

Innatraea

Series Glossary



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The Innatraea Series

Comprehensive Series Glossary

A complete reference to the people, places, peoples, powers, and tongues of Innatraea. Entries are written to be safe for readers at any point in the series.

A

Aashna (*Ash-nah*): A Tursi woman.

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

Aeddfedu (*Ayth-veh-dee*): Cathyoran coming of age.

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

Aedonian (*Ah-doh-nee-uhn*): The native people of Aedonia.

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.



Ahantu y'Imana (*Ah-hahn-tu e Im-mah-nah*): "Place of the Goddess."
A sacred park in Dryumiri dedicated to Asherah. More commonly called Imana-hantu.

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.

Ahera (*Ah-hair-ah*): The first Great Tree planted by Asherah. Cliodhna's home and seat of Shedon power in Dryumiri.

Ahohako (*Ah-oh-eye-koh*): Medical purser aboard Di Ariela.

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

Aife (*Eye-feh*): Niomh's daughter, 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 Brigid, and niece of Elspeth.

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

Akua (*Ah-koo-ah*): Cabin boy aboard Di Ariela.

Alaina (*Ah-lain-ah*): Emilia and Deitrich's daughter, Robert's sister. (Also noted as Robert's sister among the Crawley family friends of the Al'Shanes.)

Aldric (*Ahl-drick*): Gertrude's first love.

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

Alkhalidun (*Al-khah-lee-DOON*): "The Immortals." Tursim's undefeated military, the city's institutional military authority.



Alsiyama (*Al-see-YAH-mah*): "Mastery and Peace." The dominant faith of Tursim, patriarchal in current practice. Its doctrine emphasizes modesty, obedience, control, and order, and the spiritual discipline of yenilenme aci'dan gelir, "renewal comes from pain."

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

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

Amahoro (*Ah-mah-ho-ro*): "Peace Stone." A sacred stone in Imana-hantu where Asherah's story is carved.

Amari (*Ah-MAH-ree*): A powder monkey aboard Di Ariela, tall and lean.

Amarok (*Ahm-ah-rok*): A Sacred Folk race said to resemble giant wolves. They possess the Farsight, the ability to see possible futures and the threads of destiny.

Am'ayim (*Am-EYE-eem*): "People of Sea Mist." The sea-faring people of the Ara'ayim Isles.

Am'ayim Mahalle: The Tursim district where the resident Am'ayim community lives, in or near the Harbor Mahalle.

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

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

Amng'khor (*AHM-eng-khor*): The kingdom that takes up Innatraea's entire southeastern isthmus. Almost entirely jungle. Known for hot jungles, spicy foods, ancient temples, and strange animal-based religions, and for peaceful coexistence with the Sacred Folk and animal kind who inhabit its jungles.

Andalan (*AN-dah-lan*): The native people of Andalus.

Andalus (*AN-dah-loos*): A kingdom in northwestern Innatraea.

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



Anohr (*Ah-norr*): "Light Worshipers." A Shedon caste with the ability to read and interpret the Dwr more deeply.

Anointed of Jhoras: Those blessed by Jhoras to carry out his Will among the sinners of Innatraea.

Aputsijuit (*Ah-poot-see-joo-it*): "Those Who See." The Amarok term for themselves, referencing their ability to perceive the paths of fate.

Ara'ayim Isles (*Are-ah-EYE-eem*): "Islands of Sea Mist." Home of the Am'ayim. The isles lie far off the western coast. Outsiders are permitted only on the few larger islands outside the central waterway.

Aratohu (*Ah-rah-TOH-hoo*): An Am'ayim elder, typically female, who conducts marriage ceremonies and stands in for absent family; the place of a bride's father in Am'ayim wedding ceremonies.

Di Ariela (*Dee Are-ee-EL-ah*): "Lioness of the Sea." An Am'ayim trade ship captained by Bez Masudo. Has a lion figurehead.

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

Arslan Meydani (*Ar-slahn May-DAH-nee*): "Lion's Square." Tursim's central plaza, where the Bahar Atesi bonfire burns and major civic gatherings are held.

Asherah (*Ash-ERR-ah*): "Lady of the Sea." The mother goddess of Innatraea, mother to the Three Sisters. Once a mortal woman who loved the Shedon, saved them, planted the Great Trees, and died. Her tomb lies beneath her monument in Imana-hantu.

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 which gave birth to Innatraea.

Asherah's Monument: The massive stone monument in Imana-hantu dedicated to Asherah, featuring her weathered face carved from stone.



Asin, the (*Ah-SIN*): The Am'ayim native word for Innatraea's oceans. Asin also represents sacredness among their people, symbolizing their birth, life, and eventual death upon the sea; mineral salt often represents protection in their ceremonies. The word can also refer to their various philosophies of life. Asin is the sacred (Tala ng Asin) form; the same concept in Salty Talk appears as Di Saalt.

Atawhai (*Ah-TAH-fy*): A sailor aboard Di Ariela.

Awen (*Ah-wen*): Small Sacred Folk resembling cats, known for their solitary nature, ability to teleport through swirling motes of light, and rare loyalty.

