

The Annals Of Autumn Savannah

Glossary

(covering the First to the Eighth Tales)

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Full Glossary

[Pronunciations given in curly brackets]

(OT refers to Old Tongue terms, N to Neander terms, W to Wase terms)

[where an entry is specific to a particular Tale, that Tale is given in square brackets]

Aciui {ac-ee-we} [3]: A species of giant six legged insects created by the Esuaqi by cross breeding spiders and ants. Primarily used for food and clothing as their exoskeleton can be made supple by boiling with certain algae. Aciui have a large off-white globular body with six legs and a head with large, laterally opposed jaws. Adults are typically 30 to 40cm across the widest part of the body with jointed legs 60 to 80cm long. Aciui are omnivorous.

Aciuiherd {ac-ee-we-herd} [3]: The term for a labourer who works in the Esuaqi aciui farms.

Acsinomy {ah-ch-si-no-me} (W): A small shrub common in South and Western Wase whose yellowy-pink berries can be crushed and the juices drunk. The drink is quite bitter on its own and is usually mixed with something sweet. Acsinomy juice is also moderately effective for the removal of head and body lice and minor fungal infections.

Adnaton'naja {ad-na-toneh-na-ja} [2]: A species of humanoid creatures with a rigid exoskeleton, similar to beetles or cockroaches, and with limited cognitive skills. Adnaton'naja are native to the Land of the Undead.

Aeie {ay-iy-eh} [7]: Chanwar One's almost era'owen. Although it was the custom in the Wodazu family for the head of the (extended) family to be the first born of the union between the head of the family and his or her oldest sibling of the other sex in order to keep the leadership blood pure, it was not uncommon for the family head to have another, unrelated, person as their formal or informal spouse. Any offspring from that outsider could not, however, become head of the family.

Aferraron {af-er-ra-re-on}: The country of the Onaman people. Geographically, Aferraron borders Wase to the East, the Azour Sea to the West and the Looncan Sea to the South. Continental Aferraron extends from 23.18° N to 81.92° N although the Mapdil Mountains (40.62 to 46.08° N) mark the Northern limit of habitation. If the Island of Ove, notionally within the political sphere of Aferraron during the period covered by *The Annals*, is included, the Southern limit lies at

21.62° N. Consequently, while much of Aferraron has a temperate climate, the South is Dry-Tropical and the North is Polar. There is no generally agreed reference prime meridian for longitude but, for the purposes of *The Annals*, if we take the capital Uli-Rratha as being at 0° (or, more precisely, the Great Hall Of The Palace Of The Roinad in Uli-Rratha), continental Aferraron extends from 34.32°W to 1.94°E at its furthest extremities. The inclusion of the Island of Ove extends this a further 0.88° W. The Island of Danornor was, for practical purposes, under the political control of Wase throughout this period and is consequently excluded.

Agav {ah-gav}: The Wasian deity of misfortune, known as Sploop in Aferraron.

Ahon Hara Mountains {ah-hon ha-ra}: A range of largely extinct volcanoes along the South Western coast of Aferraron. The largest, and the only volcano still active, is Mor'upita-sehen.

Ahtolgo {ah-tol-le-go}: A village of some 30 people.

Ajoi {ah-jo-ee} [3]: A carpenter and ferry operator in Veobad.

Ajoomi {ah-joo-mi}: A town of some 600 people on the Northern coast of Neander.

Alerrawia {al-er-re-aw-ee-ah} [1]: The aide of Glanan ap Dadr, Sheriff of Ethosien.

Alintakam {al-in-tak-am}: The Neandern deity of vengeance.

Alkarmasu {al-car-ma-su}: A highly destructive creeper found only in northern Sassese'lte. Its seeds are occasionally found in northern Aferraron but the soils, climate and fauna there prevent the alkarmasu from becoming established. Alkarmasu creepers can grow as long as 30m in perfect conditions but generally only rarely exceed 3m. The creepers are relatively short and thick with multiple tendrils which branch out at regular intervals. Its flowers are brown and funnel shaped and resemble human fingers. While the alkarmasu gets much of its nourishment through its root system, the tendrils above the surface bore into trees and suck their sap, killing the tree in a matter of months.

Aloidia {al-oy-di-ah}: The deity of harvests and good fortune.

Amarau {am-ara-oo}: A pale green shellfish, similar to a lobster but with eight legs.

Ameepavai {am-ee-pa-va-ee} [6]: One of a line of oracles at Drasta and who operated within that role some two hundred years before the time of *The Annals*. Ameepavai is regarded by all except a handful of fringe pseudo mystics as the most gifted of all Drastas although no direct records of her insights have been preserved.

Amurk {am-urk}: A tropical plant grown primarily on the Zuit Islands. The amurk typically grows to some three metres in height and has a smooth, brown, tough, fibrous outer stalk of approximately five to seven centimetres diameter. The inner pith varies from pale green to dark yellow and is very sweet, although not quite as sweet as Earth based sugar cane. Amurk stems are harvested for the pith, as the leaves, roots and stem husks are inedible.

Anasil {an-as-il} [5]: Era'owen of Reyansh.

Aniani {ah-nia-ni}: An early form of glass invented by a Schtei artisan and, at the time of *The Annals*, just being introduced for containers and small pots etc. Due to impurities, aniani was dark green in colour.

Anitigea (Gunder Ani) {an-it-ig-ee-ah}[4]: A daloni champion from Neander. Her nickname, Gunder, is a contraction of 'go under' in reference to her skills.

Apgru Binaj Five {ap-ge-ru bi-na-je 5} [8]: Assistant Head of the Guild of Physikers.

Apiakun {ap-ayah-ku-ne}: The personal representative of a contender at a Mundulgen. A champion and skilled fighter.

Aqand {a-ch-an-de} [4]: An overseer on the Zuit amurk plantation.

Aqineer do'h Raspusny {OT: aka Aqineer the Lewd}: Era'owen of Ptemsesnis III, ruler of Zachad. Aqineer was exiled from Zachad by Ptemsesnis for unspecified 'crimes against her person' and he and his followers established what would become the State of Wase.

Arborwir {ar-bo-re-we-re} [7]: Uncle to the Chanwar twins.

Ariu {ar-y-oo}: A species of bird native to Zuit. Ariu are carnivorous, have grey white plumage and are generally most active around dawn and dusk. Similar to owls but their harsh, guttural cry is more akin to a crow.

Aroao {ah-ro-ay-oh} (W): A simple dish made from sliced sun dried caran pickled in a sweet vinegar with chopped tomatoes.

Asio {az-ee-oh} [6]: Headman of the village of Zay.

Astauand {ast-ah-you-an-de}: The sun and the deity of the sun.

Atooa {ah-too-ah} [8]: A woman who lost two toes in an accident with an axe and sought Autumn's help. Atooa lived in the first dwelling in Wall Street in Schtei and was killed when a section of the City Wall fell on her dwelling during a storm.

Atorn {ah-to-ar-ne} [1]: One of a group of prisoners escorted by a detachment of Lord Loheckle's men following their raid on Chorenn.

Augetreinn {au-ge-tre-in-ne}: A creature from the Land of the Cysciec of horrible appearance. Similar to Earth's *grotesque* but with some supernatural facilities and a limited ability to manipulate human emotion.

Autumn Savannah: Found at the age of one or two years by an unidentified member of the Yeinydd ru Morathke ny Feandrakek Esyup, Autumn was raised and educated in a mixture of martial arts and philosophical enquiry. At the age of approximately twenty two, unable to answer to her own satisfaction the question "What is your place?" posed by her mentor Noxu, Autumn chose to leave the Esyup and *The Annals of Autumn Savannah* follow her subsequent travels.

The Annals provide no clues as to the identity of Autumn's biological parents, the name they gave her at birth nor any clues as to her abandonment. A thorough search of the records of the Esyup finds only the entry "a babe was found and granted refuge and Autumn Savannah was the name given". Confusingly the entry is undated and there is no mention of any other persons found, dead or alive, nor any property, although the latter is unsurprising given the Esyup's stance on material possessions. There is no mention in the Esyup's records of any subsequent enquiries about a missing child nor is there any record of a missing child in the public records. From this it would seem reasonable to conclude that Autumn was of middle to low birth.

Awendene {ah-wen-di-ne} [2]: A tree nymph (dryad) in Havildar.

Azour Sea {as-oh-ou-re}: A continuation of the Sea of Looncan, on the Western side of Aferraron.

Bae'yahkia Wood {ba-ah-ee-y-ahke-ee-ah}: A large wood near Ahtolgo.

Balen {ba-len}: Son of Inyanasi the spice trader, lost in the desert

some unspecified time before the incidents in *The Annals*.

Bar Ilan {bar i-lan} [3]: The Lord of Un'izeq; a minor deity banished by the major deities to the Land of Un'izeq for unspecified crimes, most likely a failed 'coup'. Bar Ilan had wings instead of arms, three independently moving eyes and a gaping toothless mouth that could spit acid. Its body was entirely red.

Bay of Audab {oh-da-bey}: By far the largest bay on the South coast of Aferraron.

Bear Barrup {ba-re-ru-pe} [2]: A professional wrestler with a travelling fair.

Benk {be-ne-ke} [3]: Son of Hial.

Besaine {be-sa-in-eh} [1]: A horse trader in Kaloolon with an unsavoury reputation.

Besl-oor {be-ss-loor}: A large city with a population of approx. 5000 people.

Bethes {be-et-he-se} [1]: The baby of Tutadi and Drearen; rescued by Autumn after a raid by Lord Loheckle's men on an isolated farmstead.

Biasdo {bye-as-do}: A village in Aferraron with a population of approx. 30 people. Logan's birthplace and the place from which he was exiled for persistent thievery.

Bibu (Ibibusensarma) {i-bi-bu-sen-sa-re-ma} [4]: Daughter of Engar.

Bijuk {bi-yu-ke} [7]: A bandit under Chanwar Two's leadership who was killed by Chanwar during the attack on Autumn and Logan outside Daihfew. Not a member of the Wodazu family.

Bimet {bi-me-te} [7]: A dealer in metal goods at Daihfew market.

Bini ul Demir {bi-ni ul de-mir}: An oasis in the North of the Sabon Mutum Desert.

Bistup {bis-tup}: The Monarch of Nagitere, broadly equivalent to a king but subordinate to the Karoi of Nender.

Bliad {bli-ad-de}: A swear word usually used in connection with annoyance, surprise, disgust.

Bligibery {bl-ig-i-be-ry}: A pale golden-skinned pear-shaped fruit native to the Zuit Islands. The fruit has pink-yellow spongy flesh that is poisonous when unripe but safe when ripe. The bligibery is ripe

when its base splits open and its four black seeds are visible. When this happens it is said to ‘yawn’.

Blind Esir {es-ir}: [5] A masira at the bath house in Tulbeq.

Blue Ringed Ninget: A highly venomous water snake. As its name suggests, it has two brilliant blue rings behind its head. The ninget's habitat is the shallow swamplands of Eastern Wase and it feeds primarily on water fowl. Ningets typically grow to between 80cm and 120cm. The bite of an adult ninget can kill an adult human in less than a minute.

Boq-hasuva {bok-hass-oo-va} [8]: A tree nymph (dryad) specific to the alkarmasu creeper and native to northern Sassese'lte.

Brisane {be-ri-sa-ne}: A novice at Autumn's Esyup who was killed in a rockfall.

Bronea {bron-e-a} [3]: Daughter of Osk and Juawau.

Bru'cht {be-ruc-he-te} [2]: One of the slaves at the Sauizuxu Mine. A farmer before being abducted.

Bruett Wylam {be-ru-et-te wuh-ee-la-me} [7]: The headman of the village of Bufon.

Bryachavny syn ks Sviatopolny (OT): Son of Sviatopolny syn ks Buyayciyat who survived three days as ruler of the Zachad following his killing of his father. Bryachavny was assassinated by Fetawe Tol Niepierakanaucy, a commander under Sviatopolny, over a philosophical disagreement.

