

# THE LAST DOMINION CONCORDANCE

By Randy Madden  
© Pencil Pushers Publishers 2006

---

Vulnerant omnes, ultima necat

And death shall have no Dominion.

---

Version 0.9 Dec 10th 2006

## STILL TO DO:

- *Lordship and Religious Titles.*
- *Scour Northrun supplement for missed names.*



**Aamon:** Literally Lost or wayward spirit. The powerful lords of the Celestine who were corrupted by the Ennrathi. i.e. Dheymos is one of the Lost.

**Aarkon:** Port metropolis in Edanris.

**Academy of Swords:** Martial training school educating the young warriors of Touren.

**Acolyte:** An apprentice in the Synod serving one of the Archons. A young wizard.

**Adderhold, Lake:** Lake in the Eastern Marches of Middea.

**Aelwin, Lake:** Large lake near Cithia the capitol of Touren.

**Aesar:** Celestine sect. Commonly worshiped as saints or divinity. Taught men magic.

**Aethir, Straits Of:** Narrow waterway linking the Aetherian Ocean and the Summer Sea. Controlled by the Radiant Kingdoms.

**Aethan, Gulf Of:** Inner sea that gets sea trade along known routes. The deep seas are hazardous and infrequently traveled.

**Aion:** The World Beyond. The Throne of Light Heaven.

**Aislyn:** Aesar Celestine

**Aldor's Well:** Critical pass in the Craghorn Mountains. Guarded by the Cabryn Fortress at Northrun.

**Aleph:** See Monavic. The first language believed to be spoken by the Celestine. The words carry primordial power.

**Alexander, Daeric, Warlord:** Khaylishi commander who was given Morglay by Evik.

**Aldur, Council Of:** Nine member ruling body of the Mórdha. All members are of the Eos caste.

**Aljik:** Language spoken by the people of the Radiant Kingdoms.

**Alleya:** Commander of the Muldegians at the Battle of Orebh Yaar.

**Alton:** Middea is divided into several religious jurisdictions called an Alton.

**Aludune:** Small kingdom that refused to join the Fraternity of Kings in Edanris. Now the petty kingdom is reduced to an isolated and impoverished fortress.

**Aludune, Towers of:** The only remaining fortifications of the kingdom of Aludune. Once the subject of songs, now rarely visited by any.

**Alvor:** Literally wardens. The weakest caste of the Mórdha.

**Amarn:** Festival of Summer.

**Amyr:** Title of the court mage in the service of Edanris.

**Amyr, Skordos:** Current court wizard in Edanris. Descendant of Tayson Amyr. Holds the blade Ariador.

**Amyr, Tayson:** Wizard and companion to Edan. Servant to the Sword-King of Edanris. His last name has become the title of the court wizard.

**Ån:** Large town in Halbvorn. Home to one of the Kon-Thanes.

**Andwise:** Legendary hero from Kaladia.

**Annwyn:** Spirit realm of the Aesar. It is forbidden for humans to enter.

**Anointed Knight:** Elite religious knights in the service of Touren. Often called the Brotherhood of the Sword.

**Anvers:** Capitol of Numeria. Built in antiquity, presumably with magic.

**Apathos:** wrongfully imprisoned Healer.

**Apathos, Order of:** Powerful and independent guild of healers found throughout Roen.

**Aragar:** Literally Iron Wind. This is one of the

five mystical blades of Edanris. Aragar is given by the Sword-King to the Grand-Master of the Order of Instrumentality.

**Arak the Formless:** Celestine (Ennwraithi). Father of liches.

**Aran Krinos:** Familial association of criminals who organize in large towns.

**Arcane Endurance:** The amount of élan at the disposal of a wizard to fuel their spells.

**Arcana:** Aspects of magic that tend toward one thematic effect. The Arcana are divided between Greater and Lesser Arcana based on the primacy of their theme. The Greater Arcana are Dox [entropy], Tal [knowledge, time], and Gan [creation]. The Lesser Arcana are Bhreman [air], Diluvian [water], druidism [nature, growth], Empath [spirit, mind], Geomancy [earth], Gynan [chaos], Halorin [body, self], Healing [life], and Necromancy [Death]. The five elemental Arcana are the most common themes.

**Arcane Gift:** Inborn talents that wizards possess with specific types of magic. Arcane Gifts determines the diversity of Spell Arcana that the wizard may access.

**Arcane Strength:** The amount of raw power at the wizards disposal in any given moment.

**Archon:** Fully autonomous member of the Synod. A wizard of considerable power.

**Archon's Edict:** Treaty between the Synod and hosting nation. Establishes immunity for the Archons except in cases of treason or sedition.

**Arcstone:** Druidic stonework in Middea, near Haddring.

**Argyria:** A grey-blue discoloration of the skin that comes from consuming the Mercuric Elixir used by the Synod.

**Arhil:** Large trade city in Edanris.

**Ariador:** Literally bloodsong. One of the five mystical swords of Edanris. The Sword-King bestows this blade on the court wizard.

**Arian:** Language of the Numerian people.

**Arimate:** Name for the people who come from the Radiant Kingdoms.

**Arindur, Battlelord:** Captain of the Tharad Chapterhouse of the Kratian Battlelords. He is the second highest ranking Battlelord in Middea.

**Armipotence:** Martial techniques used by many orders of knights.

**Arrbokken Caves:** Lava caves in Halbvorn.

**Arte Kros:** Literally sword art. Khaylishi martial style focusing on deadly use of a single sword.

**Asha:** Wizardess. Daughter of Kynon. Secretly the commander of Gorgoros.

**Assembly, The:** Noble council who advise the Middean king.

**Assembly, The:** The secret masters of the

Synod. The Assembly controls the production and distribution of the Mercuric Elixir.

**Athan Re:** Near immortal wizards. Mixed human and Celestine parentage.

**Atherton:** A city lost to the trollkin in the Fallen Kingdoms. Brutally sacked with tens of thousands killed.

**Atherton, Fall of:** Battle in the Fallen Kingdoms.

**Auxis Cathedral:** Seat of the Prelate of Lorain. Reputed to be one of the most grand cathedrals in the world.

**Avahdorn:** Vintrian word for the region known as Danmhorland. Means "western lands."

**Avalkhâmar:** Literally meaning the Dire Waste. This area is tundra or taiga populated by hags and trollkin in northern Roen.

**Avalloch:** The leader of the Aesar Celestine in Annwynn.

**Avashal:** Celestine (Ennwraithi) who fell at Orebh Yaar. Gift of prophecy.

**Avashal, Counsel of:** Prophets in service of the Ennwraithi.

**Avenbury Monastery:** Secluded monastery for women located in the Ayden Rive Valley of Edanris. Retreat for battered noble women.

**Avestan Kings:** The unbroken line of monarchs ruling Kaladia.

**Ayden River Valley:** Pleasant, winding valley in southern Edanris.

## B

**Baalt:** Region of Numeria. Known for its numerous mines.

**Baaltrea:** Small imperial country in the west. The name means Stony heights.

**Baaltrea:** Capitol city of the nation of Baaltrea. Located in inaccessibly high mountains.

**Bailstone, Riccard Count:** The troll of Gravewood. Brutish man with grand designs.

**Balstaf, Bradwyr, Captain:** Commander of the Renounced, a mercenary company in Middea.

**Banawald:** Literally, Stone wall. String of more than thirty fortifications along the northern border of Edanris.

**Baniff Square:** Haunted royal square in the ruins of Kingston, Caladan.

**Banny Tostig:** The Marq Reeve of Erenn. Leader of the armies and nation in all military matters.

**Barcallion:** Familial line of wizards in Middea. Refute the Synod.

**Barcallion, the Duchy of:** Northern province that is so wild that it only nominally remains under the power of Middea.

**Barcallion, Jadarra, Dame:** Current commander of the Royal Order of Sheel or, more commonly, the Shield Knights of Middea. Jadarra is the Aunt of the reigning duke of Barcallion and is in her fifties. She abstains from personal combat but commands no small degree of mystical power.

**Barcallion, Ryder, Duke:** The duke of Wynlok and patriarch of the Barcallion family. Little love is shared between himself and Prince Rafn.

**Bardant, Tymias, Baron:** The most powerful man in Caladan and the defacto ruler of the troubled nation.

**Baron's War, The:** Internal conflict that has decimated Caladan.

**Barriston, Imperator:** The fool. Forged Hern, the hammer of grief in IC 265.

**Bátory Line:** Cadet line of the royal Ragnerik family in Middea. They were stripped of titles and land for consanguinity.

