

Glossary

Absai (Ab-eh-sigh): An officer aboard The Ariela.

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

Ahearne Family: (Ah-hear-neh): The ruling family of Cathyor before the kingdom's fall. History says that they were all slain with their kingdom.

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

Bay of Swans: The massive bay near Royal Seyla's capital city of Kinrai. Bethesda (Beth-said-ah): The capital city of Aedonia.

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

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

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

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



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

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

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

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

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

Crogwyr, "Executioner," (Cog-wee-ah): Elspeth Anwyl's sword. Crows: Nickname for The Jhorian Crows.

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

Farun Da'al (Far-un-dahl): The capital city of Farundia. Farundian (Far-un-dee-ann): The people of Farundia. Fatiou (Fat-ee-ow): An officer aboard The Ariela.



Fletcher (Fletch-ur: The town doctor of Haversfjord. River of Flowers: A river in northern Royal Seyla.

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

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

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

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

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

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

The Great Rift: A massive rift in the Devori Mountains. It borders Sophene, The Rinowhn Tribelands, and what used to be the border of Thava.

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

Mundukua, "World Pool," (Moon-doo-koo-ah): An ancient magical artifact that appears to be a pool of water. They allow visions of different locations and forms across Innatraea.

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

Serra (Sehr-ah): Jonaas Al’Shane’s donkey. Seylan (Say-lawn): The people of Royal Seyla.



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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

Victory River: The large river, big enough ships to measuly sail, that spns Innatraea from north to south. Most of the river lies with Aedonia's borders.

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

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

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

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



Zuniga Stone (Zuh-nee-gah): Rough stone pendants line with veins of blue, hold, and purple; somehow connected to the Zimsway Rinowhn.