Bufon {be-uff-on-ne}: A village in the South West of Wase with a population of some 180 people.

Buhfa Ouoinel {boo-fa oo-oy-nel} [6]: A war lord (or, more likely, a bandit leader with considerable local influence) of the West Skizze Mountains who extracts tolls from travellers and ‘protection money’ from the local populace.

Bumola {be-um-ol-ah}: A farmer who let Logan live in his cowshed after Logan's parents were killed.

Bunkoru {bun-kor-oo} [6]: Son of Outea the farmer.

Buogu Askefur {bu-oh-goo as-ke-fur} [5]: The founder of the Buogu dynasty of Neander and father of Soros I. Buogu Askefur Soros came to power through a coup lead by Rassin whom he assassinated just as

Rassan was claiming the throne. Buogu Askefur was hailed as a saviour and, amid great protestations of reluctance, was given the title in perpetuity. Buogu Askefur is the only Karoi of that dynasty to die of old age.

Buxar {buc-sar} [5]: The chief clerk to Soros VII.

Buyayciyat (OT): The leader of the Ciyat Tribe in South Eastern Aferraron who transformed a loose coalition with neighbouring tribes into the Zachad.

Cacea {ka-ke-ya} [7]: A member of the extended Wodazu family, living in Wodaken under the leadership of Chanwar One.

Calhouny {ca-leh-ow-ny}: A native bush which produces a cherry-like fruit whose stone (called the nut) is dried and ground to produce a beverage similar to coffee, but milder in flavour.

Cambul {ka-am-bu-le} [6]: Travelling companion of Xanos and a Krisana of Morath from the Yeinydd ru Morathke ny Feandrakek Esyup. Cambul renounced the Order citing doubts three years after returning from Neander. He was killed by an arrow during a raid by bandits later that same year on the village of Biasdo. It is coincidental that Biasdo is also the birthplace of Logan but likely not of any significance as Biasdo was one of the villages within a few days travel of the Esyup. It is likely that Cambul reached Biasdo after leaving the Esyup and found no reason to move on.

Caouma {ca-oo-h-ma} [3]: The woman attacked by Mijr, near Voterm. Almost-era'owen of Luvan.

Cape Shugsuo {se-hug-su-oh}: A promontory at the Western end of the Mapdil Mountains, protruding into the Azour Sea and a port for trading primarily with Sassese'lte.

Caradace {ka-ra-da-ke}: A leafy plant with broad oval shaped leaves. The leaves have mild anti-septic properties and are often used for bandaging.

Caradene {ka-ra-di-ne} [2]: A tree nymph (dryad) in Havildar.

Caran {ca-ra-ne} (W) [7]: A vegetable common throughout Wase which is similar to a courgette but with a bluey-purple skin and coarse pink flesh with green veins.

Chaahk {ka-ah-ke}: The deity of rain and wind.

Chantal Tweloe {ke-ha-ne-ta-al-le 12} [7]: A Wasian artist and painter of fingernails at markets.

Chanwar {ke-han-wa-re} [7]: The generational name for the twin brother and sister of the Wodazu family who became warlords on different sides of the Xibu Shan Mountains. See also: *Wodazu Chanwar One* and *Wodazu Chanwar Two*. Their father was Wodazu Ritawa One who was succeeded by Wodazu Chanwar One as head of the Wodazu family. The twins had three younger siblings; Chanwar Three died in infancy, Chanwar Four was feeble minded and took no part in the family business and Chanwar Five who married into the Migdobols family and took their name.

Cheilith {ke-eye-li-thay}: A hamlet with a population of approx. 15 people. Cheilith is home to exiles from the nearby town of Gleard who have mental issues and who cannot be cared for within the community.

Chershoe {kay-er-sho-ee-ey}: The deity of ways, paths and roads.

Chesture {ke-hes-too-re} [1]: One of the men killed by during a raid by Lord Loheckle's men on an isolated farmstead.

Chevesic {ke-ev-es-ik}: A forest near Kaloolon in which Autumn, Logan and Darius encounter a soska.

Chorenn {ke-or-en-ne}: A town with a population of approx. 900 people that was raided by Lord Loheckle's men.

Cika {si-ka} (N): A general non-gendered term for addressing a child. An insult when addressing an adult, implying the one addressed so is either behaving childishly or, particularly with regard to a man, that they are not physically developed to warrant being regarded as an adult.

Cim-Irsou {kim-ear-soo}: The capital of Neander and its largest centre with a population of some 30,000. Historically the city began as a small village on the estuary of the Limbis River where it joins the sea in the Kwan ul Cimsour and expanded East along the River. The Palace of the Golden Camel is set further around the bay to the West of the city, although by the time of *The Annals* the city had started to expand around the Place.

City Beach: A suburb of Schtei that stretches from the south eastern side of the Old City Wall to the sea. City Beach is one of the poorer

suburbs of Schtei and is notable only for being where Autumn and Logan find lodgings during their sojourn in Schtei.

Ciyat (OT): A small tribe which was based between the Uli-kaja and Urchaal Rivers where they meet the Looncan Sea. Under the leadership of Buyayciyat and, later, his son, Sviatopolny syn ks Buyayciyat, the Ciyat dominated the Zachad collective and whose expansionist policies lead to the creation of the Aferraron and Wase States.

Codemuta {co-dem-u-ta} [5]: The leader of a caravan heading West from Waaj.

Cralen {kra-le-ne} [4]: Almost era'owen of Vinan.

Cubqoi {cu-be-ch-oy} [3]: Two headed wolf-like creatures from Un'izeq.

Cymogene Hirao Sastruga {kay-im-oh-jen-ne hi-ra-ow es-ass-tru-ga} [2]: A Dohi from the Land of Wase and a Krisana of Mor'upita-sehen, from the Yeinarr ach Chaahken vur Looplaben Esyup. How Cymogene came to leave her Esyup and arrive in Aferraron is unknown. At some point she did, however, and established the Sauizuxu Copper Mine.

Cypei {ky-pey-ee}: A bird native to Western Aferraron, noted for its distinctive call and three long, brightly coloured tail feathers.

Cysciac {ky-se-ki-ek}: A Land beyond the Land of the Undead wherein dwells those spirits, entities and essences that are too monstrous or evil even for Yammoe.

D'Pomet Linilla Two {de-po-me-te lin-ill-ah 2} [8]: Keewa Due to the Mo'i of Wase following the execution of Jotune Gres One.

Daihfew {da-ih-fey-we}: A village in the South West of Wase with a population of some 250 people.

Daloni {da-lo-ni} [4]: A popular beach competition on the Zuit Islands in which participants take turns to move forwards, with only the feet touching the sand, under a palm branch resting on supports. The height of the branch is lowered after each round until there is a winner.

Dampalinga {dam-pa-lin-ga}: A steamed dumpling popular in Northern Neander. The dumpling is filled with minced meat, usually goat, and spices.

Danornor {da-no-re-no-re}: A large island in the Southern Wasian Sea.

At the time of *The Annals* Danornor was under the political dominance of Wase.

Darius {da-ry-os} [1]: One of a species of wild cat native to the Land of Neander. Broadly similar to Earth's Central Asian Lynx or Siberian Lynx but with a black and silver colouring and are mid-way between a domestic cat and a lion in size. Darius is also the personification of the deity Ept.

Dashoo {da-sh-oo}: A town of some 200 people, and the largest population centre on Xive.

Daumico Ka Zim Dumfugwa {dow-um-ik-oh ca zim do-um-fu-ge-wa-he} [6]: A sorcerer contemporaneous with Xanos who endeavoured, while in the guise of Mookuku the donkey, to facilitate Xanos' entry into Miesca in order to retrieve the Kastounasc. When it became apparent that Xanos would die before locating Miesca, Daumico Ka Zim Dumfugwa caused Xanos to leave a letter passing the quest to Autumn Savannah.

Dauneywort {door-knee-wart}: A seaweed with antiseptic properties. The weed is dried and powdered for use on wounds and similar injuries or mixed with water and drunk for bowel problems.

De'laia {del-ay-ya} [7]: The era'owen of an unspecified member of the group of bandits under Chanwar Two's leadership.

Deven {deh-ven} [8]: A Schtei street tough who tries to rob Logan.

Dhru {drew} [5]: The middle son of Inyanasi the spice trader. Dhru had some basic medical training.

Didiza {de-id-is-ah}: A friend of Autumn's at the Esyup and noted for her independent and original thinking.

Djikoska {ji-ko-se-ka}: A mountain in the Skizze Ranges and the (presumed) home of Darius.

Dohi {do-hi}: An ethnic group who occupy Wase, a land bordering Aferraron to the East.

Dotuke {do-tu-ke}: A village to the West of Userko, in the foothills of Wut'qiui.

Douleur {dow-lur} [8]: Mother of Renao, the child aided by Autumn in Schtei.

Drasta {de-ras-ta} (N) [6]: A term referring both to a line of oracles or

seers stretching back into antiquity and the physical location from which they operated on Idu Mountain. The reputations of each seer varied with some being regarded as little more than fraudsters while others attracted great respect. Sadly, no direct written records were kept of Drastan prophecies although there are a number cited in the biographies and histories of those persons who consulted them. There is considerable doubt as to the accuracy of many of these as it is not unknown for individuals and groups to ‘invent’ a Drastan prophecy before an event to motivate their followers or subsequently to justify their actions.

Drearen {de-re-ar-en-ne} [1]: Almost era’owen of Tutadi and killed by Lord Loheckle’s men in a raid on an isolated farmstead.

Dua {du-ah} [2]: One of the slaves at the Sauizuxu Mine.

Dulgenadr {du-lg-en-ad-dr}: The public arena in which the Mundulgen takes place. This is a sacred site not far from the Roinad’s Palace in Uli-Rratha.

Dusugey {do-soo-gay} [8]: A Kydon in the Wasian Palace Guard.

Duuba {du-oo-ba}: A town on the Limbis River in the foothills of Idu.

Ebin {eb-in-ne} [7]: A bandit under Chanwar Two’s leadership.

Ehc {eh-ke}: A small leafy plant with crinkled leaves and a small tightly furled heart that resembles a large Brussels sprout. The leaves can be eaten as well as the heart.

Ekelle {ek-el-le} [4]: Grandfather or Great-grandfather of Lotadil and Ibu’oden and originator of the Foqoo myth.

Emia {em-me-ee-ah}: Logan’s sister. She moved to another part of Aferraron with her almost era’owen before their parents died. Logan did not know where she was and consequently was left to fend for himself after his parents’ deaths.

Engar (Svengarinhara) {se-ve-nig-ar-in-ha-ra} [4]: A widower with two daughters. Kanas, Engar’s almost era’owen, was killed by a falling tree which also crippled Engar’s foot

Enmern {en-em-er-en}: A type of semi-domesticated wheat.

Enupri {en-oo-pri} [8]: A member of Autumn’s Esyup. For a time when Autumn was young, Enupri suffered an affliction of boils which passed away as suddenly as they began.

Eolan {ee-oh-lan}: A flattened pellet or bead with a hole through its centre and used by matsafas to help focus the energies used in their work. Eola can be plain or decorated with coloured lacquers.

Epis {eh-pis} [8]: Epis lived in Wall Street in Schtei and lost a foot when part of the Wall collapsed during a storm and a large stone fell through the front of his dwelling.

Ept {ep-te}: The deity of hearths and fire.

Era'ow {era-ow}: A formal pair bonding limited primarily to the upper classes. The lower classes paired in an informal 'almost era-ow'; what we would call a 'common-law marriage'.

Era'owen {era-ow-en}: Spouse in a formal era-ow. A de facto spouse is known as an 'almost era'owen'.

Erere {e-re-rey} [4]: A type of itinerant witch doctor/shaman/medicine man on the Zuit Islands.