**Bayhold, Alistir:** Middean governor of Erenn.

**Bay of Émbor:** Large green bay separating Kaladia and the Middle Kingdoms from Solon.

**Beglimoor:** Literally winter moor. Located in the Vindel Uplands and rumored to be the home of some foul spirit.

**Bel Samedi:** A name best forgotten.

**Belek Island:** Remote island on Lake Cerysil in Edarnis. Home of the Amyr.

**Benwyck:** The ruling council of merchants in Dracia. The Benwyck is the final authority.

**Bheleg:** Literally bear-like. A crushing style of combat taught to powerful men.

**Bitter Spear:** Common name for the Glacian warrior society known as Hyrcald or the Naegring.

**Blackfire Banner:** Mercenary company once headed by the Duke of Wingate. Currently in the Eastern Marches of Middea.

**Black Oak, Sacred Abbey Of:** Quiet abbey with a dark secret. Located in the County of Gravewood, Middea.

**Black Rod, The:** Wizards who have gone over to the Ennwrathi for power.

**Black Sorcerers of Khêl:** Dark beings who are thought to govern Khêl. Mostly superstitious nonsense.

**Black Tree Crossing:** Druidic mystical holy site in Erenn. Those who deface it come to untimely ends.

**Black Trolls:** Not truly trollkin at all but instead mortals —men— corrupted by Hags or Hagborn.

**Black Trumpet, The:** Erenn mercenaries known for uncontrolled looting and pillaging.

**Bloodkin:** Warriors who have pledged their blade to another leader among the Vindel and Glacians.

**Bloodring:** Wizards who have become corrupted by the Ennwrathi who use the blood of others to fuel their spells.

**Boden, Kendris, Lord:** Touren noble. One of the leaders of the Commonwealth movement.

**Bok:** Trollkin leader. The word means "dire" presumably related to the attitude of such a creature.

**Bonelord, The:** Another name for Bel Samedi.

**Bonewalker:** A type of Ennwrathi. Bonewalkers posses jutting protrusions that are used as weapons. Similar to skeletons.

**Bonewife, The:** Another name for the Ennwrathi Cyrena.

**Book of Laws:** Common name for the Nash-nag-Re.

**Bori:** Fenn Celestine. Known for cunning

**Bors:** Fenn Celestine. Known for wisdom.

**Boson Gar:** Vintrian murder for hire association.

**Bowden, Lord:** Minor nobleman near Northrun.

**Brón:** Aesar Celestine.

**Brayport:** Mid-sized port city in the Eastern Marches of Middea.

**Bray River:** Mountain river in Middea. Major trade route and navigation.

**Brennica the Blessed:** Countess of Highvale in Middea. She is also a Druid.

**Brigi:** Black hearted tribe among the Vindel. Warriors gave rise to the word brigand.

**Bristol Bay:** The mostly sheltered waterway between Middea, Edanris, and Numeria. The backwaters are relatively calm but the head of the bay is subject to violent tides. Also called Falaën Sound by the Numerians.

**Broken Shield:** Landmark in the Ravenswood. Named for the shattered shields and armor affixed to a butte.

**Bromhall, Glorand, Governor:** The Middean Governor for the occupied territory of Erenn.

**Brotherhood of the Sword:** Templars, knights, and soldiers in the service of the theocracy of Touren.

**Brynn:** Popular Aesar Celestine.

**Brynn, Kraston:** Early ruler of Numeria.

**Brynn, Trevan:** Founder of Numeria and the Bryndal line. Claims descent to the Celestine Brynn. The line perished a century ago.

**Brys, Cathedral of:** Site of a graveyard for sailors who die on the rocky shores of Caladan.

**Bvoli:** Literally the helbridge. Glacian warriors sworn to the grave. No longer considered one of the living. They are fearless.

**Bvogaur:** Literally hell spirit. One of the risen dead. Ennwrathi that plague the Vindel.

**Bvogaur, Cave of:** Located in a remote area of the Craghorn Mountains. Deep cave said to be filled with the spirits and forms of the restless dead.



**Cabryn, Andris:** First count of Cabryn. Cadet line of the Wingate family.

**Cabryn Fortress:** Impressive mountain stronghold overlooking the Icel River. The fortress commands Northrun in the Eastern Marches of Middea.

**Cabryn, Pellias:** Last Count of the Cabryn line.

**Caladan:** Successor state of Middea. Currently wracked by civil war called "The Barons War."

**Caldrath:** The only known Synod Assemblyman. Resides in Hatteras but his reach and power are felt throughout Roen.

**Calderron:** Duchy held in appointment from the crown of Middea.

**Cambernik Fortress:** Stone dressed hill fort securing the town of Sevenoaks in the Eastern Marches of Middea.

**Cameria's Pool:** A mountain loch in the Craghorns. Within a days ride of Konstone in the Vindel Uplands.

**Canyon Lake:** Small lake in Draysen County, Middea.

**Cariwyn:** A Vindel slave captured in Edanris. Once a member of the Order of Apathos.

**Carix, Captain:** Mercenary captain in the employ of Lorain.

**Casimyr:** Southern continent. Home of the Emissaries of the Jann and the God-King Taranis.

**Celestine:** Angelic spirits of fire who once protected mankind.

**Celestine Cults:** Cults that flourished during the 6<sup>th</sup> century. Worshiped the Celestine as gods. Practiced mysteries and unions with the divine that led to the Mórdha.

**Ceremony of the Ring:** Rite of passage for the Brotherhood of the Sword. Initiates undergo trails to earn the rings of knighthood. The commander of the Order, the First-Sword, has five rings.

**Cerysil:** The largest lake in western Roen. Cerysil covers more than 8,000 square miles.

**Chalyn Palace:** The elaborate palace of Lorain. Built for beauty with little expense spared.

**Chandra:** Capitol of Middea. Said to be built on the cairn of Dayhoc the dragon.

**Chapel of Bones:** Necropolis in Hattaras, Vintria. The largest ossuary in the world.

**Charred Bones:** The relics held by the Mendicants that are believed to be the mortal remains of the first Mendicants burned at the stake. The Charred Bones are said to free the mind from evil.



**Chimea:** Festival of the Long Night (winter). A time for culling the herds.

**Cinaed:** Aesar Celestine.

**Cithia:** Capitol of Touren.

**Claypool:** Small and unusual lake in the duchy of Wingate, Middea.

**Claypool:** Small town on lake Claypool.

**Commentaries on the Divine:** Sacred texts of the Great Fellowship. Written by Evik.

**Commonwealth:** The alliance of disenfranchised nobles who seek a return to power within Touren.

**Corrighon:** Chief enforcer and Ennwrathi servant of the Maibus.

**Corinth:** Capitol of Semerest. The city has a dark reputation.

**Cormillian the Giant:** Towering creature and scourge of both the Vindel Uplands and Middea. Cormillian stands over nine feet tall.

**Corovon, Danil, Lady:** Knight-Commander of the Edanris military. Respected but little loved.

**Council of Templars:** Militant religious followers who are sworn to the service of Prelate Ramos in Caladan.

**Covenant Movement:** Primary political party within Touren.

**Craghorn Mountains:** Chain of old highlands bordering the Bristol Bay in Middea.

Creation: Also called Gan. One of the Prime forces of magic.

**Crimson Guard:** Elite knight-errants of Edanris. Champions of the common people.

**Crow, Arleth:** Black hearted wizard in the thrall of Bel Samedi. Commands the Fallen Twelve.

**Cyrena:** Celestine (Ennwrathi). The Bonewife. Hag Mother. The shattered wife of Vanya.

**Cyr:** Capitol of Edanris with a population of 58,000. Major trade city.

**Cyr Championship:** One of the greatest martial tournaments held in Western Roen. Held in the autumn. There may be as many as 5,000 entries into the tournament.

**Cyril the Shorter:** Powerful but young Muldegian mage.

**Dahanna, Princess:** Navorn Wizardess.

**Dagada, King:** Member of the Fraternity of Kings in Edanris. Petty king.

**Dairuith Caverns:** Massive limestone caverns located in Edanris. The true depths have yet to be explored.

**Danmhorland:** The nation forged by Sojen. Divided by civil war and the Vintrian invasion.

**Danmhor Sound:** Central bay of Middea.

**Danus:** Early name for the western part of Roen. Means "River Lands."

**Darormr Plains:** Literally Dragon's Blood. Blasted lava fields in Halbvorn.

**Dayhoc:** The dragon of Danmhorland. Slain by Sojen.

**Deeping Firth:** A major bay in Middea.

**Demons:** The twisted servants of Dheymos who were trapped in Murgost with him.

**Demonfever:** One of the Dual Plagues. Struck in IC 1050.

**Dheymos:** Celestine (Ennwrathi). The Lord of Murgost. Chief weapon of the Adversary.

**Dhonor:** The remains of a small nation within the Fallen Kingdoms.

**Dhruvic:** Tribe among the Vindel.

**Dirnwyn:** Druid who forged the sword of the same name.

**Dirnwyn, The Sword of:** Magic blade forged by the druids and given to the Vindel. The sword is very effective against the Ennwrathi. Also called Heartbreaker.

