

THE FRUIT OF WAR, BOOK 1: STONE AND FLESH

# GLOSSARY OF TERMS



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# GLOSSARY OF TERMS

Underlined letters and terms can be clicked/tapped!

A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q

R | S | T | U | V | W | X | Y | Z

## A

### **abovecloud**

See Order of the Burning Crown.

### *Ach'gor*, the

See the Keen.

### *Aeboqar*, the

[EY-boh-KAR]

A messiah-like figure in the Azgorach Keen's instinct-prophecy, the Passage of the *Aeboqar*.

See also: Azgorach, the Keen

### *ajeabis*

[ah-JAY-biss]

A small grove of two or more Resting nae'cthosai; i.e., the resting place of nae'cthosai who have become semi-sentient trees.

See also: nae'cthosai, crealoth, the Resting, the Walking

## **Aré**

[arr-EY]

A manifested form of Éga involving life energy; commonly healing but occasionally harm, death, and necromancy. Those who specialize in channeling this form are usually referred to by their profession (i.e., Shepherd or Cleric, or rarely warlock or shadow-worker), but occasionally as Aré practitioners.

See also: Éga, warlock, Cleric, Shepherd of Leaving

## **Azgorach**

[azz-gorr-RACH]

A term supplied by Xa'aroch upon his indenturement when asked the name of both his species and his place of origin. They were summoned to Ìth by warlocks for the first time shortly before the War of the Six.

See also: warlock, Azgorach Horde

## **Azgorach Horde, the**

[azz-gorr-RACH]

The name given to the legion of Azgorach forces of the Host of Selephise during the War of the Six; most served voluntarily under the encouragement of Xa'aroch.

See also: Host of Selephise

## **Ba'athorog**

[BAH-tho-rogg]

An apparent subspecies of Azgorach; of those that were summoned during the War of the Six, they were the only ones capable of communication with Ícalarans and believed to be the most intelligent. Commonly employed as enforcers and single-individual shock troops, and seemingly the only ones capable of channeling. They are notable for their apathy, cruelty, and ability to psychically and chemically influence other living things using *gleld*.

See also: Azgorach, Azgorach Horde, *gleld*

## *bahn-komaat*

[BAH'n-koh-MAHT]

The Kivan term for a kōza-rider, though it infers other qualities as well as the physical skill. It is typically only used for *Kivan* kōza-riders.

See also: kōza, Razakîr

## **Balaqalneyis**

[bal-lah-kahl-NEY-iss]

One of the six countries of Ícalar, located to the far east. Its capital is Ghûn. Demonym: Qal / Qalneyan.

## **belowcloud**

See Order of the Burning Crown.

## **Beneath, the**

The Keismeb underworld, both figuratively and literally.

## **Bitter Hand, the**

See Plague of the Bitter Hand.

## **Bloodless Palm, the**

A mysterious and unique salt lake and flats in central Balaqalneyis, serving as the continent's sole source of salt.

See also: sal

## **bloodsilk**

An in-world variant of silk alongside cloudweave, with the added benefit of being Éga-resistant and thus commonly worn by channelers. The fibers have the unique ability to become imprinted by patterns of Éga use. Pure bloodsilk is rare and expensive; it is often blended with other fabrics.

See also: Éga, ethera, channeling

## **Burning Crown**

See Order of the Burning Crown.

# C

## **Cartel**

The collective proper noun for all éova guilds.

See also: gild

## **cast**

A unit of measurement equal to one meter in length.

## **channeling**

The act of connecting to, channeling, and changing or casting Éga, which typically manifests in the three trees of Rel, Üon, and Aré. Those that can do this fall under the general category of channelers, but they may be further identified with other labels depending on their profession or aptitude: ethera, warlocks, Clerics, and Shepherds of Leaving are all types of channeler. Channeling is a natural but non-hereditary, nurturable talent, yet consuming ìkam could either artificially induce talent where there was none or strengthen pre-existing talent.

See also: Éga, ìkam

## **Cleric**

The channeler counterpart to Physiçias, specializing in use of Aré for healing. They are currently more common than Physiçias due to technological limitations.

## **cloudweave**

An in-world variant of silk alongside bloodsilk, and more affordable but not Éga-resistant.