Aylin (*EYE-lin*): A young Tursi girl.

Ayuwasi (*Ah-yoo-wah-see*): "Sea of Grass." The Rinowhn Tribes' native name for their homeland.

B

Baako (*BAH-koh*): A musician aboard Di Ariela.

Babae ng Asin (*Ba-ba-e en-jee ah-sin*): "Woman of Salt." 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.

Bahar Atesi (*Bah-har Ah-TEH-shee*): "Festival of Spring Fire." Tursim's oldest celebration, older than Alsiyama itself. A renewal ritual centered on bonfires in Arslan Meydani and the proverb *yenilenme aci'dan gelir*.

Baklava (*BAHK-lah-vah*): A Tursi pastry layered with honey and nuts.

Bangin ng Tagak (*Bong-een en-jee Tug-ack*): "Heron's Rest." The plateau-like balcony outside the main House Masudo stronghold on Ni'Moku, 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.

Batok (*BAH-tok*): The Am'ayim tradition of tattooing; the marks commemorate significant events, persons, and acts.

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

Bayani (*Bay-AHN-ee*): A sailor aboard Di Ariela. Half-Am'ayim, born to an Am'ayim mother and a land-bound father in Kinrai.

Bekir Kadem (*Beh-keer Kah-DEM*): Orhan Kadem's eldest son.

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 (*bes-m*): A young shepherd.

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

Bey (*Bay*): A Tursi honorific used after a man's first name as a respectful form of address. Roughly equivalent to "Ser."

Bezalel "Bez" Masudo (*BEZ-zuh-lel Muh-SOO-doh*): Captain of Di Ariela. Husband of Tiare Masudo. Father of Rangi Masudo.

The Bishop Family: A Cathyoran noble house.

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

Bodu (*BOH-doo*): A three-stringed Am'ayim instrument.

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



Borek (*BUR-ek*): A Tursi savory pastry.

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.

Brighid (*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.

Brother Deniz (*Den-EEZ*): A Weaver of Tursi heritage; a senior Qin of the Konsey in Tursim, where he also serves as the ambassador from Sceotan.

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

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

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

Bukori (*Boo-kor-ee*): Shedon artificers, creators of magical apparatus and other devices.

Bundok ng Mga (*Bun-dok en-jee mah*): "Stone of Queens." 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 (*beed ness-off*): "Next World." The Cathyoran afterlife, believed to be a spirit world where souls rest after death, often invoked in farewells. The Shedon call it Inyuma.

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



C

Caim (*K-eye-m*): "He who drowns the weak." The Am'ayim god of the underwater realm, death, and strength. Brother of the goddess Lux. Said to demand blood as the price of safe passage and a safe return.

Caitlin (*kate-lyn*): A mysterious woman, possibly a member of Shukar's family.

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

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

Cangen Marw (*kan-in mar-oo*): "Dead Branch." 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 (*kuh-tee-nuh*): "Witch's chain." 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.

Cathyoran (*Kath-yore-ahn*): The people once native to Cathyor.

Cefn Glas (*Kevn Ghlas*): "Blue Hill." A hilly region in northeastern Cathyor.

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 (*Chev-reh-LEH-meh*): "Containment." Brother Deniz's Weaver's ring, holding an opal gemstone.

Ch'ari Vatsk (*Shi-ar-ee vast-kuh*): "The Great Rift." 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.

Chiyo Hasegawa (*Chee-yoh Hah-seh-GAH-wah*): A Weaver and author of an old text on shaping light.

Choni (*Koh-nee*): Rune-carved teleportation circles used by the Shedon.

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

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

Cliodhna (*Klee-oh-nah*): The Imfura (ruler) of the Shedon. One of the oldest and most powerful beings on Innatraea.

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

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

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

Coedwig Amser (*kaid-wig ahm-ser*): "Forest of Time." The abstract "forest," eons old, representing the ongoing sacred magical bond between the Dryads and the women of Trefn Cyfiawnder.

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 shah-ROHN-ay*): A retired Weaver of legendary status. Gertrude Al'Shane's twin sister. Crilla became Rosalie Sharone's adoptive mother after finding her abandoned as a baby.

Crogwyr (*Cog-wee-ah*): "Executioner." Elspeth Anwyl's sword.

Crows: Nickname for the Jhorian Crows (the Jhorian Inquisitors).

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

Cymysg (*Kum-isk*): "Mongrel dog." A Cathyoran insult.

Cynddaredd (*kin-dar-red*): "Fury." Isolde Ahearne's sword.

Cysgod (*kas-god*): "Shadow." The spies and infiltrators of Trefn Cyfiawnder.

D

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

Dai (*Dye*): A young Cathyoran soldier.

Danae (*Dah-NAY*): A semi-nomadic, pastoralist people who travel in wagons and keep horses, with an extended-clan family structure. They inhabit the outskirts of the vast Tanglewood, northeast of Tursim, and can also be found in small numbers throughout many other kingdoms.

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

Daphshire (*DAF-shire*): A coastal province of low hills in northeastern Aedonia, north of where Cathyor once was, famous for its vineyards.

