

Innatraea Glossary

Through Novella Three: Road to Bethseda



E.R. Zaugg



Aashna (Ash-nah): A Tursi woman.

Absai (Ab-eh-sigh): Bosun aboard Fi Ariela.

Aedonia (Ah-doh-nee-uh): A kingdom in eastern Innatraea bordering the Mu'ul Mountains known to conquer and absorb smaller nations, charge heavy taxes, enact strict laws, and is also home to the Holy Church of Jhoras.

Aerona (i-ro-na): A Dryad, bonded to Marged Llewellyn.

Agnes (ag-ness): A wise woman who provides medicine to the women of the river trade town Talberston's Crossing.

Ahearne Family (Ah-hear-neh): The ruling family of Cathyor before its fall. History claims they were all slain, though rumors persist of surviving heirs.

Ahearne family mark: A horse head-shaped mark given to the firstborn sons of House Ahearne.

Ahohako (Ah-o-ai-ko): Medical purser aboard Di Ariela.

Aidan (Ei-dan): A Cathyoran man, and an archer.

Aife (Ai-fe): Niomh's daughter, who is unusual because she has two different colored eyes, one blue and one green.

Ailbhe (Al-va): A Cathyoran, and a member of Trefn Cyfiawnder.

Aisling (Ash-ling): A young Cathyoran girl. Best friend of Morrigan, daughter of Brighid, and niece of Elspeth.

Aisna "Divine" (Ai-s-nah): A special class of Seylan citizens, often called "Companions" by foreigners. They are each specially chosen at a young age for their beauty, intelligence, empathy, and grace.

Akua (Ey-kwee-yah): Cabin boy aboard Di Ariela.

Aliselle Falls (Al-eh-see-ill): A farm town near the eastern border of Aedonia. It's located in the province of Farm Hold and is named after the nearby river rapids and waterfalls.



Alsiyama (Al-see-yah-muh): Tursi religious philosophy emphasizing control, order, and the suppression of emotional expression, particularly for women.

Altin Bozkirlar “Golden Steppes” (All-ten boz-keer-lar): The flat grasslands surrounding Tursim.

Amah (Ahm-ah): A Weaver of Tursi descent, long dead. She wrote “The Morals of the Weave,” which is still referenced by many Weavers to this day.

Amari (Uh-mar-ee): A powder monkey aboard Di Ariela.

Amarok (Ahm-ah-rok): A Sacred Folk race that is said to resemble giant wolves.

Am’ayim, “People of Sea Mist” (Am-eye-eem): The people of the Ara’ayim Isles.

Amelia: Daughter of Gisella and Herbert, sister of Sarai.

Amng (Ahm-uhng): One of the two peoples native to Amng’khor.

Amng’Khor (Ahm-uhng-kore): The southern kingdom of the far eastern region. Known for hot jungles, spicy foods, ancient temples, and strange animal-based religions.

Andalus (An-dahl-us): A kingdom in western Innatraea.

Andalan (An-dahl-un): The people native to Andalus.

Anointed of Jhoras: Those blessed by jhoras in order to carry out his Will amongst the sinners on Innatraea.

Andrejan (on-dray-jon): A shepherd.

Ara’ayim Isles, “Islands of Sea Mist” (Are-ah-eye-eem): Home of the Am’ayim. The isles are located far off the western coast. Outsiders are only allowed on the few larger islands outside the central waterway.

Aratohu “Guide” (Are-ah-toh-hoo): The place of a bride’s father in Am’ayim wedding ceremonies.



Archibald Stallwood (Arch-ih-bald Stall-wood): A Cathyoran man, former sergeant at arms, and current reeve of the river trade town Haversfjord.

Armis (R-mis): A man in Royal Seyla.

Di Ariela, “Lioness of the Sea” (Are-Ee-el-ah): An Am’ayim trade ship captained by Bez Masudo.

Asherah, “Lady of the Sea” (Ash-err-ah): The mother goddess of Innatraea, who gave birth to the Three Sisters.

Asherah Tree (Ash-err-ah): An ancient mythological species of tree that is the symbol of Asherah. They are believed to have provided the seeds that gave birth to Innatraea.

Asin, the “Salt” (Ah-sin): The Am’ayim native word for Innatraea’s oceans. Asin also represents sacredness amongst their people, symbolizing their birth, life, and eventual death upon the sea. Mineral salt often represents protection in many of their ceremonies. The phrase can also refer to their various philosophies about life.

Atawhai (A-tah-fy): A sailor aboard Di Ariela.

Baako (Bay-ko): A musician aboard Di Ariela.

Babae ng Asin, “Woman of Salt” (Ba-ba-e en-jee ah-sin): A giant stone statue of an Am’ayim mother and child rising out of the ocean outside the Ara’ayim Isles.

Bahaghari Shell (Bah-hag-har-ee): The spiraled spined rainbow-colored shell of the deadly Papaka Kamatayan.

Bangin ng Tagak, “Heron’s Rest” (Bong-een en-jee Tug-ack): The plateau-like balcony outside the main House Masudo stronghold on Ni’Moku. It is named after the large majestic birds that used to nest there.