## **clutch**

A term given to both a social grouping of eisorcei (i.e., a tribe) and the geographic location where they have settled temporarily or permanently.

## **coarseweave**

The in-world equivalent of linen.

## **Crau-**

[KRAO]

A prefix given to the name of an Üstrarian township without a Glory, Temple, or Cloister of the Order of the Burning Crown.

### **crealoth**

[KREE-uh-loth]

A rare abomination subspecies of nae'cthosai, arising when at the end of their Walking life they become crazed and monstrous instead of a tree (a Resting), or become a Resting for a time and then re-humanize as a crazed monster. A crealoth appears vaguely humanoid with an exaggeration of the marks of Ctho they possessed in life, but with a loss of personality and communicative ability and a penchant for cruelty, violence, and predatory behavior. It is not understood why the transformation occurs.

See also: the Resting, the Walking, marks of Ctho, *ajeabis*

### **Creqira, the**

[cray-KIR-ah]

The northernmost and highest point of Ícalar, rarely traversed, and the source of all fresh groundwater on the continent. It is regarded as a holy site. The series of giant waterfalls that fall from its heights are known as the Eizunuth Veil, with the lake below at its base known as the Eizunuth Well. The Well is a common destination for Sehndists on a 'water-seeking' pilgrimage.

### **Ctho**

[kih-THO]

The nae'cthosai term for 'the Source', encompassing both the natural physical world and the Éga as a holistic, living system of which they believe themselves avatars.

See also: marks of Ctho

## death-token

In-world *memento mori* – tokens or personal augmentation worn to serve as a reminder of one's mortality or commemorate a lost loved one, or both. These vary by culture, race, and faith.

## Drelgrach

[DRELL-grach]

An apparent subspecies of Azgorach of low to moderate intelligence that formed a decent portion of the 'cavalry' of the Azgorach Horde during the War of the Six; they were frequently placed under the control of Ba'athorog or warlocks, and their hardiness and quick instincts were valued. Unlike most Azgorach that crossed over, they retained a higher hive mentality and thus were particularly effective in groups.

See also: [Azgorach](#), [Azgorach Horde](#)

## E

### Éba

See [Itoqîr](#).

### Éga

[EY-gah]

A natural energy found in all organic matter that presents itself differently or not at all to people of different levels and types of ability; it can be regarded as 'the Source' or magic. It may be channeled by an individual (a channeler), whereupon it manifests into three typical trees: Üon, Rel, and Aré. Those able to see or detect Éga often describe it as a fibrous web of many colors, textures, and even musical tones and emotions spread across everything in sight, at times more visible than others; two commonly-seen forms of unchanneled Éga are the leyline – a notably large fiber – and a Root, to which the leylines often lead. Metal is notable for having distinctly no Éga. In Azgorach Éga is known as *rhésal*.

See also: channeling, Aré, Rel, Üon

## **Eidlish**

[EY'D-lish]

An apparent subspecies of Azgorach of low intelligence, fragile constitution, weak will, and with whom communication is difficult. During the War of the Six they were often placed under the control of Ba'athorog in order to be useful as scouts and for other subversive information-gathering.

See also: Azgorach Horde, Azgorach

## **eisorcei**

[ey-SOR-say]

One of the six intelligent humanoid species of Ícalar. They are rarely seen outside their clutches in Balaqalneyis, and have an affinity for Rel.

## **Eizunuth Veil, the**

See the Creqira.

## **Eizunuth Well, the**

See the Creqira.

## **Embermore Keep**

See the Korzhûn Stewardship.

## **enstreng**

[ENN-strehng]

The in-world equivalent of gunpowder, created via experiments conducted by Devatska Acosaphaura. Currently outlawed along with the first firearms by the Quelldraw Act.

## **éova**

[YOH-vuh]

One of the six intelligent humanoid species of Ícalar. They are related to nae'cthosai in their deeper connection with nature and the Éga.

## **ethera**

[eth-THAIR-uh]

Specifically Rel and Üon channelers (Rel'ethera and Üon'ethera, respectively), especially those that serve in a militant capacity. Sometimes used interchangeably with 'channeler' and even more rarely applied to Aré channelers (Clerics, Shepherds, and warlocks).

