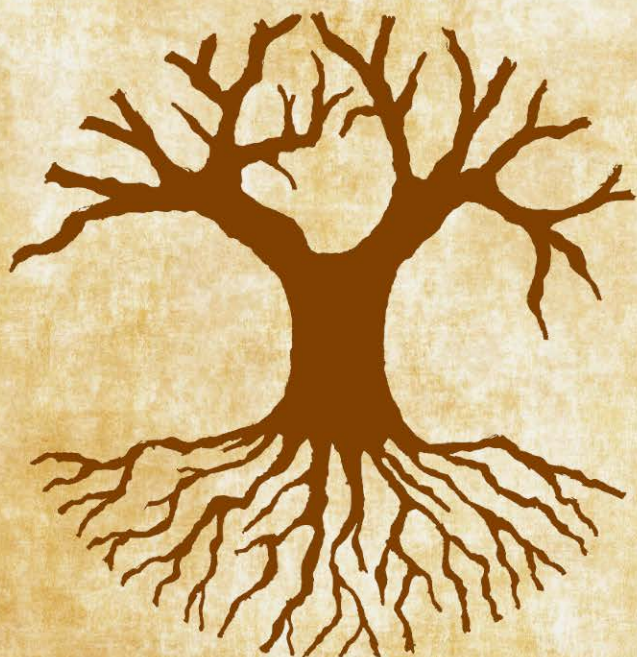


CHRONICLES OF ARBORELL

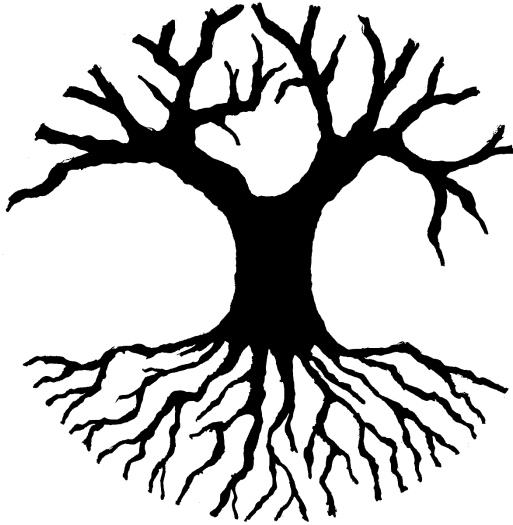
LEXICON OF ARBORELL



A SOURCEBOOK OF PHRASES, TERMS AND PLACE-NAMES
FROM THE CHRONICLES OF ARBORELL

WAYNE F DENSLY

LEXICON OF ARBORELL



A source book for the Chronicles of Arborell
interactive fantasy adventure series
Written and Illustrated by
Wayne Densley 2016

Also available from the Chronicles of Arborell



At the time of release of this Lexicon of Arborell edition the following titles were also available from Arborell.com. Please note that this is not an exhaustive list and more information on each can be found at the Chronicle's download page.



The Windhammer Core Gamebook (PDF and HTML editions)
 The Windhammer Enhanced Combat System
 Shards of Moonlight Gamebook (PDF and HTML editions)
 A Murder of Crows online Gamebook
 Torchlight - Quest for the Orncryst
 Torchlight Text Editions - Quest for the Orncryst
 Well of Shadows Gamebook (PDF and HTML editions)
 The Complete Blood and Iron (HTML and PDF editions)
 The Chronicles Micro-Gamebooks Series
 The Dark Water Omnibus (PDF edition)
 Legends of the Deep Guild (PDF edition)
 Song of the Dromannion (HTML and PDF editions)
 The Inquisitors Lament (PDF edition)
 Honour Amongst Thieves (PDF edition)
 First Book of Haer'al (PDF and RTF editions)
 The Mythology of the Oera'dim (PDF edition)
 The Book of Scars (HTML and PDF editions)
 The Atlas of Arborell
 The Sorrows of Gedhru and Aume
 The Hammer and the Darkness
 Ghered who found Purpose
 Hamulkuk and the Moon Dragons
 The Lexicon of Arborell
 Warriors of the March

All these titles and much more can be found at

www.arborell.com



Copyright Notice

This book and its associated documents and illustrations are the intellectual property of the author, Wayne F. Densley and all moral rights are asserted. Any questions regarding the sale, licensing, publication or presentation of this book in any form can be forwarded through the email address provided at arborell.com.

Cover Design by Wayne Densley, 2016
Cover textures provided by myfreetextures.com with thanks.
Cover font, Mason, licensed from Emigre Inc.

Introduction to the Lexicon of Arborell



Within these pages can be found a glossary of terms, places and character names that are unique to the books and supplementary documents of the Chronicles of Arborell. At this stage the glossary is a comprehensive listing of over 400 words gathered from a range of titles in this series, including:

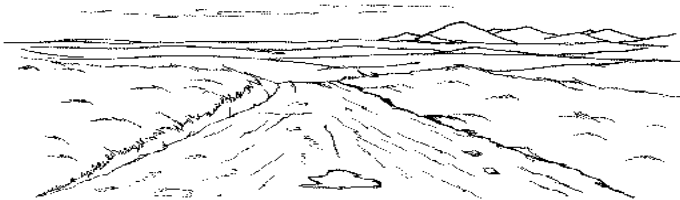
- * The Windhammer Core Gamebook,
- * The Complete Blood and Iron,
- * The Song of the Dromannion,
- * and sample texts from A Murder of Crows.

Other sourcebooks in this series that uncover more of the world of Arborell include:

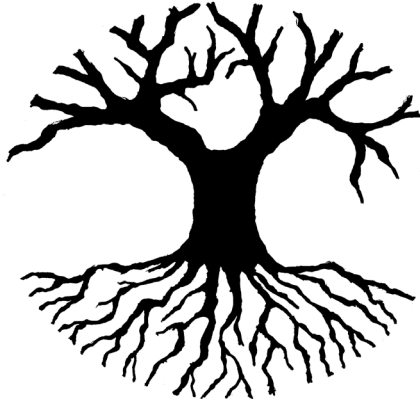
- * The Atlas of Arborell,
- * The Mythology of the Oera'dim,
- * The First Book of Haer'al

The Chronicles of Arborell is an interactive gamebook series that will comprise more than eighty titles upon its completion. As each of these books are finalised the Lexicon of Arborell will be enlarged to accommodate the new terms and place-names that have become a part of the growing world of Arborell.

Information regarding new releases from the Chronicles, and updates pertaining to the lexicon can be found at the news page at the Chronicles of Arborell website at Arborell.com.



Alphabetical Listing



A

Adamant, Fortress of

Ancient capital of the Trell'sara located within the Pass of Adamant. It was at Adamant that the last of the loyal armies of the Trell'sara were destroyed and the remaining Guardians forced to flee to Nem'haleen.

Adamant, Pass of

A narrow valley situated between the Keln'Kraag Mountains and the massif of the Great Rift.

Administrators' Guild

Legal and Civil authority controlling all governmental functions within the Kalborean Union. Presided over by a Lord Administrator who also acts as Head of Government and Head of State of the Union. Only the LoreMages' Guild holds an equivalent level of civil authority in matters pertaining to government policy.

Adoracia

Collective name for the Middle Countries of the Old World. Bordered in the north by the North Kingdoms and in the south by the Haarn Kingdoms.

Age of Reason

Period in the history of Adoracia that renounced a belief in magic and supernatural forces.

Aggamem the Elder

Jotun General lost at the battle of Kal Murda. Known for both his brutality and skill in oratory.

Agrindel Len

Full name of the Shadar Len. Student to Paderian Hedj.

Agror'Delving

Father of Tansen'Delving. Chieftain of Kraal Delving.

AhleK Nhoram

Healer's Assistant and friend to Emmers Nahr.

Ah'marg

Smallest of the Hordim. Known for their emaciated appearance and their custom of hunting in packs of thirty or more. Despised even by other Hordim they are notorious for their skills in sabotage and trap-making, and for the pleasure they find in torture.

Albreght, Armen

A guardsmen of Callenfrey.

Alladil'Denmar

Brother to Ansolon'Denmar

Allahard

Scoutship of the Last Fleet of Men.

Allanteel

A scout vessel of the Last Fleet.