**Divinity, Order of:** Fringe religious cult that formed in Caladan. The leader, called the White Shepard, assassinated the last king of Caladan.

**Djari:** Tribe among the Vindel.

**Djude, Hierarch:** Diminutive Mórdha known for his fiery temper and small stature. He is found among the Vindel near Konstone.

**Dolston Manor:** Ruined freehold within the Ravenswood.

**Donnel:** Middean bard. Died IC 1069.

**Dox:** One of the Prime forces of magic. Also called Undoing. It is the magic of the void.

**Dracia:** Large trading nation in eastern Roen.

**Draysen:** County in Middea.

**Drenos:** Wild uplands. Home of the Durazzo. Culture is tribal.

**Drinking the Light:** Birth ritual involving honey, breast milk, and blessed water that are placed inside a golden vessel. Represents Ro's nourishment of the infant.

**Druijnar:** Literally flat hill. Located on the plains of the Ryskild Valley east of the Vindel Uplands.

Believed to be some sort of burial mount.

**Drust, Dalan, Lord:** Knight-Commander of the Edanris military.

**Dual Plagues:** Two plagues ravished the continent from IC 1044 to 1056. Death toll is unimaginable maybe as much as 50% of the population.

**Dumnoni:** Tribe among the Vindel.

**Durloc, Syris:** Arrogant Archon of the Synod.

**Durazzo:** Tribal people.

**Duros:** Primitive tongue of the Durazzo. No written component.

**Dymira Woodlands:** The name of the Ravenswood before the wars with Lorain.

**Dymon Cove:** Pirates cove hidden on the shores of the Ravenswood.



**Eaton:** Small town in central Middea.

**Ector, Quintin, Lord:** Commander of the Golden Swan Company, a famous mercenary group in much demand. Lord Ector is accounted as one of the deadliest blades on Roen.

**Edan:** Founder of Edanris.

**Edanris:** Large chivalric nation in western Roen.

**Edes:** Mythological progenitor of the Edessans.

**Edgewood, Rowan:** King's Ranger near Northrun.

**Edric the Lackhand:** Powerful Muldegian in Edanris.

**Egion:** Mystical blade carried by the Sword-King of Edanris.

**Egion Sentinels:** Elite rangers of Edanris.

**Ehelenastra:** Legendary city of the Mórdha. Unknown location.

**Einjomnirr:** Highest and most sacred burial site of the Vindel. Located on Mount Bjorvita in the Craghorns.

**Eka High Guard:** Personal guard of the Sword-King of Edanris.

**Élan:** The arcane power that is used in the workings of magic.

**Elder Council, The:** Ruling body of eleven Mendicant priests.

**Elder Order:** Tribal remnants of the Edessan people. They maintain oral traditions going back several centuries. Related to the Druids.

**Electors Committee:** Noble council who elect the king of Vianden when the reigning king dies or is removed from office.

**Eorde's Canon:** Book of Law governing Vianden and establishing a constitutional monarchy.

**Eorde, King:** Ruler of Vianden in the 8th century. Wrote Eorde's Canon.

**Eorma:** Primal power who carried message from Ro to the Celestine at the dawn of time.

**Eos:** Noble caste among the Mórdha. These beings are at least half Celestine.

**Eosa, Thane:** Glacian raider who plagues Edanris. Located in Halbvorn.

**Emissaries:** Religious sect serving the Jann. Fanatical zealots. Usually their hair is shaven and shorn. Facial tattoos and other marks to denote rank.

**Ennwraithi:** Fallen Spirits. Those who have become the servants of the Adversary.

**Entuku:** Unique Ennwraithi spirits whose power is unmatched. Typically bestial.

**Envernes:** Duchy in Middea currently held in appointment after the last lord perished 6 years ago. Contested by a young man who claims the honor.

**Envernes, Danil, Duke:** The royal appointee to hold the honor of the duchy of Envernes. Danil is a rough man who has a deadly manner with butcher knives.

**Envernes, Jaran:** Claims honor to the duchy of Envernes but is unrecognized by the crown. As a child Jaran was betrothed to Princess Marina Ragnerik.

**Erak, Tol, Lord:** Knight-Commander of the Edanris military and Grand-Master of the Order of Instrumentality. Holds the mystic blade Aragar or Iron Wind.

**Ere Mountains:** Old costal chain of highlands populated by the Erenn.

**Erenn:** Middean separatist state. Occupied since IC 930 by Middea.

**Eridanus:** Longest river in western Roen with a length of 2,400 miles.

**Escention:** The 11<sup>th</sup> and coldest month of the year. The month is a time of superstition and hope for spring.

**Ettinwash:** Large fast moving river in Middea that is not negotiable.

**Evette, Lady:** Numerian noble woman who has spent several years in Lorain. A hidden operative of the Maibus.

**Evik the Wise:** 4<sup>th</sup> century scholar who founded the Great Fellowship.

**Exarch:** Spy and "no questions asked" operatives for the Theocracy of Touren. The Exarchs are given missions without methods and may choose the manner of fulfillment.

**Eyeless:** Ennwraithi who were wizards before their death. Now they command the undead but have lost much of their ability to use magic.

**Eye of Light and Fire:** The ability to visualize the currents of magical energy.

## F

**Falaën Sound:** Numerian name for Bristol Bay.

**Fallen Kingdoms:** Northern lands that have been overrun by armies of trollkin from Khêl.

**Fallen Twelve:** Twelve Shield Knights who were corrupted by Arleth Crow several centuries ago in Middea. Many have been destroyed over the years but those who survive continue to follow the corrupted wizard.

**Farlas, Jediah, Battlelord:** A commander of the Kratian Battlelords. Oversaw the decimation of Tavier in Middea.

**Fenn:** Celestine sect. Northern warriors who elected to remain among men to battle the Ennwrathi. Worshiped as living gods among their people.

**Fenthalion, Isam:** Castellan of Orenstone and one of the closest companions of Duke Wingate.

**Fenthalion, Jos:** Arrogant knight-commander in the service of Wingate.

**Festival of Lights:** Great Fellowship Holiday celebrating the annual aurora.

**Festival of Saint Evik:** Great Fellowship Holiday. End of winter celebration in honor of surviving the winter and gaining new knowledge of Ro's mysteries.

**Fhen, Lake:** Lonely lake in the Ravenswood.

**Fianna:** Erenn raiders and warriors trained in subterfuge.

**Fire-Blind:** A catatonic state that occurs when drawing too deeply on personal reserves to feul magical powers.

**First Axe:** The Vik-Thane or lowest noble rank among the Glacians. Approximate rank of knight in western kingdoms.

**First Sword:** The field commander of the armies of Touren.

**First Widow:** Another name for the Ennwrathi Cyrena.

**Foresworn, Donail:** brigand and rogue.

**Formless:** Ennwrathi that no longer have a corporeal source such as specters, wraiths, and ghosts.

**Foros the Screamer:** One of the Entuku. The size of a keep. Died at the Battle of Windmere.

**Foundation Stone:** The literal source of mankind's magic. The stone allowed early wizards to touch élan.

**Fraternity of Kings:** A coalition of rulers who support the Sword-King of Edanris. A council of peers.

**Fyrn:** Festival of the New Year. Also, first day of spring not midwinter.

## G

**Galadin, Ivor, Duke:** Young warrior duke of Greyfall. Called the Wolfhound for his love of hunting the Vindel and collecting the wolfs price for their bounty.

**Galen:** Dead language spoken by sailors. Originated near Émbor Bay.

**Galil, King:** Ruler of Semerest.

**Gan:** One of the Prime forces of magic. Also called Creation.

**Garm:** Huge Vindel warrior said to be able to assume the shape of gigantic wolf man.

**Gault, Arman, Baron:** The second most powerful baron in Caladan. Desires to unite realm with himself on the throne.

**Gematria:** The study of the primal language as a source of magical power. See the entries for Monavic and Aleph.

**Gerant Council Of Princes:** The ruling assembly in Ruosaan. Many are noble families who have been displaced from the Fallen Kingdoms.

**Geri:** Literally the Reaver. Vik-Thane among the Vindel whose rapaciousness is legendary even among the Vindel.

**Gimir, Hierarch:** Mórdha bear of a man.

Operates in the Vindel Uplands and supports men like Geri over Hamr.

**Glacians:** Large, fair-skinned northern tribal people given to war and violence. The Vindel are a tribe of Glacians.

**Golden Spur, Order Of:** Elite warriors in the service of Numeria. Often called Hotspurs.

**Golden Swan Company:** A famous mercenary company in Middea. Lord Ector commands the troop. He accepts only the finest soldiers under his command.