See also: **channeling**

## **Etîr**

[eh-TEAR]

A Kivan tribe specializing in kōza breeding, consisting of approximately five main families and typically roaming to the far west. They were the only Kivan tribe to side with the Pact of the Blessèd during the War of the Six.

## **Eyes, the**

A mysterious, ever-shifting collective of individuals possessed by an unknown power that, through assumed precognition, oversees the promotion and reassignment of Shepherds of Leaving. No member is permanent and, when the possession leaves them, they retain no knowledge of it. They are referred to as Ephemeral Ones.

See also: **Shepherd of Leaving**

## F

### **faun**

[FAWN]

One of the six intelligent humanoid species of Ícalar; klatuut are their genetic cousins.

### **Fîr**

[FEAR]

An infantry division of the Itoqîr exclusively consisting of Üon'ethera or Rel'ethera. They were considered by the Pact of the Blessèd to be the primary prospective beneficiary of any benefits of the ìkam during the War of the Six.

See also: [ethera](#), [ìkam](#)

### **flight**

A unit of measurement equivalent to one mile or league.

## G

### **garnery**

The in-world equivalent of a chatelaine, a belt accessory worn by all genders, composed of a brooch attached to the belt from which thongs or chains hang; small accessories of aesthetic or practical value are then attached to these thongs or chains. A garnery can refer to either the attachment or the entire belt, since other accessories are often attached to the belt.

### **Ghûn**

[GOON]

The capital city of Balaqalneyis. Demonym: Ghûni.

## **gild**

[GUILD]

A *ēova* clan consisting of individuals not necessarily related by blood, often revolving around a particular trade, profession, or natural resource. Loyalty to one's gild frequently trumps loyalty to one's friends, blood relations, or even local or national authorities. They are classed into *gild majora* and *gild minora*: the *gild majora* has authority over one or more *gild minora* and is responsible for their protection, while in return the *gild minora* supply a single *gild majora*.

### *gild majora*

See **gild**.

### *gild minora*

See **gild**.

## **gleld**

[G'LELL'd]

An organic chemical released either as an airborne, spore-like hormonal compound or as a sticky secretion by Ba'athorog via their tails and glands scattered over their body. It both facilitates their semi-psychic abilities on lesser Azgorach and other weak-willed living beings and can generally act as a poison, awareness-inhibitor, numbing agent, or stimulant depending on the chemical composition chosen. It is generally not visible to the naked eye of most species and works through inhalation or skin contact.

See also: **Ba'athorog**, *rhésal*

## **Glou-**

[GLAO]

A prefix given to the name of an Üstrarian township with only a Cloister or Temple of the Order of the Burning Crown.

## **Goas**

See the [Great Ones](#).

## **Golden Itoqîr, the**

[ih-TOH-keer]

The collective name given to the combined military forces of the Pact of the Blessèd during the War of the Six.

See also: [Itoqîr](#), [Pact of the Blessèd](#)

## **Great Ones, the**

The pantheon of four elemental deities revered by the Order of the Burning Crown, and key figures in the foundational origin myth The Placing of the Crown: Ieb (sky/air), Iasis (Éga/earth), Goas (water), and Xados (fire).

See also: the [Order of the Burning Crown](#)

# H

## **heavycloth**

The in-world equivalent of wool (fabric).

## **heseta**

[heh-SET-ah]

Both a gold ore and the largest unit of the hyinàt, the official currency of Üstraria and Ýyr. One heseta equates to one hundred hyinàt. It is a square gold coin with a central hole, and is printed on one side with scales and with stars on the other. Its abbreviation is ‘hes’.

See also: [hyinàt](#)

## **Hezar**

[heh-ZAHR]

One of the largest Kivan tribes prior to the War of the Six, typically roaming to the east of Seishmeb.

## **Hidden Company, the**

Also known as ‘the Hidden’ or ‘the Droxîr’ (posthumously). An important mercenary group that took part in the War of the Six, eventually siding with the Golden Itoqîr of the Pact of the Blessèd. Its de facto leader was Iknaïs; its other members were Andras and Amathara Acosaphaura, Talo’eran Elbusgar, Xo Ragehand, Obékona Fýdi, and the Vil’rabenen sisters (Joibri, Saraphne, and Nerise).