Banque Dupris: The banque owned and operated by House Dupris throughout Innatraea’s eastern region.



Barth (Bart): A criminal on the King's Highway.

Basaraba (bass-r-ab-uh): A shepherd band leader, husband to Stevana, and father to Nicolai.

Bay of Swans: The massive bay near Royal Seyla's capital city of Kinrai.

Bayani (Bay-an-ee): A sailor aboard Di Ariela.

Berezira (B-air-zeer-ah): An older Tursi woman.

Bernard: Proprietor of the Feather and Quill inn in the river trade town Talberston's Crossing.

Beshim (besh-m): A young shepherd.

Bethseda (Beth-said-ah): The capital city of Aedonia.

Bezalel "Bez" Masudo (Bez-zuh-lel Muh-soo-doh): Captain of Di Ariela.

The Bishop Family: A Cathyoran noble house.

Biume (Be-ohm): A Cathyoran royal servant who assists with the birthing and caring of the family's children.

The Bond: A lifelong magical connection between Weaver and their personal Goddess Bound. It grants increased strength, faster healing, and slower aging. But it also instills a desire to obey their Weaver in all things.

Briallen Bishop (Bree-al-in) A baby Cathyoran girl, daughter of Ceridwen Bishop, twin sister to Eira Bishop, and heir to House Bishop.

Brianna Carlon (Bree-ahn-an kar-lawn): An older Cathyoran woman, Edmond's grandmother, and the last biume of House Ahearne.

Brigid (Breej): A Cathyoran woman, and member of Trefn Cyfiawnder. Bonded to the Dryad Nerthal, and wielder of the sword Gwreichionen. Mother of Aisling, and sister of Elspeth.

Brynn (Brin): The capital city of Cathyor, a cultural and political heartland until its destruction by Aedonia.



Buhay ng Barko “A Ship's Life” (Bah-aye en-jee bar-ko): The Am'ayim belief that ship's have their own lives too.

Bundok ng Mga “Stone of Queens” (Bun-dok en-jee mah): The large ceremonial dais on Ni'Moku belonging to House Masudo. Used for important ceremonies such as the ascension of a new Reyna or marriages.

Byd Nesaf “Next World” (Beed ness-off): The Cathyoran afterlife, believed to be a spirit world where souls rest after death, often invoked in farewells like “Marw yn dda” (die well).

Byw yw marw, marw yw byw. “To live is to die, to die is to have lived.” (B-yoo yoo mar-oo, mar-oo yoo b-oo): A Cathyoran soldier's saying.

Caim, “He who drowns the weak” (K-aim): The Am'ayim god of the underneath, death, and strength. Brother of the goddess Lux.

Caleb: An Aedonian man, anointed of Jhoras, and Commander of a Jhorian Fist.

Calon (Kal-on): A Dryad, bonded to Elspeth Anwyl.

Cangen Marw “Dead Branch” (Kan-in mar-oo): A Trefn Cyfiawnder sword.

Caoimhe (Kwee-va): A Cathyoran woman, and an archer.

Cassian (Kass-ee-in): A venator who works for the Jhorians.

Catena “Witch's chain” (Kuh-tee-nuh): A special cloth band used by Jhorians to blind and deafen captured Weavers.

Cathyor (Kath-yore): One of the last ancient kingdoms. Conquered by Aedonia some years ago.

Ceridwen Bishop (Ke-rid-wen); A Cathyoran woman, member of Trefn Cyfiawnder, and last matriarch of House Bishop. Mother to Briallen and Eira Bishop.

Cevreleme “Containment” (Sev-rey-leem): Brother Deniz's Weaver's ring.



Ch'ari Vatsk “the Great Rift” (Shi-ar-ee vast-kuh): A massive rift in the Devori Mountains. It borders Sophene, The Rinowhn Tribelands, and what used to be the border of Thava.

Chaya (Chai-uh): A woman of the Zimsway Rinowhn. Rescued by the Al'Shane family after being attacked. She died giving birth to Jonaas.

Cian Ahearne (Kee-an ah-hear-nay): A baby Cathyoran boy, child of Isolde and Cormac Ahearne, and the last Prince heir of Cathyor.

Closed Consensus: A meeting in the Great Loom of only the Greater Consensus.

Claudia Geisterschwert (Cloud-ee-ah gaist-ur-schwurt): Petra and Leonhard Geisterschwert's cousin.

Clyde (Klai-duh): A criminal on the King's Highway.

Coedwig Amser “Forest of Time” (Kaid-wig ahm-ser): The abstract “forest” that is eons old and represents the ongoing sacred magical bond between the Dryads and the women of Trefn Cyfiawnder.

Coeden Gysegredig “Sacred Tree” (Kaid-en gai-seg-red-ig): The sacred emblem of Trefn Cyfiawnder, a tree-and-sword symbolizing the eternal bond between Cathyoran women and their Dryad allies.

Colin: A Cathyoran man.