Allas'nerig

A ruin complex of the remote south-west of Arborell. Known for the vast Temple-Dome and the multitudes of shrines and other structures that cover the dry plains of Ruhig.

Almane

Powder-ship of the Last Fleet.

Alnar Plains

Region of north-east Cembria.

Amberdene

Water creatures of the Old World. Known also as "Pathfinders".

Amdahl

Kraal name for the Jotun of the March that live in the northern extremes of the Jotunheim. Loyal to the Clavern'sigh they are antagonistic to the Kraals of the Jotun of the West, and especially so with Kraal Oldemai upon their western borders.

Amen'wraith

Largest island of the Laerion Islands group. Home of the Collosi.

Amuron

Home port of the Equinox in its years as a smuggler operating along the north coast of Adoracia.

Anawyn Patrice

An information broker of Northern Kalborea. Known for her contacts with the criminal underworld and the reliability of her information. Although not verified it is rumoured that she is related to Camren Patrice, a plains bandit long sought after by the Provost General.

Anders, Dahl

A friend of Halokim Vesh and a Brother of the Deep Guild. Rumoured to have connections with the criminal underworld of Kalborea and particularly with the smuggling gangs that operate between the Dromannion Free State and the Kalborean Union.

Andros Hedj

Father to Gremorgan Hedj.

Anglemath

Port City of Adoracia. Capital of Cammeray. Home port of the Dromannion.

Ansolon'Denmar

Chieftain of the Denmark Kraal. One of the greatest Hresh warriors and chief architect of the attack on Callenfrey.

Arachnari

Large spider-like creatures that inhabit the more remote areas of Arborell. Known to nest in colonies that number in the hundreds, they exist in tightly controlled communities led by a dominating Arachnari Queen. Most adult Arachnari measure between one to one and a half metres across their frontal carapace, although a Queen can measure up to two metres with a total leg span of over eight metres. It is a truth of the frontier that Arachnari nests should be avoided at all costs.

Araheal

A sacred mountain in north-western Arborell. Source of the Doctrine that bears its name. It is said that a LoreMaster who stands at its summit can talk with the Shan'duil itself.

Arathindas

A vessel of the Last Fleet.

Arborell

The New World. Setting for all the adventures of this series. Literal meaning in Haer'al, "A place of trees".

Arboron

A scout vessel of the Last Fleet of Men.

Armen Albright

A guardsman of Callenfrey.

Armies of the March

General term used to describe the combined armies of the Oera'dim.

Arranar

Eastern kingdom of Adoracia.

Artimus Lovar

Captain of the Kalborea. Finder of the Cembrian Fleet and friend to Gafen Wilbrims.

Ashgard

Barrier that marks the border between the dominions of the Shan'duil and the Hev'duil.

Ather'Lorell

Mysterious verse that holds the greatest secrets of EarthMagic. Known also as the Song of Souls.

Aume

Creator-God of the Oera'dim and wife to Gedhru. Mother to Emur, and the Daughter-Gods, Elanna and Shabel.

Auren'dael

Largest island of Clan'dael. Site for the settlement of 1800 refugees from the ships of the Last Fleet.

Avernell

A ship of the Last Fleet. Second only to the Dromannion in size and complement.

Azuril

A rare blue-tinged metal highly prized within the realms of Men.

B**Baalmak**

An area of ruins found upon the northern edges of the Durn. Best known as one of the few Deep Guild outposts to be found south of Das Vallendor.

Bællum

A small farming community of the far north of Kalborea. Most noted for the extensive array of pit defences and spike walls that protect its citizens from Hordim attack. Known also as the location of the Pride of Shelway, a tavern of considerable reputation for its ales and ciders.

Bandit's Row

An old road that cuts through the centre of the Faeron Marshes. Once a major transport route connecting a number of large farming enterprises it has slowly been engulfed by the spread of the surrounding wetlands. With the demise of the farming communities the road has fallen into neglect and ruin. So named as it has become a favoured route for bandit gangs journeying from the towns of Northern Kalborea to the wilder northern plains who wish to remain out of sight and unnoticed.

Baradin Hedj

A border guard at the Fortress of Maenum. Related by bloodline to the LoreMaster Gremorgan Hedj.

Barak'Tor

A Mountain found at the northern edges of the Great Rift.

Behemoth

Sea-monsters of the Grey Sea that have been recorded at more than eighty metres in length.

Berserker

A mindless creature created to guard magical artifacts. In its most common form it presents itself as a grotesquely deformed Hresh warrior.

Black Hills

A range of low hills found in north-eastern Kalborea, particularly known for their dark colouration.

Black Powder

An explosive mixture used both in mining and munitions. Unstable and dangerous.

Blackroot

Herbal root used to quell seasickness.

Book at Shalamai, The

Name for the ancient Hresh that resides at Tpesh'shalamai.

Book of Scars

A tally of the pain and hardship endured by an Oera'dim warrior in the course of his life. Also known as the Trial of Hallen'draal and the Pain Key.

Bruhaj

Kraal name for Jotun of the March that live in the central regions of the Jotunheim. Known to be fiercely loyal to the Clavern'sigh and antagonistic to the Jotun of the West.

C**Cael, Mallen**

Oldest of the Cael brothers.

Cael, Tomas

Younger of the Cael brothers.

Caer'dahl

Spirits of air and water. Servants to the powers of the Silvan Tree.

Caer'nar'dorum

The Hall of Whispers. An ancient delving found within the domain of the Hra'gora.

Callenfrey

Ship of the Last Fleet. Also name of the first human settlement in Arborell. Largest port town of north-eastern Kalborea. Home of Mallen and Tomas Cael.

Callingstone

A talisman of the Ancient World of indeterminate purpose. It is rumoured that such devices can control the actions of the beasts of the world but whether this is indeed so is unknown.

Calway

Ship of the Last Fleet. Small, fast vessel fitted with depth-charges and used to chase off the Behemoth.

Cammeray

Largest kingdom of the Free Nations of Adoracia.

Canen'Set

A Dominus of the Clavern'sigh, Imperator of the Lands of Perdition.

Caravanserai

A city of the Faeyen. Also known as the Gateway to the West.

Caren'thal the Younger

Legendary adventurer of the ancient Dwarvendim. First to find a safe passage to the New World.

Carnoth, Feln

A bandit gang leader of Northern Kalborea.

Castaal

Flagship of the Cembrian fleet. Capital of the Kalborean Union in Arborell.

Cembria

A nation of the far northern wastes of the Old World.

Chemblain

Frontier region of northern Kalborea.

City States of Kalborea

Autonomous city states unified to form the Kalborean Union.

Clan'dael

Name given to the five major islands of the Midreach archipelago.

Clavern

Another name for the Clavern'sigh. Conclave of Mutan LoreMasters who rule over the Oera'dim. Also known as the Sigh.

Clavern'sigh

The eleven Mutan of the Sigh that dominate the Oera'dim of Arborell. Given the power to harness EarthMagic by the Shan'duil they are the Hordim equivalent to the Grand Circle of LoreMasters.

Code, The

Rules of conduct required of all Oera'dim by the Dreya Tree.

Coldarai

A mountain range that extends from central-western Kalborea to the far south of Arborell. These mountains serve as the geographical western edge of the Kalborean Union although Kalborea does lay claim to the unpopulated regions beyond.

Colossi

Earth-spirits of Amen'wraith.

Colossi of Adamant

Massive statues found in the Pass of Adamant. Renowned for both their size and extreme age.

Common English, The

The common language of Arborell, spoken by all Men of the Four Nations in these modern times.

Corescant

Ship of the Last Fleet. Attacked at Amen'wraith by the Colossi.

Corin'kraag

Port of the southern Haarn. It was here that the Nom'Druse were found and the Old Enemy discovered the existence of the Last Fleet.

Crawlers

Large crab-like creatures that infest the seaweed islands of the Grey Sea. It is reported that the largest of these crustaceans have been measured at more than a metre across their frontal carapace.

Cresh

Haarn word for sanctuary.

Crue

Any unit of Hordim warriors under the command of a single leader.