## **Hiemra Clutch**

[HAY’m-ruh]

An eisorcei tribe and their settlement on the eastern edge of the Bloodless Palm in central Balaqalneyis.

## ***himazé***

[him-MAHZ-ey]

The wiseperson of an eisorcei clutch. Though an individual other than the *himazé* may lead the clutch, the *himazé* will always retain equal or greater power.

## Honored Guest

See Shepherd of Leaving.

## Host of Selephise

[sell-IH-feeZ]

Also simply 'the Host'. The collective name given to the combined military forces of the Violet Accord during the War of the Six, also encompassing the Azgorach Horde.

See also: Azgorach Horde, Violet Accord

## House of Leavings

See Shepherd of Leaving.

## human

One of the six intelligent humanoid species of Ícalar.

## hyinàt

[HIGH-in-AHT]

Both a rose-gold ore and the base official currency of Ûstraria and Íyr. It is a square coin with a central hole, and is printed on one side with scales and with stars on the other. Its abbreviation is 'hy'.

## I

## Iasis

See the Great Ones.

## **Ícalar**

[EE-kah-larr]

The setting continent, also called ‘the tuya’ for its geological shape. Demyonym: Ícalaran.

## **Ieb**

See the [Great Ones](#).

## **ìkam**

[IH-KAMM]

Also referred to as ‘the ìkam’. An evergreen stonefruit bush once unique to the Inebi Grove in Gell’s Landing, Ûnenshuut, which is now extinct following the release of the Plague of the Bitter Hand in the War of the Six. Its fruit was notable for its ability to sometimes awaken channeling ability in non-practitioners and unreliably strengthen that of current practitioners, as well as possessing implications for soil fertilization and cloud-seeding projects or – contrastingly – volatile bioweapons. As such, control of the fruit and the grove became the subject of the war. Agüthsha Intoh was the discoverer and foremost researcher of the ìkam and used it to concoct the Bitter Hand.

See also: [Plague of the Bitter Hand](#), [War of the Six](#), [channeling](#)

## **Inebi Grove, the**

See [ìkam](#).

## **Inebi Treaty, the**

[inn-NEB-ee]

Following the release of the Plague of the Bitter Hand, all belligerents of the War of the Six agreed to peace and signed this treaty, thereby ending the war.

## Ìth

[ITH]

The setting plane of existence, which includes Ícalar. Though there is a vague understanding by Ícalarans that Azgorach is a separate ‘otherworld’, this name is unknown to them. Demonym: Ìthian.

See also: Ícalar

## Itoqîr

[ih-TOH-keer]

The Üstrarian military. During the War of the Six, the Pact of the Blessèd’s forces were modeled on the Üstrarian Itoqîr and thus were given the name ‘the Golden Itoqîr’. It contains five primary trained divisions – the Fiîr, the Mulîr, the Nalîr, the Qalîr, and the Razakîr – and one cadet division (the Shogu Holding). Their ranks in order of authority from highest to lowest are: Tothjal, Jal, Éba, Prisa, Risho, Shogu. They are based in the capital, Korzhûn.

See also: the Golden Itoqîr

## Íyr

[EER]

One of the six countries of Ícalar, located to the northeast. Its capital is Pel-dohest. Demonym: Íyran.

J

## Jal

See Itoqîr.

# K

## **Keismeb**

[case-MEHB]

The capital city of Üenshuut. Demonym: Keismeba.

## **Keen, the**

The language of Azgorach; it includes verbal, chemical, psychic, and nonverbal communication through the *rhésal*. The Azgorach call it the *Ach'gor*.

See also: *rhésal*

## **Keeping, the**

A shifting, mixed oligarchy of representatives from prominent families, well-respected civil servants, and other individuals who otherwise have significant social influence that act as the governing body of Keismeb. A representative is known as a Keeper.

## ***kbevaresh***

[KEH-VER-esh]

A derogatory term given to Shepherds of Leaving accused of using their empathic abilities to influence the emotions and memories of, or even puppet, the living, or call a soul prematurely from its body.

