council of elders; name *may* mean ‘well of wisdom’ but this is only supposition.

womaya (*woh-MY-yah*) device created by red *kailum* and used by *karam* to enhance the pleasure of both parties during copulation.

Fokortheku: Book of Ortheks

**To pronounce the following words from ancient: all consonants and vowels are spoken; the vowels sound like the vowels of a European language, other than English:*

‘a’ like ‘father’

‘e’ like ‘pay’

‘i’ like ‘sea’

‘o’ like ‘go’

‘u’ like ‘glue’

The accent on the word is on the second to last syllable in two syllable words, third to the last syllable in words with three or more syllables.

aneksaro the ‘death speech,’ used to communicate with the recently dead; requires six kailu masters, causes recently dead corpses to answer short questions; can go terribly wrong, as a powerful person can rise as a purgle; *orthek* is activated by the word, *mortiswera*; uses time and Void.

apweryo simple *orthek* to open doors and locks sealed using *ortheks*; uses air.

awikweklo creates a flying disk beneath the feet, allowing the *maghi* to fly through the air; uses air and light.

aterskoit creates a shield of flame, protecting against ice, uses fire and time.

ditiskoit creates a shield of time, protecting against time; uses time.

el-ghende-gwehram-sisogheto-kastho-shaurore-aiwamdwo incantation used to activate the destructive power of breath-giver causing an expanding circle–wave–that takes the life force from all it touches, uses light and Void.

entos word of power used to pass instantly between two telepads exclusively connected to each other without entering rumepant.

eset-egi-kurotu words of command used by Thalamar to open the shield surrounding his tower; uses time, light, and Void.

esperu-kruses-kasso creates a ball of the Void that moves in the direction of the *maghi*’s rod movement, instantly freezing any person or object whose path it crosses; this *orthek* is highly dangerous to those who use it; uses Void and ice.

esperu-leuki creates a fist-sized ball of light that is thrown by the *maghi* at a chosen target; uses light.

esuleuki-donu-bagso ties the aura against evil to the *kortexi* receiving it, enabling it to increase in power as the *kortexi* increases in experience; adds element of time.

ghesorplakyo striking hand; creates a fist-shaped force that punches with the force of a potiethro; uses air and Void.

ghesorsista stopping or intervening hand; creates a large hand-shaped wall of force that prevents enemies from approaching the *maghi* from the direction toward which the rod is pointed; uses air and Void.

gheusmelth creates a gentle gust of wind that moves in the direction indicated by the *maghi*, uses air and light.

gheusokso creates a blade-shaped sword of air that the *tekson* can wield much like a giant-sized sword; uses air and light.

ghwergheusum causes a blast of hurricane force wind; uses air and Void.

gwolagelu creates a beam or ray of cold that emanates from the rod or staff and can thus be directed by the *tekson*; uses ice and air.

gwolakassu creates a beam or ray of Void that emanates from the rod or staff and can thus be directed by the *tekson*; uses Void and air.

kernes-stelni causes a dome of protection, obscuring those within from prying eyes and listening ears to keep conversations private; uses light, time, and Void.

kresko causes the rod of the *maghi* to grow, or increase length; can be used on other objects; uses water and earth.

kreyakwa creates a stream of pure water that flows from the head of the *kailu*’s staff; uses water.

kreus- water freezing *orthek*—must be followed by the type of water: **plotu** flowing water, river, stream; **mori** body of water, lake, sea (include a size descriptor, fresh vs.

salt, etc.); uses ice and air.

kweklo-kenawet-patno creates an expanding circle of fresh air around the *kailu*, uses air and water.

kweklo-plakaskoit variation of the stone shield: creates a dome of stone that surrounds and covers the *kailu*, uses earth and fire.

kweklopur-patno creates a fireball that expands, uses fire and air.

kweterumtod causes an earthquake for as long as the *orthek* is maintained; uses fire and earth.

kwyeskoit creates a shield/dome of silence around the *tekson* in order to keep conversations private, uses air and earth.

leukuskoit creates a shield of light, protecting against the Void; uses air and light.

mankremi “burning hand,” causes the hand(s) to be surrounded by flames; uses fire.

neki word used to cancel an active *orthek*, literally meaning, ‘not it’; instantly stops the flow of elemental forces.

nemfa-ditistas causes, in this case, a field that virtually stops the flow of time; uses time and Void.

nemfagelu aura of cold to protect against heat, requires a drop of argwiwo, uses ice, air, and Void.

nemfa-ghelwo-kontra-duswektem special aura given to *kortexem* after ascending the Mountain of Vision; creates an aura that repels evil; uses light and air.

nemfagwheri aura of heat to protect against cold, uses fire and air.

nemfakenawet aura of fresh air: creates a zone of pure, fresh air around the face of the person touched; uses air.

nemfaleuka aura of light to protect against the Void; uses light and air.

nemfapatornokeyo aura of protection; creates a cocoon of water that protects against harm or injury, also speeds the healing process; uses water and time.

nunkopedom-rumpet causes the ground to crack; uses fire and Void.

okworno gives the person touched the eyes/vision of an eagle; uses air and light.

patorake protective shield against the acid breath of an orange aperu, uses water and Void.

pedamoro-port causes the person to make a great leap forward.