D**Dahl Anders**

A friend of Halokim Vesh and a Brother of the Deep Guild. Rumoured to have connections with the criminal underworld of Kalborea and particularly with the smuggling gangs that operate between the Dromannion Free State and the Kalborean Union.

Damon Ensch

Healer's Assistant aboard the Dromannion.

Das

Title used to identify a city as a provincial capital or one of regional importance.

Das Frontiere

Frontier city of northern Kalborea.

Das Nephrim

Provincial city of the Kalborean Union. Known also as the Crystal City and for its proximity to Hel'garad, the seat of power of the Kalborean LoreMages' Guild.

Dead Forests

Home of the Kraals of the Morg (Ah'marg).

Das Vallendor

A city bordering the waters of Elesmenedene and best known for its Citadel. Home of the Deep Guild.

Deep Vault

The most secure chamber in the treasure labyrinth of Stoneholme. It is said that the accumulated wealth of the Dwarvendim Stone Kingdoms was held within its precincts, only to be consumed by the Dragon Windhammer. Said to be the site of the death of Morgen Orncryst the Younger.

Delving

Kraal designation for Jotun who live upon the Moss Plains of north-western Arborell. Primarily herders of Yunta beasts, they live a spartan life of hardship and privation. Most notable of the many leaders that have arisen from this Kraal are Qirion'Delving, leader of the Great Insurrection and Tansen'Delving, Wielder of the Light of the World.

Denmar

Kraal name for Hresh located in the central regions of the Lands of Perdition. Known as the only Hresh to disobey the ruling Clavern'sigh and allied with the Jotun of the West. Most noted of their number is Ansolon'Denmar, crue leader of the attack on Callenfrey and suspected servant to the Stranger at Gorgoroth.

Deskai

Oera'dim word for a right of passage. A task given to a warrior to prove his courage and resourcefulness.

Detainment Order

Civil document that authorises the arrest of any suspected citizen of the Four Nations. Used by Bounty Hunters, the Provost General and the Kalborean Army to detain suspects for questioning.

Devkraager Tor

Highest mountain of the Krodestaag Ranges and location of the fortress of Stoneholme. Recognised as the eastern border of the Dwarvendim Stone Kingdoms.

Dirge-compass

A device that senses the residual life energy of Beings long dead.

Dissolution

A state of complete destruction in which even the spark of life held within each Hordim cannot survive.

Doctrine of Araheal

Treaty reached between the Mutan of the Clavern'sigh, the LoreMasters of the Dwarvendim and the Shan'duil, defining how EarthMagic must be used.

Dorum

A Haer'al word for Temple. Used to designate many of the ancient ruins that mark the landscape of Arborell.

Dragonclaw

A talisman of the Ancient World, created by the Trel'sara and used by Hamulkuk the Destroyer to kill the Ell'adrim. Rumoured to exist within the halls of Stoneholme it is also known as the Orncryst.

Dragonfire

An explosive exhalation of gases generated within the gut of all Dragons of Arborell. It has been reported that Dragonfire cannot be extinguished and will burn until all that remains of its target has been consumed.

Dragonlore

Knowledge and Lore of Dragons and their kindred. Most of the Dragonlore privy to the Men of Arborell relates to modern-day Rift Dragons and the rarer Colderai Dragons of the south. Little is known on the lore of the Ell'adrim except that which has been described in Oera'dim mythology and none has been verified through direct observation. For the Ell'adrim at least there is little that indicates they are anything other than myth.

Dragonseye

A talisman of the Ancient World. Used as a weapon against Dragons and known to be residing somewhere within the halls of Stoneholme.

Dreya'dim (also Dreyadim)

Servants of the Dreya Tree. It is said that these spectral entities are the remnants of Hordim found wanting in the Underworld, and pressed into the service of the Dark Tree.

Dreya Tree

Third Power of the World and Master of the Underworld. Also known as the Dark Tree or the Scourger of Souls.

Dromannion

Flagship of the Last Fleet. Also name given to the first landfall of Men in the New World. Meaning in Haer'al is "Wanderer".

Dromannion Free State

First nation state created in the New World. Remained the highest authority for Men in the world until the establishment of the Kalborean Union.

Druhl

A large-scale magical construct of bone, soil and stone used to guard the most important of magical artifacts. Usually in the form of a Dragon the Druhl are mindless automatons designed to pursue and destroy any trespasser within its domain.

Duran

Name for a Kraal of Hresh who reside in the Lands of Perdition.

Durgat

Concrete-like substance used in the construction of Dwarvendim buildings and infrastructure.

Durgoz Gate

A ring of stone found in Durgoz Hold. One of a number of Gates used to travel great distances when activated.

Durgoz Hold

A ruined stronghold of the Trell situated against the foothills of the Great Rift in north-eastern Kalborea.

Durn

Vast area of grasslands to the south of Kalborea. Spreading south beyond the waters of Elesmenedene the Durn possesses no ground water and has proven a significant obstacle for travellers.

Duschet

Captain of the Dromannion. Commander of the Last Fleet and ancestor to Imogen Duschet, Port-Master at Millers Crossing.

Dwarvendim

Name given to the human population of the western mountain Kingdoms of Arborell. Slightly shorter in stature than most other men of the Four Nations, the Dwarvendim are immensely strong and hardy of disposition. Before arrival in the New World the ancestors of the Dwarvendim lived their lives as slaves to the Haarn Kingdom of the Old World.

Dweo'gorga

Ancient creatures that have been described in the mythology of the Ancient World as the Assassins of Elanna. Shape-shifters with the capability to assume any size and configuration they have proven troublesome and destructive forces in the long history of the world. Most however, have been destroyed and it is generally understood that only a few remain to haunt the wilder regions of Arborell.

E**Eagle's Reach**

A towering spire of stone found at the edges of the Keln'Kraag mountains in north-eastern Kalborea.

Earthkind

Term used to describe the Hra'gora and the Caer'dahl.

EarthMagic

Power of the Shan'duil. Binds all things living and dead into a cycle of life. Used by both LoreMasters and Mutan as a source of magical power.

Elanna

Larger moon of Arborell. Known also as the "Big Sister".

Elder Tongue

Literal meaning of the word "haer'al". As a term it is used exclusively within the Nations of Men to describe the ancient language that is used to harness the powers of EarthMagic.

Elemental

An entity of the Ancient World that knows only mindless violence and destruction. In these modern times they are nothing more than myth, although it is said that many have been restrained in the dark, cold places of the world and as such have long been forgotten.

Elesmenedene, Oracle of

A talisman of the Ancient World fashioned as a silvered, free standing mirror. The Oracle will tell any seeker of knowledge what it is that they most need to understand, even if it is not what they want to hear. The name of the Oracle is taken from where it was first discovered, upon the edges of the Waters of Elesmenedene near the current site of Das Vallendor.

Elesmenedene, Waters of

Name given to the vast body of fresh water that borders the southern edges of central Kalborea.

Emaciator

A trap found in many ruins of Arborell. Consists of a deep well that has been artificed to produce a swift upcurrent of air. Any victim who falls into its shadowed depths will be suspended within the rushing winds, only to starve to death in its dark confines. Also known as a Trap of Never Ending Deep.

Emmers Nahr

Adoracian refugee aboard the Dromannion, flagship of the Last Fleet of Men. Author of the journal that records the voyage of the Last Fleet from Adoracia, *The Song of the Dromannion*.

Emru

Haer'al word used in many ruins to activate secret doors and passages. In the Common Anglish it can be translated as “open”.

Emurion'ka

A sword fashioned by the Silvan Tree as a device to focus EarthMagic. The most powerful talisman known to man or Hordim-kind. Literal meaning, “The Light of the World”.

End of Days

Term used to describe the last days in the life of a creature of the Oera'dim. Excluding accident or violence all Oera'dim (except Hresh) know the exact day of their death, and the last days of their lifespan are spent in preparation for their ascent to the Gates of Hallen'draal. Hresh have no End of Days due to an error on the part of their ancient Masters. Designed as weapons of war they were not expected to live any longer than necessary, and because of this were given no exact lifespan. Hresh are theoretically immortal.

Enkara

A Hordim song of mourning. Recited at the setting of the moons each day.

Enika Torres

Daughter of a Silversmith of Callenfrey.