See also: warlock, Shepherd of Leaving

## **Kiva**

[KEE-vuh]

One of the six countries of Ícalar, located to the far west. Its capital is Seishmeb. Demonym: Kivan.

## **klatuut**

[KLAH-tout]

One of the six intelligent humanoid species of Ícalar; fauns are their genetic cousins.

## **knuckle**

A unit of measurement equivalent to one inch in length.

## **Korzhûn**

[KOR-zoon]

The capital city of Üstraria. Demonym: Khor.

## **Korzhûn Stewardship, the**

[KORR-zoon]

The democratic governing body of Korzhûn and by association, Üstraria; it consists of ten elected representatives known as Primes, and operates out of Embermore Keep.

## **kōza**

[KOH-zah]

A roughly horse-sized, winged feline with reptilian features, often tamed for use in war. Kiva is notable for the quality of its kōza breeding.

See also: *bahn-komaat*, *Razakîr*

## **leaveguide**

See Shepherd of Leaving.

## **loika**

[low-ICK-uh]

Small, flightless, griffin-like mammals of moderate intelligence roughly half the size of an average housecat, largely domesticated as pets.

## **Long Wake, the**

See War of the Six.

# M

## **marks**

See marks of Ctho.

## **marks of Ctho**

[kih-THO]

A general term encompassing all exhibited physical traits of nae'cthosai ancestry, though most often to those that appear as an individual ages; they vary by individual but have commonalities, and are typically classed as 'sky-touched' (bird-like traits), 'nest-touched' (insect-like traits), or 'forest-touched' (plant/tree-like traits), with forest-touched being the most common.

See also: Ctho

## **Massacre of the 215th Khor Holding, the**

Or simply ‘the Massacre of the 215th.’ The name given to the attack on the Shogu Holding of Korzhûn five days before the scheduled formal graduation of the latest class of cadets; twenty-one of the thirty-two prospective graduates were killed, including nine of their twelve First-Ranked classmen.

## **meix**

[MAKES]

One of three types of the currency (collectively called ‘the three hungers’) of Ünenshuut, used exclusively for ‘soul goods’ – i.e., non-physical services, debts, or trades. Its abbreviation is ‘m’ and it consists of a tooth of a qurot, a native amphibious reptile.

## **mistowl**

A diurnal, omnivorous, owl-like bird of moderate intelligence, named for their iridescent gray coloring. Occasionally domesticated.

## **Mulîr**

[mull-EER]

An infantry division of the Itoqîr consisting of scouts, assassins, sappers, and other light-combat roles. They are typically armed with shortswords or twin long daggers, though they have extensive additional equipment depending on their specialization.

## **müqa**

[MOO-kah]

Both a term given to a combination of scrap/reject ore and the smallest unit of the hyinàt, the official currency of Üstraria and Íyr. It is black in color, with the coin being square with a central hole and printed on one side with scales and with stars on the other. One hundred müqa equate to one ozé, and ten thousand müqa equate to one hyinàt. Its abbreviation is ‘qa’.

See also: hyinàt

## N

### **nae'cthosai**

[nay-kih-THO-say]

One of the six intelligent humanoid species of Ícalar. They are related to ēova in their deeper connection with nature and the Éga.

### **Nalîr**

[NAH-leer]

An infantry division of the Itoqîr consisting of its regular, unspecialized, non-channeler forces. They are typically armed with shortswords.

## O

### **Okahn**

[OCK'N]

A city in Üstraria roughly a day west-southwest of Korzhûn specializing in mining and silk farming. Demonym: Okh.

### **Order of the Burning Crown, the**

A relatively young polytheistic religion dominant in Üstraria and Ýr. It reveres the Great Ones, which are the subject of its central creation myth, The Placing of the Crown. The broadly-accepted chronological terms 'abovecloud' and 'belowcloud' originate in this myth, with belowcloud referring to the time before the chosen's ascension to Ícalar and abovecloud referring to the time

thereafter. Its symbol is a burning crown stylized as an unbroken central ring with nine openwork flames on its outer edge. Its places of worship, from largest to smallest, are: Glory, Temple, Cloister, Holding.

