

## Fantasia Glossary

Part of creating a fantasy world is creating a language, not just in what the characters themselves speak, read and write, but a narrative style that adds to the character of the story as a whole, and a crucial though easily overlooked colour on the pallet of that style is the words one uses. Myself, I was never interested in vocabulary when I was in school, though word origins interested me, a combination of intuition and rebellion helping fashion the eccentric mind that would later tell tales of far away lands composed only of dreams—a feast of fantasy whose preparation was neither seeded nor seasoned by any dictionary or test, but by comic books, video games, and indeed Old English verse delivered through the medium of lore, fairytales, mythology books, and of course Tolkien’s various masterworks. It is because of these beginnings that I would not force upon anyone a similar doom of prepared learning, but rather merely provide help along whatever path their own intuition carves out of the strange forest of constantly entwining growths that we know as language. To that end, this glossary is provided for all the words in Fantasia not recognized by modern American speech, whether in one’s own experience, a computer’s spellchecker, or (most of all) the ‘accepted’ teachings of the establishment. However, I recommend that one not be too hasty to use this glossary, for these games are written to encourage independent thought, not research, not even of even the simplest kind, and so this glossary is provided, at most, for clarification. Of the entries here, some are words that anyone who reads the genre will immediately recognize, while others are more deeply rooted in Old English, and others are purely inventions of my own. Not one to make assumptions for the curiosity of any reader, all unclear words have been included. Note that these words are explained (not defined) as they are used in Fantasia itself, rather than in our world, and those words of purely Fantasia dialect are marked with an asterisk\*. English spellings (‘grey’, ‘colour’, etc.) are not included, nor are the names of any creatures, locales or other self-explanatory or story-detailed words. Also, no pronunciation guide is provided because that is better left to your preference.

Acropolis: A small plaza or palace set apart from the rest of a city high upon hills or cliffs where indeed higher matters are dealt with. Most such sites existed in the Ancient Kingdom of Isenon. After the fall of that realm at the end of the Elder Days, those Kingdoms that were built by Men in lands afar most often included such a high place, where their Royalty would dwell or their laws would be formed and enforced. In time, however, such areas either became home to treasure vaults and other wonders as well, or more commonly they simply fell into disuse and ruin, becoming adventure sites for those who seek power and wisdom above earthly wealth.

Alas: An exclamation of doubt, despair or regret, most often spoken at the beginning of a sentence or as a single sentence in itself.

Alchemist: A Magician of the more subtle and practical craft of Alchemy, indeed of altering and blending bodies, brewing potions, transmuting metals or in any other way combining natural elements to craft mystical ones. The practice of Alchemy is in itself, and indeed its very name, a mixture of more ancient arts. Before Wizardry was chronicled in the Elder Days, the simpler tricks and studies of Mortalkind, indeed of what they could simply see of the earth rather than what they could feel, conjure or dream, were each their own Order—altering persons, potion makers, metal binders—they were one and all masters of their own crafts, until the coming of the Wizards, their own Orders evoking powers never before imagined, revealing all such makers and binders as one and the same.

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Amberwheat\*: The blessed wheat of Cronan's open lands, such grain glimmers under the sun and maintains that light deep into the night, reflecting in gold upon the living earth the silver stars in the sky.

Ambrosia: In the Elder Days, this was the name of the prized food of the gods, though now it has come to refer to any dish that is the favor of Noblemen, Magicians or others revered by common folk.

Amensur\*: Most often fashioned by Nomads and Rangers, this is a jerky fashioned from the fringe (or dags) of one's clothes, the cloth strands treated with a strange potion of berries and blood that turn the fabric eatable, the strips easily and individually torn off.

Amiss: An expression blending one's certainty that something is wrong with his resolve to right it.

Ardament\*: A curious blue discolouring similar to turquoise, usually running through more exotic stone rather than common bedrock. The elegant patterns such veins draw upon the walls of caves evoke the imagination of all who behold them, thus giving rise to countless legends. The most often told is that such lines are the azure shadows of long cast spells, telltale signs of what wonders have come before those who find them.

Arrow-loot: A narrow slit in a wall for an archer to fire through. Such a 'window' is wide on the inside, thus allowing for as wide an arc as possible, but narrow on the outside, preventing enemy attacks from striking the archer.

Ashenstone\*: A dark, coal-like stone, named for the uncanny way it is often found in the rough shapes of humanoids, mere heads alone, or better known beast-men, giving rise to the belief that all such rock as this was once alive in the form of some sentient creature and was turned to stone by magical fire.

Atlan\*: These are rare herbs with healing properties. They have four variants, each growing in a different Season of the year; 'atalam' is born of leaves falling to feed the undergrowth of woodland Autumn, 'alaran' is one of the few herbs that manages to continue growing in the midst of Winter, 'alabrand' shimmers as if under the sun several days before the true beginning of Spring, and the richly coloured 'atlaran' flourishes in the Summer. Elves well know (and have shared with many Halfmen communities) the vigor and renewal that these leaves offer, especially when brewed with pure water, bringing out the life of the earth itself. This is considered magic by many, and indeed it is the magic of the living earth, but no other. There are a good deal of Men and Dwarves that have the wisdom to see the simple truth that these leaves awaken in the mind.

Avice: The formal title of the female head of a monastery (if the highest Monk were male he would be called the 'Abbot').

Bade: The voice of one's will, indeed to wish someone to do something with such conviction that it is taken as a command.

Baldric: A leather strap that crosses the chest from hip to shoulder, allowing one to more easily carry a sword or similar weapon upon his back, at his waist, or even upon one's chest itself.

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Ballad: This is the favored type of song to recount a legend. The rhymes and stanzas are usually very simple in structure so as to allow the audience to more easily follow the tale. Such songs are most popular at inns, fireside gatherings and on the road, indeed amongst smaller groups, much like the heroic bands they often sing of, rather than for larger crowds.

Bander: A term that is seldom used by Men, and any others who speak it tend to falter when doing so, giving it an unearthly echo of hidden knowledge, and though the word alone speaks of binding wounded words together to try and salvage a conversation that is clearly failing or filled with deceit, the use of this haunted word none-the-less creates as much fear and doubt as it dispels.

Bane: This word is widely used to express the inherent power in someone or something whose destiny involves the undoing of another.

Barding: The most common form of armour for horses and other steeds. Its most common design covers the head, neck, hind and hooves of an animal with interlocking plates of thin steel, designed more for causing blades to glance off than to directly repel them. Barding is usually hammered thin to allow a steed to maintain its speed and endurance, and is often dressed with embossed sigals, designs or even spikes, or complimented by cloth blankets (swards) and tassels to not only symbolize the rider's own colours and crests, but also to give the barding itself more power to evoke fear or respect from its foes.

Barrow: An underground tomb with a single door. Such graves are usually reserved for Nobility and are marked with standing stones.

Battlement: The walls of most strongholds are capped with such fortifications as this, a ledge and protruding wall (parapet) designed for defense of the troops that man the wall. Various designs that are often a part of such a fortification include alternating heights of the wall to force the enemy scaling the walls to narrow their approach (crenellations), narrow slits for archers to aim through (arrow-loots), and holes in the protruding floor through which to pour many a miserable material on the enemy (murdur-holes).

Bazaar: An exotic marketplace. Such tent gatherings are usually the tradeplace of more mysterious folk, vagabonds and petty spellcrafters, or those with forbidden treasure to rid themselves of or ensnare others with. Indeed, like the wonders and misfortunes acquired by trade in such a place, it is difficult to say whether the word 'bizarre' was born of these markets, or if the reverse is true.

Beathenwillow\*: Though not an actual willow, but rather more like a fur or pine, such a tree as this rises to great heights and has long branches that usually outweigh their own strength and so droop down like those of a willow, as Lord Beathen mistook them long ago, hence their name. Such large trees usually grow alone (from others of their kind), and so, easily recognized they often serve as a road marker or as a ceremonial site. They can grow to enormous width, and even under the smallest can offer shelter from the driving rain and snow, while larger ones sometimes become hollowed out and made the homes of travelers and demi-humans. Many superstitions surround these trees, from growing magical berries in another world that become visible on certain nights, to being

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the secret homes of Pinemartins, to marking the place where Dragons, Sorcerers or Elven Kings have died, though these legends are usually baseless.

Bedcloak\*: Some travelers that wear heavy cloaks beyond what is needed for the cold do so because they are actually wearing such a garment as this, a traveling cloak that is thick enough to be rolled into a blanket for camping in the wild, sparing horses the burden of a bedroll, and also making the wearer appear larger in stature than they might truly be, thus deterring bandits and other marauders.

Bent\*: An act of acknowledgment to another's superior position, referring most often to one bending down to one knee, indeed offering their 'bent' to another.

Beset: This refers to one being directly challenged by another, be it a person, a force, or circumstance.

Blackroot: Growing only wild, this meager food is easily mistaken for dead tree bark or burned plants, but is actually quite tasty if not altogether healthy, these black, jerky-like twigs actually more of a traveler's chewing treat than a means of survival.

Blazon\*: Someone or something so described appears powerful, by sight, spell or in seeming, beyond what it should.

Bloodgroove: This is the long, shallow depression that runs lengthwise a sword or similar blade. Contrary to the anxious questions of Pages and other young pups, this groove does not make a blade easier to strike with (that is an act of courage), but rather makes the blade easier to remove from an enemy's flesh. This feature is named simply for the blood that pools within it between attacks.