Cormac Ahearne (Kor-mak ah-hear-nay): The last king of Cathyor, and last patriarch of House Ahearne. Husband to Queen Isolde Ahearne, father to Prince Cian Ahearne, and son of Taran Ahearne.

Crawley Family (Craw-lee): Family friends of the Al'Shanes. Robert, his wife Laura, and their daughter Maryanne. Robert also has a sister named Alaina.

Crilla Sharone (Krill-ah share-ohn-ay): A retired Weaver of legendary status. Gertrude Al'Shane's sister. Crilla became Rosalie Sharone's adoptive mother after finding her abandoned as a baby.



Crogwyr, “Executioner” (Cog-wee-ah): Elspeth Anwyl’s sword.

Crows: Nickname for the Jhorian Inquisitors.

Cyfeillach Gysegredig “Sacred Bond” (Kev-ah-shawk gai-seg-red-ig): The sacred magical bond between a woman of Trefn Cyfiawnder and her Dryad.

Cynddaredd “Fury” (Kin-dar-red): Isolde Ahearne’s sword.

Cysgod “Shadow” (Kas-god): The spies and infiltrators of Trefn Cyfiawnder.

Dagat ng Panahon, “Sea of Time” (Dah-gat en-jee pan-ah-hon): An Am'ayim belief that refers to an abstract Asin, or “Salt,” made from the currents of destiny and fate.

Danae (Dan-ay): The semi-nomadic people who inhabit the outskirts of the vast Tanglewood. They can also be found in small numbers throughout many other kingdoms.

Daphshire (Daf-shy-ur): A small region of vineyards north of Bethseda.

Daphshire Grand Ball: A semi-annual celebration held by vineyards in Daphshire for families of wealth and influence.

Daughters of Jhoras (Jo-ras): More often referred to as Confessors, they are women chosen by Jhoras to hear and forgive sins of the anointed.

Dduwies Rhyfel “Goddesses of War” (Du-we-es rav-el): The most elite warriors of Trefn Cyfiawnder.

Declan Cosgrove (Dek-luhn kos-grohv): A Cathyoran man, Captain of the Banque Dupris guard. Husband to Fiona Cosgrove.

Brother Deniz (Den-izz): A Weaver of Tursi heritage.

Daphne (Daf-nee): The Dryad connected to the Great Tree known as the Shepherd King.

Devori Mountains (Dev-oh-rye): The mountains surrounding Sophene, the eastern border of what used to be Thava, the Rinowhn Tribelands, and Ch'ari Vatsk.



Diofrit (Di-oh-frit): A young woman working at the Drunken Bear Inn in the river trade town Talberston's Crossing.

Djelem'den, "Pedestal of the World" or "Garden Tower" (Gel-em-den): The giant tower home of the Weavers.

Dragon Wall: A mountain range making up the northern border of Farundia.

Drunken Bear: An inn in the river trade town Talberston's Crossing.

Dryad: A Sacred Folk race. These giant feminine titans share a spiritual bond with Innatraea's Great Trees and are able to traverse between Innatraea and the spirit world known as Kanraphim.

The Dupris Family: A noble Aedonian House and owners of Banque Dupris.

Inquisitor Durand (Dur-and): An inquisitor of the Holy Church of Jhoras.

Dydd dial a Marwolaeth "Day of vengeance and death" (Deez dee-al ah mar-oo lai-eth): The prophesized day when Cathyor's fallen will rise to destroy the Jhorians and Aedonia.

Dygwr Tynged, "Fatebringer" (Dye-wee-ah Tin-yed): The Ahearne Family Sword, known to have a horse head-shaped pommel. Unique among Trefn Cyfiawnder swords because its magic can be used by a man of the Ahearne Family.

Dylan: A Cathyoran man, and a soldier.

Edmond Carlon (Ed-mond Car-lawn): Childhood friend to Rosalie and Jonaas, Brianna's grandson.

Edriel (Ed-ree-el): An Aedonian man, and an anointed of Jhoras.

Eira Bishop (Aye-ruh): A baby Cathyoran girl, daughter of Ceridwen Bishop, twin sister to Briallen Bishop, and heir to House Bishop.

Elsbeth Anwyl (Els-peth ann-wh-eel): A Cathyoran woman, member of Trefn Cyfiawnder, sister of Brighid, and aunt of Aisling.



Emma: A woman working at the Drunken Bear Inn in the river trade town Talberston's Crossing.

Enoh (E-no): A shepherd.

Erik: An Aedonian man.

Ethan: An Aedonian man, and an anointed of Jhoras.

Etheldreda (Eth-el-dree-duh): A Cathyoran woman, and a member of Trefn Cyfiawnder.

Sister Evelyn Atwood (Ev-vel-lyn At-wood): A Weaver of Aedonian heritage. Priestess of Initiates and a member of the Greater Consensus.

Eyduan (Eh-doo-un): A sailor aboard Di Ariela.

Fadel (Far-duhl): A sailor aboard Di Ariela.

Fahz (Fah-zz): A phrase in Shatranj indicating a threat on your opponent's shah.

Fahz Nihaya (Fah-zz Nee-high-uh): A phrase in Shatranj indicating your opponent's shah is threatened and has no escape. Game end.