Ensch, Damon

Healer's Assistant aboard the Dromannion.

Eqkril

Large lizard-like creatures used by both Men and Hordim as mounts, mostly for travel in mountainous or unstable ground conditions. Some have been known to eat their riders but most have proved to be swift and reliable transportation.

Equinox

Small trading ship. Smuggler in the Old World but better known as a scoutship for the Last Fleet into the New World

Erenthel, Hills of

Location of Tpesh'erenthel situated in the Lands of Perdition.

Eshalon

Haer'al word for "Truth". Also rumoured as the name of a Caer'dahl in the service of the Silvan Tree.

Eylish

Oldest girl of the original children of the NomDruse.

F**Faehlan**

Ship of the Cembrian fleet.

Faels, The

A series of large waterfalls and cascades found upon the southern border of the Great Rift.

Faen, Islands of the

Large island group off the western coast of Adoracia.

Faen'eth

Peoples of the Faen Islands.

Faeyen

Name given to the members of merchant guilds first established in the Old World. Now used for their descendants in the New World of Arborell.

Faeyen Guilds

Collective name for the merchant and professional guilds of Adoracia. Name remained with the Trade Guilds of Dromannion and then with the settlement of Arborell.

Faeron Marshes

Large area of wetlands found in the central regions of Northern Kalborea. Known also as the Faerron and the Dark Marshes it has been growing for many years, engulfing grazing lands and the wild plains as it expands. Notorious as a hiding place for bandit gangs and a type of water-born predator known as a Watcher, the marshes are generally avoided by any who may travel in the northern reaches of Kalborea.

Fallenheim

Nomadic herders of Cammeray.

Fallen Masters

Alternate name for the Trell'sara used by the Oera'dim

Fanet Ari

Cartographer aboard the Dromannion. First to copy the ancient maps of Caren'thal.

Faren

Healer aboard the Dromannion. Teacher to Emmers Nahr and friend to Paderian Hedj. Keeper of the secret of the true identity of Shalengael.

Fates

Term used to describe a belief within the Four Nations that there is a guiding hand of destiny. Also referred to as Providence, or the Hand of Providence.

Feltig'Tomsk

A Chieftain of the Tomsk Hresh.

Feth

Sailor aboard the Equinox.

Fhans'Garoth

Hresh warrior entrusted with the captivity of Tomas Cael. Killed at the battle of the Surgis'Ka.

Fires of Ayari

An omen of good fortune. Characterised by energy discharges that run the length of exposed shrouds on ships at sea.

First Hold

Menion'hir. Fortress city of the Dwarvendim in the Dromannion Free State.

Flashcharge

An explosive device used to stun large opponents. Not usually lethal though known to cause serious injury.

Forcestone

A talisman of the Ancient World, used by Engineers and Miners to mine, dig and flatten areas of ground. Well known for being unstable and dangerous.

Fortress of Adamant

Ancient capital of the Trell'sara.

Four Nations

The four established nations of Men located on the mainland of Arborell. Includes the Kalborean Union, The Faeyen Provinces, the Dwarvendim Stone Kingdoms and the NomDruse Homelands. At the time of writing the Dromannion Free State stands apart from the politics of its mainland neighbours although it maintains an historical alliance with all.

Free Nations

Federation of those western countries of Adoracia that have embraced individual rights and the rule of Law.

Frontiere

A legendary ship of the Old World.



G

Gael'qirion

Alternate word for Dragon used by those who speak the ancient language of Haer'al.

Gaels, The

Secret Order committed to the service of the Hev'duil. Destroyed at the beginning of the Age of Reason by forces jealous of their power. LoreMasters of the Old World.

Gafen Wilbrims

Captain of the Castaal.

Gainsrow

A port of the north-east coast of Kalborea.

Gamba root

Herbal medicine of the Old World.

Garenmor

A scout vessel of the Last Fleet of Men.

Garen Sandofel

Father of Shemwe Sandofel. Killed during the attack on Callenfrey.

Garren Namawe

Blacksmith aboard the Dromannion. Inventor of the black-powder charges used to defeat the Behemoth.

Gates of Hallen'draal

Entrance to the Underworld of the Oera'dim. It is at these gates that a warrior's Book of Scars is exposed and their fate determined.

Gathering-stone

Talisman that focuses the remnants of memory and emotion.

Gedhru

Creator-God of the Oera'dim, husband to Aume and Father to Emur and the Daughter-Gods, Elanna and Shabel.

General of the March

Title of an Oera'dim who commands a crue of more than ten thousand warriors. A designation also granted to successful crue commanders who are made invalid during battle and who then request execution.

Glammer

A form of illusory camouflage used to hide doors, corridors or pitfalls. Mostly applied to the concealment of inanimate objects or hiding places, they have also been successful in the concealment of both Men and Oera'dim.

Glydenhaal

Brother to Tansen'Delving.

Gorgoroth, Horns of

Birthing grounds for all Hordim. A sacred place where no violence can be perpetrated at the risk of Dissolution. Entry point for Hordim into the World Above after having been scourged in the Underworld. Also known as the Horns of Goroeth.

Graemor

Ship of the Last Fleet.

Grand Circle

Name given to the eleven LoreMasters granted power over EarthMagic by the agreement at Araheal.

Great Hall

Largest chamber in Stoneholme and the heart of the Fortress. In the Great Hall the StoneKings held court for more than 120 years before the fall of the Stone Kingdoms.

Great Insurrection, The

Rebellion by Jotun and Hresh against the ancient Trel'sara, resulting in the destruction of the Trel and ultimately the formation of the Clavern'sigh.

Great Rift, The

Name given to the largest mountain range in Arborell. Extends from

the eastern seaboard to the far western lands of Dissolution. Legendary home of the Ell'adrim, the Moon Dragons of the Ancient World.

Greel, Janen

A guardsmen of Callenfrey.

Gremorgan Hedj

A LoreMaster of the Grand Circle. Friend to Mallen Cael and Custodian of the Word of Dissolution.

Grey Sea

Name given to the vast ocean that separates Arborell from the Old World.

Grievous

A tormented Hresh used as a Sentinel by its brethren. Known for their mindless brutality.

Guild of Administrators

Bureaucracy of the government of Kalborea. Also known as the Administrators Guild.

H

Haarn

Name given to the southern kingdoms of the Old World.

Haer'al

Ancient language that provides the foundations for all languages used by both Men and Hordim. Literal meaning is "Elder Tongue".

Haldar

Northern Kingdom of the Old World. An ally of the Free Nations.

Halfalas

A port city of Adoracia.

Hallan'Denmar

Brother of Ansolon'Denmar.

Hallenbrook

A coal barque of the Cembrian fleet. Scuttled as payment to the Amberdene. Also a frontier town west of the Isirien River situated in northern Kalborea.

Hallen'draal, Gates of

Entry point to the Underworld of Arborell for all Oera'dim. It is at this threshold that the Book of Scars of each Hordim is read and judged.

Hallion

Second in command of the Equinox.

Hall of Creation

The chamber used by the Trell to create the first of the Oera'dim. It is rumoured to exist somewhere in the far west of Arborell but has never been found.

Halls of Feasting

One of the four levels of the Underworld of the Oera'dim.

Halokim Vesh

A Dwarvendim thief of considerable annoyance to the Kalborean Union. Rumoured to have taken part in a number of thefts against the LoreMages' Guild at Hel'garad and better known in these modern times as the slayer of the Dragon Windhammer.

Hamulkuk

First Hresh in the World and Destroyer of the Ell'adrim. Prototype for all the Hresh'na that followed.

Handou

Ship of the Last Fleet. Small, fast vessel used to chase off the Behemoth.

Harion Rendell

Captain of the Equinox.

Harlen

Sailmaker on the Equinox.

Harriengael

Ancient teacher of the Gaels. Master of the Lore of the Hev'duil.

Healer Faren

Healer aboard the Dromannion. Teacher to Emmers Nahr and friend to Paderian Hedj. Keeper of the secret of the true identity of Shalengael.

Healing Stick

An Oera'dim artefact used to heal wounds and rejuvenate the sick. Comprises a short piece of wood fused with the skulls of small animals, and usually tied at one end with a collection of feathers and red string. Exactly how these Healing Sticks work is unknown to the knowledge of Men.