Bloodright: A reserved honor, that when one is born to Nobility but does not pursue or achieve virtue enough to equal that of their sires, they none-the-less keep the right to do so, indeed to reclaim any such promised titles in the future, should Fate call to them.

Bodice: A common clothing, this is a laced, leather torso piece for a woman. Some say they are designed to conceal one's excess weight while at the same time push up her breasts, altogether making her more attractive, while others say they are designed only to keep loose clothing tucked out of the way for kitchen work. Either way, they accomplish all these tasks quite well.

Bore: A siege engine whose strength lies within a huge battering-ram swung from within a rolling cage, its sharpened end piercing rather than pummeling the enemy's gates, much like the horns of a boar.

Bracer: A simple piece of armour, this is a cover for one's forearm, made of hard leather or metal, and usually decorated with one's personal symbol or 'crest'. Such armour is almost always made as a pair, and thus is more commonly referred to as 'bracers'. Since most attacks are naturally directed towards one's own weapon, such armour as this is surprisingly effective for its size and weight, deflecting the many blows that threaten one's hands and arms.

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Branwood\*: This is a special kind of dead wood fallen at the base of otherwise healthy trees, which remains ever dry, and thus is most effective for making fire. Those who with lesser wisdom might name a whole tree as such easily give rise to rumors and superstitions surrounding entire forests, usually of Ghosts and other lost souls. Yet those who are skilled in the woodlands can just as easily tell if any tree so named is haunted or not, for smoke is as difficult to conjure from such kindling as it is to summon no smoke at all from normal wet wood, and thus the absence of smoke or any other fog quickly dispels the fears of those who expect spirits to rise, and warms them with the sanctuary of a simple fire.

Braveheart: A complimentary name for one of great valor, implying that their heart, indeed their courage is their greatest strength, which can speak volumes if one earns their respect in battle.

Brundles\*: These are cakes filled with many different kinds of berries and nuts, like 'bundles of grundles' as they are favorably called, the difference being that the berries and nuts are baked within them rather than spread atop as a jam or other dressing.

Cairn: This is a small pile of stones, usually with a depression at the top, used for the ceremonial burning of small objects.

Cantrip: A simple spell or trick of a Magician, such as blowing colourful or dancing smoke rings, or evoking a small light. However, many Magicians do not refer to cantrips or tricks, as such simple tasks are part of their nature and their way of being, akin to a scholar's use of more archaic words or an Elf's ability to sing.

Cantus: A subtle form of working both arcane words and simple speech, often used when addressing people directly, indeed enchanting them while fully awake yet without their knowing. While chanting is more powerful for its music, and conjuring involves gestures of arms and other physicality, cantus is merely a higher level of speaking, evoking only the power of words and what they mean to others. Cantrips evolved from the same word, though they came to refer to spells of simplicity rather than subtlety.

Catapult: This is the most common form of siege engine, a cart with a huge arm and counterweight that hurls anything from rocks, fiery pitch, burning oil or even diseased flesh against or over the walls of an enemy stronghold, breaking holes either in the walls or in the hearts of the defenders themselves.

Causeway: Shallow rivers, narrow marshes and even the waves crashing against the seacoast are sometimes challenged by the courage of Men and their kindred, who build wide roads of loosely fit stones to stand for all time and allow all people passage across; such solid bridges are quickly covered by natural growth or are easily overlooked by those that later pass them, though any who do indeed recognize such a monument realize that they are following a road wrought of bravery long forgotten, and take extra care upon the road ahead, for it will almost certainly lead them to perilous lands.

Chainmail: The most common form of armour, this is the standard-setter for all 'mail', and the singular use of that term always refers to chainmail (hence the single word of 'chainmail' versus the identifying space in 'plate' mail or 'ring' mail). It is made of hundreds and thousands of small rings of steel linked together to form a mesh that

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guards against edged attacks even better than most 'plate' mail, despite armchair expertise to the contrary. Chainmail is hotter and heavier than most armour, though not as cumbersome, and its flexible nature more easily fits warriors of varying bulk, and it is cheaper to make, all good reasons for its more common use than other bodily armour.

Chalice: A stemmed drinking vessel usually made of precious metal and often adorned with lavish design or even jewels.

Cittern: This musical instrument is a variation of the popular 'mandolin', indeed with a wooden bowl and shaft with strings stretched from end to end, though it is smaller, crafted only from enchanted wood, and to the unskilled its fewer number of strings evoke less sounds, and so do the more magically rather than musically inclined people use them, able to summon different notes from the same chords.

Clemency: An older, seldom used word that refers to either the policy or practice or at least the act of mercy in judgment. The word fell out of favor and into fear when the Necromancer, Clemann, tried to blur the line between truth and power with Vaxxland's King in the bygone, misty years of the Second Age. His dark crafts were overthrown by the King's five bravest Knights in the War of Ancient Glory, and with Clemann's fall, most individuals both renewed and redefined their own personal policies of truth, indeed appreciating that one treasure, truth itself, far more than ever before, and so nowadays one single word will no longer suffice.

Coronation: This is the ceremony in which a Noble is given his title. While most tales favor the coronation of a King himself, all Noble Lords, from Knights to Stewards, Barons to Dukes all receive such a ceremony, usually held on sacred ground or in the throne room to be. And while such recognition and attendance by one's subjects is considered a high honor, Mortal Men are equally fearful of not having a coronation, lest their title be unknown to the eyes of God and thus risk their realm fading into shadow. Thus a coronation has become a religious ritual more than anything else, binding not just the lord to his station, but also the people to their lord.

Counterance\*: A catch-all expression for all the defenses one holds against a specific kind of attack, one's methods useless against the 'counterance' of his enemy.

Court: This can refer either to a gathering of Nobles and councilors for the purposes of discussing policy and plans, or the location where such a meeting takes place.

Cram: Made by Men for journeys in the wild, this is a kind of light cake of baked bread and jelly, which keeps almost indefinitely (though after enough time most will weary of cram and complain that it simply sticks in their throat).

Crenellation: The front wall of a defensive barrier or battlement, it has uneven heights force attackers to narrow into lines that defenders can more easily fend off.

Crest: This refers to a personal or Royal symbol or 'coat of arms' denoting a particular house, clan or other order. It is a high symbol worn only by those of honor. Such a symbol is usually the 'device' upon a Noble's flag, his 'standard', or an army's war banners.

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Crier: A person whose duty it is to make rounds announcing orders from the Court, usually in town or at public gatherings.

Crucible: A bowl-like vessel made to melt other metals in when placed above or within a fire.

Daemon: Often misunderstood for its variation in spelling ('demon', 'demeon', etc.), this is a catch-all word for any unHoly beast that has managed to find its way from Hell to the Mortal Plane to plague and torment the living (and sometimes even the unliving). Demons are, as they are understood, not always dead nor alive, but simply an evil spirit that manifests itself in whatever form it can contrive.

Dags: This is a style of fringe for hemming the edge of boots, sleeves and other articles of clothing, resembling squares or 'shields' that hang down, like castle crenellations (indeed this style was first used only by soldiery as uniform). Some more superstitious peoples do not term any 'knifing' as dags, referring to sharp or pointed fringe often worn by Elves or Magicians, probably because of its similarity to a snarling animal's teeth. However, dags come in all shapes and sizes, and is generally fashionable.

Dais: This is a low platform that usually denotes an important location, such as the head of a Chapel, the place of a throne, etc.

Daub: Houses, shoppes and other dwellings throughout the Known World are usually built as timber frame structures, the walls sealed with this clay-like mixture of mud, straw and dung (usually that of cows), plastered over a strong frame (waffle).

Demi-human: A humble name given to all older (and magical) races that are not truly human, including Elves, Dwarves and Halfmen. For as Mortal Men became the dominant race in the Fifth Age of the world, all other peoples fell under the shadow of their civilization, and recognizing that their time was passing (or not yet come), such people named themselves as 'demi-human'. Some say they named themselves so in order to respect the rising rulership of Mortal Men, while others say it was an attempt by Men to subjugate the older races. Whatever the truth may be, every race freely uses the term.

Desolation: Few lands are named so, but those that are one can trust to be a barren land, desolate indeed, the realm of a powerful evil or woebegone memories that prevent any life from finding any comfort there, a place where the wand of Gaea has no power and brave men do not venture, for to enter into the realm of such a terrible power, living or dead, is to challenge something that has laid waste to the very earth itself.

Device: This refers to the symbol borne upon a Noble flag or war banner, usually the 'crest' or 'coat of arms' of the person's Lord or the army's leader. In some parts of the world it is not uncommon for such a symbol to be used upon the shields and helmets of soldiers. In some tales, beast-men paint or even tattoo their overlord's mark upon themselves, binding them to his will forever, symbolizing how they all stand or fall by him alone.

Dinned\*: When something or someone loses their light, their shine, even their spirit, or is in some symbolic way 'dimmed'.

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Disciple: The servant, student and slave alike of a person, power or even a place, destined or doomed—depending on one’s view—to become exactly the same when his training is complete.