**Golden Throne:** The throne of Vintria. Also called the Rose Throne.

**Golden Way, Great:** The imperial stone road. Also called the Imperial Road.

**Golfannin:** Blood Ring mage in Dhonor.

**Gorgoros, The Pit of:** Huge rent in the earth between Middea and Touren. Surrounded by The Shining Walls, an unbelievably tall curtain wall protecting the pit. Rumored to be the site of Muldegian rites. Gorgoros is commanded by the wizard Kyron.

**Gravewood, County Of:** Small county in eastern Middea. The lord, Riccard Bailstone, is known as the Troll of Grave Wood. The county has a dark reputation.

**Great Schism:** Violent disagreement between the leaders of the Great Fellowship that led to

the formation of two sects: the Patriarchs and the Mendicants.

**Greyfall:** Duchy in Middea. Ruled by the mixed blood noble Ivor Galadin.

**Grey Lancers:** Elite military horsemen in the service of Edanris. Lonely scouts and rangers who patrol the borders and beyond keeping their land safe.

**Gronican, Belarus, Imperator:** Called the Great. 5<sup>th</sup> century ruler of Vintria. Founded the Synod.

**Gronican, Verden Imperator:** Vintrian Imperator in the 9<sup>th</sup> century. Empowered the Synod and created the modern order.

**Gryfs:** The standing army of Lorain.

**Guardian Style:** Knightly style of martial combat. Emphasizes mounted combat.

**Guildsmen Council:** Collective ruling body of the city of Chandra in Numeria. They elect the mayor.



**Hadding:** A Middean town and fortress with ties to the druids. Site of the Arcstone.

**Haelend's Chapel:** Small shrine noted for healing abilities. Located in Edanris.

**Hagborn:** The female offspring of hags and indiscriminate mating practices.

**Hags:** Horrifying female Ennwrathi who are driven by a desire to feed and breed. Their mystical powers are said to be disrupted by salt.

**Hailen:** County in Middea.

**Hairnman the wise:** Muldegian who liked to write.

**Halbvorn:** Steppe nation bordering Avalkhâmar. Founded in IC 1028.

**Hallorn:** Duchy held in appointment by the sitting king of Middea.

**Hamarel Falls:** Site of two oddities in Erenn. The ruined fortress stands in the heart of a waterfall but many wizards are more interested in the oddly colored sand that is reputed to be magical.

**Hamr:** Great Mórdha and sometime leader of the Vindel.

**Hargest, Calder:** Kratian Battlelord in Middea. Loyal to the Numerian faction. Friend of Jos Fenthalion.

**Harvest Day:** End of Summer Festival. Armies return home.

**Hathkin the Terrible:** High-Thane of Halbvorn.

**Hattaras:** Capitol of Roen and Vintria. The largest metropolis in the world.

**Heart of Dheymos, Unholy Order Of The:** Black legend in Edanris about servants of Dheymos creating mischief for the realm.

**Heartbreaker:** The Sword of Dirnwyn. Grants final death to the Ennwrathi.

**Hearth-Wives:** Glacian wife who has earned her place in the family. Opposed to Snow-wife who is a slave.

**Hern, The Hammer of Grief:** Weapon forged through foul methods by the Vintrian Imperator Barriston. Said to bring a cursed fate on those who use it.

**Hern, Orin, Viceroy:** The church appointed commander and governor of Touren.

**Hiblis the Black:** Blood Ring Mage in Touren.

**High-Lords of Numeria:** Among the powerful lords of Numeria these are the wealthiest and most dangerous.

**Highvale:** Remote county in Middea. Ruled by Lady Brennica.

**Hjaldar:** Father to Hjort and Kon-Thane of the

Dhruvic tribe of the Vindel.

**Hjort:** Vindel reaver and raider who “works” along the margins of the Craghorns.

**Holan:** Grandson to Edan. Renounced throne of Edanris.

**Honor:** Vital requirement for medieval life. Without a reputation and honor little could be accomplished by a man. Workers trust that they will be paid. Merchants defer payment until the harvest. Justice is weighted by honor, not evidence unless it is bald evidence and incontrovertible.

**Hryst:** Literally new comers. Glacians who have recently immigrated to the Vindel Uplands.

**Hydlaw:** Capitol of Halbvorn.

**Hyrcaid:** Literally the Bitter Spear. Glacian warriors who feel that to defeat the Ennwrathi they will need to fight smarter, not more violently. Also called the Naegring.



**Ianna, Princess:** Heir to Navorn. Wizard.

**IC:** Illuminated Calendar. This is the most common dating system used on Roen and was developed by the Vintrians. Also, VIC for Vintrian Illuminated Calendar.

**Icel River:** Fast moving snow stream rushing from the Craghorns.

**Idanya:** Fenn Celestine

**Ilfert:** Large town in Halbvorn. Home to one of the Kon-Thanes.

**Illu Plains, the Battle Of:** Historic battle of IC 330 that saw the defeat of Vintria by the Numerians.

**Imbria:** Wealthy but decadent nation famed for gladiators, its armorial school, and its merchants — the Imbrian Trade Commission.

**Imbrian Bay:** Large rocky bay that shelters a vast amount of naval traffic from the open sea.

**Immortals Blade:** Master forged Kaladian Swords designed specifically for the Vintrian Imperators personal guard. Very valuable and highly sought.

**Imperial Road:** Great stone road constructed by the Vintrian Empire over the span of the 5th and 6th centuries. It remains the paramount trade route.

**Imbrian Trade Commission:** Vastly powerful merchant cartel within Imbria and run by many lesser nobles. The Commission owns Imbria and everyone within its boundaries.

**Ingelstone:** Duchy in Middea ruled by Jeth Torrent.

**Inloch Tor:** Hidden capitol of Erenn. The

rugged city is high in the mountains and nearly inaccessible to any military force.

**Innsmarsh:** Powerful northern realm now lost to trollkin and part of the Fallen Kingdoms.

**Instrumentality, Lords of:** Elite knight cadre in the service of Edanris.

**Inwendig:** Unrefined martial style using the axe or other imprecise instrument. Brutal style.

**Iradel:** Large town in the Eastern Marches of Middea.

**Ironwood:** Deep oak forest with legends of trollkin. Located in Middea.

**Isharan:** The xenophobic people of Solon.

**Isharand the Corrupted:** Blood Ring Mage in Semerest.

**Islandic:** Language of the Glacians and the Vindel.

**Ivaria, Dhuric, Archon:** Highest ranking member of the Synod in Middea.



**Jacs:** Slang term for organized highwaymen and bandits operating in Caladan. Most were members of an organized military unit prior to becoming bandits.

**Jamndor:** Literally speakers moot or meeting. Annual meeting of the tribal leaders of the Vindel held at the Konstone.

**Jann:** Celestine sect. All dead save Taranis who is worshipped as a god-king.

**Jartan, Exarch:** Spy and all around dirty-handed operative for the Mendicant hierarchy. Operates in Lorain and Middea.

**Jayla:** Fenn Celestine

**Jhin, Lord:** Retired commander from Vintria. Husband of Saraben. Resides in Northrun.

**Jhoren the Guul:** Ennwrathi. Fell to the Ennwrathi in 1061. Cunning creature.

**Jongarian, Goodman:** An Arimite exile who took service with Rhys Wingate during his tenure as commander of the Blackfire Banner. Currently the Steward of Wingate and the right-hand of Duke Wingate.

**Jongarian, Shayan:** The beautiful daughter of Goodman Jongarian, the powerful castellan of Orenstone. Shayan was killed in a drunken revelry by several young knights.

**Jurga:** The Daggerman. A fear assassin employed by the Boson Gar.

**Juri Aspe:** Vintrian code of laws and conduct. Legal document refined over eight centuries.

**Justicar:** Servants of the Celestine. Bestowed power and resistance to the corruption of the Adversary. Also called Paladin.

# K

**Kaalchek, The Stone Temple:** Ruins in the Vindel Uplands. May have been inhabited by giants.

**Kaedan:** Mórdha warrior scout.

**Kalabyrn:** The sword of the Middean Kings. Used by Sojen to slay Dayhoc the dragon. The blade was lost when Duke Severn rebelled against his king. Last seen in IC 1052 at Three Mountains Battle.

**Kaladia:** Southeast nation bordering Solon. Famed for the strength of its steel.

**Kaladian Steel:** The finest steel on Roen.

**Kaldir:** The weaponsmiths of Kaladia who know the secret of smoked steel.

**Kal-Doria:** Kaladian school that teaches the art of the sword. A martial academy.

**Karporos Mountains:** Long north-south mountain chain that ends in the Trollstone range. Karporos is made of several smaller ranges and runs for more than 3,000 miles.