### **ozé**

[oh-ZAY]

Both a silver ore and the second-smallest unit of the hyinàt, the official currency of Üstraria and Íyr. One hundred ozé equates to one hyinàt. It is a square silver coin with a central hole, and is printed on one side with scales and with stars on the other. Its abbreviation is ‘ze’.

See also: hyinàt

## P

### **Pact of the Blessèd, the**

Also known as ‘the Pact’. One of the two principal belligerents of the War of the Six, primarily consisting of forces and other members from Üstraria and Íyr. Their main military might was called the Golden Itoqîr. They prioritized seizure of the ìkam to further military agendas, such as the awakening and strengthening of ethera.

See also: ìkam

### **Pel-dohest**

[PELL-doh-HEST]

The capital city of Íyr. Demonym: Dohestans.

### **penecta**

[pen-EK-tuh]

Small, quasi-reptilian carrion birds with gold or brown feathers and scales. On the rare occasion they are domesticated, they may be used as courier-birds.

## **Physicia**

[fih-ZICH-uh]

The non-channeler counterpart to a Cleric, specializing in medical services ranging from everyday pharmaceutical work to midwifery to surgery. Due to technological limitations they are currently less common than Clerics.

## **Plague of the Bitter Hand, the**

Also simply ‘the Bitter Hand’. An act of biochemical warfare created by Agüthsha Intoh using a type of microorganism found in the stone of the ìkam fruit; its release prompted a frantic truce and the ultimate end of the War of the Six. It began as an eruption of Aré that caused immense fractures in the Éga structures of living things that led to their rapid decay and ultimately their death, with few exceptions; the Aré cloud also carried – and created – spore-like powder containing the deadly microorganism that was activated upon contact with water. It is primarily a waterborne disease of three general stages – highly contagious in the first two – but can be transmitted from person to person; it is inevitably fatal. It is only recently beginning to recede.

See also: ìkam, War of the Six

## **plaincloth**

The in-world equivalent of cotton.

## **plevuud**

[play-VOOD]

One of three types of the currency (collectively called ‘the three hungers’) of Üenshuut, used exclusively for ‘house goods’ – i.e., non-essential physical goods. Its abbreviation is ‘ple’, and it is an ozé medallion refined with a slightly blue luster and stamped with the Üenshuut crest. It is the only Üenshuut currency that may be used in international commerce.

## **Precipice, the**

The edge of the Ícalaran plateau, no matter the location or type of geography.

## **Prisa**

See Itoqîr.

## **Prime**

See the Korzhûn Stewardship.

## **provisioner**

A largely non-combatant, internal profession within a military equivalent to a quartermaster. They are responsible for the wellbeing of the unit they serve (of whatever size), keeping them fed, clothed, and in good health and funds generally.

# Q

## **Qalîr**

[kah-LEER]

A cavalry division of the Itoqîr consisting of valsar masters, primarily employed in place of shock troops or as siege units. They typically wield glaives and other polearms.

See also: valsar

## **Quelldraw Act, the**

See enstreng.

# R

## **Ral**

[RAL]

A form of simple, gender-neutral address in a military setting or to a member of the military, former or present, regardless of setting.

See also: **Tal**

## **Razakîr**

[RAH-zah-KEER]

A cavalry division of the Itoqîr consisting of kōza riders, forming a unique airborne force. They typically wield glaives and other polearms.

See also: **kōza**, **bahn-komaat**

## **Rel**

[RELL]

A manifested form of Êga primarily involving fire and heat but also occasionally lightning and basic light. Those who specialize in channeling this form are usually referred to as Rel'ethera.

See also: **Êga**

## **Resting, the**

A term given to nae'cthosai who have reached the end of their humanoid stage of their lifespan and have become stationary, continuing to live as trees.

See also: the **Walking**, **crealoth**, **ajeabis**

## *rhésal*

[ray-SAL]

The Azgorach term for and form of Éga. While all Azgorach use the *rhésal* to some extent for their nonverbal communication in the form of the Keen, the more intelligent and talented subspecies, notably the Ba'athorog, can use it more extensively, including their own form of channeling. It is occasionally used by skilled Ba'athorog in conjunction with their *gleld*.

See also: Éga, the Keen, channeling, Ba'athorog, gleld

## S

### **sal**

[SAL]

Also known as salt. As well as referring to the seasoning, due to its rarity it is also used as a currency – primarily in Balaqalneyis but also internationally – and forms the basis of an exchange rate for all other currencies.