Dolmen: The formal name for a specific type of arch, that of a large, single stone laid across the top of two standing side by side. For it was in the early years of the Second Age that Dolmen the Deathless built such an arch in the fields of Roland, a gateway, as legend has it, to the Undying Lands. Many Mortals, envious of the journey made by the Elves, sought this arch, but ironically found only their deaths instead. Still, the desire for Immortality is in itself undying, and so the legend persisted throughout the centuries, and Dolmen’s name become synonymous with all arches of this form of construction. To this day any such structures are more readily taken for possessing enchantment than any other portal, even those of far more elaborate design and obvious care or purpose.

Doppelganger: Such a name is a catch-all term that most commonly refers to the dark counterpart of an individual, whether born of Black Magyk, sorrow, a curse, or any other evil fortune that gives form to shadows. Indeed, this term is used in many different contexts, usually as a shadow or fear rather than an actual Supernatural being. However, for all its incarnations, there is no true entity known to the lore with such a name as this, and so its use gives greater meaning to the manifestation of one’s darker side.

Drakkar: A large warship with a tall prow, often carved like a Dragon, hence its name. Such a vessel’s sails are often stylish as well, sometimes even more than they are useful, resembling from a distance a wyrm’s great wings. However, these sails will still move such a ship at a good speed, and when the wind is light, it can be moved by mounted oars.

Drawbridge: Quite often are the entrances of larger castles protected by such a gate as this, a wooden (or sometimes iron) bridge whose outer end can be raised by chains (or thick ropes), thus not only leaving a pit to be crossed but also blocking the way in at the same time. While the entrance may have other gates as well, such as a portcullis or closing doors, a drawbridge is an inviting trap, and is often more than enough to deter minor invaders, for its very nature is suggestive of hidden cunning. Sometimes a drawbridge is designed to seal invaders **inside**, thus preventing their escape!

Dreamsleep\*: Though the names and beliefs are many concerning what secret life one lives when they sleep, others who still see their Mortal body have a hint of their slumbering friend’s journeys by their movements, and so share a secret of their own. For when someone dreams so deeply that they would rather never awaken, indeed their mind having passed into the Mystic Realm, when their body requires them to awaken again they are somewhat mindless for a short while, stumbling, staggering or even singing as the essence of their thoughts slowly returns to them. This is a state that onlookers fondly, or wisely, refer to as a ‘dreaming sleep’.

Elder\*: When a tree is named as such, that knowledge alone is usually enough to ensure the safety of anyone who ventures near it, for such trees are indeed older than most other living things, and to recognize and respect them is to avoid the malice they may otherwise work upon unwary travelers. Those who do not know an elder tree may face many perils when walking in their woodland realm, for the ways of trees are at least as diverse as any life that goes about on legs, wielding axe and flame with impunity, short

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lived and forgetful of the evil they create, or simply blind to the gnarled bark and shaggy boughs that bespeak a tree's age as much as the wrinkles and grey hair of old men. Yet in their short lives, Mortals do not acquire so much power as the elders of the world, who are deeply rooted in wisdom and strength, which combined grow for them the fruits of magic. Indeed, such trees can work many kinds of magic, varying in different realms throughout the world as much as the desires and designs of the men and beasts that they would work them upon, usually out of wrath rather than kindness.

Electrum: This strange, shining metal is worth about half that of gold, though it is rare (and rarely prized) in markets above lesser coins of silver and copper.

Elixir: A powerful potion yet not whole unto itself, indeed all the ingredients necessary to complete a powerful magic, if only used in a specific way or with a specific person.

Emblazon: Rising like flames above fuel from the term 'blazon', this means to inscribe or design heraldic runes or symbols upon one's flag, armour or other surface. If something is 'emblazoned' thus, it is made to look more powerful in a symbolic way. Such art is given almost exclusively to the 'crest' or 'device' of a Noble warrior.

Embroidery: This is a skill of the most talented tailors, that of sewing small, intricate designs into fabric, usually in the trim. Tunics, hats, cloaks, tassels and other items that are embroidered are almost always of a high value, for this craft is costly and time consuming.

Excelsia\*: A rare wine whose secret is not magical berries as many insist, but the tears of joy of an Elven Maiden, usually one who lives nearby. Indeed, the closer such wine is to the heart of the Immortal who gave it such magic, the more potent that magic will be, a secret usually guarded honorably by the innkeeper, Halfman, Wizard or Lord who treats his guests to such spirits. The name of this enchanting wine comes from the legendary Elven realm of Crystal Springs, though apparently with no connection to the Lady of the same, though she herself fancies it so.

Faggot: This is a bundle of sticks, usually stored by farmers for harsh Winters or carried by travelers bound for mountain passes, the kindling kept dry in a wrapping of ragged cloth.

Fealty: A sworn oath of loyalty, usually made in the name of God, but none-the-less a bond that even evil men are reluctant to break.

Flagged: This is a catch-all reference to any chamber, cavern or other area that is masoned, covered or strengthened with flagstones.

Flagon: A large cup or mug, often with some lavish design to it.

Flail: This is a wooden club connected by rope or a chain to a staff. Usually a farmer's tool for clearing wheat, it is equally effective for clearing one's enemies from the field of battle. The distinction between a 'farmer's flail' and a 'footman's flail' is that the former is much larger as it is used for crops alone, while in battle one needs a much shorter handle or 'haft' which he can use with but one hand. In either case, the

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sweeping strokes of flails gave rise to the term 'flailing', which indeed is more widespread than the flail itself.

Fletch-arrow\*: Those who make arrows at market, bowyers and fletchers, have a reputation for making custom designs. Though where this tale began none now can say, as too many different merchants have claimed credit for it, still it made the difference between bowyers becoming synonymous with making better bows, and fletchers the better arrows. Yet somewhere, probably in the North, two such arrow makers combined their talents to make a special quiver of arrows to aid their village Champion who was setting out into the woods to hunt an Ogre that had been haunting the road. They held a private contest to see whose make was better, and the fletcher won, and so by their agreement gave his name to this cunning design. Such arrows are expensive, but worthwhile for those who hunt in thick woods, their crystal-steel tips able to tear through all foliage and even the thicker branches of trees without losing any bite.

Florin\*: Said to be the oldest of trees in Roland's green hills, these saplings are born not of seeds but the first rain of the world at the dawn of days, some drops having created trees while the rest seeded the rich flowers that ever grow around their roots, enduring through the Ages and all weather that visits them. Yet even as they endure, they grow, for when the Kingdom of Roland was founded, the magic of many enriched the soil and even the air with seeds and songs, and these trees came to bear not only fruit, but lights like stars, giving back to those hearts who quickened them. However, Darkness came as well, the magic of growth cherished by the free ever balanced by the destruction wrought by others, and as various evils plagued the lands, some such trees were felled. They could not be replaced in truth, yet the Free Peoples of the realm honored these losses in their own ways, usually with stone, the same way they erected statues of their own heroes. Many standing stones and even the foundations of fortresses mark where Men, Elves and Dwarves decided that evil shall never come again.

Ford: Shallow rivers and narrow marshes appear equally perilous on the surface, but beneath the water the ground is always uneven, and any point where it is shallow enough to be crossed is so named, and usually marked, by travelers; the action of 'fording' a river or stream is somewhat of an honor, a bit of praise given to the one who is brave enough to dare the dangers and reveal the path to his party.

Fortnight: This word refers to the passage of fourteen days, though it may sometimes be used for a slightly shorter or longer time. For long ago, a desperate battle was fought in Stonehold, and this term took form out of the legends therefrom. For during that terrible siege, many fell magics and monsters assaulted the walls, and so is this word, like the conjurations of dark Magicians, one that takes many forms, though all are born of the same source. Indeed, tales of that battle tell of dark spells that caused a single night to last for weeks, in seeming or in truth depending on the chronicles.

Fresco: A style of art, a painting made on plastered walls before they had dried, or similar designs made on naturally smooth walls.

Furwood\*: This kind of tree is said to grow only where some beast has died, for unlike fir trees whose branches are balanced, these are weighed by thick, shaggy boughs which gather moss and lichen, thus looking more like fur indeed.

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Gallivanting: A term that shows both disdain and envy at the same time, for it refers to one who freely, even mindlessly runs off or joyously plays where danger is near, though they are either unaware or simply uncaring of their peril.

Garb: A loosely used term that refers to clothing of a simple style, usually for practical or cultural demands, such as the garb of a traveler, or the usual garb of an Elf.

Gargoyle: The most common name for the bizarre statues of most devilish design that so often guard Churches and other Holy places. As legend has it, in a city whose name is often debated (as many either wish to claim this honor or dismiss it from their home), a Daemon surfaced in the river that ran through the heart of that settlement, poisoning the water supply as its maw spewed foam and mist everywhere, and a Cleric who by God's will had been present banished it, and thereafter its likeness was duty bound to guard rather than assault the houses of the Lord. Since the gaping mouths of the first such statues were used as fountains to more accurately represent the 'gargler' of the river water, this name became the fancy of many, and so the name of these 'gargoyles' were literally cast in stone.

Garments: One of the few more formal words used amongst commoners, this term refers specifically to clothing, though not of any particular form or function.

Garrison: The collective forces that guard or defend a specific site, most often a castle or similar stronghold.

Gatehouse: Most strongholds of any size usually have a formidable gate requiring large construction to operate and man them, hence the 'gatehouse' featuring almost like a separate stronghold in itself, both imposing and practical in design and purpose.

Girt: Though this word formally refers to a supportive beam of wood, such as for a ceiling, helping shield one from the storm, it has become favored by many adventurers to refer to their armourments, indeed their weapons and armour that brace their mortal flesh against the storm of battle; the rain of blood, the lightning of other weapons, and the thunder of fear within their very hearts.