**Kenric, Revered Elder:** The highest ranking Mendicant in Middea.

**Kerjac:** Legendary hero 3<sup>rd</sup> century

**Kerwyl:** Middean capitol in the occupied March of Erenn.

**Kessel, Rowan:** First-Sword of the Mendicants. Founder of the Brotherhood. IC 932

**Kingston:** Ruined and abandoned former capitol of Caladan.

**Khaylish:** Small nation renowned for its warriors and advanced military techniques. All citizens must serve in the military.

**Khêl:** Desolate northern steppe lands.

**Kiri Blades:** Matched long knives used by the Nicoda fighting style.

**Kith-Arian:** The elder language of scholars and the root of many tongues. Written language.

**Kith-Lands:** Region of the southern most peninsula lost to the armies of Taranis and the Emissaries of the Jan.

**Knight's Fee:** Area of land granted to a knight by his patron to support his militant activities in exchange for fealty. Generally this area is 1-2 square miles. Most knights have several "fees."

**Knight Guardians, Order of:** Militant Order associated with the Great Fellowship. Crushed in the Fallen Kingdoms and teeters on dissolution.

**Kolfinn, Namina:** Muldegian wizard searching for a book in Middea.

**Konarc:** Druidic holy site and solar temple. Located in the Ere Mountains.

**Konstone:** Sacred place of power to the Vindel. Capitol of the Vindel Uplands.

**Kon-Thane:** Petty king or duke among the Halbvorn and the Glacians.

**Korathian:** Ramanthian mounted warband.

**Kostig:** Vindel warrior who used the sword Dirnwyn.

**Kotchkey the Deathless:** Lesser Celestine (Ennwraithi). Demon lord of Murgost.

**Kratian:** Language of Vintria. More books are written in Kratian than all other languages together.

**Kratian Battlelords:** Order of militant idle rich dedicated to perfecting the art of warfare. Based in western Roen, Numeria specifically.

**Kraetor:** Large port city near the ruins of Nan Matal. Largest arena on continent.

**Kratos:** Barehanded martial style taught to nobility.

**Kregor, Cyrus, King:** Ruler of Vianden.

**Krkon:** Elite house guard of the Kon-Thanes of Halbvorn. Raiders and primitive knights.

**Kurn:** A gold trade bar with a weight of roughly one kilogram. Roughly worth 50 gold coins.

**Kynon, Master:** Muldegian wizard in command of Gorgoros.

# L

**Lacroix, Selestin, Prelate:** The highest ranking member of the Patriarch faith in Lorain.

**Langstun:** Regional town in Edanris. Home to an annual fair and known for its mercenary recruitment.

**Lew, Karden, Lord:** Knight-Commander in the Edanris military. Strong supporter of Nira Raner.

**Leytonstone:** Small town with a large abbey. Located in the Middean duchy of Wingate.

**Leytonstone Abbey:** Monastery famed for its learned monks and extensive library.

**Lichfield:** Mid-sized town in the County of Gravewood in Middea.

**Lior:** Literally unnamed. The Mórdha name for themselves.

**Ljot, King:** Member of the Fraternity of Kings in Edanris. Petty king.

**Loholt, Hierarch:** One of the Glacian Mórdha. Powerful and violent voice in Halbvorn.

**Longbarrow Downs:** Small town clinging to life in the Ravenswood.

**Longstick:** Fluid martial style for use with a staff.

**Lorain:** A Principality under the protection of Numeria. Not so long ago it was a duchy of Middea. Now in the middle of a long, bloody war for possession.

**Lorn, Selwyn, Paladin-Prince:** The monarch

of Numeria and one of the most powerful men in the world.

**Lorn, Illan:** Founder of the Lorn dynasty in IC 1005 and the first Paladin-Prince of Numeria.

**Lost, The:** Powerful Celestine who have been corrupted to the service of the Ennwrathi. Dheyamos and Cyrena are members of the Lost. Most of the Lost have been killed during the Ennwrathi Wars or at least imprisoned.

**Loth-Galen:** Language of Khaylish. Related to Galen.

**Lucid Dreamer, The:** Another name for Ro.

**Luminum:** Light silverish metal. When worked into weapons it grants them the ability to harm the Ennwrathi.

**Luz:** Large fortified city famed for its pilgrimages in Touren.

**Lydden Hole:** Haunted valley in Erenn.

**Lynwird, King:** Ill fated king of Caladan. The royal line died with him.



**Maia:** Druidic midwives of Erenn and Middea. The word translates as "aunt."

**Maibus:** Ennwrathi that has plagued Middea for centuries. Once a servant of Bel Samedi.

**Marbruden:** Secret fighting techniques used among the Ramanthians. Mounted style.

**Marconis:** Large city in Numeria.

**Mareduin Seaway:** The north-south seaway that divides western Roen from the Middle Kingdoms. An important route for trade and food.

**Marq Reeve:** The war king of Erenn. Typically appointed by the druids and the Athan Re.

**Marq:** An Erenn war chief.

**Massand:** Pious nation in central Roen. Home of the Patriarchs.

**Memnon:** Ennwrathi. Slain by Evik the Wise.

**Mendicants:** Sect of the Great Fellowship. Based in the Theocracy of Touren.

**Mercenaries Argot:** A battle code. Sign language used on the field of combat when words may not be heard.

**Mercuric Elixir:** Noxious silvery liquid consumed by members of the Synod. It fuels their magical powers but turns their skin an odd grey-blue color (see argyria). The secrets to making the elixir are a state secret of Vintria.

**Merrick:** Bard and scholar. Advisor to Duke Wingate.

**Mertran:** Literally trader. Erenn merchants who travel abroad to purchase and trade goods.

**Middea:** Large western nation. At war with

Lorain and Numeria.

**Min:** Tribe among the Vindel. Warriors gave rise to the word minion.

**Mindren, Janek, Mayor:** The mayor of Chandra.

**Mirk, Tall:** Rogue and brigand. Large but none to bright.

**Mobray, Jhone, Duke:** Merchant with large ambitions. Mobray has rallied the family fortunes and purchased his way into the position of duke as well as that of Royal Exquelsher for Middea.

**Mog-Wraith:** Ennwrathi. The undead spirits wholly consumed by the Adversary.

**Moki:** Lost race who dwelt in modern Halbvorn. Cliff dwellers and rock workers.

**Monavic:** Also called Aelph. The first language believed to be spoken by the Celestine. It is a language of magic and power. See Gematria.

**Mooreland, Leto, Imperator:** Decrepit ruler of Vintria. Searching for the keys to immortality.

**Moormarch:** County in Middea.

**Mórdha:** A race descended from the Celestine who have interbred with humans. Mórdha measure their purity by how much Celestine blood they have in them. They are mystically inclined by nature.

**Mórdha Fighting Blades:** Elegant long knives forged by secret techniques known only to the Mórdha and Celestine. Highly valued.

**Morglay:** Literally Black Glass. A sword blessed by Saint Evik on the day of his death. Given to a Khaylishi Warlord but now lost.

**Morholt, Kon-Thane:** One of the petty kings of Halbvorn. Plunders Edanris and Touren mercilessly.

**Moro Point:** Rocky shoreline in Caladan that lulls many sailors to their doom.

**Mortis:** Assassins art. Deadly fighting style designed to cripple or kill from surprise.

**Mount Bjorvita:** Peak within the Craghorns. Site of the burial monolith called Einjomnirr.

**Mount Cabryn:** Tall peak in the Craghorns, location of Cabryn Fortress.

**Mount Corvis:** Steep peak in the Craghorn range. Located in Lorain.

**Mount Myddwyn:** Tallest peak in the Ere Mountains at 9,200 feet.

**Mount Samos:** Tallest peak in the Craghorn Mountains at 9,800 feet.

**Mount Scarfel:** Rocky crag in northern Touren.

**Movaryl:** Ennwrathi demon spider. Died during the Second Ennwrathi War.

**Movaryl, Cult Of:** Sect of assassins and cutthroats who serve the demon spider.

**Muldegian:** Sect of wizards believed to be

destroyed long ago. Some claim descent from the tradition. They are true wizards.

**Muldegian Stone:** A small sliver of the Foundation Stone. Muldegian Stones are capable of storing élan that wizards may later tap.

**Muldhorne:** A secluded monastery for monks, paladins, and other servants of the Celestine in the Craghorn Mountains of Middea.

**Murgost:** The hellish realm that is the prison of the servants of Dheymos.

**Myr Isil:** Literally the cold water. Partially frozen north-westerner ocean. Naval traffic rarely strays far from the site of the shoreline.