Erija {er-ij-ah} [3]: A former member of the Sviatar Halava.

Esogar {es-og-ar-re} [2]: Son of Yofa Bewelc.

Esper Entest One {ess-per en-tez-te 1} {aka Entest the Great}: Moun'i of Wase following the death of her father, Esper Kowring One, when she was 14. Esper Entest One was the only ruler of Wase to ever be given the honorific 'The Great' by public acclimation due to her highly enlightened rule and widespread reforms. Many, of course, claimed such a title but without any justification or widespread recognition.

Esper Kowring One {ess-per kow-ring 1}: The Mo'i of Wase during the time of *The Annals*.

Esper Moochember One {ess-per moo-kem-ber 1} (W): The mother of Esper Kowring One and Mo'i of Wase before Kowring.

Esprine Ogliani Three {ess-pr-ine og-li-an-i 3}: Era'owen of Esper Kowring One and Moun'i of Wase during the time of *The Eighth Tale*. Records of Esprine Ogliani Three are scarce but it is known that the Esprine family originated from one of the grand-parents of the Esper Kowrings. Ogliani Three was significantly younger than Kowring One and was known to be fertile through an unfortunate liaison with a courtier. The courtier disappeared shortly after the liaison was discovered and the resulting child similarly disappeared immediately after birth. What became of Ogliani Three after her child, Esper Entest One (aka Entest The Great) with Kowring One was born is not

known but rumours within the Court suggest that she also disappeared once it was established that the child was healthy and likely to live to adulthood. Certainly she was no longer alive when Entest One succeeded her father on his death.

Esuaqi {es-yew-ah-chi} [3]: A tribe who live in the caverns and tunnels within the Ahon Hara Mountains. Originally they were a small fanatical sect who worshipped Mor'upita-sehen and established a commune in the volcanoes but over subsequent generations (believed to be of the order of twelve to fifteen) they grew into an established community and lost their fanaticism. However, they still maintain that Mor'upita-sehen is the one true god and all others are false gods.

Esven Frear {es-ve-en frey-ar-re} [1]: A priestess of Voqev.

Esyup {es-you-pe}: A school or commune dedicated to one, or sometimes two, deities. Esyups have a specific focus in addition to their religious and philosophical regimen, such as medicine or martial arts.

Ethosien {et-ho-si-en-ne}: A town with a population of approx. 350 people. The town where Autumn and Logan are arrested and held, pending transfer to Uli-Rratha for trial by the Roinad.

Euet {yew-et} [3]: Friend of Ajoin.

Evincar {ev-in-car} [5]: Leader of a band of nomadic bandits based to the West of Waaj.

Eyes of Samnosura [6]: A distinctive rock formation high on the North Eastern side of Samnosura Mountain in the Skizze Ranges. A vertical sheet of metamorphic rock averaging some 1.3m in thickness and 24m high juts out from the surrounding limestone. Due to weathering there are two holes in the sheet approximately 3m from the top. The two holes are side by side although one is slightly larger and some 20cm lower, giving the 'Eyes' a lopsided squinting appearance when viewed from the side.

Ezil {es-ill} [8]: A proposed time division that was never implemented whereby a full day would be divided into ten obaz and each obaz further divided into ten ezils. As Mottle Blue has a spin of some 22¼ Earth hours, an ezil elapsed on Mottle Blue would be the equivalent of 13½ minutes elapsed on Earth.

Fareki {fa-rek-aye}[6]: One of the two men sent by Buhfa Ouoinel to

find and kill Autumn and Logan.

Farimi / Farima {fa-ri-mi} (N): A term of respect used when addressing a stranger or casual acquaintance. Similar to ‘honoured sir’, ‘madam’ or ‘effendi’. The masculine form *Farimi* is used when the person addressed is of uncertain gender. Interestingly, but perhaps not unexpectedly, the use of *Farima* for a male is considered an insult whereas *Farimi* for a female is a sign of great respect, carrying with it the idea that the woman so addressed is ‘good enough’ to be a man.

Farouta {fa-row-ta} [6]: The manager of the pilgrim site for the Drasta.

Faswe (Jafasweswetenkam) {ja-fa-we-swe-te-ne-ka-me} [4]: Oldest daughter of Ikam who lives with her unnamed almost-erawowen in Ooqite.

Feagle {fe-ag-el} [4]: A competitor at the daloni competition on Uysoma.

Feandra fe-an-der-ah): The deity of fertility.

Feiseanna {fey-is-ee-an-na} [8]: A woman who seeks Autumn's aid for a large disfiguring growth on her neck.

Ferir'ama {fey-rir-am-ah): A town with a population of approx. 350 people, raided by Lord Loheckle and stripped of assets and food with the population taken as prisoners.

Ferisiku {fer-i-si-ku} (N): The fourth day of the tano.

Fetawe Tol Niepierakanaucy (OT): A senior commander under Sviatopolny and, briefly, Bryachavny, before assassinating the latter and founding the Kanaucy dynasty after disputing the latter's philosophical claim to a divine right to rule.

Fiau {fee-oww): The spirit of the staff given to Logan by Mother Midcarn.

Fiedna {fee-ed-na} [7]: An elder of Bufon.

Fieja {fi-ej-ah} [3]: A spirit entity that is the eye of Mor'upita-sehen. Fieja is immortal and generally takes the form of a small blue flame.

Flamdim {flam-dim} (W): A triangular shaped delicacy of Schtei that is quickly and easily prepared and cooked thus making it popular for sale on the streets. Flamdims are made from minced lamb mixed with spices and wrapped in lupah pastry. They are best eaten warm.

Flaner {flan-er} [8]: A neighbour who beats decorative patterns into brass plates and dishes.

Flerrian {fl-er-ri-an-ne} [1]: One of the guards who transported Autumn and Logan from Ethosien to Uli-Rratha for trial.

Foauimo {fo-ah-you-mo} [2]: A farmer near Ahtolgo and major landholder in the area.

Fogma {fo-ge-ma} [3]: The almost-era'owen of Ajoin.

Foqueen {fp-che-ee-ne}: A small perennial plant found only in the hot swamps of Western Zuit and Northern Xive. The sap from its buds has psychotropic impacts on the human brain. See *Foqoo's Tears*.

Foqoo {fo-chew} [4]: The deity of the Ruglaa. A false deity created by Ekelle to cover the dubious labour practices used on the family amurk plantations.

Foqoo's Tears [4]: The sap found inside the buds of the foqueen plant. This sap contains small amounts of the benzodiazepine, friniduazepam. Friniduazepam has properties similar to Rohypnol, widely known on Earth as a 'date-rape' drug, in that it suppresses decision making capacity and moral awareness thereby rendering the taker highly open to external control. In its natural state, Foqoo's Tears are very weak and the drug needs to be administered repeatedly to allow a progressive build-up in the brain of the taker thus allowing the administrator of the drug to control the level of compliance and decision making capacity of the recipient, although this becomes unreliable if the recipient already suffers from mental issues, such as PTSD, depression or similar. The process reverses itself naturally once ingestion ends. However, beyond a certain threshold, continued ingestion of Foqoo's Tears will effectively destroy the taker's higher brain functions permanently, inducing a zombie-like state. Foqoo's Tears is colourless with a mildly salty taste and so can be given surreptitiously mixed with food.

Gajavij {ga-ja-vij}: The Thunder face of Hadari.

Galmasar {gal-ma-sar}: A mountain in the Skizze range.

Gambret {ga-me-br-et-te} [7]: A member of the village of Bufon.

Gangsi {ga-ng-si}: An animated corpse in the Land of the Undead that feeds on living flesh.

Ganj {ga-ne-je} [3]: A tarc.

Gazen {ga-ze-ne} [1]: The Summen in charge of the guards at the prison in Uli-Rratha where Autumn and Logan were held pending execution.

Gensam {gen-sam} (N): A low level nobleman in the Neandern aristocracy, equivalent to midway between viscount and a knight in the current British structure.

Gesog {ge-so-ge} [1]: One of the three men who raid an isolated farmstead, killing the menfolk and attempting to rape the womenfolk before Autumn intervenes.

Geuhqooa {ge-oo-chew-ah} [4]: The name taken by Lala after her initiation into the cult of, and marriage to, Foqoo.

Gia (Rangiafenar) {ra-nig-ee-ya-fe-na-re} [4]: Zyre's almost era'owen.

Giv'itapalu-sen {Giv-it-ah-pa-luse-ne} [7]: An elder at the Yeinydd ru Morathke ny Feandrakek Esyup who is recorded to have died from old age three years before the arrival of Autumn. There is no record of Giv'itapalu-sen's age or time of arrival at the Esyup although she must have been there for some considerable time as there are several verses and dictates attributed to her in the collective wisdom of the Esyup.

Glanan ap Dadr {gl-an-an ap da-drey} [1]: Sheriff of Ethosien.

Gleard {gle-ar-de}: A town with a population of approx. 450 people.

Glebe {gle-be} [3]: A large cavern expressly for the farming of aciui.

Gouph {go-up-he} [2]: The owner of The Anchor hostelry at Cape Shugsuo.

Grath {g-ra-they} [1]: One of a detachment of Lord Loheckle's men escorting a batch of prisoners who are defeated by Autumn and their prisoners released.

Grenna {gr-en-na} [3]: A member of the Esuaqi.

Grimme {ge-ri-me-me} [4]: Ibu'oden's clerk and personal assistant. He became the first Pravadyr of the Yeinoba Vyliaennie im Rozum ny Duch Esyup established by Autumn Savannah on the island of Xive.

Grinar {gree-nar} (N): The main unit of Neandern currency.

Guguwa {gu-gu-wa}: The Sand face of Hadari.

Gunder Ani [4]: See *Anitigea*.

Habibinur {ha-bi-bi-nur}: A port on the East coast of Sassese'lte.

Hadari {had-ari}: The Neandern deity of storms. Hadari has five faces, one each for wind (Rih), rain (Tumtyr), thunder (Gajavij), lightning (Virali) and sand (Guguwa).

Hakina {ha-ki-na} (W): Unit of Wasian currency. One hakina is a 16th of a kala.

Halouny {ha-lo-oo-ni}: An honorific denoting learning, similar to Professor or Maestro

Hamamielis {ha-ma-me-el-is}: A tree that produces small yellow-green petals, similar to Witch Hazel. The petals have antiseptic properties.

Hamuz {ha-moo-ze} [6]: Assistant to Urudaqa, Osaku of Duuba.

Hanaha {ha-na-ha} (W) [7]: The term invented by Kanikapila Hirao Five to refer to servants.

Hanik {ha-ni-ke} [4]: A man who attacks Logan at the Tanavac of Ruglaa in Uysoma under the mistaken impression that Logan was attacking his lady friend.

Havildar {ha-vi-le-de-ha}: The Land of the Dryads, the woodlands of the Mapdil Mountains.

Headatist {he-ad-at-is-te} [1]: One of the women rescued by Autumn following a raid on an isolated farmstead by Lord Loheckle's men.

Hial {he-al-le} [3]: An aciui farmer.

Himiu {him-ee-oooh} [5]: A low ranking Neandern nobleman.

Hiraeth {hi-ra-eth} [8]: Almost-era'owen of Jjivisha who died from an unspecified illness.

Hustnyk River {ha-st-ni-ke}: A minor river that rises in the Southern region of the Viakaja Savannah and joins the Kiraric River just to the North of the Chevesic Forest.

Hysleria {hi-sley-ray-ay}[1]: Piers Sakratar to the Roinad and effective 'power behind the throne'.

Iam {ee-am}: [4]: A ariu sent by Mother Midcarn to aid Autumn Savannah and Logan in their travels through the Zuit Islands.

Ibu'oden {ib-woe-de-ne} [4]: Younger brother of Lotadil who believes

he is the deity Foqoo.

Ictozee {ic-to-ze-ee}: A village of some 50 people in the North West of Xive.