Goblet: A large drinking vessel often made of simple pottery, carved wood or tin.

Grandul\*: A pale sort of stone often highlighted by thin veins of turquoise which is easily shaped by water but resists the sharpest and strongest picks and axes save those sharpened by such 'wetstone' itself. Indeed, the widespread use of sharpening stones gained their name in Elder Days by Dwarves minding through this pale bedrock. Ever pale or washed with shades of blue, such surfaces are often found behind waterfalls or as cliffs alongside rivers. Such is it that fissures in this kind of rock are followed by miners as surely as telltale signs of treasure, for they almost always lead to wells and pools, which are just as valuable beneath the earth.

Granstone\*: A rough kind of rock that is usually dark yet captures shadows very clearly. Many people fear cliffs and gravestones hewn from such stone, as their eyes easily play tricks upon them, their own shadows all too easily seen and distorted by the rough facets of the rock. Moreover, this stone stays moist longer than it should, and thus the simplest

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spell of rain can make one believe he sees blood dripping down the dark face of the earth.

Greathall: This is the heart of any castle or stronghold, a place where Nobles and their subjects gather for feasting, merrymaking, and open council. Such halls are often decorated with the banners of the realm's greatest heroes and heroines (bearing their crests and coats of arms). However, despite its prominence, the greathall is ever kept separate from the throne room itself.

Greaves: These are metal plates that strap onto one's shins, providing one good, solid protection from ankle to knee, usually designed to compliment lighter plate mail.

Grundles\*: These are small cakes, similar to biscuits but often embellished with cream, berries, nuts or frosting. There is a popular saying among Halfmen that "When a tart is not enough, just chop it into grundles so the guests can grumble, and save the best and the biggest 'biscuit' for yourself."

Haft: Amongst warriors and other sorts of fighters this is the more accurate term for the handle of a weapon, as the more popular 'shaft' can easily imply that of a staff or at least a long weapon, a misunderstanding one cannot afford in mortal combat.

Haggis: A favorite feast for more barbaric clans, this food is made of sheep stomach stuffed with wheat and barley.

Halberd: This weapon is similar to a spear, its long shaft ending in a grim symphony of steel, which can be of a wide variety of designs.

Harberry\*: While not growing actual berries of fruit, such vines as these grow small, pinecone-like bobs that are known for their rich, wholesome scent, similar to sandalwood, and are often ground up to make either incense or healing herbs.

Harken: A term indicating that one is listening or speaking intently, his thoughts open to whatever may be said or heard.

Harper: A minstrel who specializes in the harp, a favorite at court and formal gatherings of Elves, for their favored legends have been translated to the harp more than any other instrument.

Harridan: Another name for an old woman, usually one who is ugly or vile in some way and yet wise at the same time, used to address their haggard appearance or hateful heart yet with formality enough to respect the hidden wisdom usually seen in the eyes of such a one.

Hauberk: An armour shirt (usually chainmail) of extended length, sometimes concealed beneath the more regal garments of Noble warriors (surcoats), or serving as such garments in itself, one's 'crest' and other decoration worked into the mail either by paint or perhaps even different metals that make up the individual links.

Henwood\*: This rich wood has kindled the fires of many songs, all of which warm the heart and ward off the shadows of starless night. For such fuel is found on the forest

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floor of Roland alone, chosen for reasons none know (save perhaps the Elves) to be blessed after it falls from any kind of tree, these simple twigs, sticks and sometimes stumps and trunks taking on a new life after their old, touched by the wand of Gaea to glow under Elvish shadows, and as such is often gathered by the Immortals. They use such fuel for fires to cook and to travel dark roads, the flames born of such kindling enriching the simplest foods with great powers of longevity. By Elvish skill especially, those so blessed are said to need no more sleep than the Immortals themselves, nor to grow weary on their road, walking alive under the stars as easily as under the sun.

Highwood\*: Such an honorary name is used to refer to any wood taken from a tree that grew in the mountain peaks. However, in many lands, and Cronan most of all, saplings of such trees were brought down into lower lands and planted, so that the noble boughs that remember Heaven's light might offer their colour to the fields and forests that suffer the mists and shadows of other worlds. No fruit grows from highwood trees, though it is said to make the best of weapons and other small tools, including musical instruments, for the voice of the Heavens yet sleeps within it.

Hither\*: Known only small in the wilds, these trees are grown up to thrice their natural size by the care of wiser Lords within their cities, for they have a tale to tell, and secrets to keep, these spirits. Indeed, such trees earned their name long ago, when a wise farmer lay beneath one, and called his sons and dogs to him with his dying breath, and so planted the seed of the phrase "Come hither" in older Tongues. Many suspected this man to be the village Druid, as in those days such a wise man was never revealed openly, so he could call with import, sharing the fruits of power at need rather than be carved into a crutch by others. The only tale told of his death was of the tree itself, not of his worldly wealth, for his sons kept that, while his dogs guarded his grave at the base of the tree for centuries. It is said that all saplings taken from the area—the only wealth the dogs will allow visitors to take—grow trees that prevent anything spoken beneath their boughs from being overheard, and so are often the rendezvous of secret meetings, courtship, and crafts of magic from all Orders and Arts.

Homage: An honorable and often worshipful measure of respect, recognition, and even servitude. Those who 'pay homage' sometimes bring gifts to bestow for their lord or master, or swear him service or fealty, or make some other offering.

Hone: An older term referring to one sharpening, strengthening or otherwise improving their weapon, their mind or their mettle. There are countless ways of 'honing' one's self, including practice, prayer, study, fasting, and questing. However, when one uses this term above such others, he is usually focused on a specific goal that such improvement is dedicated to.

Hymn: The name given to any chanting, poetry or song that enhances one's spirit with words of worlds or wisdom beyond the Mortal Realm, a divine level of music, one often reserved for reverence, battle or beauty that no simple words can do justice to.

Jerkin: A common form of clothing, such garb as this, usually made of thin leather, covers one's torso and waist, and is often laced both at the collar and on the side-seams.

Jest: A harmless joke or musing, whimsically teasing the truth, hence the name of a Lord's fool as that of 'jester'.

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Journeybread: Of different origins than ‘cram’, such bread was first baked by demi-humans, and later adopted by Mortal Men. As its name implies, it is made for long journeys, for whether light loaf or seasoned sweetroll, such bread remains fresh for a long time. However, the grains and seasonings which provide its longevity are expensive, and so it is reserved not for pantries but for important journeys, usually afforded by local lords or wealthy merchants.

Keening: The sharpest word Mortal Men can use to mimic the cry of Banshees and similar spirits, for the act of ‘keening’ is nothing less than a lament of the dead, usually calling out to other spirits. Indeed, one must be ‘keen’ themselves to hear such subtle calls—often no different than the wind or the baying of hounds—and yet not be cast into a spell of fear, lest the wailing words they hear become their own, calling to others to join them in their cold grave. Furthermore, the ‘kelting’ or sharpening of one’s blade upon a stone is said to be equally horrific to the dead, a warning that one’s spirit is strong and will not give into the spells of death so easily.

Keepstone\*: A ceremonial stone, usually inscribed with runes echoing or bestowing within it a hidden power, set in a particular place to indeed keep things as they are, most commonly to keep restless spirits from rising and molesting the living world.

Kelting\*: This somewhat arcane term refers to one sharpening something, usually a weapon, with a stone. This word gained widespread use when it was said that barbarians sharpened their greatswords with the stone eyes of vanquished Trolls. Yet, those who endure such superstitious fear do little to change it, as the words of others only sharpen the fears of the enemies that their steel eventually comes searching for.

Ken: A simple word that generally refers to the reckoning or limited wisdom of Men or other people. As is one’s family and fellowship referred to as their ‘kin’, so are their spiritual guides, guardians and inspirations, indeed all that makes their wisdom, named their ‘ken’. When something is claimed as **beyond** one’s ken, they seldom pursue it, knowing the danger of challenging things they do not understand, just as most folks are reluctant to travel a wilderness they do not know, and thus seek a guide to help them.

Laden: A common term among adventurers and travelers, but not townsfolk, of being burdened either physically or spiritually.

Lay: This is the favored type of song to recount a person. The rhymes and stanzas are more often with less structure, bending more to the details of the individual or ideal they tell of. Such songs are most popular on the road of adventure, for as they are most often the tales of heroes, they easily inspire others that they too can achieve greatness, or even the impossible.

Liege: This word can refer either to an oath of loyalty or to the person that oath is made to, indeed one’s ‘Liege Lord’.

Lifesong\*: Only those of greatness are granted such an honor as this, a ballad or similar song created to ensure the immortality of their legend, a song they usually dream of but never live to hear. Similar to a birthright in that it is a reward for one’s virtue, a lifesong is the intangible merit of one’s Nobility. To many such a song is far more valuable than any heirloom, land or lineage, for it is nothing less than the vindication of

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all of one's ideals and toil by way of living on in the hearts and hopes of others even when his Mortal body sleeps within the earth.