**Mythrin, Lake:** Large Middean lake with rumors connecting it to Annwyn.



**Na Fianna:** Literally hidden warrior. Martial style taught to the Fianna of Erenn.

**Naegring:** Glacian warriors who feel that to defeat the Ennwrathi they will need to fight smarter, not more violently. Also called the the Bitter Spear and Hyrcald.

**Nan Matal:** Ruins of a massive city carved into the sides of a gorge in Tamor.

**Nash-nag-Re:** Sojens Book of Laws

**Navorn:** Small costal nation ruled by the Enchantress of Navorn, a wizardess.

**Navorn Peninsula:** Small wedge of land supporting the country of Navorn.

**Nicoda:** Mordha sword master who developed a style using two long knives called Kiri Blades.

**Nicoda Sword Mastery:** Martial style using two Kiri Blades. The style is fluid and fast.

**Nithormr, Lake:** Meaning dragon water. Warm lake in the heart of the taiga of Halbvorn.

**Norrige Wood:** A thick wood within the Ravenswood. Mostly growing hard woods with little underbrush.

**Northrun:** Isolated fortress holding a key pass in the Eastern Marches of Middea.

**Nog, The Dragon of Murgost:** One of the great dragons and an Entuku. The hell dragon met her end at the hands of Dheymos.

**Nox:** Black witches of the Glacians. Traitors who serve the Ennwrathi.

**Numeria:** Powerful nation in western Roen. Dreams of empire.

**Numerians:** The people of Numeria.

**Nymedian Mountains:** Stony foothills that abut the Mareduin.

**Nymue:** Powerful Re spirit linked to rivers.



**Öb:** Ceremonial garb of all white worn by the female mystics among the Glacians called the Vala or Aunt.

**Obol the Black Troll:** Servant of Yasha. Once an honest man.

**Ochs:** Martial style focused on using huge weapons such as a greatsword.

**Old Bone Pass:** Site of many battles between Middea and Lorain in the Ravenswood.

**Old Faith, The:** Druidic belief system that struggles in Erenn and Middea. Nearly extinct. Animists, not conservationists.

**Old Kratian:** Difficult and guttural language of the trollkin.

**Oleberk, Tolan:** Merchant of Iradel.

**Önn:** Druidic celebration of Harvest Day.

**Onnasy:** Mid-sized city in Touren. Famed for its centers of learning.

**Onslow:** Glacian nation lost to trollkin. One of the Fallen Kingdoms.

**Orebh Yaar, The Battle of:** IC 26, the last major battle of the 2<sup>nd</sup> Ennwrathi War.

**Orenstone:** Capitol of the duchy of Wingate. This is a large town that sees tremendous amounts of traffic to and from the castle in recent months.

**Orenstone Fortress:** Concentric fortress commanding the town of the same name. Capitol of the duchy of Wingate.

**Oricron:** Red-gold metal that heats or chills in the presence of the supernatural.

**Orintes Abbey:** All female abbey dedicated to continuous prayer for the salvation of men from the depredations of the Adversary in Touren.

**Orlantis:** Mythical island home of the Muldegian wizards.

**Ormond, the Duchy of:** Located in northern Middea. Headed by an aging duchess.

**Ormond, Address, Duchess:** Aging matron of the Ormond house. The crown has placed a good deal of pressure on her to remarry.

**Orongé:** Large city in Numeria.

**Orya, Braewin, Revered Elder:** One of the eleven priests (priestess) who sit on the Mendicant Council.

**Osanna Cathedral:** Magnificent Cathedral at the heart of the Curia. Osanna is built in the shadow of the Servants Sanctuary which is open to the public.

**Osanna Curia:** Walled city compound that houses the administrative functions of Touren. Located in Cithia.

**Otava, Consul:** Commander of Baaltrea during

the 8<sup>th</sup> century.

**Ozhel:** Language of the nation of Solon.

## P

**Paladin:** Servants of the Celestine. Bestowed power and resistance to the taint of the Adversary.

**Pale, Arlen:** Synod Archon in Numeria.

**Pale Forest:** Middean forest filled with sophora trees and their washed out bark.

**Palomar:** Large city in Numeria.

**Parada Peninsula:** Thin wedge of land bisecting the Imbrian Bay and the Bay of Émbor. Home to Kaladia and Tsada.

**Paradox of Battle:** Written two centuries ago by an unnamed Mendicant scholar and warrior. The book is a religious discourse on how men can remain holy in the midst of the gruesome realities of war.

**Partisans:** Political movement within Touren. Partisans are in favor of preparing for war.

**Patriarchs:** Sect of the Great Fellowship. Male dominated with aims for political and social power. Male dominated hierarchy.

**Patrons Conference:** The council of peers in Numeria. The Patrons command less power and influence than the High-Lord or the Paladin-Prince but are still as wealthy and powerful as many other kings.

**Palham's Neck:** Mid-sized fishing town located on Tirach Mir in Middea.

**Peris:** Bold and arrogant knight from Caladan.

**Pike Fighting:** Martial style that uses the pike or halberd.

**Preston Valley, The Battle of:** IC 751, initial battle in the Prince's War.

**Prime, The:** The great spirit of the world in the druidic belief system (The Old Faith). The Prime is a sexless entity.

**Pthalo:** The world.

## Q

**Qadir:** Site of a great library in Tamor. Also, a small port city that has an impressive colonnade filled with hundreds of columns.

**Quan:** Mystical sword lost in the Fallen Kingdoms. The blade was crafted in Navorn.

**Qwyn:** One of Prince Rafn's enforcers.

## R

**Ragnerik, Amidess, Princess:** Numerian Princess who had her marriage to King Sorin V annulled by his father. Mother to Prince Weslyn Ragnerik.

**Ragnerik, Andris, King:** Middean king called the Pious. 870. Became abbot of Faulk Abbey in Northrun.

**Ragnerik, Darig, King:** Middean King. Signed the Archon's Edict.

**Ragnerik, Ben Edar, King:** Middean King. 4th Century

**Ragnerik, Etan, King:** The king who surrendered to the Vintrians in IC 731

**Ragnerik, Gareth, Count:** Brother to King Sorin and the Count of Pembroke. Famously dislikes Prince Rafn.

**Ragnerik, Garlon, King:** Called the builder. 9th century.

**Ragnerik, Laigh, King:** Middean King killed by a troll. 4th century.

**Ragnerik, Marina, Princess:** Young woman coming of age. Sister to Prince Rafn and daughter of King Sorin. Once betrothed to Jaran Envernes.

**Ragnerik, Nestor, King:** Also called the builder. 9th century.

**Ragnerik, Orin, Count:** Brother to King Sorin and Count of Oldcastle. Rotund man given to hedonism. Subject of many scandals.

**Ragnerik, Rafn, Prince:** The prince of Middea. Also called the Red Prince. Gifted with the ability to heal with his hands.

**Ragnerik, Sorin, King:** The king of Middea. Reclusive and infirm.

**Ragnerik, Taeyln, Prince:** Sickly youth of six winters. Son of King Sorin.

**Ragnerik, Taelyn, Provost:** Brother to King Sorin and right hand of Prince Rafn. Lush and lecher.

**Ragnerik, Weslyn, Prince:** The mad prince of Lorain. Claims to be older half-sibling to King Sorin.

**Ramanthia:** Clannish nation of horsemen on the central plains of Roen.

**Ramanthians:** Plains dwelling horsemen.

**Ramoth:** Language of the Ramanthian people.

**Ramsgate:** Curtain wall preventing use of the Welsig Pass in the Ere Mountains.

**Ramos, Prelate:** Strict spiritual leader of the Patriarchs in Caladan. Head of the Council of Templars.

**Rancour, Alured, Battlelord:** One of the

Kratian Battlelords and advisor to Prince Weslyn Ragnerik of Lorain.

**Raner, Nira, Sword-Queen:** The female ruler of Edanris. Commands the famed Five Swords.

**Ras, The:** Governmental body that controls the military of Dracia. Inferior to the civilian branch of the government called the Benwyck.

**Ravenscrag Fortress:** Fortress perched on the steep cliffs of Mount Corvis in Lorain. Home to a militant order of the Patriarchs.

**Ravenswood:** Great forest between Middea and Lorain. Site of many chaotic battles and source of many dark rumors.

**Re:** Minor Celestine sect. Interbred with the Erenn.

**Redhel:** County in Middea.

**Red Companions, The:** Formally an order of knights in the Fallen Kingdoms. Now they hire on as personal guards for those who need protection.

**Red Prince:** Rafn Ragnerik.

**Redbourne:** The war torn capitol of Caladan.

**Redeemers:** Religious police. Enforce the will of the Patriarchs and monitor the flock for signs of religious backsliding.