Idu {ee-do}: The Western-most of the Skizze Mountains.

Iflinbar {if-li-ne-ba-re}: One of the poorer sections of Schtei notorious for the buying and selling of stolen and contraband goods.

Ikam (Ikamnadorahabandra) {ik-am-na-do-ra-ha-ba-ne-dra} [4]: A Zuit fisherman and one time slave at the Sauizuxu copper mine.

Inuwabri {ee-nu-wa-bri} [6]: The member of a line of oracles at Drasta that is contemporary with Autumn's visit there. Inuwabri is male and consequently largely ignored as a Drasta.

Inuwela {in-you-well-ah} [8]: A syrupy drink popular in Schtei made from hot milk thickened with tapioca and flavoured with berries and spices.

Inyanasi {in-yan-ah-si} [5]: The leader of a caravan of Neandern spice traders.

Ipengar {ip-en-ga-re} [7]: A bandit under Chanwar Two's leadership.

Isyrat {is-ee-ra-te}: A village of some 70 people in the South West of Zive.

Iuo {ee-yu-oh} [7]: A soldier under Wyvven ap Nagul Spey during the 2nd Afer-Wasian War. Iuo was one of a contingent of twenty soldiers sent to guard a strategic pass through the Xibu Shan Mountains. All twenty swore an oath that no Wasian would get through the pass while any of them still lived. When the Wasians attacked, Iuo was sent back to warn Wyvven. The remaining nineteen held off the Wasians for several days until all nineteen were dead. After informing Wyvven, Iuo killed himself as part of his oath to his comrades.

Ix {ix} [4]: The name Autumn gave an injured mouse that she nursed back to health when she was a child.

Iyali {ee-ya-li}: The Neandern deity of families.

Jabiv {ja-biv} [6]: Eldest son of Outea the farmer.

Jaikai {ja-ik-eye}: A town of some 200 people in the south of Zuit.

Jamokumu {ja-mo-ku-mu}: A mountain in the Skizze Ranges and the final resting place of Xanos.

Jampor {jam-por} [6]: Leader of a party sent by Buhfa Ouoinel to extort money from Outea and his family.

Janey {ja-ne-ye} [7]: The familiar name for Wodazu Janey One, a distant cousin of the Chanwars. Janey was notable for his immense size and strength as well as his skill with the use of a spiked ball on a chain. According to popular accounts from the time the ball was so heavy no normal man could wield it.

Janire {jan-ire}: The language of the people of Neander.

Janja {jan-jar} (W): A dense heavy unleavened bread which is almost black in colour. Similar to rye bread and is unsuitable for pastry.

Janne {ya-ne-ney} [1]: One of a detachment of Lord Loheckle's men escorting a batch of prisoners who are defeated by Autumn and their prisoners released.

Japiasok {jap-ee-ah-so-k}: A town in Eastern Wase.

Jeren {jay-er-en-ne} [2]: An old woman in Ahtolgo who assists at child births. An unqualified midwife.

Jieci {ji-ek-i} [3]: Creatures from the Land of Un'izeq with six limbs but no head. Each limb is capable of grasping. Their mouths is in the centre of their bodies and they have four eyes allowing them to see in all directions simultaneously. Jieci are covered in long hair the colour of rock.

Jjivisha {g-g-v-shah} [8]: The woman who lived opposite Autumn and Logan in Schtei. Jjivisha was originally from Sassese'lte.

Jinnet {ji-ne-net} [4]: A seller of malu in Uysoma.

Joander {jo-an-der}: A shrub that grows only in Southern Sassese'lte. Its purple, waxy leaves are used as a mild pain killer.

Joise (*Karapanenjoise*) {ka-ra-pa-nen-joy-se} [4]: Son of Joski and Ikam, about 18 and fisherman with his father.

Joski (*Najoskipambarattasam*) {na-jos-ki-oa-me-ba-rat-ta-sam} [4]: Almost era'owen of Ikam.

Jotune Gres One {jo-tu-ne grez 1} [8] Keewa Due to Esper Kowring One. Executed for conspiring in an assassination attempt on the Mo'i.

Juwawau {ju-ah-wa-oo} [3]: Era'owen of Osk, mother of Bronea and one of the Sviatar Halava of the Esuaqi.

K'ath {ka-they} [1]: A guard at the prison in Uli-Rratha.

Kala {ka-la} (W): Unit of Wasian currency. There are 16 hakina in one kala.

Kaloolon {ka-lo-oh-lo-ne}: A fishing town with a population of approx. 3500 people.

Kanas (Kanaswadinganen) {ka-na-swa-di-nig-an-en-ne} [4]: Almost era'owen of Engar.

Kanikapila Hirao Five {ka-ni-ka-pi-la hi-ra-ow 5} [7]: Ostensibly a travelling Wasian trader, Kanikapila is in fact the spirit of Iuo, one of The Twenty, who was barred from entry to both the Land of the Dead and the Land of the Undead due to his suicide and honour respectively.

Kapulkatavi {ka-pul-kat-avi} [6]: One of a line of oracles at Drasta who was reputed to have spouted nothing but nonsense.

Karena {ka-re-na}: The head consort of the Monarch of Neander.

Karoi {ka-ro-ai}: The Monarch of Neander, part way between a king and an emperor as the Karoi rules over the kingdom of Nagitere, which has its own monarch, as well as Neander itself.

Kastounasc {ka-st-oo-un-as-ke} [6]: A stone-like object which facilitates the assessment of life truths by Zeeth when sitting in judgement of the dead at the entry to the Land of the Dead.

Kaurind {cow-awe-rin-de} [6]: A minor servant of Xanthous,

Kauwa {kah-oo-wa} (W) [7]: The name of the servant of Kanikapila Hirao Five. Kauwa was a personification of the essence of warriors and mountains and was created, by an unknown person, from the rock left over from the carving of the inscription at the shrine to The Twenty.

Kawa {ka-wa}[3]: A gruel of aciui eggs with onions and vony.

Kb'irp {keb-urp}: Mganga of the Oreacuachi who succeeded in first trapping Ratanbismet.

Keewa Due {key-wa doo} (W): The most senior civil servant serving the Mo'i. The title is equivalent to First Secretary, Chief Aide or similar.

Kej {kedge} [8]: A child informant occasionally used by Ufga and

Deven.

Kezit {ke-si-te} [1]: A guard at Lord Loheckle's camp.

Khander Nenjen One {can-der nen-jen 1} [8]: Mo'i of Wase at the time of the building of the original Palace.

Khimera {ke-hi-me-ra} [2]: A naiad who lives in the water of one of the many rivers that flow through Havildar. Naiads have greater healing powers than dryads.

Kilig {kil-ig} [8]: The owner of a number of low quality dwellings in Schtei and Autumn and Logan's landlord during their sojourn in Schtei.

Kino {key-no}: An alcoholic beverage made from fermented milk. A speciality of Ahtolgo.

Kiramaj {ki-ra-maj}: A colour that only exists in the magical realm, due to the limitations of the human eye. For more information, explore *impossible colours* in scientific texts on optics. Within the magical realm, however, such colours become 'visible' as the limitations of the human eye are no longer a factor.

Kiraric {ki-ra-ri-ke}: A major river that flows from the Mapdil Mountains in the Central North to join the Sea of Looncan at Kaloolon. The Kiraric River forms the Western boundary of the Viakaja Savannah.

Kishli {kish-li} [5]: Subota's manservant/housekeeper and his lover. Note that homosexuality was (and still is at the time of writing) an offence punishable by death by garrotting in Neander although in modern times clemency generally means an extended jail sentence. Consequently, wherever possible, one partner took the subservient role of servant in a long term relationship.

Kizerain Qerrassa {kis-er-ay-neh che-re-ra-es-sa} [1]: The apiakun of Lord Loheckle and one time apiakun of Obvia Vasagle. Kizerain is a highly renowned professional fighter with martial arts training. A mercenary. It is unclear from The Annals whether Kizerain had long term ambitions on the Roinadship or was merely opportunistic when Lord Loheckle's rebellion ended with his death.

Klamme {ke-la-me-me} [7]: A bandit under Chanwar Two's leadership.

Klem {ke-lem} [3]: Son of Hial.

Kobi {ko-bi} (N): A cruciferous vegetable found throughout the middle reaches of the Skizze Mountains. Somewhat larger than a Brussels sprout but smaller than a cabbage. Kobi thrives in such cooler, moister conditions but cannot cope with frost. Kobi is high in fibre, vitamin C, vitamin K, iron and potassium but a little lower in protein than comparable vegetables.

Kotal {ko-ta-le} [4]: An cart driver on the Zuit amurk plantation.

Kren {ke-re-en} [3]: An Esuaqi oil seller and renowned gossip.

Krisana {kre-is-an-h}: A graduate of an Esyup. Broadly equivalent to a priest but with a strong worldly philosophical overtone, rather than purely religious.

Kun {kun} [8]: A Schtei street tough occasionally used by Ufga as 'muscle' for a job.

Kwan ul Cimsour {kw-an ul kim-soor}: A large bay on the North Coast of Neander.

Kydon {ky-don} (W): A senior military rank in the Wasian army. The precise level is unclear but was probably equivalent to a Captain or similar.

Lady Dijana {di-ja-na} [1]: The spokesperson for the Witnesses at the trial of Autumn and Logan. It is a curiosity of the Onaman legal system that trials were closed to the public but were witnessed by five officials who's duty was to certify to the public that justice and fairness prevailed. It is unclear whether this process applied to all trials or only those presided over by the Roinad or what liability the Witnesses had in the event of a miscarriage of justice.

Lafiya {la-fi-ya}: The Neandern deity of health.

Lake Nanikaika {nan-ee-ki-ka}: A large freshwater lake in southern Wase that is fed from rivers from the Xibu Shan mountains. Lake Nanikaika forms the north western limit of the City of Schtei.

Lala (Sephiralalala) {sep-hi-ra-la-la-la} [4]: Almost era'owen of Joise.

Lashan Umbis One {la-shan um-bis 1} [8]: A petitioner before the Mo'i.

Leryn {le-ri-ne} [7]: A bandit under Chanwar Two's leadership.

Leski {les-ki} [4]: A friend of Sandra's who lives near Uysoma.

Liloparn {lil-op-arn} (N): A fibrous plant that grows in the higher altitudes of Neander. Its dark green leaves have antiseptic and anti-inflammatory properties

Limbis River {lim-bis}: The major river in Neander which has its source in the Skizze Mountains and, unusually, flows West to join the Looncan Sea at the bay of Kwan ul Cimsour. The reason for the Limbis River's unusual path is the geology of Northern Neander. Much of the land is composed of sandstone or a sandstone/basalt/quartz conglomerate but the promontory of Central North Neander is granite, having broken away from the continental shelf of Aferraron several million years previously. Consequently the Limbis River follows the path of least resistance to the Sea.

Linilla {lin-ill-ah} [8]: See *D'Pomet Linilla Two*.

Lizote {li-zoo-te}: A major port and fishing hub on the East coast of Neander. Population approx 10,000.

Logan {lo-ga-ne}: Autumn's travelling companion. Orphaned at the age of ten or eleven, Logan was left to fend for himself although a local farmer allowed him to live in a cowshed. Inevitably Logan stole to survive and was exiled from Biasdo around the age of sixteen, presumably having been caught stealing once too often.

Loheckle natal Chant'ist ab Heck-noor {lo-he-kley na-ta-le ka-anti-st ab hey-keno-oor} [1]: A warlord from the Central West who led a rebellion against the Roinad.

Looncan Sea {lo-oh-ne-ca-ne}: The Sea to the South of Aferraron and separating Aferraron from Neander.

Looplab {lo-op-la-be}: The deity of mountains.

Lord Wogegenden {wo-geg-en-de-ne}[1]: The Chief Justice to the Roinad.

Lotadil {lo-ta-dil} [4]: Older brother of Ibu'oden and owner of the Xive and Zuit amurk plantations.