Daphshire white (*DAF-shire*): A variety of white wine from Daphshire.

Daughters of Jhoras (*jo-ras*): More often referred to as Confessors; women chosen by Jhoras to hear and forgive the sins of the anointed.



Dduwies Rhyfel (*du-we-es rav-el*): “Goddesses of War.” 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.

Deitrich (*Deet-rik*): A Cathyoran blacksmith. Old friend of Jonathan Al'Shane, husband to Emilia, and father to both Alaina and Robert.

Demir (*Deh-MEER*): The younger of two brothers who serve Tursim's Mercenary Guild.

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 (the Great Rift).

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

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

Dokuma (*Doh-KOO-mah*): A Tursi carpet-weaver.

Dokumalar (*Doh-koo-mah-LAR*): A woman Tursi carpet-weaver; also the plural, the women who weave.

Dolmas (*DOHL-mahs*): A Tursi mezze dish: grape leaves stuffed with meat, rice, and mint, eaten with the fingers.

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. Giant feminine titans, spirits of nature who appear half woman and half tree, sharing a spiritual bond with Innatraea's Great Trees and able to traverse between Innatraea and the spirit world of Kanraphim. The Dryads of Cathyor also share a bond with the women of Trefn Cyfiawnder.

Dryumiri (*Dree-oo-meer-ee*): The hidden city of the Shedon, nestled among Great Trees older than most civilizations.

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



Durme, Durme (*Door-meh, Door-meh*): "Sleep, Sleep." A Zimsway Rinowhn lullaby.

Dwr (*Doo-er*): The network of veins visible beneath Shedon skin that glow with color reflecting their emotional state. The colors branch across the face and body like veins of lightning beneath skin, pulsing and shifting with every feeling. Shedon cannot hide what they feel—their Dwr reveals all.

Dwryn (*Doo-er-in*): Shedon reproduction. When two or more Shedon merge their Dwr completely, they can choose to be consumed by flame, giving birth to a single child.

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

Dygwr Tynged (*Dye-wee-ah Tin-yed*): "Fatebringer." 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.

E

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

Elif (*Eh-LEEF*): A young Tursi woman.

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

Emilia (*Em-eel-ee-ah*): A Cathyoran field nurse. Old friend of Gertrude, wife to Deitrich, and mother to both Alaina and Robert.



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

Emrys (*Em-rees*): A young Cathyoran soldier.

Enoh (*ee-no*): A shepherd.

Erik: An Aedonian man.

Esma (*EZ-mah*): A Tursi woman, proprietress of the Siren's Rest inn.

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

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

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

F

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.

Farsight: The Amarok ability to see possible futures and the threads of destiny.

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

Farundia (*Far-un-dee-ah*): The kingdom that makes up the southwest isthmus of the continent, known for its juxtaposition of rich and powerful cities around various oases and mountain borders against the nomadic tribes that wander its vast deserts. Called Meroë Da'al by its own people.

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



Fatima (*FAH-tee-mah*): A Tursi seamstress in the Silk Mahalle.

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 (*jo-ras*): Also Jhorian Fist. 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.

G

Gareth (*Ghair-ith*): A young Cathyoran soldier.

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

Gichinga (*Gee-chin-gah*): Cliodhna's personal Mara.

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: A magical floating orb of light, varying in size and color, created by Weavers. They can 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. Some Goddess Bound are unbound, serving the order as a whole rather than any one Weaver.

Grand Library: Tursim's central library. It houses the second-largest collection of books and manuscripts on Innatraea.

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

Great Eye and Loom of Sceotan: The official insignia of the Weavers, worn on Sceotan-sanctioned robes. The Eye represents the Weaver's perception of the magical threads that make up Innatraea; the Loom represents those threads.

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

The Great Rift: A massive rift in the Devori Mountains, bordering Sophene, the Rinowhn Tribelands, and what used to be the border of Thava. Natively called Ch'ari Vatsk.

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

The Greater Consensus: The ruling body of the Weavers. Always composed of thirteen full Weavers, though it is rare that all of them are publicly known. It holds to a doctrine of neutrality in mortal affairs.

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

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

Guildmaster: The senior official presiding over a Tursi guild, such as the Merchant's Guild.



Guilds: The various governing bodies that form the primary civic infrastructure of Tursim, each governing a sphere of activity. They include the Merchant's Guild, the Mercenary Guild, and the Librarians' Guild, among others.

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

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

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

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

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

H

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

Haitasi (*Hai-tai-see*): "The Stones." A realm outside of time, whose gate, Harzigurda, is guarded by the My'yh. The stones here allow travel through time and location. Those who enter will forget everything upon leaving.

Hak Berati (*Hahk Beh-RAH-tee*): "Charter of Rights." The founding legal document of Tursim.

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

Halici Sofiya (*Hah-lee-jee Soh-FEE-yah*): "Sofia's Carpets." The name above the door of Sofia's first shop in Tursim. It once belonged to her father, Halil.

Halil (*Hah-LEEL*): Sofia's father, a Tursi carpet-seller and restorer known for fair dealing.

