

Glossary of Terms

Caution: Spoilers Abound

adronimata [Pronounced: *ah-DRO-NEE-mah-tah*] - *n.* Big brother, as endearment. (Aelethe)

adronyata [Pronounced: *ah-DRON-YAH-tah*] - *n.* Little brother, as endearment. (Aelethe)

Ael (or Aelona) [Pronounced: *ĀL*] - *n.* The first aelf; the first queen of aelves; "honored mother." The one said to have protected aelves from human destruction and taught aelves how to evade lasting death.

aelf [Pronounced: *Ālf*] - *n.* A "high elf"; what elves of the Homelands call themselves. (Aelethe)

Aelethe [Pronounced: *Ā-ləth*] - *n.* The common, spoken language of the aelves.

Aelona'ti [Pronounced: *ā-LONE-ah-TEE*] - *n.* Name for the aelven Homelands. (Aelethe)

Aithne, aithne [Pronounced: *ah-EHN-ya*] - *n.* An aelf of the House Silverlight, a.k.a. House Argent'claire, working in the Prime as a Hand of the Elders; *n.* Knowledge, literal: "wisdom of the tomes."

Amakai [Pronounced: *ah-mah-KĪ*] - *n.* A dragon speaker or rider. (Aelethe)

Am'Kaila [Pronounced: *ahm-KĪ-lah*] - *n.* A group of Amakai; the phenomenon of dragon speakers/riders as a whole. (Aelethe)

Bata - *n.* An endearment for a father, i.e. "dad" or "papa" (Aelethe)

blink - *n.* A short range teleport using a certain type of magic; *v.* to teleport a short distance using a certain type of magic.

Bruomiel - *n.* Captain of the guard.

C'rezhe - *n.* Gender neutral title for an aelf with a rank in aelven society similar to that of a count or countess, but based on both land and responsibility to those holdings and the people who live there.

C'rezhen - *n.* Landholding child of a C'rezhe.

C'rezelth - *n.* Spouse of a C'rezhe.

chancer - *n.* A risky character; an unscrupulous person. (Irish slang)

Curtain, the - *n.* A magical barrier between Realms.

Drought, the - *n.* The period of time where the mana in the mortal world is at its lowest.

Durze - *n.* Gender neutral title for an aelf with a rank in aelven society similar to that of a duke or duchess, but based on both land and responsibility to those holdings and the people who live there.

Durzen - *n.* Landholding child of a Durze.

Eila [Pronounced: *EYE-la*] - *n.* The main character of this story; a Seattle-born Anthropological Linguistics student at the University of Washington.

Eildaichen [Pronounced: *EYEL-dah-shen*] - *n.* an unexplained name related to Eila.

Etha'lo ri - *n.* A small land holding at the edge of a natural passage across the Curtain between the Prime and the Homelands; specifically between the United Kingdom and Aelona'ti. Currently among the holdings of the House of Silverlight (a.k.a. Argent'claire).

fae - *n.* A fairy, sprite, pixie, or similar creature; a changeable being from folklore.

Fae-born - *n.* Any race that can trace their creation back to a fae; this includes aelves/elves, gnomes, orcs, dwarves, trolls, etc.

Forgotten, the - *n.* Umbrella term for all sentient and non-sentient beings considered to be purely mythical or otherwise unreal but exist in hiding.

fwaenshe [Pronounced: *FWĀN-shah*] - *n.* The fuel empowering magic; mana. (Aelethe)

ghitijan [Pronounced: *ghi-tee-ZHAM*] - *n.* Gray close-fitting attire worn by those practicing the aelven martial art of stealth (see: Straeth'wenth), consisting of multiple strips of fabric laid across the wearer until obscuring all features except the eyes. (Aelethe)

gkralle - *n.* A purple citrus fruit found in the Homelands, and primarily cultivated by orcs. Often used as the cloven fruit in an aelven social kissing game.

hassieth - *n.* A snake person; snake people.

