

GLOSSARY

This glossary is meant to be read after completion of the novel. It contains all characters, references, and places visited throughout the novel

EVAESH NAME TRANSLATIONS

Aélla (AYLA) *Joyous spirit*

Aen'mysvaral (ain-MISS-varr-all) *One with a mark upon his face.* Aen'mysvaral received his *sitria* due to the deep scar across his face that blinded his left eye.

Aegrandír (ay-gran-deer) *Man of strength*

Avelloch (av-uh-lock) *Protector of the many*

Azae'I (ah-zayl) *Songbirds; Childhood nickname for Aélla, given by Klaud*

Ithronél (ee-throw-nell) *Fierce warrior*

Klaud (cloud) *Kindness*

Morganis (morr-gone-iss) *Moon and stars*

Nasir (nah-seer) *Bringer of death*

Thallon (talon) *Predator; bird of prey*

Thurandír (thur-an-deer) *Man of compassion*

Zaeril (zay-rill) *Wolf, Lone Wolf*

MAGICAL REALMS AND TERMS

Drimil (drem-ell) *Magic bearer.* This title is generally given to those who are born with the power of all seven realms of magic, though it can be used to describe anyone holding magical energy

Drimil'lana (drem-ell lahn-ah) *Magic bearing human.* To both the humans and non-humans, a drimil'lana is considered an abomination that must be destroyed

Drimil'Rothar (drem-ell row-THARR) *Sorcerer of Light.* This title is given to those who take the vows of Drimil'Rothar and seek guidance from the Light

Drimil’Nizotl (drem-ell nih-ZOLT) *Sorcerer of Chaos*. This title is given to those who are strong in dark energy

Eólin (ee-o-lin) *Unknown; mystery*. This title is given to those who were born without magical energy, yet they possess its power. These individuals are not First Blood and typically wield energy from one of the seven realms of magic

Creatures of Darkness Monsters manifested from the energy of the dead

Kanavin (kahn-ah-veen) *Creatures of the night*

Ko’ehlaeu’at (koh-ay-lay-oo-aht) *Giver of purity and peace*. Magically enhanced trees that cleanse the world’s energy, keeping in balance

Haeth’r (hay-thurr) *Reanimated corpse*

Tre’lan (tray-lahn) *Magical Realm*. This term is used in conjunction with its corresponding energy

Aenwyn (on-win) *Elements*. This energy allows its user to produce, manipulate, and cast elemental energy, including fire, water, wind, and rock

Leirin (lye-reen) *Restoration*. This energy allows its user to produce, manipulate, and cast restorative spells, including minor healing, advanced healing, and wound transference

Nizotl (niz-olt) *Darkness and chaos*. This energy allows its user to absorb, manipulate, and cast dark energy

Rothar (Row-THARR) *Light*. This energy allows its user to absorb, manipulate, and cast Light energy

Udur (oo-durr) *Illusion*. This energy allows its user to produce, manipulate, and cast illusionary spells, including empathic manipulation, thought transference, and limited mind control

Vethar (veth-urr) *Time*. This energy allows its user to produce, manipulate, and cast teleportative spells, including long and short-range teleportation, apportion, and transtemporal travel

Zynther (zin-thurr) *Mortality*. This energy allows its user to produce, manipulate, and cast necromancy spells. This includes death prevention, reanimation, and mediumship

HUMAN ORGANIZATIONS AND RELIGION

- Broken Order Brotherhood** A rebel faction that seeks to dismantle the Order of Saro
- Order of Saro** A religious regime that oversees the human led country of Laeroth
- Knights of the Order** Genetically modified soldiers
- Shadow Blades** A mercenary band that follows heavily in the ways of Nizotl, the Divine of darkness, deceit, and trickery
- Thorne** A bounty hunter with the Shadows Blades
- Gaelthral** Thorne's Creature of Darkness
- The Circle of Six** Six Divines worshipped by the Order of Saro
- The Circle of Seven** Seven Divines worshipped by the Order Saro, former
- Rothar** (row-THARR) Overseer of the immortal plane
- Numera** (new-MARE-ah) Divine of nature and elements
- Kirena** (keer-ee-nah) Divine of purity, compassion, and health
- Udur** (OO-dur) Divine of wisdom and knowledge
- Zynther** (zin-thurr) Divine of life and death
- Nizotl** (nih-ZOLT) Divine of trickery, deceit, and darkness
- Vethar** (veth-urr) Divine of history and prophecy, former
- Ateus** (Aye-tee-us) Man-God of chaos and destruction, former
- The Old Ways** Outdated belief in the Circle of Seven
- The New Ways** Current belief in the Circle of Six, which excludes the Divine Vethar

FOREST RACES AND CLANS

- Ahn'clave** (on-clave) *First Blood*. A race of evae who vanished without a trace centuries ago
- Avel** (ah-vell) *Protector of the Realm* Warrior pact of clan Rhyl
- Evae** A humanoid race native to Nyn'Dira, Vleland, Aragoth, and the Whispering Mountains
- Tóavel** (tow-ah-vell) *Protector of power* Warrior pact of clan Klaet'il
- E'liaa** (ee-lee-ah) *Mixed blood* Used in reference to those with human-evaesh blood and the humans or evae they coexist with
- Gorn** (GORN) A goblin-like race indigenous to Nyn'Dira, allies of clan Klaet'il
- Klaet'il** (klee-ah-till) *One with nature*. The largest evaesh clan, native to Nyn'Dira

Rhyl (rill) *Dawn of peace*. The second largest evaesh clan, native to Nyn'Dira

Saevrala (save-rah-lah) *Seekers of truth*. The third largest evaesh, natives to the Whispering Mountains

Ydris (EE-driss) Half-evae, half-deer race. The original inhabitants of Nyn'Dira.