Lulerain {loo-ler-aye-en}: The deity of water.

Lupah {lu-pa-ah} (W): A dark yellowy brown grain similar to corn but with a decidedly earthy taste which many find mildly unpleasant. Lupah is generally ground into a flour and used for pie (savoury or sweet) pastries rather than bread as the other ingredients used in the pie hide the taste of the lupah. Lupah also has the advantage, once

cooked, of sealing the contents and keeping them fresh and untainted for extended periods, provided it remains unbroken.

Luutal'hu {lu-ut-alu} [4]: The name chosen by Ibu'oden to be taken by Autumn Savannah upon her joining with Foqoo.

Luvan {lu-va-ne} [3]: The almost-era'owen of Caouma, the woman attacked by Mijr near Voterm.

Ma Rennet {ma re-ne-ne-te} [1]: A cheese maker in Parede. Note that 'Ma' is a merely name and has no connection with motherhood.

Maarcoolin Bis Four {ma-ar-co-oo-li-ne bi-se 4} (W): The Mo'i of Wase at the time of the 2nd Afer-Wasian War. Maarcoolin had a shrine built to honour The Twenty even though they were Onamans.

Madoe {ma-do}: A small wildflower common throughout Neander. The stamen of its blue flower is an effective antidote to the poison of the Neandern Desert scorpion, provided it can be administered in time. Typically the stamen are dried and powdered and administered orally.

Magide {ma-gi-de} (N): Literally 'my lord' or 'master' but only used towards the head of the household.

Mahala {ma-ha-la}: A priest of Ratanbismet. Similar to a Shamsadam.

Maj {ma-je} [3]: Daughter of Hial.

Malkia {ma-le-ki-ah} [2]: One of the two horses owned by Yofa Bewelc.

Malu {ma-lu}: A length of cloth that is wound around the body and knotted either at the waist or in front of an armpit and is the standard item of clothing worn by both sexes in the hot climates of Northern Neander and the islands of the Looncan Sea. There are regional variations in terms of length and colouring. A benefit of the malu is that it can be untied and used as a light covering at night and, because of its loose weave, dries quickly.

Malvern Dumphul Two {mar-le-vern dum-fool 2} [8]: A professional healer and member of the Guild of Physikers who takes umbrage with Autumn's charity and reports her breaches of the Guild's Code of Conduct.

Manasiku {ma-na-si-ku} (N): The first day of the tano.

Mangata {man-ga-ta} [8]: A man with toothache who seeks Autumn's

aid.

Mapdil Mountains {mey-ap-di-le}: The range of mountains in the mid North of Aferraron and extending East beyond the border with Wase. The Western end of the Mapdil Mountains descend to form Cape Shugsuo. The Mapdil Mountains mark the effective limit of inhabitation of Northern Aferraron. Beyond the Mapdil Mountains lies the frozen wastelands known as Zabytaja Pounac.

Masir {maz-ir} (N): The Neandern term for massage. Formal massage, as opposed to simply rubbing a muscle injury, was unknown in Aferraron at the time.

Masira {maz-ir-ah} (N): The Neandern term for someone who performs masir. A masseur.

Matsafa {mat-sa-fa} (N): Broadly equivalent to a lower level sorcerer in Aferraron but with numerous subtle differences. For example, a matsafa generally has to ability to undertake self-directed out-of-body experiences which few, if any, sorcerers can. That said, sorcerers can achieve the same results through manipulation of the laws of magic without the need to leave their bodies.

Mecatonia {me-ka-to-ne-ah}: Beyond being some form of ointment used for veterinary purposes nothing is known about this. However, from the description it may a solution of iodine.

Merak {me-ra-k} [8]: The old woman who lives next door to Autumn and Logan in Schtei.

Mganga {em-gan-ga}: A shaman or sorcerer in the Oreacuachi tribal language.

Mianuska {mi-an-us-ka}: A word in the Old Tongue that means ‘a name’, (pl) mianuski.

Mielikki {mi-el-ik-ki}: The deity of forests and woods.

Miesca {mi-es-ca}: A world created by Xanthous which is normally inaccessible to those in the worlds of Zeeth.

Mijr {mi-je-re} [3]: A tarc.

Mika {mi-ka} [6]: Youngest son of Outea the farmer.

Mimusia {mi-mu-si-ah} [1]: Varaunik’s cleaning lady. One can assume that she has another role in Varaunik’s life as it is clear from the Annals that Varaunik uses magic to do his cleaning.

Mizule {mi-zu-le}: The deity of men and warriors generally.

Mizzen {mi-ze-zen-eh} [1]: The daughter of Pugwash, the fisherman.

Mo'i {moy}: Title of the male ruler of Wase.

Mookuku {mu-ku-ku} [6]: Ostensibly the donkey ridden by Xanos in his travels in Neander but in reality a persona taken by the sorcerer Daumico Ka Zim Dumfugwa in order to assist Xanos in locating Miesca and the Kastounasc.

Moolupe Gigil One {mo-oo-loo-pay gig-il 1} [8]: A gemsmith in Schtei.

Mor'upita-sehen {mor-up-it-ase-ne}: The deity of volcanoes and the largest and sole remaining active volcano in the Ahon Hara range.

Morath {mo-ra-th}: The deity of war.

Mother Midcarn {as in English}: A sorcerer of uncommon ability. It is apparent throughout *The Annals* that Mother Midcarn has an interest in both Autumn and Logan and uses her skills to aid them, by way of gifts with magic properties, and guide them. Indeed, Mother Midcarn's powers are sufficiently beyond the norm for sorcerers, witches and the like, such as her ability to fold time (*The First Tale*), that it begs the question of whether she is a deity in her own right. There is precedent for this within *The Annals*; Darius the cat is stated to be the personification of the deity Ept, although no such statement is made regarding Mother Midcarn. Nor, it is worth pointing out, do Autumn or Logan ever express any doubts over her mortality. Some scholars have pointed to a statement by Awendene, in *The Second Tale*, that Mother Midcarn is 'a friend to the woods and the rivers, and to animals and mountains and more besides,' as being suggestive that Mother Midcarn may be the personification of (Mother) Nature or, more fancifully, Gaia, but this view is not widely subscribed to. The primary argument against this hypothesis is that in *The First Tale* Mother Midcarn appears to aid Autumn in ridding Aferraron of the Roinad Obvia Vasagle, showing a concern for human affairs that does not normally exist in Nature.

Moun'i {mo-oo-h-nee}: Title of the female era'owen of the Mo'i of Wase.

Muhaban {moo-ha-ban}[6]: One of the two men sent by Buhfa Ouoinel to find and kill Autumn and Logan.

Mundulgen {mu-un-dol-ge-en}: The process of deciding the Roinad

through one or more personal combats between contenders or their champions.

Musafir {moo-saf-ir}: The Neandern deity of travellers.

Nagep {na-ge-pe} [4]: Son of Vinan.

Nagitere {na-gi-tar}: A small kingdom to the South of Neander and under the domination of Neander.

Naja'yak {na-jay-a-ke} [1]: A term referring to the tribe of Lord Loheckle and also his army.

Naufe {now-fey} [8]: Mother of Ufga.

Navik {nav-ik} [5]: The owner of the boat that carried Inyanasi and his sons from Sassese'lte to Neander.

Nckool (Nckoolasadrabetan) {ni-coo-la-sa-dra-me-be-ta-ne} [4]: Youngest daughter of Joski and Ikam.

Neander {ne-an-de-re}: The land to the South of Aferraron, on the far side of the Sea of Looncan.

Nekmit bush {ne-ke-mi-te}: A hardy plant common in Southern Aferraron. The nekmit has narrow fronds with short, closely packed spines which are commonly used for combing things, such as hair, sheep's wool and so on.

Nirwa {en-ir-wa} [3]: A friend of Ajoin.

Noxu {no-zu}: Autumn's mentor at her Esyup. It is unclear from The Annals whether Noxu found the abandoned infant and named her or became her mentor at some later point. What is clear, however, is that Noxu was the closest person to a father that Autumn had.

Obaz {oh-baz} [8]: A proposed time division that was never implemented whereby one obaz would be one tenth of a full revolution of Mottle Blue and would correspond to approximately 2.225 Earth hours, given that the daily spin of Mottle Blue is approximately 22½ Earth hours. Under this proposal, each obaz would be further subdivided into ten ezils, each therefore corresponding to approximately 13½ Earth minutes.

Oboulco {ob-oo-ul-co}: An ethnic group who occupy Sassese'lte, a land to the West of Aferraron.

Obvia Vasagle {ob-vie-ah va-sa-gley} [1]: The Roinad at the time of

Autumn Savannah's departure from her Esyup. She was assassinated by Kizerain Qerrassa, her former apiakun, and replaced as Roinad by Logan following Autumn's victory over Kizerain Qerrassa at the subsequent Mundulgen.

Oca {oh-ca} [3]: The miller/baker in Veobad.

Octan {ok-ta-ne} [7]: An elder of Bufon.

Oglum {oh-gl-um} [6]: Son of Outea the farmer.

Okka {ok-ka} (N): The personal bodyguard of the Karoi, comprising the elite of the Neandern army.

Old City: Technically that part of Schtei that was occupied and developed by Aqineer do'h Raspusny and his successors until the Palace built by Khander Nenjen One was abandoned and a new Palace built by The area of Schtei enclosed by the City Wall and the harbour. In more modern times the Old City became the colloquial term for the central business district.

Old Hobson {ole-de ho-be-so-ne} [1]: The owner of a stable in Uli-Rratha.

Olegri {ol-eg-ri} [4]: A member of Ibu'oden's private army.

Olm {ol-me}: A species of worm with rudimentary legs and no organs for vision.

Omijen {om-ee-jen} [8]: A woman with an injured hand who seeks Autumn's aid.

Oohoi {ooo-hoy}: The Roinad before Obvia, assassinated by Hysleria on her behalf.

Ooqite {oh-och-it-te}: A village of some 40 people in the North of Zuit.

Opgarn {op-ga-re-ne} [6]: Xanos' personal assistant and an acolyte from the Yeinydd ru Morathke ny Feandrakek Esyup. The Esyup's records from the time of Xanos are incomplete but a scroll with decayed edges states that someone whose name ended with '~garn' "... of an ill that did eat the very flesh from his bones did pass into ..." some four summers after Xanos' death in Neander. It is likely that this entry refers to Opgarn. Modern tropical disease specialists suggest the likely cause of his death was a form of *necrotizing fasciitis*, most likely contracted while travelling in Neander.

Opsablepsia {op-sa-ble-ep-si-ay}: Parliament, or, more realistically,

'rest-among-equals' (ie those who aren't the first). Depending on the context, the Opsablepsia may include or exclude the Roinad.

Oreacuachi {or-ee-ah-koo-ah-chee}: The original tribe who occupied the land that subsequently became Schtei after the arrival of Aqineer do'h Rasmusny. Those Oreacuachi who survived moved to northern Wase.

Orgajatoby Miunitou Lopel Bai {or-ga-ja-to-by me-un-it-oo lo-pe-le ba-ee} [7]: A Wasian sorcerer who elected to live in a cloud rather than suffer the annoyances of city life. He developed a 'tincture of animation' that allowed inanimate objects to move. Because of this he was entrusted by Mother Midcarn to make a bracelet to aid Autumn which, unfortunately, he was unable to do.

Osaku {o-sak-u} (N): The administrative head of a town, village or region in Neander. Broadly equivalent to a mayor or prefect.

Osat {os-at} (N): One twentieth of a Neandern grinar.

Osefouku {os-ef-oo-ku}: An extinct volcano in the Ahon Hara Mountains.

Osk {osk} [3]: Era'owen of Juawau and father of Bronea.

Outea {ow-te-a} [6]: A farmer on the Tenarkan River, a little to the West of the Skizze Mountains.