-**re** escape *orthek* that enables the *maghi* to make great leap backward, uses air, time, and Void.

pelwideno enables the person touched to see in the ultraviolet, giving the person, for all practical purposes, the ability to see in the dark; uses Void and air.

perepod-(person) elemental device created by Hierarch Kalamar and Headmaster Myron to signal one another over long distances in seconds; the command word used is *remelek*; uses time, light, and Void.

plakaskoit creates a shield of stone, uses earth and water.

plenakya-ksungelu enchants the blade of a weapon to become a blade of frost; uses ice and air.

plenakya-ksunkassu enchants the blade of a weapon to become a blade of Void; uses Void and air.

pleudkweklo creates a floating disc beneath the *maghi's* feet, lifting the *maghi* to hover about two feet off the ground; uses air and light.

pleugikel creates an arrow of ice that shoots at the target pointed at with the *maghi's* rod (add *wedro* before, becomes a storm of ice arrows), uses ice and water (and air for the storm).

pleugipur creates an arrow of fire that shoots at the target pointed at with the *maghi's* rod (add *wedro* before, becomes storm of fire arrows), uses fire and Void (and air for the storm).

pleugistoi creates an arrow of stone that shoots at the target pointed at with the *maghi's* rod (add *wedro* before, becomes storm of stone arrows); uses earth and fire (and air for the storm)

pleuket-sedra causes the object named, in this case, a chair, to fly as directed by the *maghi*; uses air, time, and Void.

plotugel causes a stream of water that freezes, uses water and ice.

plotoskoit creates a shield of flowing water, uses water and time.

podstolon causes a root or branch on the ground to rise up suddenly and trip an opponent; uses earth and water.

potopator gwherpuri potion of heat protection.

remoryet word of power that sends a single corpse, attempting to rise as a *purgle*, back to the afterlife; uses time and light.

reu-komhilu-demaghu-gleubespi a *kailu ortheke* to enchant an object of power giving it disruptive (to *purgle* and *nekerpum*) powers, in this case, the object enchanted is the *maghi* storm of ice arrows, uses light, time, and water.

rumandu word of command that will move things or open doors from a distance; uses air.

skou-maghinam teka sight: allows the person to see elemental forces operating; *ortheke* variation: add **dedo-okwum** and touch the eyes, giving *teka* sight to the individual touched; uses air and light.

skuroskoit creates shield of darkness, completely obscuring the person; uses air and Void.

stalna-kailigater causes a pillar of green fire to descend, uses water and light.

steighud-me levitation *ortheke*, in this case meaning, "lift me"; uses air and fire.

-**ko** "lift him or her"

-**nes** "lift us"

-**todhilum** "lift that thing/object"

strelo-sporna-okwum causes a bolt of lightning which, in this case, strikes the eyes of the enemy; can substitute other body parts, or as Thalamar, at a group: -

atromaghem-rudhakailum, "black *maghem* and red *kailum*"; only the chosen and the Founders have sufficient *teka* power to use the *ortheke* in this way; uses air and fire.

supno causes the person or persons targeted to fall into a deep sleep, not waking until the *ortheke* is canceled; uses water and air.

texarti web of power used to control the physical actions and torture the person controlled; uses fire and Void.

tretuned creates a binding *teka* rope that connects the *maghi* to an object chosen by the *maghi*; uses air and time.

verame-torekwe-rumepant-ad(location or name of telepad) teleportation *ortheke*—"carry me through rumepant to (place)"; teleportation takes one hour of travel

through rume pant; uses time, light, and Void; substitute the following endings depending on how many are teleporting:

-**me** 'carry me'

-**ko** 'carry him or her'

-**nes** 'carry us'

-**taint** 'carry them'

vukeetu globe that gives *maghem* a glimpse of their futures; uses time, light, and Void.

wedro-pleugikel creates a storm of ice arrows (can substitute any type of *teka* arrow), uses ice, water, and air.