Loch: A deep, dark lake by the sea, though separated from the waters that lead to the world's end by a narrow strip of land. Tales usually abound in towns and with travelers close to such waters that creatures from the sea could have taken refuge within their depths, or may simply be 'locked' within them, awaiting the chance to escape into the open ocean and thus leave the Mortal World. Moreover, there are many such lakes that were once valleys and were flooded, leaving the living world to wonder and what towns, treasures or truth may lie just beyond reach, locked away by neither iron or ideals, but by Mortality alone, indeed the inability to pass into hidden worlds.

Lore: A catch-all term which can include old books, tomes, scrolls and even stories—all forms of records, secrets and knowledge, both practical and arcane alike. Interestingly enough, most 'loremasters' prefer this simpler term, as it is acceptable even amongst the Wise without having to reveal any specifics about the source(s) of their wisdom.

Lute: Similar to the more popular flute, this is a long pipe which evokes hollow, even haunting music unattainable by other instruments, often reserved for lonely lays that play tribute to the dead, songs by the seashore or the approach of a recluse wise man.

Mace: A bludgeoning weapon with a short handle and haft ending in a metal ball, often studded, spiked, or otherwise lavishly wrought.

Mage: Short for 'Magician', this originally referred to Wizards, Sorcerers, Necromancers and all other practitioners of the arcane arts. Though given its simple, single syllable use, this term eventually came to be applied only to lesser Magicians, usually those without any formal title. In time, 'Mage' itself became its own title, after a fashion, a respectable name for minor Magicians as well as those who wish to conceal their higher titles (and powers).

Magus: An unrecognized title for an inspirational, Magician-like character, his wisdom and his art a wellspring of strength for many, though their source is himself seldom aware of them.

Maiden: Any woman of exceptional beauty, grace or skill may be so named. Where once such a respectable title was limited to Nobles, the growing powers of magic, faith, battle and sheer love have created castes that are equal to Nobility in the eyes of many, and so may there be titles of equal respect, including 'Shield Maidens', 'Maidens of Light', and so forth. Some more superstitious and fearful folk only refer to virgin women as 'Maidens', though few agree with this belief, and give more women the title they deserve.

Manacle: A ring of iron or other strong metal that is locked around a prisoner's wrist or ankle and fixed to a chain, usually linked to the dungeon's wall or in sequence with other prisoners. It is not uncommon for manacles to be locked around both wrists and ankles. Nor is it much to hope that they will ever be unlocked...

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Mandolin: This is the most popular musical instrument used by minstrels and other storytellers, a wooden bowl and shaft with strings stretched from end to end, and often adorned with lavish cuts and designs such as flowing flora or stars and celestial events.

Manogan\*: The smaller sapling of a beathenwillow, such a tree as this is still larger than most other trees, and sometimes enriched with strange powers, often giving rise to legends of other kinds of trees. They are rare in the North, which some say is because they are so shunned and shadowed by Men and their larger cousins that they have retreated into the deepest forests, where only Elves can find them. Those whose fortune lands them beneath the caring boughs of such a tree usually enjoy a comfortable camp, unless greater powers pursue them, from which it is said that a manogan will pretend to be 'asleep', and let Mortals and their kindred fend for themselves against dark dreams, fire, or whatever else may assail them.

Marinberries\*: A rare but highly prized fruit, these magical berries can resemble almost any Summer bounty (especially raspberries), and are identifiable only by their changing colour with the days, providing sustenance only to gardeners and wise travelers, as well as strength to the weary spirit spent of Essence with spells and trials.

Marionette: The name of a particular style of doll or puppet, one with a legacy that seems as simple as its wooden skeleton, yet indeed is as strong and enduring as the bones of any man. One of the most popular forms of entertainment in village squares, festivals and faires is that of puppet shows. In centuries past, a traveling Gypsy named Marion was asked by the children she performed for if she had the magic to make her puppets come to life. Though she kept her true arts a secret, they could not be concealed from the imaginative eyes of youth, nor the suspicious scorn of their parents, who whisked their lads and lasses away and forbade Marion to ever speak to them again. Left dejected and humiliated in the streets, Marion set about making puppets of all the men and women who mistreated her that day, and summoned all their children to a secret forest grove, where she provided but the stage for a new show, wherein their parents' puppets moved according to the spoken wishes of their children, indeed the show determined by the wishes of the children's hearts. It is known that most of these children went on to become great heroes, freeing slaves, saving possessed people, and even battling daemons. And Marion herself? For many generations she was remembered as evil, though in time people came to see her as simply a puppet herself under the hands of God, performing the will of the Heavens in strange, often unseen ways. And so to this day are all puppets that are performed from above their small stage, by hands pulling invisible strings attached to their wooden limbs, known as 'marionettes'.

Mead: A favorite drink made from fermenting honey and water. Such drink is the time honored wellspring of laughter and mirth in many a hall of warriors, and even gave birth to the simple, watered down word of evil, 'mean', as Vikings enjoyed brutalizing one another and then washing down their pain with the potions in their flagons. Nowadays, there is hardly an inn to be found in all the Known World whose keeper doesn't have his own special recipes for brewing different meads for different needs (and tastes).

Mentor: A title given to one who is absolute master, not only over a person or group, their skills and their lives, but over their mind and spirit as well, for good or for ill, indeed one who is both teacher and tyrant, driving the lives of others to ends only he can know.

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Mettle: This is a rather open term that refers to the strength, skill or sheer power of an individual or group. Long ago one would judge his opponents purely by the physical strength of their 'metal', indeed their swords and other armourments, but over time this term has grown, as has the wisdom of Men, to account for all of an enemy's strengths, including his prowess, his spirit, and even magic. This term is used both in complimentary fashion by more honorable fighters, and in fear by those who believe they are outmatched.

Midwife: A woman who assists in childbirth. These women usually have no husband or are elderly, though more often than not they are also the most experienced women in the entire village with children and maternal matters. Many also live with large families and look after both children and their mothers.

Minuet: A slow, courtly dance in step with three beats or three-line stanzas (also called 'triple-meter').

Minstrel: A musician and perhaps also a storyteller, such folk are always plentiful at court, and are favored at any gathering, for music and song and story are one of the chief forms of entertainment in the wide world.

Mirth: This is a more formal, courtly term used to refer to the inspiring combination of merriment and enlightenment.

Morning star: The weapon of choice for many in close quarters combat, this is a spiked or studded metal ball, usually iron or heavier steel, fastened to the end of a thick chain, allowing an attacker to flail at his enemies with little need to aim.

Mosaic: A picture on a wall, floor or ceiling created by hundreds if not thousands of tiny, singularly coloured tiles, of stone, slate, clay, glass or any other material. Given the time needed to finish any such design, these pictures are usually found only in Churches, ceremonial sites, or the palaces of wealthy lords. Some scholars consider 'mazes' to have the same origin, for while one is physically trapping and the other mentally so, there is hidden wisdom within both, perhaps the same wisdom, that of seeing individual pieces to at last achieve the heart or the whole.

Motten\*: A messy word applied to an equally messy sight, such as cloth or furniature that is mildly or terribly damaged in so many ways that one cannot accurately state whether it is more weathered, rotten, moldy or shredded.

Murdur-hole: A small hole, indeed too small for a person to fit through, cut into the ceiling of a gatehouse or other passageway, wherefrom guards can throw various things down upon intruders, from boiling oil to dead animals.

Obelisk: A tall column, pillar or standing stone, usually graven with writing or symbols befitting a higher purpose. These monuments usually mark sacred sites, burial grounds or locations of power. Indeed, such towering stones are beyond the means of most peoples to raise, and so their very existence echoes an unknown power beyond the ken of Mortalkind.

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Orinach\*: A smooth kind of marble-like stone that was used primarily in the Ancient Kingdom of Isenon. Not only is it strong, it is able to retain light and glow, and so ward off the night, so that Heaven and earth appeared closer together, perhaps even one and the same. This is why such beautiful stone is, for the most part, not used any longer, as folk fear to repeat the arrogance of their ancestors, and so they build strongholds and temples with more sullen, dull, grey stone, maintaining a dreary world where one must look within themselves for illumination.

Oubliette: Derived from an arcane word that means ‘to forget’, this has become the name of a small, deep hole in a dungeon, wherein a prisoner is left alone to starve, or to simply die from loneliness, his dungeon master literally forgetting that he exists.

Overearth\*: Commonly refers to all areas of the wilderness, most often in disagreement with the underearth (the latter of which was the first term coined, the former indeed invented as a counter).

Page: The order of Knighthood is one of the highest honors among Mortal Men, and while only the greatest virtue can quicken one’s blood enough to be a ruler, Knights are indeed Noblemen, and many can achieve this level, if they train for it, which usually takes most of their life; a boy becomes a Page at the age of seven and a Squire at fourteen, culminating the Holy journey with their third seven year apprenticeship by being christened a Knight at twenty one. But for those first seven years, Pages act as the scribes, housekeepers, and sometimes even the surrogate children of a single Knight.

Paladine\*: From the title of ‘Paladin’, indeed a title given out of respect alone to someone of great virtue, this word, a resounding echo of such a title, refers to someone who is similar to such a hero, who acts like one, his life an echo of what he could be, a very paladin-like or perhaps even paladin-worthy person.

Parapet: This is the name for the individual wall that makes the defensive barrier of a battlement.

Partisan: A name is given to anyone who takes part in a struggle in the absence of another, however this term has become most widely applied to commoners serving as light infantry in the absence of an army, and is thus almost synonymous with people going to war.