Home - *n.* 1. The Homelands. 2. The place where aelves go when they die but choose instead to return. Returning to a physical existence can take decades or longer to achieve.

Homelands - *n.* A set of alternate realms where the Forgotten have lived since leaving the Prime.

honeywhisp - *n.* A fermented drink made from honeysuckle and wild pear that produces euphoric effects in elves akin to mild to moderate alcohol imbibement.

Hsien - *n.* A lizard person. (*pl.* **Hsientka**)

huemant - *n.* Human; a play on the English word. (Aelethe)

Ka lon'ti - *phr.* "Go in perfection." Lit: Go with the Homelands in your heart. (Aelethe)

Keh'volshe? - *phr.* Where are you? (Orc)

Khraesch [Pronounced: *krəsh*] - *n.* An orc of specific lineage. Advisor to Aithne.

Khri'val - *phr.* An unfounded supposition; nonsense. (Orc)

langer - *slang.* Fool, idiot, annoying person; offensive insult implying a contemptible person, usually male. (Irish)

Merzai - *n.* A sizeable land holding in Aelona'ti that includes a vast estate, a semi-circle of mountains, the valley between them, and the forest (Nam'ti) beyond. A Currently one of the primary holdings of the House of Silverlight (a.k.a. Argent'claire) and includes management of its main portal junction.

Mulraean - *n.* A "high troll"; a race of large, horned people who have a strong affinity for shaping rock and land formations.

Na'ama - *n.* An endearment for a mother, i.e. "mom" or "mama." (Aelthe)

portal - *n.* a passage between the Prime and the Homelands; there are permanent and temporary forms. *v.* to utilize a portal; to cast a spell to summon a portal that one intends to use.

Prime - *n.* The core realm of existence which connects the Homeland realms to one another. The origin of all life on Earth. (See: Tira no Vr'allan)

qilin - *n.* One-horned, chimerical beast akin to a unicorn. (Chinese)

saelvwen - *n.* Wood elf; aelves who make their homes in forests or among trees. (Aelethe)

Shalohe! - *exclam.* A curse used in times of frustration. Literally translates, "stress." Equivalent of the English words "damn" or "shit." (Aelethe)

shiliea - *n.* House guard or foot soldier. Applies only to aelves in honorable service, but may be of common or noble birth.

Sláinte – *exclam.* A toast meaning "Good health." (Gaelic)

sr'avaeleth - *n.* Aelven ceremonial writing.

Straeth'wenth - *n.* Straeth's Wind School; a martial art form used by some aelves. (Aelethe)

Tae'ess doe to'urren / Doe r'eh - A greeting / response. Lit: "It is a blessing we meet this day" / "Our day brightens" (Fae)

tchat-tchat-tchat - *phr.* An utterance to silence worries and soothe the subject. (Aelethe)

tdrinamata - *n.* A term of endearment meaning “big sister.”

Tdrinyata - *n.* A term of endearment meaning “little sister.”

Tira no Vr'allan - *n.* The aelven name for the mortal lands. See: Prime. (Aelethe)

Tra'ta'Vrell - *n.* “Hand of the Elders” or a Collector; a person in service to the Elders, most commonly to retrieve artifacts stolen by humans from the Forgotten. They also carry out other missions as assigned by the Elders.

Tsesch! - *exclam.* “Luck!” as in, of all the bad luck.

Vindael - *n.* Meadow elf; aelves who make their homes in fields, plains, and meadows. (Aelethe)

Vindael'kelth - *n.* Vindael who continue the ancient traditions of nomadic living. The distinction is a contemporary concept; before “the game,” all vindael were nomadic. Literal: meadow elves who wander with kin. (Aelethe)

Vr'aeleth [Pronounced: VRAY?-elth] - *n.* Aelven common, written language. (Aelethe)

vrai'ell [Pronounced: VRAY?-el] - *n.* Teacher or master. (Aelethe)

zadda - *n.* An endearment from parent to child, meaning “precious one” or “little jewel.” (Aelethe)