Hanife (*Hah-NEE-feh*): A young Tursi mother.



Harbor Mahalle: The Tursim district adjacent to the quays. It operates by more cosmopolitan rules than the inner mahalles, where foreign women walk uncovered and commerce overrides propriety.

Harzigurda (*Har-zee-gur-suh*): "Temple of Stone." An ancient stone temple, home of the My'yh and gateway to Haitasi.

Hasan (*Hah-SAHN*): A Tursi dock worker.

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

Havni (*HAHV-nee*): A Tursi woman Goddess Bound.

Hayan (*Hi-yan*): An ancient language whose origins have been lost to time.

Haze Flower: A psychoactive plant, identifiable 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 (*Hee-RYE-uh Muh-SOO-doh*): Current Reyna of House Masudo and ruler of Ni'moku. Tiare's elder sister.

The Holy Church of Jhoras (*JOR-as*): The official church of Aedonia, 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 of violent conflict with the Weavers.

Huareo (*Hoo-ar-AY-oh*): A sailor aboard Di Ariela.

Hummus (*HOO-mus*): A Tursi mezze dish: a smooth chickpea spread, swirled with olive oil and spices, eaten with flatbread.



/

Icyayi (*Ee-chai-yee*): A sweet, cold tea served by the Shedon.

Ijwiterane (*Eej-wee-teh-rah-neh*): "Sanctuary of Voices." The Shedon council chamber where the Imfura and Inyakun meet for official matters.

Ikaze (*Ee-kah-zay*): A green Shedon sauce that is both sour and bitter.

Ikiryo (*Ee-keer-yo*): Shedon flatbread, large and thin, used to wrap around other foods.

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

Imana-hantu (*Im-mah-nah hahn-too*): "Place of the Goddess." The shorter, more commonly used name for Ahantu y'Imana, a sacred park in Dryumiri dedicated to Asherah.

Imboga (*Im-boh-gah*): Leafy greens, a common Shedon food.

Imfura (*Im-fur-ah*): The Shedon title for their ruler. Cliodhna holds this position.

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

Invura (*Im-voo-rah*): A sweet glowing fruit, with a tangy aftertaste and pulpy, watery texture.

Inafi (*In-ah-fee*): Fried fish, a common Shedon food.

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.



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

Inuk (*In-ook*): A female Amarok.

Inyakun (*In-yah-koon*): The council of thirteen Shedon leaders who advise the Imfura.

Inynyri (*In-yin-ree*): "Star." Sacred dancers of the Shedon, known for experiencing emotions and sensations more intensely than other Shedon. Inynyri "speak with feelings."

Inyuma (*In-yoo-mah*): The Shedon name for the afterlife. The Cathyorans call it Byd Nesaf.

Inziraho (*In-zeer-ah-ho*): "Path Keeper." A Shedon role meaning protector and guide.

I'okanew (*Eye-oh-kan-ew*): A war-like patriarchal Rinowhn tribe.

Iraia (*Ee-RYE-uh*): A woman powder monkey aboard Di Ariela.

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

Isaad: A nomadic tribe that lives in Farundia's deserts. Their symbol for sacred knowledge is an eight-pointed star.

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

Isaro (*I-sah-roe*): "Pearl." A Shedon woman who no longer lives with her people.

Ishago (*Ish-ah-go*): "Forest." Shedon sacred metal.

Ishvati (*Ish-vah-tee*): "Goddess." A Sacred Folk guardian who resides within Asherah's monument.

Ishyari (*Ish-yar-ee*): A sheer silk dress worn by Inynyri.

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.

Itara (*Ee-tar-ah*): Magical Shedon lamps that cast warm, steady light.



J

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—the military, the 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. Chaya's son, adopted by Gertrude and Jonathan Al'Shane.

Jonathan Al'Shane (*JAH-nuh-thn Al-SHEYN*): A former Cathyoran soldier. Jonaas's adopted father; Gertrude's husband.

Josephine (*Johs-eh-feen*): A Cathyoran field nurse, friend to Gertrude.

Juru (*Ju-ru*): One of the Inyakun. Known for his gentle and kind nature.

Jyoshna (*Jyosh-nah*): Shedon singers, sacred voices.

K

Kaan (*Kahn*): The elder of two brothers who serve the Mercenary Guild.

Kadem Family (*Kah-DEM*): A Tursi merchant family of the upper mahalle, headed by Orhan Kadem and continued by his sons.

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

Kalani (*Kal-ahn-ee*): A Ta'al Rinowhn woman warrior.

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

Kaluluwa (*Kah-loo-loo-wah*): “Soul Shell.” A shell given to an Am'ayim as a marriage proposal, meant to represent who an Innatraean is and what they want.



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

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

Karakaya warehouse (*Kah-rah-KYE-ah*): A warehouse in the Harbor Mahalle with direct access to the quays.

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 (*Kow mal-ee-hen-ee-nee t-ow-mah-t-ow*): "Guest Right." A mostly unspoken-of right that can be granted by request to foreign passengers on Am'ayim ships; the receiver has an assurance of fairness and protection.