Hedj, Andros

Father to Gremorgan Hedj.

Hedj, Baradin

A border guard at the Fortress of Maenum. Related by bloodline to the LoreMaster Gremorgan Hedj.

Heidiil

A small white flower found in the mountainous regions of the world. Prized for its sweet pungent odour and its use as a medicinal aid.

Hel'garad

Seat of power of the Kalborean LoreMages' Guild. Known as the training centre for the Guild and residence of the Lord Prefect and his administrative staff. Although well-known to the population of Kalborea only brethren of the Guild may pass beyond its high walls.

Hera'pyrim

An attack where fire is the principle weapon of destruction. Also used to describe a trial by fire.

Hev'duil

Source of all magical power in the Old World. Literal meaning "Breath of Life". Master of the Gaels and the only power great enough to break the Ashgard.

High Prefect

Title for a Brother of the LoreMages' Guild who commands a regional base of the guild. Most attend the half yearly meetings of the Synod in Hel'garad and all are indentured servants of the guild until death.

Hills of Erenthel

Location of T'pesh'erenthel situated in the Lands of Perdition.

Horde

Name given in general usage by Men of the Four Nations to the multitudes of the Oera'dim.

Hordim

Another name for any creature of the Oera'dim. Also used to describe any grouping of the same creatures.

Horns of Gorgoroth

Sacred birthing ground of the Oera'dim. The place from which all Hordim enter the world. Also known as the Horns of Goroth or the Birthing Grounds.

Hra'gora

Spirits of Earth and Stone. Servants of the Shan'duil.

Hresh

First creations of the Trell'sara. Designed as weapons of war they are the principle warriors of the Oera'dim. Also known as Hresh'na.

Huwel Mac

Third son of Uberius Mac of Longreach. A bandit of little renown.



I

Illeath

Fishing village of the southern Haarn.

Impaler

A particularly brutal device favoured by Hordim trap builders. Incorporates a false floor and a series of sharp iron probes that slowly impale a helpless victim. Although it is said that Men are the intended prey for these devices it has been conjectured that they are also a staple of the many old training grounds that can be found within the ancient ruins of Arborell. It can be surmised that Impalers have also been used on unsuspecting Oera'dim as well, though for purposes yet to be discovered.

Imperial Entrance

Grand entrance to the labyrinths of Stoneholme.

Isirien River

A river of eastern Arborell. Major tributary to the Laneslem. Best known for its source in the Mireglades and the large number of Watchers that inhabit its surrounding wetlands.

J

Janen Greel

A guardsmen of Callenfrey.

Janielle

Ship of the Last Fleet. Also a young girl, last name unknown. Survivor of the Hresh attack on Callenfrey.

Jotun

Giant creatures of the wastelands of Arborell. Highly intelligent. Most live within the central and western reaches of the Sanhar Wastes.

Jotun of the March

Name used to encompass all Jotun that live in the central wastelands of northern Arborell and includes all Jotun of the Bruhaj, Traebor and Amdahl Kraals.

Jotun of the West

A term used to describe all Jotun allied to the Kraals of the Delving and Oldemai. Known to hold no fealty to the Clavern'sigh and held in considerable suspicion by all other Oera'dim except the Hresh of Kraal Denmar, with whom they have held a long alliance.

K**Kaderas'dwarvendim**

Name given to the survivors of the destruction of the fishing fleet of the Haarn. Literal meaning, "people of the small ships". Shortened to Dwarvendim by the end of the voyage of the Dromannion.

Kal

Designation given to small communities.

Kal Arbor

Small farming settlement found in the far north of Kalborea. Rumoured to be the residence of the Maturi Len.

Kalborea

Ship of the Last Fleet. Known for its finding of the Cembrian Fleet. Name taken for the Union of twelve city states in central Arborell and most powerful of the Four Nations of Men.

Kalborean Union

A union of twelve city states. Largest political union in Arborell. Governed by a Lord Administrator and twelve lesser Governors.

Kal Chemblain

A large and prosperous farming and trading settlement situated on the banks of the Laneslem River south-east of Millers Crossing. Little known in the wider lands of Northern Kalborea it is a township of

more than three thousand souls surrounded at all sides by deep impenetrable marshes. The only access to the town is by river barge and a brisk trade exists between itself and the larger town of Millers Crossing. Most notable is its extensive herb gardens and exotic fruit orchards. It is said that Kal Chemblain is the only human settlement that has succeeded in domesticating the Nahla Tree.

Kal Dor Tarma

A small farming community situated on the south Road between Das Frontiere and Das Nephrim. Renowned for its citrus orchards and Weaponsmiths.

Kal Mannion

Mining town found in the hinterland of eastern Kalborea. Known for its Iron mines and centre of the Miners' Guild, one of the few professional guilds not controlled by the Faeyen.

Kal Mulmi

A farming community located on the South Road between Das Frontiere and Das Nephrim. Birthplace of the current Lord Administrator and known as a major producer of tanned goods and salted meats.

Kal Murda

A long abandoned trading community and the location of the most significant battle of the Sixth Horde War. Fought in YS 736 the Siege of Kal Murda ultimately led to the destruction of the small trading community and the failure of the Hordim invasion. Significant also as the site of the acquisition of the emurion by the Nations of Men. Now no more than a ruin the settlement is avoided by most travellers of the northern plains.

Kal Orban

A town of moderate size in north-east Kalborea.

Kalthalas

A ship of the Last Fleet.

Keln'Kraag

Mountain range of northern Kalborea.

King's Hall

Large ceremonial chamber found beyond the entrance to Stoneholme. Essentially three parallel halls divided by stone lattice borders that lead into the interior of the fortress.

Kora'gef

The Crystal Cascade. Stairway of the Hra'gora and the only route to the Mentor.

Korep'mutan

Term used to describe a Mutan of low status. Generally applied to all Mutan allocated as servants or labourers. Known also simply as a Korep.

Kraal

A Hordim settlement or tribal allegiance.

Kraal Delving

Home of Tansen'Delving situated in the lands of the Jotun of the West.

Kraal Denmar

Home of Ansolon'Denmar and a focus of the conspiracy to overthrow the Mutan of the Clavern'sigh. Situated in the central region of the Lands of Perdition.

Kraal Duran

An eastern Kraal of Hresh that in these modern times is found in the Lands of Perdition.

Kraagers

Derogatory term for the stone slaves of the Haarn.

Kreal

Large winged reptiles. Also known as Kreel.

Kreel

A flying reptile of considerable size and unstable temperament that finds its home within the mountain ranges of Arborell. Also known as Kreal.

Krodestaag Mountains

Mountain range of western Arborell. Home of the Dwarvendim Stone Kingdoms and southern border of the Faeyen Provinces. Known for its harsh climate and rich mineral deposits including silver and iron.

L**Laerion**

Islands of the Grey Sea. Situated to the north-west of the Haarn Kingdoms.

Laman'thel

Second highest mountain in Arborell and rumoured in myth as the location of the First Hall of Elanna. Considered a powerful focus of EarthMagic in the world it is revered by the Hordim as a holy place that cannot be traversed.

Landfall

First settlement upon the shores of Dromannion.

Lands of Perdition

Vast area covering the far north-east of Arborell from the Rift Mountains to the northern ice-cap of the world.

Laneslem

Longest river in Arborell.

Lanja Narris

A woman of the Dwarvendim. One of the original refugees from the southern Haarn.

Last Day

Term used to describe the final day of an Oera'dim's lifespan.

Len, Agrindel

Full name of the Shadar Len.

Lesser Hall

A ceremonial chamber found in the depths of Stoneholme.

Light of the World

Another name for the emurion'ka. A sword fashioned by the Silvan Tree as a talisman to focus EarthMagic. The most powerful talisman known to man or hordim-kind.

Lightstone

A talisman of the Ancient World that creates a continuous source of light when activated. Also known as a Sharyah'ka.

Living Book

A Hresh of the ancient world given the task of retaining the knowledge of the Oera'dim. Most favoured as oracles and advisers.

Living Book at Shalamai

A Hresh of immense age who resides at Shalamai.

Longreach

Ship of Caren'thal the Younger. Also the name of a small scout vessel of the Last Fleet of Men.