See also: the Bloodless Palm

### **Season**

A calendar division; there are seventy-five days in a Season, and four Seasons in a year. The Seasons roughly equate to spring (the Season of Opening), summer (the Season of Ripening), autumn (the Season of Closing), and winter (the Season of Waiting). The new year begins on the first day of the Season of Opening.

### **Sehdism**

[SEND-ism]

One of the primary religions of Ícalar, and likely the oldest. It is typified by a reverence for the water cycle and spiritual ecology generally, and may be held in addition to other personal or religious beliefs due to its passive and flexible belief system. Demonym: Sehndist.

## **Seyis-Gol**

[say-ISS-goll]

One of the six countries of Ícalar, located to the southeast. Its capital is Accatren. Demonym: Gol.

## **shadow-work**

See warlock.

## **shadow-workers**

See warlock.

## **Shepherd of Leaving**

A type of Aré practitioner under a House of Leavings specializing in services to the deceased and their loved ones using empathic abilities; it is a highly-respected, widespread, secular profession. Shepherds act as coroners, funeral directors, spirit guides, grief counselors, and other roles associated with laying the deceased to rest. They are overseen by the Eyes, and also known as leaveguides or Honored Guests.

See also: Aré, the Eyes

## **Shogu**

[SHOW-goo]

A cadet of the Itoqîr.

See also: Shogu Holding, Itoqîr

## **Shogu Holding**

[SHOW-goo]

A term for both the cadet division of the Itoqîr and its physical training barracks in a given city. A graduating class is referred to as ‘the [#] [City Demonym] Holding’.

See also: **Itoqîr**

## **siyrvuud**

[sear-ah-VOOD]

One of three types of the currency (collectively called ‘the three hungers’) of Ünenshuut, used exclusively for ‘blood goods’ – i.e., physical goods related to food, shelter, medicine, and warmth. Its abbreviation is ‘siy’, and it is an oval cabochon carved from ryasi with a four-pointed star.

## **step**

A unit of measurement equivalent to one foot in length.

# T

## **Tal**

[TAL]

A form of polite gender-neutral address in a social, non-military setting, especially as a general term of respect or if the addressee’s position or title is unknown.

See also: **Ral**

## **tall-belly**

A special leather belt worn by kōza riders, laced at the side and with a reinforced, curved front that reaches the bottom of the sternum to protect them while leaning on the saddle during flight.

## **three hungers, the**

See siyavuud, plevuud, meix

## **Tikkiss Skirmish, the**

[TICK-iss]

The first skirmish between Violet Accord and Pact of the Blessèd forces, widely-considered to mark the beginning of the War of the Six.

## **Tíbat**

[TEE-baht]

A title given to the leader of the Violet Accord and thus the Host of Selephise, Ohni Kujan, equivalent to a Tothjal.

See also: Host of Selephise, the Violet Accord

## **Títan**

[TEE-tan]

A general of the Host of Selephise, equivalent to a Jal.

See also: Jal, Host of Selephise, the Violet Accord

## **Tothjal**

See Itoqîr.

## ***tuch-bahn***

[TUHKH-BAHN]

Coming-of-age throat tattoos given at age sixteen to native Kivans.

# U

## **Ünenshuut**

[oo-NEN-shu'ut]

One of the six countries of Ícalar, located centrally and to the southwest. Its capital is Keismeb. Demonym: Ünen.

## **Üon**

[OO-on]

A manifested form of Éga primarily involving ice and cold but also occasionally illusions. Those who specialize in channeling this form are usually referred to as Üon'ethera.

See also: Éga

## **Üstraria**

[oos-TRAR-ee-uh]

One of the six countries of Ícalar, located to the northwest. Its capital is Korzhûn. Demonym: Üstrarian.

## **Üstrarian City Guard, the**

[oos-TRAR-eh-ann]

The civil law enforcement agency employed by the Korzhûn Stewardship to keep peace and order in all major cities of Üstraria.

# V

## **Valnoc, the**

[VAL-NOCK]

The term for the Kivan private military, which is normally in a reserve state until mustered by a Head Tribesman through a kéga. The most recent Valnoc was called by Hezath-Títan prior to the War of the Six.