Keahi (*Kee-AH-hee*): A powder monkey aboard Di Ariela.

Kemal (*Keh-MAHL*): A young initiate Weaver of Tursi heritage, apprenticed to Brother Deniz.

Kesi (*Keh-see*): Erogenous zones on a Shedon's body where the Dwr veins meet and can be directly stimulated. Unique between different Shedon.

Khadijah (*Khah-DEE-jah*): An older Tursi dokumalar.

Khalij Alshams (*Khah-leej Al-SHAHMS*): "Bay of the Sun." The bay on which Tursim sits.

Khati'ah (*Kot-EE-ah*): "Sin." A Tursi word for an intentional sinful act, used in Alsiyama doctrine to justify religious correction.

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

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

Kibbeh (*KIB-beh*): A Tursi mezze dish: fried meat-and-grain pastries that crackle when bitten.

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

Kievan (*Key-vahn*): 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.

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 capital city of Bethseda, all the way south to the border of Royal Seyla.

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

Kiro (*Keer-oh*): “Key.” A Shedon key-like apparatus made to open specific teguro.

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

Konsey (*KON-say*): “Council.” The ruling council of Qin governing Tursim's religious and social matters under Alsiyama.

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

Kura (*Koo-rah*): “Subtract.” The act of the Shedon Imfura naming a member of her people into a specific class, thus removing their free choice.

Kutuphane Street (*Koo-too-PAH-nay*): “Library Street.” The street in Tursim that houses the Grand Library.

Kuzimya Umuriro (*Koo-zim-yah Oo-moor-ear-oh*): “The Shadow of Fire.” The Shedon term for their extinction crisis—the fear that has paralyzed them for centuries.

Kwizera (*Kwee-zeh-rah*): A dark-skinned, bright-yellow-eyed member of the Inyakun.

L

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

Lamashtu (*Lah-mahsh-too*): A woman turned to stone long ago by the My'yh.

Lani (*LAH-nee*): An Am'ayim woman trader.



Legacy: A new Weaver initiate sponsored by a current or retired Weaver. Often, 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 the Greater Consensus makes all final decisions.

Librarians' Guild: The guild that runs the Grand Library of Tursim, proud of its collection. Both women and men serve in it.

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

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

Lucia (*LOO-chee-ah*): A Tursi tattoo artist who specializes in the Am'ayim tradition. Runs Moanji Salon Di Tatuaje.

Lux (*Luks*): "She who lights the way." Am'ayim goddess of the sky, light, and hope. Sister of the god Caim.

M

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

Magistrate: A Tursi civil official with authority over criminal cases, operating separately from the Konsey and the guilds.

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

Mahalle (*Mah-HAL-leh*): A district of Tursim.

Mahmut (*Mah-MOOT*): An elderly Tursi man.

Makina (*Mah-KEE-nah*): Tursi for "machine"; specifically, Taqim's steam-powered device that turns a kebab spit without human labor.

Mala (*MAH-lah*): A young Tursi scholar of the Textile Mahalle.



Maleko (*Mah-LEE-koh*): A sailor aboard Di Ariela.

Manaia (*Man-EYE-ah*): Helmsman aboard Di Ariela.

Manawa (*Man-ah-wa*): "Breathe." An Am'ayim phrase meaning it is time to rest.

Mannat (*Mah-NAHT*): Sofia's household servant.

Mara (*Mar-ah*): A Shedon assassin and bodyguard.

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.

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

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

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

Masina (*Mah-SEE-nah*): Pirihi, or "priest," of Caim aboard Di Ariela. Genderless; a storyteller and keeper of the crew's spirit.

Masudo Dynasty, House Masudo (*Muh-SOO-doh*): A powerful matrilineal Am'ayim family. Their home is Ni'moku.

Mataalii (*Mah-tah-AH-lee*): An older Am'ayim man living in Kinrai who teaches Kali (Sinawali). Often called Old Mataalii.

Mataara (*Mah-TAH-rah*): An Am'ayim crew vigilance-state, declared by the captain in times of danger: every eye open, no one sleeps alone, no one wanders the streets without a partner until the all-clear.

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

Matos (*mat-os*): A shepherd.

Matthias (*Math-ee-us*): A blind priest.

Mawr (*Mowr*): The Al'Shane family's big cart horse.

Maysak (*MAY-sak*): "Mask." A face covering worn by Tursi women, doctrinally rooted in Qin teaching under Alsiyama.



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

Mercenary Guild: The Tursi guild governing combat-for-hire. It operates transactionally, taking coin from anyone, and staffs its administration with women as well as men.

Merchant Mahalle: The Tursim district where Tursi merchant-class commerce concentrates.

Merchant's Guild: The Tursi institution governing commerce: trade fitness, member conduct, guardianship determinations, and trade-law enforcement. Governed by a Council of senior merchants under a Guildmaster.

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

Meroë Da'al (*Meh-roh-EH Dah-AL*): The kingdom that makes up Innatraea's southwestern isthmus. Almost entirely desert; called Farundia by foreigners.