Patron: This is a common term that refers to those who are frequent or regular visitors to any establishment, usually inns and taverns. In the Elder Days, this word was of a higher Tongue, reserved for identifying one’s god or goddess, indeed the one who gave a Mortal his life. However, as the gods were lost and Men were scattered after the fall of the Ancient Kingdom and speech was dulled down to match their short, Mortal lives, this word has come to refer to all those whose earthly gold and alliance becomes another’s livelihood.

Peace-bond: A common practice in cities and roadside inns, this involves tying a string or other cord around one’s weapon (usually only about the hilt itself), to prevent it from being drawn with any speed or without notice.

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Phial: The term used for a glass ‘vial’ during the first two Ages of the world, and still used by some in the Fifth Age and beyond. One small difference that has developed over time is that a true phial may not be able to be opened, while vials may have a means of opening them without being broken. Moreover, while vials have become the tools of Magicians, true phials remain the art of Elves and similar folk, their secrets sealed and kept from prying Mortal study.

Pinemartin: A small, furry, mouse-like animal that can fly (some say glide) the short distances between trees and have a knack for mischief towards travelers, especially raiding their packs, and can even work some magic—those who see their eyes in the moonlight swear that these seemingly innocent little critters are merely the guise for greater spirits still roaming the middle-world.

Pita bread\*: In the early years of the Grand Duchy of Falconbridge, when Knights of Roland were defending its capital of Dragondale, one of them, Sir Pita, achieved a victory of a very different kind. Born into Nobility, his heart wandered ever into the kitchen rather than the training ground, and his recipe for conquest was not in arms, but in peace. Yet when undeniable evil began spilling the blood of his brothers, he answered the call to arms and ventured north. There, in the Frozen Years of the second siege of Dragondale, as the men were rationed a meager, thin bread, Sir Pita transformed it with simple herbs and table scraps into a delightful meal, and where the meat from one cow was expected to last a week, it topped their bread for three months. So did Pita’s bread become a favorite food amongst the warriors of Roland.

Players: The more formal name for traveling performers, such entertainers journey from town to town, both living and working in the marketplace or the hall of a Lord, or whoever else can afford them. Local legends are popular for their performances, and they are apt at learning or modifying stories on the spot. This also makes them good at spying or running secret errands, which the wealthy sometimes use them for more than mere entertainment. But whether playing the crowd’s pleasure or an individual’s mind, they are highly revered for their storytelling ability, despite their small purses and shallow pockets. However, one story they will never perform is any one that they were involved in.

Pommel: The end of a sword’s or other weapon’s handle, usually capped with a small metal sphere, a nob or even a jewel.

Portcullis: More often than not are the entrances of larger castles protected by such a gate as this, a mesh of metal bars, usually made of iron or steel, that drops down from above with a spiked bottom. While the entrance may have other gates as well, such as a drawbridge or closing doors, a portcullis is both structurally and symbolically the final forbiddance to any trespasser or invader. Sometimes a portcullis gate is designed as a trap, meant to impale people with its spiked bottom.

Purestone\*: This is a catch-all term used to name any of the many different stones either quarried or carved on site to build monuments that are pure in spirit, reflected by the light such stone catches and keeps from sun, star and moon alike, as well as the fires, spells and songs of those it houses, the purestone enhancing the spiritual strength of such constructions as much as its designs and sheer size make for its physical power.

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Questor\*: A sort of bittersweet title given to those who undertake a great journey, a quest indeed, whether they are pleased about it or not. Many look upon such a title with favor, feeling that they are rising above a common life and doing the world well, while others pity or even dread such a fate, preferring a free and simple existence. Either way, anyone who carries such a name carries as well the fears and hopes of most anyone whose path he crosses on that journey, until he reaches its end and is relieved of his burden.

Rabble: This is a common insult used to describe any small or insignificant group of warriors. Indeed, the word comes from ‘rubble’, as the so named smaller force is to the larger no more a concern than rocks to be cleared from their path.

Raiment: This is the lavish clothing of a Lord, befitting his title and his realm, yet also with subtle tellings of the power that grants both—the raiment of a warrior lord may have light armour and surprising maneuverability worked into its designs, while that of an Elvish lord might include robes that enhance his presence and thus the conviction of the wisdom he offers at council.

Rampart: The wall of a stronghold, usually capped with a protruding ledge of fortifications (battlements).

Rastons\*: These are samples of bread torn from a larger loaf, usually served as appetizers either to placate hungry people while the main feast is still cooking, or to tease them with samples of the full loaf yet to come, indeed like ‘rations of bread’ for the adventure of a splendid feast that awaits to reward one’s patience.

Riverway\*: There are highways of raised earth made by Men, and greenways of overgrown roads made by need, and there are paths that are provided by Nature alone, where trees and hills rise alongside shallow streams, disguising one’s route from unfriendly eyes. Though most often with no more than a babbling brook running along an otherwise dry riverbed, these secret ways are none-the-less named for rivers, as most who find or seek them have greed need, of stealth or speed, and for Nature to help them with such a road is comparable to the aid offered by a river when traveling openly.

Rivulet: A tiny, shallow stream, though any named as such are usually found in darksome places, where Mortal fear could easily exaggerate even a narrow river into a ravine.

Rout: A state of madness when a mob or army becomes overwhelmed with fear, dismay or defeat, usually leading to hastening their doom by trying to flee from the inevitable or even turning their swords upon their own kind.

Rubystone\*: Perhaps the most precious material used for building, such stone is mined in small portions and is then, by the hottest furnaces and the heaviest hammers, concentrated into true jewels or ‘melted’ by magical fires—of which few know how—to be used with stained glass, strengthening such as to become almost unbreakable. In addition, tales are told that Magicians know of ways to take the molten stone and transform it so that its strength can be splashed upon normal, quarried stone, like blood, which seeps into the rock, forever staining it with a red, almost luminous quality, and thereafter how bright or

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pure such walls or other construction appears depends not on the craft of those who created it, but the strength of the greatest spirit present there, and as such can grow brighter or dim throughout time, as masters of castles and other strongholds built with such stone come and go.

Runes: These are the oldest and most widely respected form of writing. Rune-letters are used in the same way as normal letters of any language, though not the reverse, for there are many powers inherent to runes that simple writing cannot achieve. Indeed, runes are symbols of power. Countless such symbols have been devised, employed, altered and absorbed by different peoples throughout the Ages, though through the storms of time, war and wonder, they have retained their basic design and strength. As most Tongues in the Known World are variants of one another, runes are the bindings that link languages together. Runes may be used simply to summon words and evoke all the spells of language, though runes individually possess more divine meaning and symbolism, and as such are the more favored form of naming treasures, sacred places and entrusting to mere parchment the wisdom of entire lifetimes, the runes of countless Orders of Magicians, Elves, Dwarves and others the legacy etched in steel, stone and tome. And while the name of 'runes' formally refers to lost languages and Speech no longer commonly used, it is not uncommon at all for current letters to be named as such.

Ruth: A twisted truth. This word is derived from the name of a woman in the Elder Days who was torn between good and evil. Tortured by her compassion for the suffering she caused another but would not undo, for it was a deed that she had no choice but to carry out, concepts of good and evil became unimportant to her. Hence 'ruthless' became a word for the obsessive pursuit of a goal regardless of the consequences, especially when driven on by the will of someone or something else, or the deepest desires in the heart.

Sadamite\*: A dark, glass-like stone which is found mostly near rivers of lava or the mountains of fire that feed them. Such stone is easily polished to a smooth, mirror shine, though it is difficult to shape further, thus it is most commonly used as pillars with large, shapeless facets as opposed to being forced to form statues or more specific designs. Yet this exotic stone seems to change shape in other ways, for it easily reflects and then retains all images with a luminous quality—stars are easily seen on its surface while shadows are changed into gold or brighter shades. It is said that the more time that has passed since light was cast upon such stone the more it fades, until it becomes its smooth sable base once again, yet those with sight beyond that of mere Men claim that the light never leaves, yet merely 'sinks' into the stone, like distant shapes in a mirror or one's reflection in water, and so anything reflected by such surfaces can later be seen and discerned as to when it passed, how dim or deep it may be proportional to how long ago its light was caught.

Sanctorum: The tower, citadel or hidden sanctuary where a Magician can find solace, study his art, and contemplate higher matters. Such places are often not the craft of the Magician himself, but rather are claimed and enhanced by his presence, such as a dark tower being given to a Wizard by the King so as to make good use of it, or an old keep being found by a Necromancer where he may practice in secret, the stronghold's dark reputation keeping away all trespassers. In any event, the secret study of any Magician, Sage, Seer or other such strange folk is almost always unknown save to those whom they summon to meet them, one way or another.

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Sanctum: This is an older word that refers to a place of solitude, where one can rest, contemplate and consider his life and choices, be they decisions already made or ones yet to come. This simpler word for a simpler place eventually led to the term 'sanctuary', which is more complex in its purpose, indeed that of a sanctum which offers rest, healing, advice, spiritual solitude and even safety from the outside world.

Sarcophagus: A large, ornate coffin, usually made of stone. Such funeral beds are most often carved with extensive runes and the raised likeness of the body that sleeps forever within them. However, as such a word as this sounds more like a name of the Ancient Tongue, it has become more closely associated with older, more magical or cursed coffins, though as such power usually involves at least such care as to bear lavish design, the meaning couples itself, blurring and burying its origins and true meaning as surely as it conceals one who sleeps inside such a tomb.

