

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*, *ekludem*, 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 (*VAYD-ee, -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 (*WAY-thee, -em, -ah, -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 (*GHELL-ee, -ehm, -ah, -ahm--the 'g' in this word is the hard sound of the word 'go'*) 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 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 (*MAY-guh-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. A sub-group of the *morgle* are the *pleugle*, smaller than the *morgle* and based on the freshwater version of the *wedorem*, living in swamps and rivers; the *pleugle* do not use the elements as the *morgle*, nor do they consume the minds of sentient creatures.

nekerpu, -um (*nay-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 (*pohn-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 spellcasting, 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* 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 *wedeterem* 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 in the year 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 in the year 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 the year 1134; a third division occurred around the year 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 the year 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 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, symbol: ↑

water colored green, symbol: ⌘

air colored yellow, symbol: †

fire colored red, symbol: ∇

ice colored blue, symbol: ↓

time colored purple, symbol: §

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

Void colored black, symbol: ✖

Money

ayesu, -um (*aye-YEH-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.

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.'

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

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 pair of horns; communicates through mind-speech; this creature never touches the ground but floats through the air.

Elker (*EL-kayr*) rebel son of the One, see *Gar*.

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

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.'

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

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

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!

Ghwondreu (*GWON-dray-oo*) *vedi* name for Gar, name means 'tree-slayer'; see *Gar*.

kaiwi (*KY-wee*) literally, heated, hot air, a thermal, updraft; when used to describe an individual, one filled with hot air, wind bag

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'

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.

kenu-seklesi (*KAY-noo-say-KLEHS-ee*) the Intermediate Training Cycle of the *seklesem*, from ages 12-16, also housed in the center above Holvar in the eastern spur of the *Monti-sterlastan*. This group learns weapons & fighting skills, further mental skills, and is organized into patrols & companies to learn these skills along with the patrol structure and responsibilities within; advanced when all skills are mastered in groups at mid-year and year's end around age 16, moving on to the *mari-seklesi* for the Final

Training Cycle. Also called the *uwonti* or ‘younglings’ in the vulgar tongue.

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 (*klee-TOHD-way-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.

Korowold (*KOH-roh-wohld*) Warlord of Wothgart, killed in the battle at the Crossing of Reema; his name means ‘ruler of war,’ or ‘warlord.’

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

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

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

Malkonik (*mal-KOHN-ik*) apprentice to Master Gelvonne, name means ‘the ill-hung hinge.’

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

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, his name means either ‘soft beard’ or ‘strong ax’, none are sure which, although his followers argue for the latter.

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 (*mohn-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-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*; name means ‘cloud.’

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; name means 'mist.'

Nefora (*nay-FO-rah*) Lady of the elemental realm of Air, wife of Wehtkuro; she is one of the *moroskum*; name means 'cloud lady.'

negumflu, -um (*nay-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*.

Neuwenty (*new-WEHN-tee*) Messenger of Wothgart; his name means 'the shouted message' or 'the shouting messenger.'

The One supreme deity, ruler of the universe and father of all; symbol (same as elemental light) ▶

Orkegan (*or-KAY-gahn*) 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.

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

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.

potiethro, -em (*poh-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.

potuka (*poh-TOO-kah*) curse reserved for females who are too free with their 'favors,' it means, literally, 'she with the open thighs,' i.e., 'slut.'

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

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.'

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'

Skerapi (*skay-RAH-pee*) Chief *Kailu* and minister of Wothgart; his name means 'to turn away.'

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’

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.

uwonti, em (*oo-WAHN-tee*) another name for the training legions of the *seklesem*, see *kenu-seklesi*.

verghrenum (*vair-GREN-oom*) literally, ‘hider of thoughts & protector of mind’; bracers, bracelets worn by the *chosen* to protect their minds from tampering by Gar; allows them to contact and find each other; created by Melbarth

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

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.’

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

Wesento (*wee-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.

Wothgart (*WOHTH-gart*) *Fereghen* and spouse to Feltha, killed in the battle at the Crossing of Reema; his name means ‘to govern with strength’ or ‘strong rule.’

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.

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

el-ghende-gwehram-sisoghetto-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*.

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.

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.

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

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

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

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

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.

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

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; powered by 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; powered by light and air.

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

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.

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*; powered by time, light, and Void.

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

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)

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; powered by 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; powered by the element of air.

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

steighud-me levitation *ortheke*, in this case meaning, "lift me"; powered by air.

-**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, uses air and fire.

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

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

verame-torekwe-rumepant-ad(location or name of telepad) teleportation spell--'carry me through rumepant to (place); teleportation takes one hour of travel through *rumepant*; powered by 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; powered by the elements of time, light, and Void.

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