Farisa (Far-ee-suh): A Tursi woman.

Farm Hold: A province in Eastern Aedonia known for farm towns.

Farundia (Far-un-dee-ah): The kingdom that makes up the southwest isthmus of the continent. A land known for its juxtaposition between the rich and powerful cities around various Oasis and the mountain borders versus the savage nomadic tribes that wander its vast deserts.

Farun Da'al (Far-un-dahl): The capital city of Farundia.

Farundian (Far-un-dee-ann): The people of Farundia.

Fatiou (Fat-ee-ow): Quartermaster aboard Di Ariela.

Feather and Quill: An inn in the river trade town Talberston's Crossing.



Feorrker (Fyor-ker): A river fortress town marking the western border of Aedonia; under control of the Holy Church of Jhoras.

Fetu (Feh-too): A powder monkey aboard Di Ariela.

Fiona Cosgrove (fee-ohn-uh kos-grohv): A Cathyoran woman, wife to Declan Cosgrove, and a biume.

Fist of Jhoras, or Jhorian Fist (jo-ras, jo-ree-un): A military unit of anointed, generally consisting of twelve men and one commander.

Fletcher (Fletch-ur): The town doctor of Haversfjord.

Florian: A Cathyoran man.

Flower of Ni'Moku: An Am'ayim honorific given to the heiress of House Masudo.

River of Flowers: A river in northern Royal Seyla.

Brother Frederick Alwin (Fred-ur-ick All-win): A Weaver of Aedonian heritage. A member of the Greater Consensus.

Gertrude Al'Shane (Gur-true-de Al-sheyn): Jonaas' adoptive mother, wife to Jonathan, and sister to Crilla Sharone.

Gideon Ludheim (gid-ee-in lood-highm): An Aedonian man, anointed of Jhoras, and a knight.

Gisella (jee-zel-uh): Wife of Herbert, mother of Amelia and Sarai.

Glendid (glen-ded): Archibald Stallwood's horse.

Glow Orb: An orb made of bent light created by Weavers. They can vary in size and color drastically. They can also be moved about at the creator's will.

Goddess Bound: The elite irregular military organization that acts as personal bodyguards for individual Weavers. Known for the Bond, a lifelong magical connection granting increased strength, faster healing, and slower aging, it also instills a desire to obey the Weaver in all things.



Gray: The gray and black ship's vag aboard Di Ariela.

The Great Loom: The vast chamber in the upper floors of Djelem'den. It is used for meetings of the Greater and Lesser Consensus.

The Greater Consensus: The ruling body of the Weavers. This council is always composed of thirteen full Weavers, though it's rare that all of them are publicly known.

Great Tree: The commonly used moniker referring to any of the ancient giant trees around Innatraea. Most have specific names and tower over their surroundings, whether near cities or even mountains.

Gregoire D'Arganse (greg-or d-r-gance): An Aedonian man, high king of Aedonia.

Guafi (Goo-ah-fee): A sailor aboard Di Ariela.

Gwarchodlu Brenhinol "Royal Guard" (gwar-hod-lee brin-heen-ol): A special unit within Trefn Cyfiawnder, the royal guard to the Cathyoran king.

Gwendolyn (gwen-dol-en): An older Cathyoran woman,

Gwr gweddw "Widowmaker" (gor gwen-or): The Bresling family sword.

Gwydir Wood (gwidd-eer): A forest in Cathyor.

Gwreichionen "Glimmer" (gresh-ee-ohn-en): Brigid's sword.

Hadriana (had-ree-on-ah): A Cathyor woman, and a member of Trefn Cyfiawnder.

Haitasi, "The Stones" (Hai-tai-see): The My'yh's realm. Legend says that the stones here allow travel through time and location.

Hakob (How-cub): A Sophenen man who died centuries ago of old age. Crilla Sharone's first love.

Haversfjord (Hav-urs-fyord): A large Aedonian rivertrade town on the King's Highway.



Haze Flower: A psychoactive plant. It can be identified by its colorful, large flower buds and multipoint leaves. It is a very popular trade commodity, in many forms, across Innatraea.

Heimeric (hi-mer-ik): A man who works as the strongarm for the Drunken Bear Inn in the river trade town Talberston's Crossing. Husband to Mabel.

Herbert: Husband to Gisella, father to Amelia and Sarai.

Hiraya Masudo (H-ear-eye-uh Muh-soo-doh): Current reyna of House Masudo. Sister of Tiare.

The Holy Church of Jhoras (Jo-ras): The official church of Aedonia. It's known for its strong military, harsh judgments, political power, wealth, and hatred of those who challenge it. The Holy Church has a long history of oppressing women's power and violent conflicts with The Weavers.

Huareo (Hu-ar-ay-oh): A sailor aboard Di Ariela.

Ilo Thaj Jag, "Heart and Fire" (E-lo taj hag): Danae dance of heart and fire. An intimate dance performed for select small audiences.

Imperial Shinoda (Shin-oh-duh): The northern kingdom of the far eastern region. Little is known of this kingdom as it is isolated from the rest of the continent by the treacherous Mu'ul mountain range.