Lord Administrator

Highest civilian authority and Head of State of the Kalborean Union.

Lorecraft

The knowledge and skill development required to initiate and control EarthMagic.

LoreMage

A manipulator of EarthMagic using talisman's and knowledge stolen from the Dwarvendim. Not to be mistaken for a true Dwarvendim LoreMaster of the Grand Circle.

LoreMages' Guild

Civil authority that controls the use of EarthMagic within the Kalborean Union and its territories. Created upon the fall of the Dwarvendim Stone Kingdoms to gather up all knowledge of the use of EarthMagic and to hunt down all the surviving LoreMasters of the Grand Circle.

LoreMaster

A servant of the Shan'duil. One of eleven Dwarvendim chosen to use the powers of EarthMagic, and bound in its use by the Doctrine of Araheal.

M**Mac, Huwel**

Third son of Uberius Mac of Longreach. A bandit of little renown.

Mac, Jonath

A bandit of unknown parentage and annoying disposition. Said to have been involved in the return of the emurion to the Dwarvendim LoreMasters at the time of the rise of the Shadowch.

Madame Sandofel

Mother of Shemwe Sandofel.

Madimus

A Dwarvendim miner who died trying to find an alternate way into the Deep Vault of Stoneholme. It is a name used in Dwarvendim folklore as an a synonym for obsession and folly.

Maenum, Fortress of

Main defensive fortress on the northern borders of the Four Nations. Comprises a massive fortress wall that blocks the entire Pass of Maenum, a narrow valley between the western and eastern reaches of the Great Rift, and the only path for invading armies from the north to journey en masse into the lands of the south.

Maenum, Pass of

Name for the valley that separates the two reaches of the Great Rift. Historically the invasion point for every Horde Army since their expulsion from the lands of Men.

Mallen Cael

Oldest of the Cael brothers.

Malleron Forests

Name given by Men to the extensive forests that covered most of Arborell at the time of First Settlement.

Mantis Beast

A huge insect-like creature that inhabits the deep ruins of the world. Prized for their highly coloured exoskeletons these insects have proven very dangerous and difficult to avoid.

Mardon

Western port of Adoracia.

Mattok

A Jailor stationed at the Fortress of Maenum.

Maturi

An Elder of the Dwarvendim. Official title of a LoreMaster in the New World.

Maturi Len

A LoreMaster of the Grand Circle.

Melem's Fork

Small farming community found on the main road linking Miller's Crossing to the Faeyen Provinces in the far west of the world. Known for its Sempaca meat production, cottage industries and proximity to the Ring of Stones.

Menion'Barac

Capital of the Stone Kingdoms.

Menion'hir.

Fortress city of the Dwarvendim in the Dromannion Free State. Literal meaning, "First Hold".

Menion'Tanch

A fortress of the Stone Kingdoms.

Men of the South

General name for all Men used exclusively by the Hordim.

Mentor

Servant of the Shan'duil. Liaison between EarthMagic and the eleven LoreMasters of the Grand Circle.

Meriarrum

Survivor of Corin'kraag and passenger with the Last Fleet of Men into the New World.

Meshaal, Forest of

A remnant of the ancient Malleron Forest still to be found in north-east Kalborea. Also know as the Eternal Forest.

Michals

Crewman of the Dromannion. A friend to Emmers Nahr.

Midreach Islands

Main island chain of the Midway between the Old and New Worlds. Discovered and named by Caren'thal the Younger on his first voyage of discovery.

Millerain

A port of the north-east coast of Kalborea.

Millers Crossing

A large fortified town situated upon the western bank of the Laneslem River in Northern Kalborea. Famed for its agricultural markets and high stone walls it is the main focus of most farming activity on the northern frontier of Kalborea. Millers Crossing boasts both a heavy fortified aspect and the longest stone bridge to be found in the Union, spanning more than two hundred metres across the breadth of the Laneslem.

Mireglades

A dangerous region surrounding the northern reaches of the Isirien River. Known for the monstrous creatures that inhabit its swamps and meres.

Molgoth

A creature of the ancient world. A bat-like monster that resides deep within the domain of the Hra'gora.

Moot

A collection of connected facts. A meeting of scholars for academic discussion.

Morg

Mythological forest spirits of the Old World. Human name given to the smallest of the Oera'dim in the New World. Emaciated and cruel, the Morg do not hold to any of the rules of conduct followed by other creatures of the Horde and have proven uncontrollable by anything other than the Word of Command. It has been the experience of Men that these creatures have an aptitude for sabotage and a liking for torture and arson. Known to themselves as the Ah'marg.

Morgen Orncryst the Younger

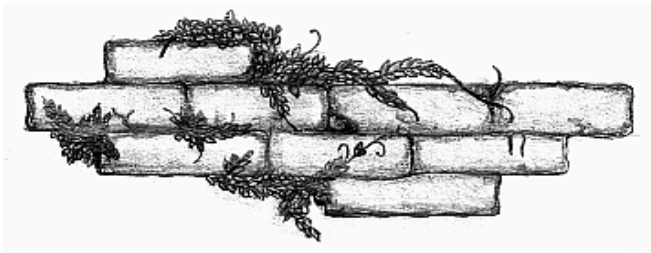
Last of the StoneKings and Keeper of the Dragon Windhammer. In his last days he brought the Dwarvendim to defeat at the hands of the Kalborean Union in the War of Three Nations, unable to recognise the betrayal of the Faeyen until it was too late. It is said that he died consumed by dragonfire and left no heirs.

Morgen's Spear

A talisman of the ancient world and one rediscovered in these modern times within the halls of Stoneholme.

Morglands

Area of barren ground surrounding the Dead Forests of Northern Arborell.



N

Nab, The

An apparition taking the appearance of a small boy that acts as a messenger for the LoreMasters of the Grand Circle. Nabs are capable of acting upon their surroundings and have been used as vessels to allow the manipulation of EarthMagic when it is either too dangerous or too far away for the LoreMaster to be present themselves.

Nahla

A fruit of Arborell well-known for its regenerative properties. Used by both the Hordim and Man as a source of food when travelling in the wilds of the world.

Nahla bread

Traveller's bread baked with the fruit of the Nahla Tree. Used in this form as a food to sustain a traveller on long journeys.

Nahla cake

Spicy cake used as food for long journeys by the Oera'dim.

Nahla extract

The most potent usage of the regenerative power of Nahla fruits. Nahla extract has been known to kill those who are unfamiliar with its properties and all care should be taken in its use. It should be noted that only the Faeyen have properly mastered the production of this liquid and in doing so carefully control who has access to it.

Nahla potion

A derivative form of Nahla extract distilled into a powerful regenerative liquid.

Nahr, Emmers

Adoracian refugee aboard the Dromannion, flagship of the Last Fleet of Men. Author of the journal that records the voyage of the Last Fleet from Adoracia.

Nahr's Retreat

Sanctuary first used by Shalengael to heal the children of the NomDruse.

Nargel's Hold

Ancient fortress of the Trell'sara. Situated to the west of the Isirien River it was once used by the Ah'marg as a Kraal.

Narris, Lanja

A woman of the Dwarvendim. One of the original refugees from the southern Haarn.

Needle Flies

Fist-sized flying insects that hunt in swarms counted in their thousands. Inhabiting deep caverns and abandoned mining shafts Needle Flies have proven no threat to Men who travel above ground. They have an instinctive aversion to light and prefer the dark spaces of the subterranean world to ambush unsuspecting victims. It is said that Needle Flies kill by piercing the bodies of their prey with long razor-sharp probosces and it has been recorded that creatures as large as Jotun have been overcome by their attacks. The few investigations of the skeletal remains of victims that have been attempted have shown that once a target has been dispatched the Flies lay their eggs on the carcass and the resulting larvae reduce the remains to no more than a few bones.

Nem'haleen

Last stronghold of the Trell'sara.

Nephrim

A legendary ship of the Old World.

Neyus'dreyelim

Haer'al for the Well of Shadows, a legendary oracle of the Ancient World.

Nhoram, Ahlek

Healer's Assistant and friend to Emmers Nahr.

Nightglasses

Devices worn to find a sure path in total darkness.