**Reeve:** An elder and leader among the Erenn.

**Renounced, The:** Mercenary company filled with hedge knights who are without a liege for one reason or another. They have a dark reputation.

**Requital:** Magical attack that used the sacrifice of others at the Battle of Orebh Yaar. The Requital destroyed the Foundation Stone.

**Revelstone:** Sprawling fortress of the Sword-Kings of Edanris.

**Rhone Desert:** large arid region bordering Vintria.

**Rhone Mountains:** Impressive chain on the southern end of the Middle Kingdoms. The range has some of the tallest peaks in the world.

**Rhone Tribesmen:** Fierce desert raiders who live in the Rhone Desert.

**Ridgewall:** Mid-sized town supporting the garrison at the fortress of the same name.

**Ridgewall Fortress:** Reputed to be one of the strongest fortifications in the west. Nestled on a high ridge with little accessibility from the ground the fortress has never fallen to an enemy.

**Ring, Kira, Abbess:** A warrior monk trained at the Abbey of the Fourth Sable Order. She is a reserved but coldly lethal opponent.

**Ringing Horn:** A great horn crafted in ages past that is believed to be able to open the barriers between the realm of men and Annwyn.

**Risha, Queen:** Mother to Prince Rafn and wife

to the ailing King Sorin of Middea.

**River, Kelson, First-Sword:** A ferocious warrior and the First-Sword of Touren.

**Ro:** King of the World Beyond. Distant God.

**Ro's Lamp:** Orange-blue solar body. The sun.

**Roen:** The primary continent on Pthalo. Literally means "Ro's Land"

**Rovanno:** Large city in Imbria. Home of the Rovanno Armorial School where heraldic devices are registered. Famed for its sword style.

**Rovanno Sword Forms:** A martial style taught at the Rovanno Academy. Reputed to be the finest sword technique taught on Roen.

**Royal Gardens of Lorain:** Famous gardens surrounding the royal palace. Known for beautiful and rare flowers.

**Ruosaan:** Island nation. Remnants of the Fallen Kingdoms.

**Ryskild Valley:** Literally flat grass. Fertile plain that houses the majority of the Vindel on the Bristol Bay.

## S

**Sa:** Arimite term meaning “empty minded.” A detached state desired by their society.

**Sable Order, The Fourth:** The Sable Order is a monastery about a days ride from Iradel in Middea. The militant monks approach war and combat with a reverent holiness. Few are able to meet the stringent moral and physical demands required.

**Sagramhor:** Rafn’s pet killer. Once a champion gladiator of Tamor.

**Salba Collegium:** Religious college dedicated to preserving written works. Located in the city of Onnasy in Touren.

**Salba Cathedral:** Original cathedral and abbey where the collegium was founded. Now serves as a library and scriptorium complex.

**Sandaux:** Prosperous region of Numeria famed for its fine wines.

**Saraben of Apathos:** Skilled healer living in Northrun, Middea.

**Saybec, Elder:** High ranking Mendicant official who stirs rebellion in Lorain.

**Scarfel Point:** Rocky crag in northern Touren that is the home of the Arcane Theurge school.

**Scion:** The twisted souls in the service of Arleth Crow and through him, Bel Samedi.

**Scirad:** Inner council of Scions who serve Arleth Crow. Servants of the Ennwrathi.

**Seacrest:** Capitol city of Lorain. One of the most beautiful cities in the world.

**Sellsword, Makel:** Mercenary soldier.

**Semerest:** Once powerful nation now rocked by religious wars between the Great Fellowship and the Emissaries.

**Servants Sanctuary:** Reputed to be the third most impressive cathedral in the world. Seat of the Mendicant Faith.

**Serya:** Literally butterfly but meaning butterfly valley. Small vale in the Ere Mountains. Annual migrations of millions of butterflies give the valley its name.

**Sevenoaks:** Mid-sized town in the Eastern Marches of Middea. Reputed to be the birth place of Sojen.

**Severn, Duke:** Founder of Erenn. 8<sup>th</sup> Century. Refused to surrender to Vintrians.

**Shadda:** Language of the Edessans.

**Shandra:** Celebrated female knight who was lost at the Fall of Atherton.

**Sharad Sharak:** Killers who leave a small green stone behind.

**Sheel, Royal Order Of:** Historically the

champions of Sojen. The order was recreated according to the Book of Laws to provide 12 knights who serve and protect the people of Middea. They operate outside of Royal Law. Also called Shield Knights.

**Shevonne:** Aesar Celestine

**Shield Knights:** See the Royal Order of Sheel.

**Shining Ones:** Cold angels of the Glacian faith who made the world.

**Shrine of the Werran:** Secret burial mound with thousands of statues to guard the dead in Khaylish.

**Shuul:** Ennwrathi. Demonic spirits of Murgost.

**Silver Knights:** Questing knights in the service of Edanris.

**Silver Spar, Order of:** Religious knights who serve the Great Fellowship. Use a silvered and blessed spear.

**Sindra:** Literally light watchers. The middle caste of the Mórdha.

**Sindrian:** The secret tongue of the Mórdha.

**Skinwalker:** Ennwrathi. One of the risen dead inhabiting nearly life –like flesh. Vampires and ghouls are Skinwalkers.

**Skotos:** A blade forged in the depths of Murgost by the hand of Sheymos. Utterly evil and cursed blade.

**Skuli, Hierarch:** Feared battle-priest of the White Temple. Known for his practice of sacrificing captives after battle.

**Sleeping Prophet, Cathedral Of:** Built in the shadows of the Trollstone Mountains. Site of many pilgrimages and also the primary religious institute that sees to the needs of the Brotherhood of the Sword.

**Snow-Wives:** Glacian practice of purchasing slave wives at the Winter Festival.

**Sojen:** The slayer of Dayhoc and founder of Danmhorland.

**Solar Year:** Used by the Illuminated Calendar. Pthalo has a year that is almost 500 days long. Each month is 45 days long and there are 11 months in a year. The 11 month is called Escention.

**Solon:** Eastern empire under the sway of the Sorcerer of Solon.

**Sophora Trees:** The eerie trees of the Pale Forest in Middea. The washed out bark is valued for its use in ornamental wood carving.

**Star-Gazing:** When wizards tap their own personal essence to fuel spells. Can lead to madness and a catatonic state known as being fire-blind.

**Stone Valley:** The lowest point in western Roen. Located in Edanris.

**Storn, Channa:** Powerful Synod archon in

Numeria.

**Strathmore, Duchy of:** Duchy in Middea. Located in the heart of the nation and possessed of much fertile land.

**Strathmore, Dreffin, Duke:** Hereditary duke of Strathmore. Short balding man who is insufferable.

**Stronghold, The:** Properly, Sojens Stronghold. Original fortress said to be constructed by Sojen. Located in Chandra.

**Summerholm:** Palace of the Middean kings within the duchy of Summerland.

**Summerland:** Royal duchy of Middea. Held by the sitting king.

**Summer Sea:** Warm waters along the coast of Tamor, Numeria, and Middea. The Summer Sea is dangerous but well explored. Little trade is conducted but a great deal of slavery and piracy occur along this narrow stretch of water.

**Svanna:** Vindel raider and warrior who targets the lush villas of Lorain.

**Sycora, Fion:** Erenn warrior who trained with the Vintrian Legions. Founder of the Fianna. 8<sup>th</sup> Century.

**Synod:** Cabal of Vintrian wizards who seek to gain hegemony over all magic. Their powers come from a substance called the Mercuric Elixir which also turns their skin a grey-blue hue.

**Szo Herim:** Literally Battle-Brother. Glacian war-priests who are the clergy of the White Temple. Also called Hierarchs.



**Taalmbria:** Literally Red Fortress. Well reputed fortress built of red stone in Lorain.

**Taber:** Young bully at Orenstone.

**Tainted:** Mannish servants of the Ennwrathi. The Tainted are not yet visibly corrupted by the Adversary.

**Talchazor:** A powerful Vintrian family that has recently fallen on hard times.

**Talchazor, Ocasta:** The Daggerman. An assassin of the Boson Gar.

**Talwyn Firth:** Major bay of the Eastern Marches in Middea.

**Tamalin:** Aesar Celestine

**Tamor:** Southern nation conquered by the gold of Taranis.

**Tamori Knife Style:** Dazzling knife techniques used by the Tamor gladiators.

**Tanfanna:** One of the Glacian female wizards known as the Vala.

**Taramere:** County in Middea.

**Taranis:** Celestine. The bloody god-king of the Radiant Kingdoms.

**Tarasque, The Great Dragon:** One of the Entuku. A beast whose destructive ways remain infamous centuries after he was slain. Believed to have been killed at Orebh Yaar.