Indila (in-dee-lah): A Cathyoran woman, and a member of Trefn Cyfiawnder.

Innatraea (Ee-nah-tray-uh): The known world.

Innatraean (Ee-nah-tray-uhn): The human folk of the known world.

Inquisitor: A special class within the anointed of Jhoras. Investigators, holders of holy relics, and questioners for the Holy Church of Jhoras.

Iraia (Ee-rye-uh): A powder monkey aboard Di Ariela.

Irmina (eer-meen-ah): Proprietress of the Drunken Bear Inn in the river town of Talberston's Crossing. Wife to the now deceased Nathanael.



Isagani (Ee-sah-gon-ee): Deceased husband of Hiraya Masudo.

Isolde Ahearne (eh-zuld-uh ah-hear-nay): A Cathyoran woman, wife to Cormac Ahearne, mother to Cian Ahearne, a member of Trefn Cyfiawnder, and Queen of Cathyor.

Jhoras (Jo-ras): The one God of the Holy Church of Jhoras.

Jhorian Crows (Jo-ree-an): The left arm, inquisitors and exorcists of the Holy Church of Jhoras.

Jhorian Phalanx (Jo-ree-an): The mighty right arm, or military, knights of the Holy Church of Jhoras.

Jimani (Him-ahn-ee): A musician aboard Di Ariela.

Jonaas Al'Shane (Jo-nus Al-Sheyn): Childhood friend of Edmond and Rosalie.

Jonathan Al'Shane (Jaa-nuh-thn Al-Sheyn): Jonaas' adopted father, Gertrude's husband.

Kai (K-ai): A powder monkey aboard Di Ariela.

Kali "Linger" (Kahl-ee): An Am'ayim fighting style that utilizes sticks called Sinawali sticks in combat.

Kaluluwa "Soul Shell" (Kah-loo-loo-wah): A shell given to an Am'ayim as a marriage proposal. They are supposed to represent who an Innatraean is and what they want.

Kamay "Creation" (Kam-aye): A cape off the coast of Ni'Mautuba.

Kanraphim (Kan-ruh-fim): The spirit world and/or afterlife. The actual beliefs vary drastically between different kingdoms and peoples.

Karum (Kair-uhm): An independent free trade town bordering the Rinowhn Tribelands and the Victory River.

Kasarena (K-ah-suh-ree-nuh): Am'ayim word for wedding.



Ka'u Malihini Taumatau "Guest Right" (Kow mal-ee-hen-ee-nee t-ow-mah-t-ow): A mostly not spoken of guest right that can be granted to foreign passengers on Am'ayim ships by request. The receiver has an assurance of fairness and protection.

Keahi (K-ee-ah-hi): A powder monkey aboard Di Ariela.

Khalij Alshams "Bay of Suns" (Khal-lij Al-shahms): The large bay Tursim is located in.

Khati'ah, "Sin" (Kot-ee-ah): Tursi word for a sinful life.

Khor River (Kore): A river in Amng'khor.

Khoran (Kore-ann): One of the two peoples native to Amng'khor.

Kievan (Key-vahn): A kingdom and people by the same name in western Innatraea.

Kidner (Kid-nehr): A man who works for Reeve Stallwood in Haversfjord.

The King's Highway: The large, well-maintained, well-guarded trade road running through Aedonia. From the northern Jhorian coastal trade city Porto de la Luce, through the kingdom's capital city of Bethseda, and all the way south to the border of Royal Seyla.

Kinrai (Kin-rye): The capital city of Royal Seyla.

Kievan (Key-von): A kingdom in western Innatraea that borders Sophene. Its people go by the same name as their kingdom.

River of Kings: A large river that flows through Aedonia from its northern coast near Porto de la Luce.

Kokoru Ista "Bay of Fish" (ko-ko-roo e-stah): The main bay of Ni'Moku.

Konsey "Council" (Kon-say): The council of Qin priests governing Tursim's religious and social matters under Alsiyama.



Korowai Feathered Cloak “Prestige” (Ko-roh-whai): A colorful feathered cloak worn by Am’ayim for important ceremonies.

Lake Rhiannon (ree-an-non): The large lake, named after the goddess Rhiannon, in Cathyor by the capital city of Brynn.

Legacy: A new Weaver initiate who is sponsored by a current or retired Weaver. Many times, they are the sponsor’s child.

Leonhard Geisterschwert (lee-on-hard gaist-ur-schwurt): Twin brother of Petra Geisterschwert, and cousin of Claudia Geisterschwert.

Lesser Consensus: The collective body of all Weavers on Sceotan at any given time. They often have input on important matters, but it is the Greater Consensus that makes all final decisions.

Lorna (lor-nah): A Cathyoran woman, and a member of Trefn Cyfiawnder.

Luau River (Loo-ah-oo): A river in Amng’khor.

Lux, “She who lights the way” (Luks): Am’ayim, goddess of the sky, light, and hope. Sister of the god Caim.

Mabel (may-bel): A young woman who works at the Drunken Bear Inn in the river trade town Talberston’s Crossing. Wife to Heimeric.

