

Innatraea Glossary, through novella one

Absai Karuma (Ab-is-sigh Kah-room-uh): An officer on The Ariela.

Aedonia (Uh-doh-nee-uh): One of the midland kingdoms, 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.

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

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

Amah (Aa-muh): A Weaver of Tursi descent, long dead, she wrote a book "The Morals of the Weave," which is still referenced by many to this day.

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

Am'ayim, or "People of Sea Mist," (Ahm-eye-eem): The people of the Ara'ayim isles. Seafaring folk.

Amng'Khor (Ah-muhng-core): The southern kingdom of the far east. Known for hot swamps, spicy foods, ancient temples, and strange animalistic based religions.

Ara'ayim Isles, or "Islands of Sea Mist," (are-ah-eye-eem): Home to the seafaring folk known as the Am'ayim. The isles are located far off the western coast, near The Gyre. It is very dangerous, but many



trading vessels still make the journey. Because there are a variety of rare gems, spices, and fabrics available from the isles and nowhere else.

Archibald Stallwood (Arch-ih-bald Stall-wood): The town reeve of Haversfjord.

The Ariela, or "Lioness of the Sea," (Are-Ee-el-ah): An Am'ayim trade ship, captained by Bez Masudo.

Asherah, oe "Lady of the Sea," (Ash-era): Mother goddess of Innatraea, she gave birth to The Three Sisters.

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

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

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

Brianna Carlon (Bree-ahn-nuh Car-lawn): Edmond's grandmother.

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

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

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



Clyde (Klaid): A criminal on the King's Highway.

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 raised Rosalie Sharone after finding her abandoned as a baby.

Crows: Nickname for The Jhorian Crows.

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

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

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

Elsbeth Anwyl {Els-peth Ann-will): A former member of Cathyor's Trefn Cyfiawnder.

Edmond Carlon (Ed-mond Car-lawn): Childhood friend to Rosalie and Jonaas. He left for Aedonia to become a soldier.

Sister Evelyn Atwood (Ev-vel-lyn At-wood): A higher ranking Weaver of Aedonian descent. Priestess of Initiates.

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.

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

Farundia (Far-un-dee-ah): The kingdom which makes up the SW 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.

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

Fatiou Bemnit (Fat-ee-ow Bem-nit): An officer on the Ariela.

Brother Frederick Alwin (Fred-ur-ick all-win): A Weaver and teacher at Djalem'den. Also a member of The Great Loom's smaller consensus.

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

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: An Innatraean who has trained, as a soldier, or bodyguard, with the Weavers. Who has also sworn, with his life, to protect all women and obey Weavers, over himself, or others. They also eventually become bound to a Weaver, through a magical bond that is done with weaving. This bond provides greater strength, faster healing, and slower aging. But it also instills a desire to obey the Weaver on all things.



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: Ruling council of The Weavers.

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

The Holy Church of Jhoras (Jo-ras): The official church of Aedonia. It's known for strong military, harsh judgements, political power, wealth, and hatred of The Weavers.

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

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

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

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

Jhorian Crows, The Crows (Jor-ian): The left arm, inquisitors and exorcists, of the Holy Church of Jhoras.

Jhorian Phalanx (Jor-ian fay-langks): The mighty right arm, or military, knights of the Holy Church of Jhoras.

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.



The King's Highway: A large, well maintained and guarded, trade road. It runs from the capital of Aedonia to the borders of Royal Seyla, The Rinowhn Tribelands, and The Titan's Causeway.

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

Kievan (Key-von): A forest kingdom in western Innatraea that borders Sophene.

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

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

Magnus Kehlmar (Mag-nus kell-mar): A knight lord of Aedonia. Head of the Kehlmar family.

Marged Llewellyn (Mar-ged Luh-wel-in): A retired woman knight from Cathyor. She lives in Aliselle Falls, is friends with the Sharone and Al'Shane families, and is known for having two husbands.

Mu'ul Mountains (Mule): A treacherous mountain range that divides west from east. There are a few nomadic tribes that live in these harsh climbs. Known raiders and slave traders.

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



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.

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

Rhiannon, or the great horse queen (Ree-an-non): One of the Three Sisters. Goddess of the moon, wealth, power, and fertility.

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

The Rinowhn Tribelands, or "Sea of Grass," (Rin-oh-in): The vast plains, and Sea of Grass that make up most of the central continent. Known as a land of horses, roaming rivers, and bandits. Many get lost in the sea of Grass without a guide.

Rosalie Sharone (Row-zuh-lee share-ohn-ay): Childhood friend of Jonnas and Edmond, adopted daughter and Weaver legacy of Crilla Sharone.

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.

Sacred Folk: Any of the ancient mystical races of Innatraea. The actual number of different races, and how many are still surviving, is unknown. They are believed to have used old world magic, something different than weaving. The Amarok are a Sacred Folk race.

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

Sceotian People (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.

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

Seraphina, or the Phoenix/fire snake (Sehrah-fee-nuh): One of The Three Sisters. Goddess of fire, light, passion, and rage.

Serra (Sehr-ah): The Al'Shane family donkey.

Shatranj (Shuh-traanj): An ancient, and very popular, game of strategy.

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

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

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

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

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

Sister Taia Mirzoyan (Tie-uh mirz-oh-yan): A Weaver. Also an old friend of Crilla Sharone.

The Tanglewood: A vast forest on the border of Royal Seyla, Aedonia, and the Rinowhn Tribelands. Rumors about it abound, from strange



creatures, hidden cities, and magic. The Danae people live on its outskirts.

Tavid the Traveler (Tav-eed): A book written by a man named Tabor, it details his various adventures throughout Innatraea.

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

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

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

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

The Weavers: The ruling body of Sceotan, an ancient organization made up of those who can Weave from all over Innatraea.

Weaving: The innate ability to see the threads of innatraea and manipulate them at will. Often thought of as magic by common Innatraeans. 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 meaning something. But in truth little is known about these mysterious artifacts.