Satcloth\*: A specially woven cloth, sometimes even considered magic by simpler folk, such fabric absorbs light and shadow alike to accentuate its own colour, indeed making red richer, causing gold to glow, allowing sable seem as starless night, and so forth.

Scabbard: The leather or metal sheath or container of a sword or similar blade, usually decorated to compliment one's Order.

Scimitar: A variant of the longswords used by Men, these weapons have wider, curved blades that are better balanced and suited to the stronger yet awkward arms of beast-men, whom most commonly forge and wield them. The swords of Men are designed with as much symbolism as steel, sacrificing some efficiency in battle to better their spirit, the straight and true design of blade, hilt and pommel reflecting the Cross when sheathed, yet only savage minds fail to see such true strength. Indeed, many Territh blades are made to outmatch those of humankind, their arced blades better for slashing, but are seen by the wise as the crescent moon, incomplete and even empty.

Sconce: This is either a protrusion from a wall built to hold a torch, or a small, window-like recess which can hold most anything, but is commonly used to hold candles or treasure.

Scones: These are small cakes, often triangular in shape, that have a particularly appealing and wholesome taste whose practical magic even Wizards won't try to define. Often embellished with jam, every cook who bakes them has his own special recipe to account for their excellence. But for all the master magicians of food and drink throughout the lands, it was the most barbaric and brutal of peoples, the kilted men of Losian, who brought this treat to the world.

Scribe: A respectable title given to one who endures the rather laborious task of copying books or scrolls or putting the spoken word to parchment. The Known World enjoys the blessing of most of its civilized folk learning their letters well enough, though few possess the true skill of 'scribing'. This trade involves not just reading and writing, but also being able to capture the magic and meaning of words, copying them fast and flawlessly or designing the pages with the flowing artwork that befits the words found thereupon.

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Sellsword: A common term applied to mercenaries, vagabonds, or anyone else who fights for profit. In most civilized lands, sellswords are generally looked upon with distrust and even scorn, knowing that peace lies in their pocket rather than in the scales of justice.

Senton\*: A rare herb that grows with greater vigor as the year grows older, at last to shimmer under twilight and within moonlight, ever a prized ingredient for many draughts and potions of Witchcraft, especially those that illuminate thought amidst doubt, cure weariness, and renew vitality for lack of sleep.

Serf: One whose servitude to another is almost slave-like due to his circumstances, indeed his services bound by bond or debt to either a lord or a land with little hope of ever rising above it.

Sheath: The most common name for the leather or metal container of any weapon, usually a sword.

Shire: A more rustic term that refers to a settled land, its borders defined neither by law nor by lineage, but rather by rivers, trees, and other natural features. Halfmen fondly name their different lands by this name. Indeed, the very title of a Halfmen community's guardian, a 'Sheriff', is derived from this term.

Sigal: Sometimes spelled 'sigil', this refers to an emblem, mark or other simple symbol denoting a particular house, clan or other order. Its different spellings are the result of its widespread but uncommon use. Indeed, with such higher terms as 'device', 'crest' or 'crown' replacing it, its rare use lends itself to reinterpretation.

Smite: The act of utterly destroying someone or something, usually with a single blow or power, such as a focused sword stroke or powerful will. Something that is 'smote' in this sense is not just slain or dispatched, but broken beyond restoration, indeed destroyed in a spiritual sense, never to return, not even in hope or in memory. As it is, this term tends to be overused by those telling and retelling legends, knowing not what they say and letting hope blind them to the strength of other-worldly forces, yet not without profit, for all the strength given to this word by such taletelling makes the conviction of one who speaks it in the act focus his personal power all the more to make such a victory a reality.

Smithee: Though sometimes more humbly called 'smiths', this term can refer to a blacksmith or metalworker of any kind, or to his shoppe. Once upon a time all such craftsmen were called 'smiths', but during the War of Ancient Glory, many workshops where magical weapons had been forged were guarded by statues that came to life, and these smithees created such fear that to this day any smith that is suspected of working any magic or exotic craft is likened to the smithees of old, and either he or his workshop is named as such.

Sollen's Star\*: An enchanting wine made in many different ways in different realms of the world. However, no matter who makes it and how, any wine named as such seems to acquire magic on its own, even if the grapes were unripe. For the spirit of Sollen, a legendary Wizard, seems to shine upon the surface and indeed within the wine, the bubbles holding in place rather than rising, much like the stars piercing the dark skies above a rich, red sunset, suggestive but never telling full of their meaning.

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Sovereign: The supreme ruler of a land by right of Heaven's light alone. Normally however, Knights, Kings, Magicians or other masters are not referred to in such a way, not even in their own chosen words. Hence, anyone referred to as a 'sovereign' is a being of incredibly dignity, power, and virtue over his realm.

Squire: The order of Knighthood is one of the highest honors among Mortal Men, and while only the greatest virtue can quicken one's blood enough to be a ruler, Knights are indeed Noblemen, and many can achieve this level, if they train for it, which usually takes most of their life; a boy becomes a Page at the age of seven and a Squire at fourteen, culminating the Holy journey with their third seven year apprenticeship by being christened a Knight at twenty one. But for those seven years, Squires act as the messengers, servants and disciples of a single Knight, their one and only master. They journey with him wherever he goes, look after his horse, polish his armour, and learn whatever they can along the way. It is common in many lands for a Squire to be the Ring Bearer at his master's wedding, and in turn his former master will one day be the Best Man at his own ceremony of Holy Matrimony.

Stalemate: This term indicates that two or more foes have been caught in the web of Chaos so much that they can no longer advance nor withdraw. The most popular game in the Known World is that of Chess, an fairly accurate representation of warfare, the goal not so much to kill one's opponent but to corner him, to leave him without options, and who in defense can best hope for such an impasse as he finds, unable to advance or withdraw. Beyond the simple history of the game and its service as a training tool for Knights and other warriors, the game of Chess and the almost inevitable end of once rivaled enemies finding stalemate is a reflection of The Balance, that Chaos, indeed darkness is left on neither side of the battlefield or the mountains, mastering neither dusk nor dusk.

Stalwart: This is a common compliment offered to those who are strong in themselves, usually given to those who face long journeys, endless strife or sheer hardship.

Stead: A reference to one's absence, usually to express the placement or replacement of wealth or service in a desired or dutiful way.

Steadfast: Such a compliment as this refers to an individual who does not cower, does not back down from any challenge, and perhaps even finds the strength to grow stronger for the conflict. For as most victories are attained not with backstabbing, skulking and cunning, but with courage, faith, and honor in battle, the idea to 'stand fast' against one's enemies found this praise in the hearts of minstrels and poets. Now, such an accolade can be given to a person as a whole, or to a single virtue of him, such as his heart, his honor, or anything else that is indeed unbreakable.

Sunstone\*: A rare manner of stone that has a pale, yellowish colour inherent to it, and under the sun it becomes very bright and wholesome, and in some parts of the world its concentrated form is mined and coveted alongside gems and jewels.

Surcoat: The most common form of field dress for a Knight or similarly honored warrior, this long cloth drapes down one's back and chest to his ankles, and is always adorned with his crest or symbol.

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Surron\*: A mixture of rotten flesh, poison and swamp water, which the people of Roland use in siege against the dead, hurling their enemy's own vile make back upon them, this horrid fuel for their catapults named after the dark lord of favored legend.

Sward\*: An expensive cover or blanket for a horse or other steed, usually decorated with the symbols of its rider or matching the animal's armour (barding) design. Having such lavish coats for one's mount began in Roland centuries ago, as the Knights of the Earth honored their animals to look like the rolling green hills that supported them, and the names grew together. It has also been said by Mystics that the first Knights to design more elaborate coats did so in order to honor the Green Knight of legend. In time, such coverings became a Nobleman's replacement for common saddle blankets, and this preference spread throughout the Known World.

Sween\*: When Nobles have a daughter but no son, sometimes it becomes the daughter's place to take on the duties of the son that never was, indeed to serve as both, to her burden, her glory, and this nickname offered by minstrels and midwives.

Tabard: Formal wear for a Knight or other Noble warrior, this is a long cloth draped over one's shoulders that extends to his thighs but is open on the sides, its colours and trim matching that of his banner or his Lord's own flag, and bearing one's crest from waist to neck.

Taggard\*: Named for the first clan of Nomads that dared live amongst such trees, long thought to be homes for angry spirits, these brave Men eventually found the true spirits within such wood, carving from their branches the best drinking vessels in the land, which eventually earned the like name 'tankard', which became a favorite design throughout the realms. However, this is a tale trivial to all, and at the least forgotten to most, forbidden to others, as such trees, with their wondrously bright boughs of pine that shine like golden snow in the Summertime still evoke the drunkenness of fear in travelers. For such trees as these do not grow near any large settlements, indeed it is almost as if the old tales of their being gateways to different worlds were true, the spirits withdrawing from the greedy axes of Mortal Men. Truth be told, the Taggard clan is long lost to history, and none know for certain where they came from nor what became of them, and few fare well when camping near or even passing by whatever woods awaken the memory of their name in the sober minds of living beings.

Tankard: A large drinking mug, often used for drinking contests or similar displays of manliness.

Tarry: This is one of the most common words used to describe when one does not move ahead when he should or has claimed he will, whether he hesitates out of fear, sloth or any reason good or ill.