Magnus Kehlmar (Mag-nus kell-mar): A knight lord of Aedonia. He is known as a master player of the strategy game Shatranj.

Maleko (Ma-lee-ko): A sailor aboard Di Ariela.

Manaia (Man-eye-a): Helmsman aboard Di Ariela.

Manawa, “Breathe” (Man-ah-wa): An Am’ayim phrase that means it is time to rest.

Marged Llewellyn (Mar-ged Luh-wel-in): One of the few survivors of Trefn Cyfiawnder. She lives in Aliselle Falls with her two husbands, Brandon and Rory. She helped train Edmond Carlon.



Martin: An Aedonian man, and an anointed of Jhoras.

Matilda: A woman working at the Drunken Bear Inn in the river trade town Talberston's Crossing.

Matos (mat-os): A shepherd.

River Marnah (Mar-nuh): A river in the Rinowhn Tribelands.

Maryam (M-err-ee-uhm): A younger Tursi woman.

Mataalii (Matt-all-ee): An older Am'ayim man living in Kinrai who teaches Kali.

Maysak, "Mask" (May-sak): A face covering mandated for Tursi women in public under Alsiyama, symbolizing control and suppression of Tursi women.

Masina (Ma-see-nah): Pirihi, or "priest" of Caim, aboard Di Ariela.

Meabh Bresling (mayv bres-ling): A Cathyoran woman, mother of Morrigan Bresling, and a member of Trefn Cyfiawnder.

Merima (mare-eem-ah): A Cathyor woman, and a member of Trefn Cyfiawnder.

Miniatura (min-ee-ah-tur-ah): Small figurines, representing noble houses or military units, used to plan military campaigns.

Morrigan Bresling (mohr-eh-gan bres-ling): A young Cathyoran girl. Best friend of Aisling, daughter of Meabh Bresling.

Mundukua, "World Pool" (Moon-doo-koo-ah): Ancient magical artifacts that appear as pools of water. They allow visions of different locations and forms across Innatraea.

Mu'ul Mountains (Mewl): A treacherous mountain range that divides central Innatraea from the east, bordering Aedonia. There are a few nomadic tribes that live in these harsh climates, mainly looked at as raiders and slave traders.



The My'yh (Mai-yah): A Sacred Folk race and singular individual of incredible power. The guardian of Haitasi.

Nathanael (nathan-a-el); Deceased husband of Irmina.

Neftali (Nef-tall-ee): Ship's gunner aboard Di Ariela.

Nehri Zengin "River of Wealth" (Nay-ree Zen-gen): Am'ayim name for the southern region of the Victory River.

Nerthal (neer-tal): A Dryad, bonded to Brighid.

Ngakau'to Asin, "Heart of Salt" (Nah-kow Ah-sin): An Am'ayim honorific given to those of true heroism and whose heart and soul are Am'ayim.

Nicolai (nee-ko-lai): A young shepherd, son of Stevana and Basaraba.

Ni'Moku, "Isle of Birds," (N-aye-M-oh-koo): The large home island of House Masudo in the Ara'ayim Isles.

Ni'Mautuba, "Isle of Fruits," (N-aye M-au-tu-bah): An island near Ni'Moku in the Ara'ayim Isles.

Nikau (N-ee-k-oh): Galley cook aboard Di Ariela.

Niomh (Nee-ohm): A Danae woman living on the streets of Haversfjord with her daughter Aife.

Nordria (Nor-dree-uh): A distant northern kingdom of harsh mountains and ice. Made of different regions ruled by many different clans.

Nordrian (Nor-dree-uhn): The native people of Nordria.

Nordrian Ice Rose (Nor-dree-uhn): The rarest flower on Innatraea, a blue and purple rose, that only blooms during the harshest northern winters.

O Drom e Phirutnesko, "The Way of Movement" (Oh-droh-m-ee-fir-uht-nes-k): Danae phrase referring to their collective knowledge of movements and dance.



Oryvn (or-vin): A Cathyoran man.

Owain (ow-ain): A Cathyor man, and a soldier.

Pabaybayin, “Shorebound” (Pah-baj-baj-in): An Am'ayim phrase referring to when a ship or sailor is stuck on land.

Paipa (Pie-puh): Am'ayim word for a smoking pipe.

Palani (Puh-lah-n-ee): Watch leader aboard Di Ariela.

Papaka Kamatayan, “Death Crab” (Pah-pah-kah kahm-ah-tai-yan): A deadly sea crab known for its beautifully rainbow-colored shells.

Petra Geisterschwert (pet-rah gaist-ur-schwurt): Twin sister of Leonhard Geisterschwert, cousin of Claudia Geisterschwert.

Pikni (Peek-nee): Am'ayim word for child.

Pikni ng baybayin, “Shore Child” (Peek-nee en-jee baj-baj-in): A derogatory Am'ayim term referring to children not born into Asin, or “Salt,” meaning the ocean. Most Am'ayim women give birth in the ocean.

Pirihi (P-ear-ee-hee): Am'ayim word for priest, shaman, or spiritual advisor.