Meroë Da'al wine: A deep red wine from Meroë Da'al.

Mezze (*MEZ-zeh*): The traditional Tursi method of dining: many small dishes shared across a low table to welcome guests. "Food shared is love given."

Mihigo (*Mee-hee-go*): One of the Inyakun. Known for his cold, condescending demeanor.

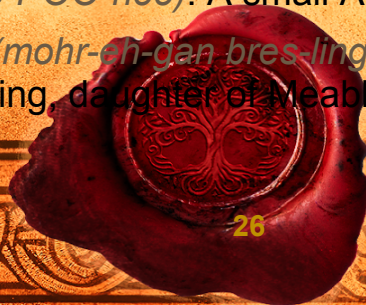
Miniatura (*min-ee-ah-tur-ah*): Small figurines, representing noble houses or military units, used to plan military campaigns.

Mitari (*Mee-tar-ee*): A Shedon woman who no longer lives with her people.

Moanji Salon Di Tatuaje (*Moh-ahn-jee Sah-lon Dee Tat-oo-AH-hey*): A Tursi tattoo parlor in the Am'ayim Mahalle, run by Lucia.

Mokupuni (*Moh-koo-POO-nee*): A small Ara'ayim isle.

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



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

Muriro (*Moo-reer-oh*): A red, spicy Shedon sauce.

Mu'ul Mountains (*Mewl*): A treacherous mountain range dividing central Innatraea from the east, bordering Aedonia. A few nomadic tribes live in these harsh climates, mostly regarded as raiders and slave traders.

Mwisho (*Mwee-sho*): The Shedon word for lover. Unlike Innatraean concepts of marriage, mwisho is not possessive or permanent; love (Urukundo) for the Shedon is a flowing force that can exist in many forms.

Mynydd (*Mun-ith*): A town in Cathyor.

Myrtle (*Mur-tul*): A young Shedon woman.

The My'yh (*Mai-yah*): A Sacred Folk race and singular individual of incredible power. The guardian of Haitasi, who makes her home in Harzigurda. Her judgment can turn souls to stone.

N

Najwa (*Naj-wuh*): Chaya and Rahl's daughter, Jonaas's older half-sister.

Nana Kailani (*Nah-nah Kai-LAH-nee*): Aratohu of the Am'ayim Mahalle in Tursim.

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

Nawia (*Nah-WEE-ah*): "Corpseheart." A Great Tree one day's walk outside Tursim. Tursi women whose lives have become unbearable walk to Nawia and ask its Dryad to take them into death; sometimes she does, and sometimes she sends them back with what they need to live. The choice is hers.

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



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

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

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

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

Nikau (*NEE-kow*): Galley cook aboard Di Ariela.

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

Ni'moku (*Nee-MOH-koo*): "Isle of Birds." The large home island of House Masudo in the Ara'ayim Isles.

Nini (*Nee-nee*): A mixture of Shedon sauces combined together. The word means "rich" or "flavorful."

Niomh (*NEE-ohm*): A Danae woman, mother of Aife.

Niyokuri (*Nee-yo-kur-ee*): One of the Inyakun. Known for her sharp, focused demeanor.

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.

Ntwali (*N-twah-lee*): An Anohr man, mwisho to Mihigo of the Inyakun.

Nyira (*Nee-rah*): An Inynyri (sacred dancer) of the Shedon.

O

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



Orhan Kadem (*Or-hahn Kah-DEM*): Patriarch of the Kadem family.
Father to Bekir Kadem.

Orlaithe (*Or-lah-thuh*): One of the Inyakun. Brilliant and analytical, with distinctive violet eyes. Cliodhna's mwisho.

Oryvn (*or-vin*): A Cathyoran man.

Osman (*OSS-mahn*): A Tursi criminal who works for anyone with coin.

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

P

Pabaybayin (*Pah-baj-baj-in*): "Shorebound." An Am'ayim phrase for when a ship or sailor is stuck on land.

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

Palani (*Puh-LAH-nee*): Watch leader aboard Di Ariela.

Palo de Sinyales (*Pah-loh deh Seen-yah-les*): Sacred totem poles carved by the Zimsway Rinowhn, often using fragrant woods. The carving tradition is a community art form passed across generations.

Papaka Kamatayan (*Pah-pah-kah kahm-ah-tai-yan*): "Death Crab." 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.

Phylip (*Fil-ip*): A young Cathyoran soldier.

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

Pikni ng baybayin (*PEEK-nee nang BUY-buy-in*): "Shore Child." A derogatory Am'ayim term for children not born into Asin (Di Saalt), the ocean. Most Am'ayim women give birth in the sea.

Pirihi (*Pear-EE-hee*): Am'ayim word for a priest, shaman, or spiritual advisor. The Pirihi are a genderless priestly category serving as a bridge between the mortal world and the realm of Caim.

Pitja (*PEE-tya*): A Tursi slur for women, used by hostile men against those they regard as having stepped out of place.



Poen (*pyn*): "Pain." One of Marged Llewellyn's twin daggers.

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

Powder Monkeys: The youngest sub-group of the Di Ariela crew. They are responsible for the ship's cannons.