Ove {oh-vey}: The smallest of three islands extending South West from the Southern tip of the Ahon Hara Mountains.

Owilausco {ow-il-ow-es-co}: An extinct volcano in the Ahon Hara Mountains.

Oyen {oy-en-ne} [7]: A bandit under Chanwar Two's leadership.

Ozio {oz-ee-oh} [7]: A bandit under Chanwar Two's leadership.

Pacane {pe-ca-neh} [2]: One of the slaves at the Sauizuxu Mine. A fisherman before being abducted.

Paolim {pay-oh-lim} (N): A soft drink with a lemony-mint flavour. Depending on the availability of ice it is either served chilled or at air temperature. It is never served heated and to do so would be considered an insult.

Parak {pa-ra-ke}: The unit of currency, worth sixteen peks.

Parede {pa-re-de}: A town with a population of approx. 1700 people.

Autumn was captured by Kizerain in this town and taken to Lord Loheckle.

Paug {pa-ug} [7]: A child in Wodaken.

Peesoa {pe-es-oh-ah} [4]: The era'owen of Grimme and an early conquest of Ibu'oden.

Pek {pe-ke}: One sixteenth part of a parak.

Perica {pe-ri-ca}[1]: Chief Tax Collector.

Pesnoo {pe-es-no-oo} (W): A pie made from a pastry of ground lupah and usually filled with a mixture of chopped meat and roots although sometimes berries and sweet fruits are used. Pesnoo can be eaten hot or cold.

Picsel {pix-el}: [5] A young inexperienced matsafa with a keen imagination and radical outlook.

Piers Sakratar {pi-er-se -sa-cra-ta-re}: First Secretary, Chief Advisor and Commander in Chief to the Roinad.

Pif{pif} [3]: Son of Hial.

Pirend {pi-re-ned}: A town with a population of approx. 250 people. The town where Autumn rescued Darius from captivity and first encountered Kizerain Qerrassa.

Plakill {pla-ki-ell-le}: The larger of the two moons and the deity of 'The Big Moon'.

Plifal {ple-ye-fa-el}: The smaller of the two moons and the deity of 'The Small Moon'.

Pownan {po-we-na-ne} [4]: Son of the headman of Uysoma and judge of the daloni competition.

Pravadyr {pra-va-die-re}: The Head or Leader of an Esyup, both in terms of the primary function of the Esyup (such as philosophical enquiry, martial arts or medicine) and administration.

Pryoid {pri-vid}: Someone who has no decision making capacity or moral stance created through an overdose of Foqoo's Tears.

Ptemsesnis III (OT): Ruler of the Zachad who's exile of Aqineer do'h Raspusny led to the latter's creation of the Wase state.

Pugwash {pug-wa-she} [1]: The fisherman who takes Autumn, Logan

and Darius to Neander in exchange for two horses. Pugwash is questioned by Hysleria's agents but his fate is never revealed.

Purapua {pu-rap-oo-ah}: The Wasian deity of the Seeker or Searcher.

Qaate {cha-ah-te} [3]: The head of the Band of Elders of the Esuaqi.

Qanas {ch-an-as-e} [6]: A trapper who lives in the Skizze Mountains. Originally from Besl-oor in Aferraron, he deserted from the army and fled to Neander where he lives alone.

Quintile {as English}: A quintile generally is one fifth or fifty depending on the context. Quintiles are most commonly used in connection with pregnancy as, although otherwise physiologically similar to humans, the people of Mottle Blue have a typical gestation of two hundred and fifty days. Pregnancies are measured as five quintiles of fifty days each.

Radl {ra-del} [3]: A member of the Esuaqi.

Raigel {ra-in-ge-le} [1]: A seller of live animals at Pirend market and from whom Autumn rescues Darius.

Rakumi {rak-umi}: The Neandern deity of camels.

Raned {ra-ne-de} [3]: A member of the Esuaqi.

Raotou The Bald {rayo-too}: The Bistup of Nagitere. Known for his lack of subtlety and blunt manner of speaking rather than any lack of hair.

Raspusny Kentan Four {ras-pus-nee ken-tan 4}: Brother of Raspusny Kentan Two. At the time of Ratanbismet's release, Kentan was travelling in Neander. On his return he surmised correctly of the need for a skilled sorcerer and arranged for Uswonla to be sent from Neander, thereby entrapping Ratanbismet again.

Raspusny Kentan Two {ras-pus-nee ken-tan 2}: Moun'i of Wase at the time of release of Ratanbismet. Kentan ordered the City of Schtei to be surrounded by a wall and abandoned. A new Palace was constructed on the shore of Lake Nanikaika.

Ratanbismet {rat-ann-bis-met} [8]: A being worshipped by many in Schtei, erroneously, as the Deity and Protector of Schtei.

Raupp {ra-up-pe} [7]: A member of the village of Bufon.

Recaisn {re-ca-is-ne}: An early form of writing material that pre-dates

animal skin parchment. Recaisn was made from the scraped and pulped pithy centres of the stalks of the flowering recaisnasc plant. Similar to papyrus.

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Renao {ren-ay-oh} [8]: A young child severely injured by a falling horse who is aided by Autumn.

Renk {renk} [1]: A guard at Lord Loheckle's camp.

Replitz {re-pl-it-se} [1]: One of the three men who raid an isolated farmstead, killing the menfolk and attempting to rape the womenfolk before Autumn intervenes.

Reyansh {ray-an-sh} [5]: The eldest son of Inyanasi and destined to take over the family trading business.

Richid {ri-ch-id}[6]: A deaf man from Zay who helps Autumn and Logan find the Eyes of Samnosura.

Rih {ri}: The Wind face of Hadari.

Rijiya {ri-ji-ya}: The Neandern deity of oases and wells.

Ritawa {ri-ta-wa} [7]: The generational name of the generation preceding the Chanwars in the Wodazu family of warlords. Ritawa One, the head of the family, was father to all five Chanwars. See also: *Wodazu Chanwar One* and *Wodazu Chanwar Two*.

Roffslam {ro-fe-fes-lam} [7]: Owner of The Black Horse Inn in Daihfew.

Roinad {ro-in-ad}: The monarch of Aferraron although conceptually more a 'first among equals' with the Opsablepsia being the 'rest among equals'. This role is attained through prowess in the Mundulgen and not by divine right. It is not limited to men.

Ronnus {Ro-ne-nu-se} [2]: One of the two horses owned by Yofa Bewelc.

Ruglaa {ru-ga-lah} [4]: A manufactured religion of the Islands, created by Ekelle or a descendent as a cover for the family's nefarious purposes, one of which is the creation of pryvids to labour on their sugar plantations.

Rumple {re-um-play} [1]: Clerk to the Court of the Roinad.

Run'gegeric {run-ge-ge-re-ik} [3]: A sorcerer in Uli-Rratha. One time apprentice master to Urbil Qandi. It is unclear whether Run'gegeric ever existed or was merely part of the 'cover story' used by Mor'upitasehen in his guise as the mortal Urbil Qandi.

Rysiku {ri-si-ku} (N): The fifth day of the tano.

Ryta {ree-tah} [8]: The almost era'owen of Epis. Ryta suffered minor injuries when part of the Wall collapsed and a large stone fell through the front wall of their dwelling.

Sabon Mutum Desert {sa-bo-ne mu-tu-me}: A major desert in the North West of Neander.

Sadavina {sa-da-vi-na}: A deciduous tree native to the Zuit Islands which bears some similarities to the Mulberry tree. Its large fruit bear more than a passing resemblance to breadfruit.

Saiwooc {sa-iwe-oh-ke}: A town with a population of some 200 people. Saiwooc is the furthest town to the North in Aferraron. Beyond lies only small isolated communities.

Saja {sa-ja} [5]: The pseudonym of Buxar while travelling incognito with Soros VII.

Salodkaja tree {sa-lo-de-ka-ja}: A species of Willow tree notable for its strength and flexibility. The seed of the Salodkaja tree is surrounded by thin, extremely sharp spikes which snag in the fur, hair or skin of anything that brushes against it, thereby extending its spread.

Samnosura {sam-no-su-ra}: The tallest of the Skizze Mountains.

Sandra (Atfersandranan) {at-fer-san-dra-nan} [4]: Daughter of Engar.

Sanikar {san-ih-kar} (N): The Neandern militia. The sanikar are distinct from the army in that the army are under the direct command of the Karoi whereas the sanikar are locally organised and under the command of the local Osaku. In times of dire national emergency the sanikar will aid the army as required but normally the sanikar fulfil the role of local law enforcers and manage local security issues.

Sanikaran {san-ih-kar-an} (N): A member of the sanikar.

Sar'taube {sar-ta-oo-be}: An extinct volcano in the Ahon Hara Mountains.

Sarauta {sa-ra-ow-ta} (N): A term used denote someone or something appointed or designated by the Karoi. Depending on the context it could be translated as 'by royal command', 'the Karoi's own', 'supplier to the Karoi' or similar. Hence *Sarauta Matsafa* denotes the official position of the Karoi's own personal sorcerer.

Sassese'lte {sa-se-sel-te}: The land of the Oboulco, to the West of Aferraron across the Azour Sea.

Saudade Galeo Eight {sow-da-de gal-ee-oh 8} [8]: Father of Saudade Komorebi One and Autumn and Logan's neighbour during their stay in Schtei.

Saudade Komorebi One {sow-da-de ko-mor-eh-bee 1} [8]: Daughter of Saudade Galeo Eight and the cause of Logan's eventual heartbreak.

Sauizuxu {sa-owi-zu-zu}: The copper mine established and run by Cymogene Hirao Sastruga. The mine is located in and around the Northern side of the Mapdil Mountains.

Sayiya (say-ee-ya)[6]: The Messenger of Xanthous who takes the form of a turtle.

Schtei {sh-tay-ee}: The capital of Wase.

Seagret {sea-gr-et}: A large sea bird with white and grey plumage and a wingspan of approximately two metres.

Sehenhara River {se-he-ne-ha-ra}: A major river than flows from the Mapdil Mountains in the North West to join the Azour Sea at the Northern end of the Ahon Hara Mountains.

Sei {say} (N): The smallest unit of Neandern currency, being one quarter of a Grinar.

Seidate {se-id-ah-te} [4]: An era'owen of Foqoo.

Seiliu {sey-il-i-oooh} The deity of cowsheds and Logan's personal god.

Selti {sel-ti}: The language of the people of Sassese'lte.

Seph {sef} [8]: A seller of medicinal herbs, potions and so forth at a market in Schtei.

Serea (se-re-ah) [6]: The manager of the pilgrim site for the Drasta before Farouta.

Shamsadam {sh-ham-sa-da-me}: A religious leader among the followers of Aloidia and predominantly found in the North Eastern

parts of Aferraron. The role of a Shamsadam is to lead religious meetings and instruct the followers of Aloidia on matters of doctrine. Occasionally Shamsadams are accompanied by an acolyte but generally they live and work alone within their community. Shamsadams are elected by their community from within the community and are usually, but not always, chosen by their level of piety. Often a Shamsadam has learnt to read and write and, in rural communities where such skills are in short supply, acts as a scribe when the need arises.

Shasad {sh-as-ah-de}: The combined home and place of worship of a Shamsadam. Such places are built and maintained by the community and vary in quality and opulence according to the wealth and commitment of those involved.

Shayi {shay-ee} (N): A hot drink made from dried, crushed fragrant leaves steeped in boiling water.

Shoxin{sh-ho-zi-in}: The language of Wase.

Siakin {see-ah-kin}: A moderately wealthy suburb of Schtei.

Siplet (Masipletambirayawen) {ma-si-ple-tam-bi-ra-ya-we-ne} [4]: Son of Joski and Ikam.

Sire Galon Vens ab Toogrit {Ga-le-on-ne ve-ne-se ab to-og-ri-te} [1]: The representative of the Roinad sent to bring Autumn to the Roinad. A victim of the Chevesic soska.