Poen “Pain” (pyn): One of Marged Llewellyn's twin daggers.

Porto de la Luce, “Light's Port” (Por-toe-dey-lah-loos): Aedonia's large northern coastal trade city. Known as the seat of power of the Holy Church of Jhoras.

Praeus (Pray-us): An ancient Weaver of unknown descent. Though long dead, his name is still often spoken because of his book “The Linguistics of Logic and Power,” which is still respected to this day.

Pwerau Cysegredig “Sacred Power” (pw-air-igh sigh-seg-red-ig): A rare magical power that a woman of Trefn Cyfiawnder from the oldest bloodlines is sometimes born with.



Qin, “Priest” (Kin): A Tursi priest.

Ramineh (R-am-een-uh): A younger Tursi woman.

Rangi Masudo (Rung-ee Muh-soo-doh): Rigging monkey aboard Di Ariela. Bez and Tiare Masudo’s daughter. The Flower of Ni’Moku. Heiress to House Masudo.

Red: The orange ship’s cat aboard Di Ariela.

Renfal Forest (Rinn-fawl): The forest around Aliselle Falls.

Reyna, “Queen” (Rey-na): The current matriarch of House Masudo and ruler of Ni’Moku.

Rheolaeth “Death” (ray-oh-lai-eth): One of Marged Llewellyn’s twin daggers.

Rhiannon, the Great Horse Queen (Ree-an-non): One of the Three Sisters. Goddess of the moon, wealth, power, and fertility. Goddess of the Cathyoran people.

Rhosynd (Ross-end): A Dryad.

Rhyfelfeistr “Warmaster” (hav-vel-vay-stir): A title within Trefn Cyfiawnder, the woman responsible for training new recruits.

Rhys (rees): A Cathyor woman, and a member of Trefn Cyfiawnder.

Rinowhn Tribes (Rin-oh-in): The native peoples of the Rinowhn Plains.

The Rinowhn Tribelands, or “Sea of Grass” (Rin-oh-in): The vast grassland plains, mountains, and valleys that make up most of central Innatraea. Outsiders are strongly discouraged from visiting for very long by the tribes.

Roots of Destiny: A phrase referring to a powerful destiny growing within, like tree roots.

Rosalie Sharone (Row-zuh-lee share-ohn-ay): Childhood friend of Jonnas and Edmond, adopted daughter and legacy of retired Weaver Crilla Sharone. As Crilla’s Legacy, she is destined to join the Weavers on Sceotan.



Rose Apple: A hard-to-grow variety of apple that tastes similar to a pear. There are many ancient rose apple orchards near Aliselle Falls.

Royal Seyla (Say-lah): A kingdom in southeastern Innatraea. Known for being one of the richest kingdoms on Innatraea, being supportive of artists and scholars, and as the home of the strategy game Shatranj.

Sacred Folk: The collective moniker for any of the ancient mythical non-Innatraean races of Innatraea. The actual number of different races and how many are still surviving is unknown. The many stories about their magical powers and origins vary greatly between regions and races.

Salesi (Sahl-s-ee): Galley helper aboard Di Ariela.

Di Saalt (Sahlt): The Am'ayim common name for Innatraea's oceans. Saalt also represents sacredness amongst their people, symbolizing their birth, life, and eventual death upon the Saalt. The phrase can also refer to their various philosophies about life.

Sarai (sar-ai): Daughter of Gisella and Herbert, sister of Amelia.

Sceotan (skay-oh-tan): Island kingdom of the Weavers. Located off the southern coast of Innatraea.

Sceotian (Skay-ocean): The native people of Sceotan.

Selene, The Moon Dog (Sell-een): One of the Three Sisters. Goddess of transition, roads, and the night.

Seme ando Balval, "Seeds in the Wind," (S-ee-m-ee ann-d-oh b-al-vol): A Danae belief that sometimes the winds of fate and destiny must pick an Innatraean up and put them where they belong, like planting seeds. Often resulting in very hard times.

Ser (Sehr): Honorific given to an Aedonian knight and lord.

Serafina, The Fire Snake (Sehrah-fee-nuh): One of the Three Sisters. Goddess of fire, light, passion, and rage.



Serra (Sehr-ah): Jonaas Al'Shane's donkey.

Seylan (Say-lawn): The native people of Royal Seyla.

Shepherd King: A great tree in Aedonia bordering the King's Highway.

Shatranj (Shuh-traanj): An ancient and very popular game of strategy played on a wooden board between two opponents.

Sister Sherielle Arsenault: A Weaver of Nordrian heritage. She is a member of the Greater Consensus.

Sica (si-ka): A dual-bladed knife carried by every anointed of Jhoras.

Sigridur (sig-rid-ur): A Cathyor woman, and a member of Trefn Cyfiawnder.

Sinawali Sticks (Seen-ah-waall-ee): The sticks used for fighting in Kali.

Sione (See-oh-nay): Ship's carpenter aboard Di Ariela.

Siofra (She-fra): A sacred folk race known for swapping human babies for their own changeling infant children.