## **Valrokor**

[VAL-roh-KORR]

An apparent subspecies of Azgorach of moderate intelligence. During the War of the Six they were often employed as anti-ethera measures due to their ability to consume manifested Éga; they were thus also known as spell-eaters.

See also: [Azgorach Horde](#), [Azgorach](#)

## **valsar**

[val-SARR]

An extremely large bear subspecies, often tamed for use in war.

See also: [Qalîr](#)

## **Violet Accord, the**

Also known as ‘the Accord’. One of the two principal belligerents of the War of the Six, primarily consisting of forces and other members from Ünenshuut and Kiva. Their main military might was called the Host of Selephise, although this was initially only for defensive purposes since the Accord wished to conduct further research into the ikam and reserve it for pacifist purposes; however, their efforts soon turned offensive, especially with the inclusion of the Azgorach Horde and their use of warlocks.

See also: warlock, Azgorach Horde, ikam

## **vitria**

[VIHT-tree-UH]

The technical name given to the type of corrupted Aré Éga used by warlocks, especially the abilities and spells that utilize it. The name is most often used by those in the military, whereas it is most often called shadow-work by non-practitioners and the warlocks themselves. It typically manifests as deep magenta light.

See also: warlock

# W

## **Walking, the**

A term given to nae'cthosai who are in the humanoid stage of their lifespan.

See also: the Resting, crealoth, ajeabis

## **Warden**

An instructor and sometimes live-in custodian of a Shogu Holding.

## **warlock**

Aré practitioners who – to one degree of deliberateness or another – disobey widespread laws against training or using their abilities in a harmful fashion. They refer to themselves as shadow-workers and to their practice as shadow-work; it often involves life-stealing or harmful Éga manipulation in the body, curses, indenturing other living beings, physical or psychological/emotional manipulation, necromancy, cruel experimentation, and contact with otherworld forces such as Azgorach. A Shepherd of Leaving misusing their skills in a similar manner is known as a *khevaresh*.

See also: Aré, kbevaresh, vitria

### **warmaster**

In the general sense, an individual responsible for advising a military leader of the internal health of an army and, most importantly, military strategy. It is most commonly known as a senior rank within the Üstrarian Itoqîr, where there is only the Chief Warmaster or, occasionally, Assistant-Warmaster; however, in the War of the Six there was also the unofficial title of 'Shadow Warmaster' given to Devatska Acosaphaura, who was considered the true Chief Warmaster in comparison to the less experienced Xocis Bu'ran whom she advised.

### **War of the Six, the**

A large-scale conflict that took place twelve years prior to current events. It followed the discovery of ikam: the Pact of the Blessèd wished to use the fruit to strengthen their channelers and awaken more for military purposes, while the Violet Accord – initially – wished to conduct further research into the fruit and reserve it for pacifist purposes. It was ended by the release of the Plague of the Bitter Hand at the height of the Widow's Siege, and the period of significant loss and economic struggle (known as the Long Wake) has been felt even by countries not involved in the conflict itself. The 'Six' refers to the six generals involved in the conflict.

See also: ikam

### **waterhearth**

A common feature of homes, inns, keeps, etc., serving either a strictly practical, non-religious purpose (a fresh water source) or a Sehndist purpose (anointment, focus of worship). They are classed as either vessel-type or well-type.

See also: Sehndism

### **water-seeking**

See the Creqira.

## **Widow's Siege, the**

See the War of the Six.

## **wingsmith**

Both a civilian and military term for the specialist veterinary field of repairing kōza wings, though they also perform other veterinary services. Considering the koza have featured prominently as many militaries' main cavalry and the care of their wings is of great importance, this is a field both high in demand and highly demanding, and has some of the oldest standards for qualifications of any profession, including human medicine.

## X

## **Xados**

See the Great Ones.

## Y

## **yeccasphate**

[YEK-uhs-fate]

A coarse, slightly oily mineral compound. It is carried in small, vial quantities by Shepherds of Leaving tasked with carrying and releasing souls – most often Master Shepherds, but rarely Apprentice Shepherds – for use as smelling-salts.