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

Pyron Orb: A small Am'ayim throwing ball, made of thin ceramic, that catches fire when shattered.

Q

Qin (*Kin*): "Priest." A Tursi priest of Alsiyama. Male only. Wears an amulet of Qin at the neck as an institutional marker.

R

Rahl (*Rawl*): Chaya's husband and Najwa's father.

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, heiress to the Masudo Dynasty. The Flower of Ni'Moku.

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

Re'em (*Reh-ehm*): A mysterious Sacred Folk race, said to look like white horses with horns.

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



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

Rheolaeth (*ray-oh-lai-eth*): “Death.” 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 (*hav-vel-vay-stir*): “Warmaster.” A title within Trefn Cyfiawnder, the woman responsible for training new recruits.

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

The Rinowhn Tribelands (*Rin-OH-in*): Also “Sea of Grass,” natively called Ayuwasi. 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.

Rinowhn Tribes (*Rin-OH-in*): The native peoples of Ayuwasi, “the Sea of Grass.”

Robert: Of the Crawley family, family friends of the Al'Shanes; husband of Laura, father of Maryanne, and brother of Alaina.

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

Rosalie Sharone (*ROW-zuh-lee shah-ROHN-ay*): Childhood friend of Jonaas and Edmond; adopted daughter and Legacy of the retired Weaver 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.

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



S

Di Saalt (*Dee SAALT*): The Salty Talk form of the Am'ayim sacred concept Asin (the ocean as sacred).

Sacred Folk: The collective moniker for any of the ancient mythical non-Innatraean races of Innatraea, used both as plural for the races collectively and as singular for an individual member. The actual number of races, and how many still survive, is unknown. The many stories about their magical powers and origins vary greatly between regions and races.

Saffiyah (*Sah-FEE-yah*): A young Tursi woman of the Textile Mahalle.

Salesi (*Sah-LES-ee*): Galley helper aboard Di Ariela.

Salty Talk: The Am'ayim version of Innatraea's common tongue.

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

Scatha Cadain (*Sk-ath-ah Kad-ain*): A Cathyoran woman warrior, member of Trefn Cyfiawnder.

Sceotan (*SKAY-oh-tan*): Island kingdom of the Weavers, located off the southern coast of Innatraea.

Sceotian (*SKAY-oh-shun*): The native people of Sceotan.

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

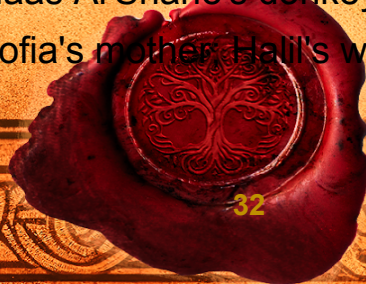
Seme ando Balval (*S-ee-m-ee ann-d-oh b-al-vol*): "Seeds in the Wind." A Danae belief that sometimes the winds of fate and destiny must pick an Innatraean up and put them where they belong, like planting seeds—often resulting in very hard times.

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

Serafina, The Fire Snake (*Seh-rah-FEE-nuh*): One of the Three Sisters. Goddess of fire, light, passion, and rage.

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

Sevda (*SEV-dah*): Sofia's mother, Halil's wife.



Seylan (*SAY-lahn*): The native people of Royal Seyla.

Sha-kiro (*Shah-keer-oh*): "Shadow Key." A special key-like apparatus, made by Myrtle.

Shal'ifar (*Shahl-ee-fahr*): "Whip Masters." Ta'al Rinowhn elite warrior caste.

Shatranj (*Shuh-TRAANJ*): An ancient and very popular game of strategy played on a wooden board between two opponents. It originated in Royal Seyla.

Shedon (*Sheh-don*): An ancient and powerful Sacred Folk race. They possess the Dwr—visible veins of light beneath their skin that reveal their emotions.

Shendari (*Shen-dar-ee*): The Shedon language.

Shepherd King: A Great Tree in Aedonia bordering the King's Highway.

Shukar (*Shoo-kar*): An Awen who bonds with Jonaas.

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

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

Silatunig (*Sil-ah-too-nik*): "Breath Turner." An Amarok title of unknown significance.

Silk Mahalle: A long-established Tursim mahalle devoted to silk and fine fabric, famous for dye techniques known only to a few families.

Sinawali (*See-nah-WAH-lee*): An Am'ayim martial art of paired sticks.

Sinawali Sticks: The paired wooden sticks used in the Am'ayim martial art of Sinawali.

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

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

Siren's Rest: An inn in Tursim, run by Esma.



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

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

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

Sister Taia Mirzoyan (*TIE-uh Mirz-OH-yan*): A Weaver of Sophenen heritage. A member of the Greater Consensus and an old friend of Crilla Sharone.

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

Siveydiz (*See-vay-DEEZ*): A traditional Tursi stew of lamb and fresh green garlic in a creamy yogurt broth.

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

Sofia (*Soh-FEE-ah*): A Tursi woman. Daughter of Sevda and Halil.