Siua River (See-oo-ah): A river in Amng'khor.

Skywalk: A fortified city in the Dragon Wall that yards Farundia's northern border.

Sister Solange Mason (Sol-aanj may-sun): A Weaver of Seylan heritage.

Sophene (So-feen): A mountainous kingdom in western Innatraea that borders Kievan.

Sophenen (So-fin-inn): The native people of Sophene.

Stanislav (Stan-es-slav): An Aedonian man, a soldier, and servant to Aedonian high king Gregoire D'Arganse.

Stevana (Stev-ahn-ah): A shepherd, wife to Basaraba, and mother to Nicolai.

Styfnig (Stahv-nig): Elspeth Anwyl's horse.



Synnwyr y Galon ‘Heart Sense” (Sen-wyr a gal-on): One of the Trefn Cyfiawnder Pwerau Cysegredig. The ability to sense when a woman ascends into their order through accepting Cyfeillach Gysegredig with a Dryad.

Tabaan (T-ab-ahn): An older Tursi woman.

Sister Taia Mirzoyan (Tie-uh mirz-oh-yan): A Weaver of Sopenen heritage. A member of The Greater Consensus and an old friend of Crilla Sharone.

Talberston's Crossing (Tahl-burr-stuns): A river town in Aedonia.

Tane (Tah-nay): A sailor aboard Di Ariela.

The Tanglewood: A vast southern coastal forest on the border of Royal Seyla, Aedonia, and the Rinowhn Tribelands. Rumors about it abound—from strange creatures, hidden cities, and magic. Many of the Danae people live on its outskirts.

Taran Ahearne (tar-ahn ah-hear-nay): A now deceased Cathyoran man, former King of Cathyor, and father to Cormac Ahearne.

Tavid the Traveler (Tav-eed): A book written by a man of the same name. The book details his many travels throughout Innatraea as well as cultural and historical information on nearly every kingdom and people, including the Sacred Folk.

Tawney (Tawn-ee): A horse that belongs to Gisella and Herbert.

Teokahl (Tay-oh-kahl): Capital city of Amng'Khor.

Thane Family (Thayn): Family friends of the Al'Shanes. Jacob, his wife Alice, and their daughter Rebecca.

Thava (Thaw-vah): A once great alliance of kingdoms that took up most of northwestern Innatraea. It has now been split up into its original smaller kingdoms, one of which is Sophene.

Theo (Tay-oh): The town drunk of Talberston's Crossing.



Three Sisters (The daughters of Asherah): Rhiannon, Selene, and Seraphina. Innatraea's three sister goddesses and moons.

Tiare Masudo (Tee-ah-ray Muh-soo-doh): Wife of Bez, mother to Rangi, and sister of Hiraya Masudo.

Toman (Toh-man): A shepherd.

Tomas (Toh-moss): A Cathyor man, servant to the Bresling family.

Tubig ng Tadhana "Tides of Doom" (Tu-big en-jee tad-hanah): The Am'ayim end of the world, where gates tides eventually lead and Caim swallows Asin.

Tursim (Tur-seem): A large city-state bordering the Tanglewood and the Rinowhn Tribelands where the Victory River meets the sea. It is the largest and richest trade city in Innatraea.

Tursi (Tur-see): The native people of Tursim.

Tytus (Ty-tus): An Aedonian man, an anointed of Jhoras, and Commander of a Jhorian Fist.

Venator "hunter" (Ven-ee-tor): Woodsmen hired by various Aedonians as hunters, scouts, and trackers.

Victory River: The large river, big enough for ships to sail easily, spans Innatraea from north to south. Most of the river lies within Aedonia's borders.

Waling-waling Flowers (Wall-ing): The beautiful and delicate flowers native to the Ara'ayim Isles. There are dozens of species in varying colors, each with their meaning.

The Weavers: An ancient organization made up of those who can Weave from all over Innatraea.

Weaving: The innate ability to see the threads of magical power that make up Innatraea and manipulate them at will. It is a rare trait few are born with.



Weavers' Rings: An often threaded and gemmed ring made from unknown elements. They are also the identifying mark of a Weaver to normal Innatraeans. It is believed that each ring is unique to its wearer, the threads, symbols, or gems holding specific meanings. They have also been rumored to change over time along with their Weaver throughout life. But in truth, little is known about these mysterious artifacts.

Whakaute, "Respect," (Wha-kow-tee): An Am'ayim gesture of respect. It involves touching the index and middle fingers to one's lips.

Will of Jhoras (Jo-ras): Jhoras's Will and power enacted, or used, by his followers on Innatraea.

Yauhan ng Tadhana "Crew of Destiny" (Yah-uh-han en-jee tad-hanah): An Am'ayim phrase referring to a ship's crew that was destined to be together.

Zimsway Rinowhn (Zims-way Rin-oh-in): One of the Rinowhn tribes. They are known as Innatraea's predominant experts in Haze Flower farming.

Zuniga Stone (Zuh-nee-gah): Rough stone pendants lined with veins of blue, gold, and purple. They are somehow connected to the Zimsway Rinowhn.