Skizze Mountains {ski-zee-eh-eh}: A mountain range in Neander.

Sladrill {sl-ad-ri-el-le}: A village with a population of approx. 50 people that was razed by Lord Loheckle's men.

Slanne {sl-an-ne} [1]: A guard at the prison in Uli-Rratha.

Sobremesa {sob-re-mee-za} [8]: A woman who seeks help from Autumn for her recurrent head pains. Autumn identifies the problem as a displaced neck vertebra and manipulates it back into position.

Soros {so-ros} [5]: The Karoi of Neander, seventh of that name and eighth in the hereditary dynasty founded by Buogu Askefur Soros. His full name is Amja Soros Hicwe Unwasi Buogu Aximuoku Saosa Piauny. Soros VII was widely known as the Poison Karoi due to his progressive immunity to poison developed through his self-inflicted bitings and stings by ever larger poisonous snakes and scorpions. It is also said that Soros VII developed a cocktail of either poisons or

known antidotes to poisons, the sources are unclear, which he consumed throughout each day. The reason for this was that of his seven predecessors in the Buogu dynasty, only Buogu Askefur and Soros III did *not* die from poisoning. There is no medical consensus regarding the effectiveness of the Poison Karoi's strategy but it is undeniably true that Soros VII died from multiple stab wounds at the hands of his son Soros VIII and not poison.

Soska {so-ska}: An evil creature from the Land of the Undead that preys on humans by sucking their souls out through their mouths. The victim becomes a soska in turn. Autumn and Logan are the only people whose survival from a soska attack is documented.

Southern Wasian Sea: The eastern part of the Looncan Sea.

Sploop {speh-lo-op-pe}: The deity of misfortune.

Subota {su-bo-ta} [5]: The Sarauta Matsafa to Soros VII, the Karoi of Neander. References in *The Annals* suggest that Subota is a synesthete, in that non-visual information stimulates his visual cortex. For example, he 'sees' the days of the tano as being of various colours. There are some references to this in what remain of the official Court records of the Soros VII era. For example, Subota forbade Soros, as a condition of his acceptance of the position of Sarauta Matsafa, to perform public functions on Rysikus as Soros' aura (pink) would clash badly with the day (green).

Summen {su-me-meh-ne}: A military rank, broadly equivalent to a Corporal.

Surogou {su-ro-go-oo}: The deity of hunting.

Susui {su-su-ee} [2]: A prostitute at The Anchor in Cape Shugsuo.

Sutajelen Bay {su-ta-je-le-ne bay}: A small bay at the Northern end of the Island of Zuit. Home of Ikam and his family.

Sviatar Halava {sev-ia-tar ha-la-va} [3]: The priests of the Esuaqi sect of Mor'upita-sehen and the only three people who are permitted to talk directly with the deity. Their status is hereditary.

Sviatopolny syn ks Buyayciyat (OT): Second in the Yayciya dynasty of rulers of Zachad. Killed by his son, Bryachavny syn ks Sviatopolny, in an attempt to prove the latter's divine right to rule.

T'hisan Potet {tee-sa-ne po-teh-te} [7]: The Shamsadam of Bufon and the surrounding area.

Ta'umboq {taum-bo-ke} [2]: Cymogene Hirao Sastruga's augetreinn.

Tafu-ul {ta-fa-ul}: The capital of Sassese'lte.

Tal-dengann {tald-en-ga-ne-ne}: A village in the foothills of Wa'craquen.

Taliamna River {ta-li-am-en-ah}: A branch of the Sehenhara River that flows to the Bay of Audab.

Tamash {ta-ma-se-he} [1]: The prospective partner of Mizzen.

Tanavac {ta-na-va-ca}: The Zuitian term for a festival or carnival.

Tanavac of Ruglaa: An annual festival within the Ruglaa religion celebrating the entity Foqoo.

Tanne {tan} [8]: A Schtei street tough occasionally used by Ufga as 'muscle' for a job.

Tano {ta-no} (N): A regular period of five days corresponding, conceptually, to a week. The five days are, in order: Manasiku, Towasiku, Wunsiku, Ferisiku and Rysiku. Thus, Mottle Blue, which has an orbital period of approximately 325 days, has 65 tanos in a year.

Tarc {ta-re-ke} [3]: Human-like creatures from the Land of Un'izeq. Tarc have wide, flat faces with two rows of small green teeth, yellow, upwardly slanting eyes, a liberal coating of body hair and they drink the blood of humans and mammals.

Tehiakawaelo {te-ah-ee-ah-ka-wa-el-oh}: The Wasian deity of money and business.

Tejas {ted-jas} [5]: The youngest son of Inyanasi the spice trader.

Tenarkan River {ten-ar-kan}: A river in Northern Neander which has its source in the Skizze Mountains and flows North to join the Looncan Sea.

Teuxa {Tey-uks-ah} [7]: A bandit under Chanwar Two's leadership.

Thagr {the-ag-re} [1]: A bucket seller in Uli-Rratha.

Threnek {th-ren-ek} [4]: A friend of Feagle.

Tolasy {to-la-si-ye} [2]: A farmer near Ahtolgo who was forced off his land by Foamo.

Towasiku {tow-a-si-ku} (N): The second day of the tano.

Tuala Selem Four {too-ah-la sell-em 4} [8]: A petitioner before the

Mo'i.

Tufafi {tu-faf-i} (N): A long, loose robe with wide sleeves and several pockets that is worn only by matsafas.

Tulbeq {tul-bec}: A small port of some 1200 people on the Northern coast of Neander.

Tumtyr {tum-tire}: The Rain face of Hadari.

Tutadi {tu-ta-di} [1]: One of the women rescued by Autumn following a raid on an isolated farmstead by Lord Loheckle's men.

Tuvic {tu-vi-ch}: A milky white alcoholic drink made from distilled palm tree sap. Quality varies but the better brands can be up to 40% proof although in the time of *The Annals* the techniques of distillation available meant the drink was around 15-20% proof, making it equivalent to port or sherry.

Twenty, The [7]: During the 2nd Afer-Wasian War, Wyvven ap Nagul Spey led an army up the coast towards Schtei. Anticipating an encircling manoeuvre by Maarcoolin Bis Four, Wyvven sent a small force of twenty soldiers to block a pass through the Xibu Shan mountains. Nineteen of the twenty managed to hold off a considerably larger force of Wasians for several days, giving the twentieth, Iuo, time to get to Wyvven and warn him. Iuo subsequently killed himself in an expression of unity with his nineteen comrades who died. Despite their being Onamans, Maarcoolin created a shrine to Mizule to honour the bravery of The Twenty.

Ubadah {ooh-ba-da} [5]: The Osaku of Tulbeq.

Udjin {ud-ji-in-ne} [7]: A bandit under Chanwar Two's leadership.

Uegalli {oo-ee-gal-lee}: An invasive species of creeper found primarily in the cold northern reaches of Aferraron and Wase. When conditions are right it grows profusely and suffocates other vegetation by its sheer volume. The uegalli is similar to the Cat's Claw creeper of Queensland, Australia.

Ufga {oof-gah} [8]: A Schtei street tough who tries to rob Logan.

Uli-kaja River {ul-ik-aj-ja}: A major river that flows from the Eastern Mapdil Mountains to join the Looncan Sea at Uli-Rratha.

Uli-Rratha {ul-ir-re-at-ha}: The capital and largest city of Aferraron with a population of approx. 12,000 people. It is home to the Roinad

and members of the Opsablepsia. Uli-Rratha is sited where both the Uli-kaja and Urchaal Rivers join the Looncan Sea.

Ulnik {ul-ni-ke} [1]: A guard at the prison in Uli-Rratha.

Umbu {um-bu} [4]: A fisherman who ferries Autumn and Logan from Jaikai to Dashoo.

Un'izeq {uni-ze-che}: Literally 'The Land Down Under'; the realm under the Ahon Hara volcano range to which Bar Ilan was banished.

Unnor {un-no-re} [1]: A passing woman in Uli-Rratha.

Upanama {oo-pan-ah-ma} [5]: The pseudonym used by Soros VII when travelling incognito. Upanama is presented as a wealthy merchant from Lizoote with widespread land and trade interests.

Urbil Qandi {ur-bi-le ch-an-di} [3]: A personification of Mor'upita-sehen. Urbil Qandi is an old hermit and dreamchaser who lives in a cave in the foothills of the (long extinct) Wut'qui volcano beside the Sehenhara River, not far from Veobad. Urbil claims to have been a one time apprentice to the sorcerer Run'gegeric, but ran away before completing his studies, in order to explain away any supernatural powers that he may reveal.

Urchaal River {ur-ch-ha-ah-le}: A major river that flows from the Xibu Shan Mountains in Wase to join the Looncan Sea at Uli-Rratha.

Urudaqa {oo-ru-da-ka} [6]: Osaku of Duuba and surrounding area.

Userko {yew-se-re-ko}: A village a little to the South East of Veobad, on the Sehenhara River.

Usos {ooh-sos} (N): An alcoholic drink made from fermented figs.

Uswonla {oos-won-la}: The sorcerer brought in from Neander by Rasmusny Kentan Two to help with the problem of Ratanbismet.

Uyacaku {yu-ya-ca-ku}: A tree similar to a pine or fir tree with a thick resinous sap. The resin is sometimes used for significant cuts in place of stitching as the sap forms a strong but flexible seal holding the edges of the wound together. The resin dissolves in water so the wound must be kept dry until it has healed, at which time the resin can be dissolved.

Uysoma {oo-ee-so-ma}: A town of some 400 people, and the largest population centre on Zuit.

Vahaj {va-ha-jay}: The deity of places of entertainment, particularly hostleries.

Valley of the Pink [6]: A valley on the North Western side of Galmasar Mountain which is heavily wooded with cherry trees. The 'Pink' refers to the pink blossoms that fill the valley each Spring. The valley aligns perfectly North West to South East and is in direct line with the Eyes of Samnosura. Consequently, at certain times of the year, Plakill and Plifal align with the Eyes and light up a section of the Valley of the Pink.

Vallume {va-elle-oom-ey}: The deity of women.

Vantar {ve-an-ta-re} [7]: A bandit under Chanwar Two's leadership.

Varaunik {va-ra-un-ik-ay} [1]: A sorcerer and alchemist in Kaloolon.

Varfuiotui {va-ref-ou-eeo-twe} [3]: The first Sviatar Halava of the Esuaqi.

Vasblane {vaz-blane}: A plant common to central Wase. A paste made from its stem is often used to treat eye inflammations.

Veobad {ve-oh-ba-de}: A village in the foothills of Wut'qiui, on the banks of the Sehenhara River.

Veyhian Fighting Fish {vey-hi-an}: A species of fresh water fish, similar to the Siamese Fighting Fish of Earth, that are notable for never fighting. The origin of their name is uncertain but it is likely that it derives from a mispronunciation of the Old Neandern word for "pretty". The tail fins of the Veyhian Fighting Fish are greatly exaggerated and extend like a fan over the fish's back and belly.

Viaben {vee-ah-ben}: A moderately wealthy suburb of Schtei that borders the City Beach suburb.

Viakaja Savannah {vi-ak-aj-ah}: A large grassy plain in the Eastern sub-tropical region of Aferraron. Autumn Savannah was found as an infant in the Southern part of the Viakaja Savannah.

Vinan {vi-na-ne} [4]: A fisherman caught in a storm and rescued by Autumn and Logan.

Virali {vi-ra-li}: The Lightning face of Hadari.

Vony {vo-ny}: A bluey-purple moss that grows underground in damp conditions.

Vogev {vee-chou-ev}: The deity of evil things.

Voterm {vo-te-rem-me}: A village in the foothills of Mor'upita-sehen.

Vray {vra-eh} [1]: One of a detachment of Lord Loheckle's men escorting a batch of prisoners who are defeated by Autumn and their prisoners released. Vray sustains a broken leg in the fight which is set by Autumn.