NomDruse

General term for people of the Haarn's southern regions.

NomDruse Homelands

Name given to the lands controlled by the NomDruse in the New World. Since settling in Arborell the NomDruse have led a solitary existence, only venturing beyond their borders in time of war against the Oera'dim. In modern times only the Venerable Siddigh has journeyed beyond their natural borders in southern Arborell, residing as Ambassador and Scholar at Castaal, the capital of the Kalborean Union.

North Kingdoms

Northern domains of the Old World. First to come into conflict with the Old Enemy.

O**Obernoth, Tilsal**

A sailor of the Equinox.

Oera'dim

Creatures created by the Trell'sara to be used as warriors and servants. Common name for the Horde given to themselves since ancient times that translates approximately as "Slaves of Creation". The term Oera'dim is the source of the human approximation of "Hordim".

Oer'daaki

Large predatory plants that use long tendrils to snare prey. Found in many underground ruins they can infiltrate deep into the ground and have been known to lie dormant for decades between feeds.

Old Dwarvendim

Name given to a dialect of the Stone Kingdoms used in the earliest days of settlement. It is surmised that it originated as one of the surviving languages of the Old World, brought to Arborell by the Last Fleet of Men. Supplanted in modern times by the Common Anglish of the Kalborean Union.

Oldemai

Kraal designation for Jotun who live in the northern reaches of Arborell, bordering the lands of the Jotunheim and the feeding grounds of the Droge. With the jotun of Kraal Delving the Oldemai constitute the Jotun of the West and have held a close alliance with the Delving for many millenia.

Old Enemy

Name given to the mysterious forces that destroyed the Old World and forced the remnants of mankind to flee into the west. It is recorded that no warrior who faced the Old Enemy ever returned to tell of their nature.

Old World

General name given to the vast continent that includes Adoracia, the Haarn and Northern Kingdoms. Origin of the Last Fleet of Men.

Orncryst

Also know as the Dragonsclaw this talisman of the Ancient World has been long sought by the Brothers of the Deep Guild. Rumoured to be both a conduit of EarthMagic and one of the few weapons that can bring down Dragons.

Orn'qirion

Haer'al word for Dragon.

P**Paderian Hedj**

First leader of the Dwarvendim. Ancestor to Gremorgan Hedj.

Padma

A merchant of the Faeyen. Father to Sil.

Pallenten

The most famous horse of Kalborean history. Known to have carried Halokim Vesh on his quest to restore the Tellandra.

Pass of Adamant

A narrow pass situated between the Keln'Kraag Mountains and the massif of the Great Rift.

Patrice, Anawyn

An information broker of Northern Kalborea. Known for her contacts with the criminal underworld and the reliability of her information. Although not verified it is rumoured that she is related to Camren Patrice, a plains bandit long sought after by the Provost General.

Penumbra

A scout vessel of the Last Fleet.

Pillar of Stonewood

Alternate name given to the Tellandra of the Dwarvendim. In the form of a tall pillar it is a solid piece of stonewood, a remnant of the destruction of the Silvan Tree and a direct link to the powers of EarthMagic.

Port Annihil

Main port city of the Dromannion Free State.

Potion of Renewal

A potion distilled from the essence of the Nahla Fruit. Considered to be too potent for most uses and as such tightly controlled by the Administrator's Guild.

Powers of the World

A term used to encompass the Three Powers, those Powers being the Shan'duil, the Silvan Tree and the Dreya Tree.

Prefect

Rank given to high level Brethren of the LoreMages' Guild.

Providence, Hand of

A belief common in Arborell of a guiding hand of Fate.

Provost General

Specialist units of the Kalborean Army that act as both military and civil police. Well known for their brutality the Provos have evolved into

a separate arm of government that has little regular oversight and only marginal control from Army leadership or the Guild of Administrators.

Q

QuagWyrms

A large serpent-like predator that inhabits pools and underground water systems. Found mostly in ruins these Wyrms have been known to grow to immense size.

R

Rangers of the Watch

Name given to the elite Ranger units of the Kalborean Army that guard the northern mountains of Arborell against incursion by the Hordim. Also known as the Black Guard.

Reaver

A scorpion-like monstrosity known to inhabit the wastelands of Arborell. Growing up to six metres in length Reavers are equipped with long sinuous tails, razor sharp claws and steel hard carapaces. These creatures forage mostly as scavengers but have been known to attack solitary travellers.

Rendell, Harrion

Captain of the Equinox.

Rial

Currency of the Four Nations of Men. Also known simply as silver coin.

Rift Mountains

Largest mountain range in Arborell. Also known as the Great Rift.

Rinfalen's Gate

Entrance to the Temple of the Moons. Can only be used by a Being in possession of the Word of Aggeron.

Ring of Stones

The Ring of Stones is a vast and ancient monument found in the north-western corner of Northern Kalborea. Constituted of 22 huge stones it is a perfect ring of monoliths that stands upon a flat plain surrounded by woodlands. It is believed that the Stones predate both Men, Hordim or the ancient inhabitants of Arborell. Just as its age is unquantifiable so is its purpose. In these modern times it serves as a curiosity for travellers following the West Road to the Faeyen Provinces.

River of Life

Another name for the Shan'duil.

Royal Library

A chamber found within Stoneholme that once housed the complete scholarly collections of the Dwarvendim StoneKings. Destroyed at the end of the War of Three Nations, its contents were taken in majority by agents of the Kalborean Union and have not yet been recovered.

S**Safehold**

A secret refuge found in many houses in Kalborea.

Sanclare

Unit Commander of the Kalborean Army.

Sand Lurker

A huge slug-like predator that inhabits pits and caverns, usually beneath sandy, loose ground. Equipped with a number of prehensile tentacles, a Lurker can measure up to fifteen metres from tail to end of tentacle and have been known to drag adult Kreel into their lairs. It is said that the only effective defence against a Lurker attack is to do as much damage as possible to its tentacles before it can drag its victim below ground. Lurkers have a low tolerance to pain and this should be remembered if ambushed by one of these predatory creatures. Closely related to a much larger wetland cousin known as a Watcher.

Sandofel, Garen

Father of Shemwe Sandofel. Killed during the attack on Callenfrey.

Sandofel, Shemwe

Fiancee to Tomas Cael. Known mostly for surviving her captivity under Ansolon'Denmar.

Sanhar

The great northern tundra of Arborell. General name given to all lands to the north of Maenum Pass and bordered to the east and west by the Lands of Perdition and the Jotunheim.

School of Lore

Training ground for Shardarim.

Second Power

Alternative name for the Silvan Tree.

Sempaca

Large migratory herd animals found in northern Kalborea and the high mountain valleys of the north-west. Closely related to the Yunta beasts of the northern tundra although of a smaller stature.

Sentinels of the Ashgard

Huge statues that mark the only crossing point between the dominions of the Hev'duil and the Shan'duil.

Shabel

Smaller moon of Arborell. Also known as the "Little Sister".

Shadar

Dwarvendim name for a student of Lore.

Shadar Len

Student to Paderian Hedj.

Shadi

An assassin. Alternative name for the dweo'gorga.

Shadowch

Entities created of misused EarthMagic by the LoreMages' Guild of Kalborea and shackled deep beneath the western mountains. It is rumoured that within their subterranean prison one of their number has risen to leadership over the rest, and in it is only the restraints placed upon them that keep them from the knowledge of most Men.

Shalamai Hills

A series of low hills found to the north of Kraal Delving.

Shalengael

Last of the Gaels, a secret Order committed to the Service of the Hev'duil. Also known as Shalen'gael, or Stump.

Shalen'gael

Last of the Gaels, a secret Order committed to the Service of the Hev'duil. Also known as Shalengael, or Stump.

Shambler

The mortal remains of a Man long dead but exposed to EarthMagic and reanimated to walk the dark places of Arborell. Considered to be dangerous opponents when encountered they are relentless in their pursuit of any Man found below ground.

Shan'dari

Name for a Oera'dim shaman. Literal meaning in Haer'al is "magic weaver".

Shan'duil

The River of Life. The First Power of the world. All power used by the Silvan Tree, Dreya Tree, LoreMasters or Mutan flows from this source.

Shan River

A river of northern Kalborea.