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 (*Sen-wyr a gal-on*): "Heart Sense." One of the Trefn Cyfiawnder Pwerau Cysegredig: the ability to sense when a woman ascends into the order by accepting Cyfeillach Gysegredig with a Dryad.



T

Ta'al Rinowhn (*Tal*): A war-like matrilineal Rinowhn tribe.

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

Ta'juo (*Tah-joo-oh*): A trading tribe of the Rinowhn, known for their fine jewelry and craftsmanship.

Tala ng Asin (*Tah-lah nang Ah-SIN*): "Tongue of Salt." The native language of the Am'ayim.

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

Tandoori (*Tan-DOO-ree*): A style of Tursi cooking.

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

The Tanglewood: A vast, ancient forested territory on the border of Royal Seyla, Aedonia, and the Rinowhn Tribelands, northeast of Tursim. Rumors abound of strange creatures, hidden cities, and magic. Many of the Danae people live on its outskirts.

Taqim (*Tah-KEEM*): A Tursi inventor who operates a kebab cart in the central market square, powered by a makina, a small steam-driven mechanism for turning the spit.

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

Tarik (*Tah-REEK*): A Tursi wool merchant.

Tavid the Traveler (*Tav-eed*): A book written by a man of the same name. It 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.

Tegid (*Teh-gid*): A Cathyoran man, military quartermaster.

Teguro (*Teh-goo-roh*): "Lock box." A Shedon sacred lockbox.

Tekes (*TEH-kess*): A traditional Tursi shawl or wrap.



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

Textile Mahalle: A Tursim mahalle where weaving, dyeing, and finishing are done.

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 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 Serafina. Innatraea's three sister goddesses and moons.

Tiare Masudo (*Tee-AH-ray Muh-SOO-doh*): Bez Masudo's first wife and the mother of Rangi. Hiraya's younger sister.

Toman (*Toh-man*): A shepherd.

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

Trefn Cyfiawnder (*Trev-n Kuh-vyown-dehr*): "Order of Justice." Cathyor's legendary women warriors, who wield magic in battle connected to the Great Dryads.

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

Tuchar Kralichesi (*TOO-char Krah-lee-CHEH-see*): Tursi for "Merchant Queen."

Tulant (*TOO-lant*): A Tursi head-wrap worn by men, distinct from the maysak. Common among librarians and scholars.

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

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

Tytus (*Ty-tus*): An Aedonian man, an appointed of Jhoras, and Commander of a Jhorian Fleet.



Tzelem (*Tseh-lem*): A male Amarok.

U

Ubuki (*Oo-boo-kee*): An amber-colored, sweet Shedon sauce.

Ubumanuko (*Oo-boo-mah-noo-koh*): A brown, savory Shedon sauce.

Ukomoka kuri Asherah (*Oo-ko-mo-ka koo-ree Ash-err-ah*): “Child of Asherah.” The title given to a descendant of Asherah.

Umunyu (*Oo-moon-yoo*): A white, salty Shedon sauce.

Umutima w'Imana (*Oo-moo-tee-mah wee-mah-nah*): “Heart of the Goddess.” The location of Asherah's monument in Imana-hantu.

Umutobe (*Oo-moo-toh-bay*): The collective term for Shedon sauces.

Umwana (*Oom-wah-nuh*): Shedon word for baby.

Umwesho (*Oom-weh-sho*): Shedon intimacy involving the merger of consciousness through the Dwr. It creates profound connection but causes painful separation afterward; many Shedon gave it up because the tearing apart became unbearable.

Umweshongo (*Oom-weh-shon-go*): The permanent merger. Within Umwesho, Shedon feel the pull to stay merged forever—to become one consciousness, together in bliss—the temptation they resist each time they choose to separate.

Uroku (*Oo-roh-koo*): A magical wooden platform used by the Shedon that moves up and down.

Urugendo (*Oo-roo-gen-do*): “Honored Journey.” A title of honor among the Shedon.

Urukundo (*Oo-roo-koon-do*): The Shedon word for love, considered a flowing force rather than a fixed state.

V

Venator (*Ven-ee-tor*): “Huntsman.” Woodsman hired by various Aedonians as hunters, scouts, and trackers.



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

W

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 its meaning.

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

Weavers' Rings: An often threaded and gemmed ring made from unknown elements. They are the identifying mark of a Weaver to ordinary Innatraeans. Each ring is believed to be unique to its wearer, the threads, symbols, or gems holding specific meanings, and is rumored to change over time along with its Weaver. In truth, little is known about these mysterious artifacts.

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, possessed by few.

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

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

Y

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

Yenilenme Aci'dan Gelir (*Yeh-nee-len-meh Ah-jee-dahn Geh-LEER*): "Renewal comes from pain." The central proverb of Alsiyama doctrine, and the saying that gives the Bahar Atesi its meaning.

Yilmaz (*YIL-mahz*): A Tursi merchant.



Yusef (*YOO-sef*): The Head Librarian of Tursim's Librarians' Guild.

Z

Zimsway Rinowhn (*ZIMS-way Rin-OH-in*): One of the Rinowhn tribes, 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.