Vulf {vulf} [1]: One of the three men who raid an isolated farmstead, killing the menfolk and attempting to rape the womenfolk before Autumn intervenes. Vulf is killed by Darius.

Wa'cragen {wak-ra-ch-en-ne}: The Southernmost of the volcanoes of the Ahon Hara Mountains.

Waaj {waah-je}: A small village of some 80 or so people on the Northern edge of the Sabon Mutum Desert.

Wahah {wa-hah}: The Neandern deity of snakes and scorpions.

Wahaju {wah-hah-joo} (W): A low level member of the Wasian Royal Household; a page or footman.

Wahine {wa-he-ne} (W): Depending on the context Wahine means woman or lady. In the context of addressing someone whose name is not known it invariably means 'lady'. Where the person's name is known and Wahine used in its place, it means 'woman' and is used either dismissively (as in 'be off with you, woman!') or to express annoyance (as in 'damned woman!'). When used in reference to a male it is intended, somewhat inevitably, to be insulting.

Wase {wa-se}: The land of the Dohi, far to the East of Aferraron.

Waslebane {wa-se-le-ba-ne}: A small flowering shrub whose buds, when ground to a paste, are often used as a treatment for soft tissue injury.

Wasok {wa-sok}[6]: One of the villagers of Zay.

Weoa Fish {wee-oo-ahh}: A species of fish that lives in the warmer tropical regions of the Looncan Sea. Weoa fish can grow as long as three metres but are rarely thicker than 2 to 3 centimetres. The fish has a line of spines around 1cm long which extend along its back which are sufficiently poisonous to deter a predator.

Windustrama {win-dus-tra-ma} [6]: The Drasta who immediately preceded Inuwabri and who was widely renowned.

Wodaken {wo-da-ke-ne}: A settlement on the North Eastern slopes of the Xibu Shan mountains which is the base of the Wodazu family.

Wodazu Chanwar Five {woe-da-zoo ke-han-wa-re 5} [7]: The youngest sister of the Chanwars. Five renounced the Wodazu family and married into the Migdobols family, becoming Migdobols Chanwar Five. It is unclear whether this was a love match or a political statement in which Five renounced the Wodazu family values but, given that the Chanwar twins were in their mid twenties at the time of *The Annals* it would seem likely that Five would have been in her mid to late teens when taking the Migdobols name.

Wodazu Chanwar Four {woe-da-zoo ke-han-wa-re 4} [7]: The younger brother of the Chanwar Twins who was severely retarded and unable to function socially in any meaningful way. Nothing is known of Four's care but a somewhat cryptic aside in a letter from One to Five some years after the time of *The Annals* suggests that Four was still alive in his mid-30s.

Wodazu Chanwar One {woe-da-zoo ke-han-wa-re 1} [7]: The older (by a few minutes) twin brother of Wodazu Chanwar Two. Chanwar One was a warlord on the Eastern side of the Xibu Shan Mountains, inheriting the position of leader of the Wodazu from his father and holding it through strength and cunning.

Wodazu Chanwar Three {woe-da-zoo ke-han-wa-re 3} [7]: A younger sister of the Chanwar twins who died at the age of four from 'the sweating sickness', most likely a form of influenza or possibly pneumonia.

Wodazu Chanwar Two {woe-da-zoo ke-han-wa-re 2} [7]: The younger twin sister of Wodazu Chanwar One. Chanwar Two was a bandit leader with aspirations to being a minor warlord and had a reputation for unusual cruelty and viciousness. It is said that her brother was unable to control her and when she threatened his position of leader of the Wodazu he expelled her from the family. Chanwar Two then moved to the Western side of the Mountains and formed her own band of brigands, none of whom were from the Wodazu family. Some scholars claim she intended to form her own dynasty; the Western Wodazu, but others say she had no long term intentions. Either way, she and her followers spent each winter on the Eastern slopes in preference to the Western because the climate was better. It is said, although there is no extant evidence for this, that Chanwar Two liked

to decorate her home with the tanned and painted skins of those she captured and skinned alive.

Wohif {wo-hi-fe}: The chief or headman of the town of Parede.

Wovek (*Wovekrestanivaj*) {wo-ve-ke-res-te-an-iv-aj} [4]: Headman at one of the processing yards of the Zuit amurk plantation.

Wunsiku {wun-si-ku} (N): The third day of the tano.

Wut'qiu {wut-chee-we}: The Northernmost of the volcanoes of the Ahon Hara Mountains.

Wyvven ap Nagul Spey {wy-ve-ven-ne ap na-gu-le spey}: Roinad of Aferraron at the time of the 2nd Afer-Wasian War. Succeeded by Oohoi.

Xanos {za-nos}[3, 6]: An elder at the Yeinydd ru Morathke ny Feandrakek Esyup who died while travelling in Neander some two hundred years before the time of *The Annals of Autumn Savannah*. There is a single line in his record of his travels that refers to a possible dragon sighting while among the Skizze Mountains but the writings and diaries of the other members of the caravan make no mention of it. Largely because of his advanced aged and failing eyesight it is generally held that he, in fact, saw a large bird of prey.

Xanthous {zan-th-oo-se} [6]: (aka The Creator) The deity and creator of Miesca. Interestingly there is a creation myth within Miesca by which Zeeth and the world of Zeeth were created from the frozen fire-breath of Xanthous. There is no corresponding creation myth within the world of Zeeth. However, the Kastounasc, as described within *The Annals of Autumn Savannah ~ The Sixth Tale* would suggest that there is substance to this creation myth in that the Kastounasc has powers of great significance within the world of Zeeth but is of only prosaic significance in Miesca.

Xibu Shan Mountains {zee-boo sh-an}: The Wasian name for the Mapdil Mountains that extend into Wasian territory.

Xive {zee-vey}: The middle island of three extending South West from the Southern tip of the Ahon Hara Mountains.

Xuiui {zu-ee-oo-ii}: A precious stone found only in the mountains of far Eastern Wase. Xuiuis are dark red in colour and are flecked with either blue or green depending on the local geology. When polished they have a shiny, almost waxy, surface and are highly resistant to

scratching.

Xuruain {zu-ru-eye-ne} [2]: A new form of undead created by Yammoe specifically for Obvia Vasagle.

Yammoe {ya-me-me-we}: The deity of the undead and ruler of the Land of the Undead.

Yashi {ya-shi}: The Neandern deity of deserts.

Yawth {ya-we-they} [2]: One of the slaves at the Sauizuxu Mine. A stable-hand before being abducted.

Yeinarr ach Chershoeen vur Looplaben Esyup {yay-in-ar-re ak kay-er-sho-ee-ey-en vu-re lo-op-la-be-ne es-you-pe}: The school where Cymogene Hirao Sastruga spent her formative years. Specifically, *The School for the Worshipful Following of Chershoe of and with Looplab*, the deities of the Way (or the Path) and the Mountain. There is an implicit co-joining of these deities in this philosophy. As distinct deities we have Chershoe *and* Looplab but ‘vur’ does not simply translate as ‘and’. ‘Vur’ also means ‘with’ or ‘within’ so Chershoe vur Looplab means the deities combining as the Way *of* the Mountain and the Way *within* the Mountain. This in turn suggests that Chershoe is also seen by this School as the path by which Looplab itself can be known and understood.

Yeinarr ach Tehiakawaelo vur Purapua Esyup {yay-in-ar-re ak te-ah-ee-ah-ka-wa-el-oh vu-re pu-rap-oo-ah es-you-pe}: The Esyup founded by Kanikapila Hirao Five. Specifically *The School for the Studios Following of Tehiakawaelo and Purapua*, the deities of Business (or money) and Seekers. Essentially the Yeinarr ach Tehiakawaelo vur Purapua Esyup was an early form of a school of Economics devoted to the study of the flows of money as well as means of its acquisition through business practices.

Yeinoba Vyliacennie im Rozum ny Duch Esyup {yay-in-ob-ah vi-li-ac-en-ni-eh im ro-zu-me ni du-ke-ke es-you-pe} [4] : The School founded by Autumn Savannah on the island of Xive. Specifically *The School of the Worshipful Study and Healing of the Mind And Spirit*. Although the Esyup was founded by Autumn Savannah and remained under direct Royal protection until the eventual demise of the Monarchy, she did not remain there nor take any direct role in its development although the Esyup’s records show that she visited on a number of occasions.

Yeinydd ru Morathke ny Feandrakek Esyup {yay-in-ee-da-de ru mo-ra-th-kay ni fe-and-ra-kay-ke es-you-pe}: The school where Autumn Savannah spent her formative years. Specifically, *The School for the Worshipful Discovery of the Essence of Morath and Feandra*, the deities of war and fertility. Intriguingly, it seems from *The Annals* that Autumn is highly skilled in martial arts yet surprisingly ignorant of matters pertaining to fertility. The Yeinydd Esyup lies on the Southern edge of the Viakaja Savannah grasslands.

Ymma {why-em-ma} [2]: Almost era-owen of Tolasy.

Ynnis {yin-ni-se} [1]: Summen of a detachment of Lord Loheckle's men escorting a batch of prisoners who are defeated by Autumn and their prisoners released.

Yofa Bewelc {yo-fa be-we-le-ke} [2]: A trader from Ahtolgo who supplies the Sauizuxu Mine and who employs Autumn and Logan.

Yolt {yo-le-te}: An extinct volcano in the Ahon Hara Mountains.

Yotagalmen {yo-ta-gal-men}: A creeper that grows in the marshlands of north eastern Wase. Each vine can grow as long as fifteen metres and typically has offshoots that grow out every half metre or so. The yotagalmen produces small dark pink berries which, when dried and powered can be added to a warm drink as an effective sleeping draught.

Yulia {ye-ul-ee-ah} [7]: Almost era'owen of Raupp.

Yusi {you-see} [3]: A friend of Pif and daughter of Kren.

Zaac {zaak}: A friend of Engar who has a penchant for gambling and who bets on Autumn in the daloni competition.

Zabytaja Pounac {ze-ab-ey-ta-ja po-un-ake}: The largely uninhabited far North of Aferraron. Still referred to in the Old Tongue, Zabytaja Pounac translates literally as 'The Forsaken North'.

Zachad (OT): Under the leadership of Buyayciyat, a loose coalition of tribes in South Eastern Aferraron and Western Wase, unified to become the Zachad. The expansion of the Zachad, and their subsequent split under Ptemsesnis III when the events surrounding Aqineer do'h Raspusny led to the latter going into exile, resulted in the eventual creation of the Aferraron and Wase States.

Zain {ze-aye-in-ne} [7]: A member of Chanwar Two's band who deserted and was caught. Chanwar's punishment was to have Zain

pegged out on the ground and left to be eaten alive.

Zanan {za-na-ne} [1]: One of a detachment of Lord Loheckle's men escorting a batch of prisoners who are defeated by Autumn and their prisoners released.

Zay {zay}: A village in the Southern foothills of Samnosura.

Zebaryon {ze-ba-ree-on} [6]: Nothing is known of Zebaryon although contextually it is by implication a place. Many scholars take the view that the word Zebaryon is used by the Drasta purely for dramatic effect and has no meaning.

Zeeth {ze-et-huh}: The deity of the dead and ruler of the Land of the Dead. Zeeth sits in judgement on all who pass through the Land of the Undead and grants entry to the Land of the Dead only to those who are worthy.

Zehra {ze-he-ra} [7]: A member of the village of Bufon.

Ziasolo {zias-olo}: The Neandern deity of oases and gardens.

Zik {zi-ke} [2]: A native of Saiwoc who is beaten by Bear Barrup in a fairground fight in Saiwoc.

Zuit {zoo-it}: The largest of three islands extending South West from the Southern tip of the Ahon Hara Mountains.

Zyre (*Lapanzyretetras*) {la-pa-nis-re-te-tra-se} [4]: Oldest son of Ikam, aged 20. Fisherman with his father.