EVAESH WORDS AND PHRASES

Aardn (are-din) Meeting place of the Eirean

Aeroniat (air-on-ee-ot) *First Light*. The first season of the year; spring

Aithmir (ay-th-meer) Herbal remedy to reduce infection

Alveryan (al-vair-EE-an) First Blood term used in reference to their artifacts, language, or existence

Arnemaeus (arr-nah-may-iss) *Somber Stone*. A stone with the unique ability to absorb and store dark energy

Arnikvia (arr-neck-vee-ah) *A gathering of peace*. An annual ceremony celebrating the life and passing of loved ones

Arun (ah-roon) *Magical artifact*. Describes any object that is magically enhanced

Avour'il (ow-vor-ill) *Sacred Lands*. A dangerous rite of passage banished by many clans

Brenavae (bree-nah-vay) *Brother*. Used in reference to those who share no blood relation

Brenavath (bree-nah-vath) *Band of Brothers; Brotherhood*

Brenavas (bree-nah-vass) *Brothers*

Clavia Muinsii (clay-vee-ah m-yoo-in-see) *Shadow and night*. A weapon with the ability to transform any living being into a Creature of Darkness

Dira (deer-ah) *A gathering of trees*

Dren'seol (dren-see-ole) *One with my soul*. Used in reference to animal companions

Dro'fahmel (drow fah-mell) *Soul of the damned*. A crude term meant for the unworthy or monstrous

Ean'treτας (ane tray-tahs) *Improving in skill*. Said by Avelloch to Loryk in the Trials of Blood

Élet'atla (Ee-let aht-lah) *Blood for salvation*. A Klaet'il cleansing ritual that includes opening ones back and separating their ribs from their spine. This form of death is meant to cleanse their victim's soul

Fil'veraal (fill-verr-all) *Unworthy, unwashed, unclean*. A branded symbol to mark one's banishment

Fisonaar (fee-s-oh-narr) *First Leaf*. The third season of the year; autumn

Fisthraa (fiss-th-raa) *Abomination*. A crude term meant for the unworthy or monstrous

F'yet (fee-yet) *Fool or incompetent*.

Grenör toveii (gree-norr tow-vee) *What have you done?*

Ik (eek) *Unworthy*. Used in reference to the e'liaan villages

Iitran (ill-ah-trahn) *A place of power*. Ancient monoliths containing magical energy of powerful drimil

I'Sylyasar (ee-sill-i-ah-sarr) *Sun's Flame*. The second season of the year; summer

Kanavin (kahn-ah-veen) *Creatures of the night*. Monsters manifested from the energy of the dead

Kila (kee-lah) *Shit; fuck*. Crude term of aggravation

Kila grot fiin (kee-lah groht feen) *Pathetic piece of shit*. Spoken to Avelloch by Aegrandir

Lana'igrit (lahn-ah ee-grit) *Human language*

Lanathess (lahn-ah-thess) *Humankind*

Lana'thoviin (lahn-ah tow-veen) *Human territory*. Used in reference to the human country of Laeroth

Lyansthaa (lye-an-s-thaa) *Gemstones that are reactive to magical energy*

Lyena faa (lye-en-ah fah) *One without respect*. Used in reference to unruly children

Malvainha (mall-vain-ah) *Frost Fall*. Fourth season of the year, winter

Mela'anum (me-lah ah-num) *I love you*. A term of affection said by those in love

Meena'fromein (me-nah frow-me-in) *An unwanted disgrace*

Meena'keen (me-nah keen) *Unwanted; outsider*

M'yashk (me-yash-k) *Evaesh wine*

N'aeth (nay-th) *Traveling stone*. Black transporting stones used to teleport its user from one place to another. May only be used once before its energy is depleted

Naik'avel (nigh-kah-vell) *The end*. A cycle that will consume the world with chaos

Nesiat (ness-ee-aht) *Soulless wanderer*. Title given to those who are banished

Nes'seil (ness-ee-ell) *Person of healing*

Nes'rávei (ness-rah-vee) *Place of healing*

Nyn (nin) *A place of beauty*. Nyn'Dira translates to mean *beautiful forest*

Rad'fyir (rad-fear) *Cleansing of the spirit*. A ritualistic cleansing performed before battle

Revalor *The unseen.* A clear stone which allows its user to see that which cannot be seen. Used in Curse of the Fallen to reveal the entrance to the Trials of Blood.

See'nah (see-nah) *One who sees my soul*

Senavae (see-nah-vay) *Sister.* Used in reference to those who share no blood relation

Sitria (sih-tree-ah) *Second name.* Nicknames given to those who have proven themselves as warriors

Stia'dyr (stee-ah-deer) *Eyes of another.* Title given to those who can see through the eyes of animals

Spira'veil (spear-ah vale) *Survive.* Said by Avelloch to Loryk in the Trials of Blood

Tek'Brenavath (tech bree-nah-vath) *The Brotherhood*

Tiavaan (tee-ah-vahn) Woven trinket meant to attract peace

Tyluaa (tie-lew-ah) *Food; a meal.* Said by Avelloch to Loryk in the Trials of Blood.

Tyluear (tie-lew-air) *Thank you.* Said by Avelloch to Loryk in the Trials of Blood.

Valaforael (val-ah-for-ale) *Unknown; unwelcome*

Zy'mashik (zye mah-sheek) *Ancient rune.* Said by Avelloch in the Trials of Blood