**Tavannen:** Variant of the Arian language spoken in several western nations.

**Tavier, Ruins of:** A large town whose inhabitants were butchered during the war between Lorain and Middea. Haunted.

**Teag:** One of the Reeves of Erenn. Held Kalabyrn. 1053

**Terak:** Fenn Celestine. Known for prowess.

**Thaimus, Arthyn:** Hero to the people of Caladan. Based in the abandoned city of Kingston.

**Thanos:** The hungry serpent. One of the Entuku. Highly intelligent snake creature said to lie in wait at the worlds end.

**Tharad:** Major trading port in the Eastern Marches of Middea. Second city of Middea.

**Theurge:** A wizard pledged to a Mendicant religious order.

**Thirm, Kaddock, High-Battlelord:** The most senior and ambitious of the Kratian Battlelords in Middea. Commander of the Chandra Chapterhouse.

**Three Mountains Battle:** Erenn battle in IC 1055.

**Throne of Light:** Distant realm among the stars where Glacians go after their death.

**Throne of Ro:** Seat of the Patriarch Church. Most elaborate cathedral in the world.

**Timaril:** Knights-Protectorate of Edanris. Function as sheriffs or constables.

**Tir:** Large town in Halbvorn. Home of one of the Kon-Thanes.

**Tirach Mir:** Lake in Middea.

**Tjearhvindal:** Vindal word for the west. Literally means "pregnant green expanse." Shortened to Vindal.

**Tolan, Dain, Duke:** Appointed to hold the honor of the duchy of Hallorn at the request of Queen Risha. Also holds several other lands including a hereditary county.

**Tölbruk:** Land-locked and partially frozen northern sea.

**Tomas, Elder:** Diplomatic priest and Tourens envoy to Middea.

**Torrent, Jeth, Duke:** The hereditary duke of Ingelstone. Middle aged man of long vision.

**Touren:** Theocratic nation. Home of the Mendicants. Founded in IC 925.

**Trakus, Tribune:** Vintrian warrior scholar.

**Trebore:** Large city in the Fallen Kingdoms. Betrayed by its rulers.

**Tremont:** Large city in Numeria.

**Trey:** Fenn Celestine. The hunter.

**Tribunal of Beauty:** Rumored court of only the most beautiful and powerful women. Held in the Royal Gardens of Lorain and rumored to be debaucherous affairs.

**Troll-fogs:** Soupish fog that rolls off the Trollstone mountains bringing feral trollkin into the lowlands to feed.

**Troll-Holes:** Dingy dens and filthy caves used by the trollkin as lairs.

**Trollkin:** Brutish subhuman foot soldiers used by the Ennwrathi.

**Trollstone Mountains:** Impressively tall and long mountain chain stretching from the polar circle all the way down into Middea. Infested with trollkin. Part of the Karporos range.

**Tsada:** Mountainous outback home to reavers and bandits.

**Tzavos:** Necromancer of the darkest caliber. Past on many foul secrets.

**Tzavos, Skull Of:** Allegedly the skull of the dark wizard and reputed to have terrible effects. Desired by those who practice necromantic magic.



**UI:** Large town in Halbvorn. Home of one of the Kon-Thanes.

**Uldon:** Small town in Halbvorn that welcomes traders from other lands.

**Ulmer, Kon-Thane:** Glacian warlord. One of the seven rules of Halbvorn.

**Undoing:** One of the Prime forces of magic. Also called Dox. It is the magic of the void.

**Unfettered:** A person who, through a quirk of birth or circumstance, is invisible to detection through magic.

**Ury:** Knight and ranger in the service of Edanris. One of the Grey Lancers.



**Vala:** Glacian wise women or midwives.

**Valkea:** Literally white sea. Violent and cold northern sea rumored to shelter the island of Orlantis.

**Valliex, High-Lord:** Powerful Numerian noble who has fallen from the favor of the Paladin-Prince. He currently resides in Lorain as an advisor to Prince Weslyn.

**Valloch:** Hidden Erenn city. Said to be the home of the Athan Re and the Fianna.

**Vandium:** Meteoric metal. Disrupts magical effects.

**Vanya:** Celestine (Ennwrathi). The fallen king of the Celestine. Source of Corruption.

**Veizla:** Glacian after battle ritual celebration. Translates as "blood offering" and involves the sacrifice of captives.

**Veizlor:** Glacian ritual of thanksgiving in war and raiding. Translates as "blood feast."

**Verden River:** Tributary to the Bray River in Middea. Named for a Vintrian Emperor.

**Véurr:** Members of Hyrcald (Bitter Spear) who have adopted the use of magic in their war against the Ennwrathi. An unmanly thing among the Glacians.

**Vianden:** Constitutional monarchy in western Roen.

**Vicar-General:** A member of the Elder Council of Mendicants who acts as the overall commander of the military. He is the commander in chief, not a field commander. Otherwise a commander of war with religious affiliations.

**Vindel:** Tribe of Glacians who have settled into the highlands of the Craghorn Mountains.

**Vindel Uplands:** Region of the Craghorn Mountains occupied by a tribe of Glacians known as the Vindel.

**Vintria:** The seat of the Vintrian Empire which once spanned all of Roen. Dying a slow death of attrition and succession.

**Vintrian Civil War:** The collapse of the Empire IC 871

**Vintrius:** Warlord and founder of Vintria

**Voland:** Fenn Celestine. The smith.

**Volkader, Cetric:** Mórdha woodsman living in Middea.

**Vordhyr, Hamr:** Great Mórdha who commands the respect and blades of the Vindel.

**Vos, Alander:** Member of the Mendicant Council. Current Vicar-General for Touren. A man with extensive contacts and loved by a great many powerful people.



**Waldrin, Fenton:** One of the eleven priests who sit on the Mendicants Council.

**Wallcourt:** County in Middea.

**Waterstone:** Stunning cliff city in northern Middea. Reputedly built in the heart of a waterfall by the magic of the Celestine.

**Welsig Pass:** One of the few passes through the Ere Mountains. Blocked by Ramsgate and protected by the Re.

**Whitefang:** Tallest peak in the Trollstone Mountains with a height of 14,000 feet.

**White Queen:** Mórdha corrupted to the Ennwrathi. She commands a large number of Trollkin and Hags in the Trollstone Mountains.

**White Shepard:** Charismatic leader of a fringe religious movement in Caladan. Assassinated King Lynwird and then committed suicide.

**White Temple:** Battle priests of the northern people. Violent. Worship the Fenn Celestine as gods.

**Wihtmoor:** Boggy, stone filled valley in the Vindel Uplands filled with foul humors.

**Windmere, The Battle of:** Battle in the Second Ennwrathi War. Foros the Screamer, One of the Entuku, was killed there.

**Wingate, Andris (Ragnerik):** Son of King Sorin and Janiece Wingate. Accused along with his mother of treason and exiled. Andris is half brother to Prince Rafn and has a legitimate claim to the throne of Middea. Andris lives with his uncle, the Duke of Wingate.

**Wingate, Ansel:** Count of Cabryn 8<sup>th</sup> Century. Took Cabryn Title.

**Wingate, Janiece:** Divorced from King Sorin

and declared traitorous. Lives under the shelter of her father at Orenstone. Mother of Andris Ragnerik (Wingate).

**Wingate, Kaid:** Fire mage in Middea. Son of Duke Wingate.

**Wingate, Kain:** Child of Rhys Wingate and his first wife. Died with mother.

**Wingate, Kier:** Heir to the Wingate lands.

**Wingate, Korë:** Niece and ward of Rhys Wingate. Companion to Janiece.

**Wingate, Rhys:** Duke of Wingate, Marshal-General of Middea, Lord of the Marches. An aging warrior.

**Wingate, Sanya:** Deceased first wife of Rhys Wingate. Mother to Janiece and Kier.

**Wingate, Tylin:** Second wife of Rhys and sister to King Sorin. Mother to Kaid and Korë.

**Woodward:** Rangers sign. Forest markings commonly used by most skilled woodsmen on Roen. It is a simple language.

**Woren:** Lake side city in Edanris.

**Worstel:** Grappling style of martial combat.

**Wyff:** Fenn Celestine. Female warrior.

**Wyldwatch:** Rangers who have come to the rescue of innocent folk in the Ravenswood. Commanded by "The Captain."



**Xanas:** River spirit inhabiting the natural springs of Middea. Patron of many druids.



**Yasha the Hag:** Ennwrathi. Vile creature haunting Middea.

**Yellow Eye Fever:** One of the Dual Plagues. Struck in IC 1044.

**Yiriah Steppe:** Arid highlands of Halbvorn.

**Yorl Haut:** Aging and infirm leader of the Elder Council of the Mendicants.



**Zandra, The Enchantress:** Wizard-King of Navorn.