Tasp: An innkeeper's slang (which soon becomes his patron's prayer) for a free, extra amount of butter, spice or cream upon whatever food he serves, usually offered to friends or those of importance.

Thane: A person who is devoted to a single servant's task, such as bearing the sword of his master. 'Thains' (as they are also called) are most commonly the servants of Nobility. However, for all the objects and ideals they carry, 'Thains' bear their title itself with the

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greatest pride, though it is a title that is never carried very far, indeed reserved for minor tasks and to be left behind should they ever ascend above their duties and attain Nobility themselves.

Threshold: While once this merely referred to the bottom of a door frame, it now refers to the entire frame, arch, or any other complete portal, and has even acquired some symbolic meaning, that of the threshold being a proverbial boundary between one's old life and what he may become, fear versus the future, even safety versus folly.

Thwart: A catch-all expression for the defeat of an attack of any kind, the advancing enemy 'thwarted' in his efforts.

Tiara: A delicate headpiece, either a circlet or light crown, decorated and bejeweled only in the front to emphasize one's facial comeliness.

Toga: The most common form of clothing in the Elder Days, this light, usually white cloth drapes over one shoulder and covers most of one's torso and hips, befitting the warm days that were said to be endless in Isenon. Yet since the fall of the Ancient Kingdom, such dress has become ceremonial for the most part, reserved indeed for statues, enactments or rituals that recreate in part that lost paradise.

Tourney: Short for 'tournament', this word refers to smaller contests, simple duels or games that promise no great reward, hence not being worthy to be named a true tournament.

Treat: A formality usually reserved for the exchange of terms in a parley prior to a large battle. It is customary for lords or their generals to 'treat' with one another in the middle of the field as their armies wait on either side, trading promises, threats, demands or wisdom that might make the battle unnecessary. Such practices are looked upon with high honor and great respect by most soldiers, even those that have no honor or virtue otherwise.

Trencher: It is considered good manners and fellowship to share drinking cups and tableware with whoever sits next to you, especially with such bread as this. These loaves are baked of great variety of spices, and are cut if half and used as two separate, thick plates, which one hollows out with his fingers and so uses as a bowl for stew or other foods. Men favor eating their bread as they go, while a favored saying among Halfmen is "Never refuse to taste another's trencher" (so he must fill your own with his overflow of stew).

Tribute: A formal term used to define payment or offering of wealth or power to another. This is one of the more common conditions used in a parley prior to battle or the application of terms in a surrender, that of the defeated party committing to pay 'tribute' to the victor, usually for a specific amount of time, such as ten years or a even lifetime. Hence, people, lands or entire realms that are 'tributary' to another have either been conquered in war or in will. In more peaceful realms, peasants and others may willingly offer tribute to those stronger than themselves in order to prevent war.

Trident: A spear-like weapon with three blades on its end, the central one longer than the outer two, more commonly used in torture than in actual battle.

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Triding\*: A simple ceremony in which a Noble is addressed by their closest advisors or friends and responds in the instant. Indeed, such a ceremony is more a trial of one's courage and wisdom than anything else, testing to see how quickly one can take action with affairs great or small, and how effective their forced decision may be. Yet as this is an exercise no more or less real than a tournament is a war, it is seldom used save out of tradition, when the Noble is prepared or at the least encouraged to put on a good performance and thus enjoys such ceremony as a means of strengthening their confidence. In most lands, it has become something as simple as a coming-of-age passage or even a birthday favor, weighing one's wisdom against their years. The term 'triding' comes from the most common of these ceremonies involving three challenges, thus a 'triple trial'.

Trinity\*: Sometimes Knights refer to their life's training with this term, as a Page, then a Squire, and then a Knight each mark seven years of preparation to be worthy to battle evil, in honor of Heaven.

Truncheon: A crude, improvised staff, such as a branch being stripped of its leaves, most commonly used as a spear shaft.

Tunic: The most common form of clothing is such an item as this, which completely covers one's shoulders, torso and upper thighs, usually adorned with short sleeves or trim (dags or tassels).

Turrance: A single word for admitting shared feelings, often used to save speech before more clumsy, common words that cannot do justice to the depth of the connection collapse under their own weight. Usually only wise and elder or recluse creatures use this term, as only their minds can retain such elusive words of the Ancient Tongue, and they use it not only to share sentiment, but to declare that they will now agree with the accepted Tongue or way of speech presented them, such as to recognize and imitate a minstrel's flair for the poetic or a ruler's stern and commanding word choices.

Underearth\*: Commonly refers to underground and sometimes simply enclosed areas, places that are or were inhabited by evil creatures or fell beasts. This name does **not** apply to the Underworld—all peoples clearly understand the difference between the world they can merely stumble into and the world that awaits the damned after death.

Vanguard: The ranks of an army that march in the front. In some lands, the leader of such soldiers sometimes takes upon the name of 'Vanguard' as his own, signifying his courage and responsibility, indeed a reminder that his life and his fight are one, just as the blood of his men upon the battlefield.

Vassal: One given rule over a designated land in exchange for swearing allegiance to the local Lord, an oath which commonly includes an annual tribute of taxes, soldiers and similar services.

Vestal: Such a title refers to one who is pure of body, mind and heart, as was the Ancient goddess Vesta. Contrary to the minds of more barbaric peoples, being pure of body does not mean unwed or out of bed, for the sharing of blood in such ways can indeed strengthen one's own, indeed to be pure with God's blessing in their flesh, and the pure are strong with life and free of the pain of evil. Vestal Virgins, to whom this title is most often given, usually dress in the manner of Vesta, in shawls and silks,

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allowing others to often confuse the word ‘vestment’ with their grace, again the unclean mind believing that to shred such a one’s clothing and reveal their flesh is to gain power over their mind and heart as well, which they do not.

Vested: This refers to an ideal, oath or commitment that is held completely and inalienably.

Vestment: A formal term naming ceremonial robes, usually of a Priest or Priestess, in honor of the Ancient goddess Vesta, whose temples were the model for Churches in the Second Age and beyond. Such clothes are usually light, both in colour and in fabric, and in design, being shawls, scarves, and the favor of scantily clad women. Those adventurers who have sought the origins of beauty have usually failed, confusing the legacies of Vesta and Vera, and so missing the distinction between beauty and truth—truth is beauty, for it reflects what is within, rather than what is merely seen without.

Vigil: This word and term comes out of the misty past of Roland. For in the early days, as men took flight from the ruins of the Ancient Kingdom, there was a great battle fought against the pursuing beast-men, and to guard his wounded Lord, one man, Vigil, stood watch over him without sleep for twelve days. And so has Vigil’s name become the chosen word of honor for anyone standing watch over anyone or anything, with open eyes and a keen mind, and most of all a dedicated heart.

Vigor: This is a respectful term used to acknowledge that special, almost magical blend of determination and youthful strength tempered by skill and elderly wisdom.

Waffle: Houses, shoppes and other dwellings throughout the Known World are usually built as timber frame structures, the walls composed of this woven lattice of sticks and thin branches, covered on both sides with a thick seal (daub).

Ward: This is a catch-all term used to refer to the various expanding layers of a castle or other stronghold. Usually there are only two, an inner ward consisting of the most important chambers, and an outer ward made up of barracks, stables and other such areas, the two layers maximizing the defensive design for the treasure available to build with. Some strongholds may have a third or ‘city ward’, a wall defending the castle’s supporting village, but even in such places this is seldom referred to as anything other than ‘the city’.

Waterskin: More common than a canteen, this is a leather bag that is cured and sealed to hold water. These are usually made no larger than to hold water for a week’s journey for one person, not only for the sake of encumbrance, but also because if mishap should cause a leak, one smaller waterskin is a preferable loss to a larger supply. Other drink, such as wine or beer, are not normally used in such a container, as they may sink into the leather, making it poisonous.

Wergild: A rightful payment of debt in either gold, service, or blood. This is considered a right rather than revenge, the fulfillment of a debt equal to atoning for a sin. Few such claims are made, but when they are, they are almost always taken as retribution for someone’s death or worse, such as the loss of ancestral lands or an heirloom.

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Whelp: The young pup of dogs or other such serving beasts. Warriors tend to use this word more oft to put a suitably simple name to their lesser enemies.

Wilderland: Commonly refers to any wilderness that is not ruled or protected by strong civilization.

Wilderman\*: Commonly refers to any Mortal Man who spends most of his time in the wilds, whether he has a house or not, his true home indeed the wilderness itself.

Wineskin: Similar to a waterskin, this is a leather bag that is specially treated to not only contain and preserve wine and other drink, but also enrich its flavor. These are usually made the same size as a belt pouch, round, and decorated with the initials of the wearer's favorite wine. It has been known for anxious (and fearful) adventurers to 'accidentally' tear their wineskin as a sign of bad luck to come so that their companions will not dispute turning back.

Withywindle: This precious wine is made from rich grapes that grow along a certain river in Hule, though the location of these waters, and the berries it gives life to, is known only to the locals and to trustworthy merchants. The river's true name is often lost in the trees and forests of fantasy, as the locals name it the 'Withywindle', after their favorite legend (and book) of all. This wine enriches the imagination, and they dream so easily, indeed so much that when writing or telling tales (especially those from a certain red book), Withywindle is the preferred drink to have at hand.

Wrest: This word means to take something (or someone) from another by force, be it force of arms, will, or even time.