Shan Valleys

Name given to a series of fertile valleys in the shadow of the Great Rift Mountains.

Shardarim

Students of EarthMagic and deemed to be a potential LoreMaster. Also known as Shadar.

Sharyah

Talisman worn by wielders of EarthMagic. Different Sharyah have different properties but all contain a small piece of stonewood, and each is tied directly to the power of the Silvan Tree.

Sharyah'durien

A talisman of the Ancient World that provides an impervious shield around all who activate it.

Sharyah'ka

A talisman of the Ancient World that creates a continuous source of light when activated.

Shemwe Sandofel

Fiancee to Tomas Cael. Known mostly for surviving her captivity under Ansolon'Denmar.

Sherdu

Team sport popular with the peoples of the Free Nations of Adoracia.

Shieldstone

A talisman of the Ancient World that provides an impervious shield around those who activate it. Also known as the Sharyah'durien.

Shieldstone

A small stone plinth that provides an impenetrable barrier, usually across hallways or to partition larger chambers. Should not be mistaken for the Sharyah of the same name which provides personal protection.

Shimmera

Technique used to disorientate creatures of the Oera'dim. It is said it is the outcome of a flaw built into the Hordim by their old masters, the Trell'sara, that allows an aggressive slave to be neutralised by its Master.

Shondalak

Large bear-like creature known as a ferocious and cunning predator. Found below ground these beasts are fast and vicious killers and should be left well alone.

Sil

A Faeyen girl. Daughter to Padma.

Sigh

Alternate name for the Clavern'sigh.

Silvan Tree

Second Power of the World and the most active of the powers in the world. Manifested as a vast tree the Second Power is only subservient to the Shan'duil itself and acts on behalf of the River of Life in all things.

Stone-eater

A derogatory term used to describe the peoples of the Dwarvendim.

Stoneholme

Vast Treasure-fortress of the Dwarvendim Stone Kingdoms and site of the demise of the last StoneKing, Morgen Orncryst the Younger. Located beneath the summit of the Devkraager Tor it is the nesting place of the Dragon Windhammer and can be found upon the edges of the Krodestaag Mountains in north-western Arborell.

Stone Kingdoms

Four Kingdoms established within the environs of the Krodestaag Ranges. Unified under Madinar Orncryst although the name has remained.

StoneKings

Hereditary rulers of the Dwarvendim Stone Kingdoms. All StoneKings are descendants of the first, Hadireen Orncryst, who lead the Dwarvendim people out of the Kalborean Union and into the summits of the Krodestaag.

Stonewood

A shard of the Silvan Tree. The most powerful conduit of EarthMagic in the World.

Storm Shepherds

Another name for the Verk'haalen of Hordim mythology.

Straits of Elanna

Passage used by the Last Fleet of Men to gain access to the western shores of the Midreach.

Straits of Shabel

Passage used by the Last Fleet of Men to gain access to the western shores of the Midreach.

Stranger of Gorgoroth, The

Name given to a creature who lives within the confines of the Horns of Gorgoroth.

Stump

Name used by Shalengael prior to the discovery of his true identity.

Sulman Bhet

A Brother of the Deep Guild known for his ambiguous morals and dissatisfaction with the regulations of the Guild.

Surgis'Ka

The Plains of Light. Vast grassland region in the north-west of Arborell.

Suul

A port city of Adoracia. Capital of the Haarn Kingdoms. Renowned for its great architectural works.



T

Taal

A shrine of the ancient World, usually depicting a stone tree on a high stepped platform. Such shrines can vary in size from small representations to Taals of enormous size and power. The most well known of these shrines can be found beneath the deep canopy of the Forests of Meshaal.

Taalestry

A large chamber usually built underground used for worship of the Silvan Tree. Most examples of these structures house large platforms upon which a representation of the Second Power is placed. Some have been said to extend for more than a kilometre below ground and are considered the most extensive temples to be found in Arborell.

Tak

A Seeker of Truth. A brother of the LoreMages' Guild given the duties of Inquisitor and Historian.

Tak Lovar

A member of the LoreMages' Guild and first man to hold the talisman known as the emurion after the fall of Hel'garad.

Tansen'Delving

Favoured son of Agror'Delving, Cheiftain of Kraal Delving. Possessor of the emurion'ka and marked by the Word of Aggeron.

Tarental

A vessel of the Last Fleet.

Tau'neru

A vessel of the Last Fleet.

Three Tears, The

A marking on the faces of all Oera'dim, given at their emergence from the Birthing Grounds of Gorgoroth. The meaning of these markings is unknown to Men.

Telleth, Corporal

A soldier of the Provost General.

Tellandra

The greatest talisman of the Dwarvendim. A Pillar of Stonewood that serves as the conduit of all EarthMagic harnessed by the Dwarvendim Grand Circle of LoreMasters. Found at Traebor'nar'dorum it is a pillar of pure white stonewood, taken from the remnants of the Silvan Tree and fashioned into a free standing pillar. Considered by many to be the heart of the Dwarvendim peoples.

Temple of the Moons

Most sacred of all shrines in the world of Arborell. Can only be entered by one who wears the Word of Aggeron tattooed upon their arm.

Temple of the Suns

Institution that existed in the city of Das Frontiere concerned with the training of novice LoreMasters. Closed down by the Kalborean Union when it was discovered it also served as a focal point for rebellion against their suppression of the Dwarvendim.

Tendu

A people of eastern Adoracia.

Teth

City of the Faeyen Provinces. Renowned for its magnificent Library.

Teth'Ellandra

A rare spellbook written in the ancient language of Haer'al. It is rumoured that the book originates in the Old World and was carried to Arborell by Shalengael himself.

Than'durion

Most famous of all swords crafted within the Four Nations of Men. Literal meaning of its name "Lord of Swords".

Til'carrion Islands

Island chain situated in the mid-waters of the Grey Sea.

Tilsal Obernoth

A sailor of the Equinox.

Time Stream

A large-scale device found in many ancient ruins and used to obtain glimpses of both the future and the past. Unlike many similar devices that provide an onslaught of possible futures, a Time Stream gives a broad interpretation of the future of the individual standing before it.

Tolluth

Last word of the Ather'Lorell. Its meaning is unknown, but its utterance unlocks any secret power held within any representation of the Ather'Lorell.

Tomas Cael

Younger of the Cael brothers.

Tomsk

One of the more numerous Kraals of the Hresh. Fiercely loyal to the Clavern'sigh.

Torres, Enika

Daughter of a Silversmith of Callenfrey.

Tpesh

Small domed stone structure, partially set below ground, that acts as a sanctuary from the violent storms of northern Arborell.

Tpesh'erenthel

Hordim settlement in the Lands of Perdition. Situated within the Hills of Erenthel

Tpesh'shalamai

Small domed structure used by the Living Book. Found just south of the Shalamai Hills.

Traebor

Kraal name of the Jotun of the March that inhabit the central western plains of the Jotunheim. Loyal to the Clavern'sigh they have proven to be antagonistic to the Jotun of the West, especially Kraal Delving.

Trap of Never Ending Deep

A trap found in many ruins of Arborell. Consists of a deep well that has been artificed to produce a swift upcurrent of air. Any victim who falls into its shadowed depths will be suspended within the rushing winds, only to starve to death in its dark confines. Also known as an Emaciator.

Treachersa

Violent storms of northern Arborell. Literal meaning, "Murderer of Innocents".

Trebett's Gorge

Opening at the western edge of the domain of the Hra'gora. The only exit from the Caer'nar'dorum.

Trell

Human name for the Trell'sara. Once guardians of the Silvan Tree but now lost to an ancient war.

Trem'Alindae

Hresh warrior entrusted with the captivity of Tomas Cael. Killed at the battle of the Surgis'Ka.

Trial of Hallen'draal

A tally of the pain and hardship endured by an Oera'dim warrior in the course of his life that determines whether they shall find entry beyond the Gates of Hallen'draal. Also known as the Book of Scars and the Pain Key.

Trippet

Huge slug-like creatures that inhabit deep water pools and swamps. Also known as Lurkers or Watchers.

Troga'dahl

Another name for the Collosi of Amen'wraith.

Troga'hem

Highest summit of Amen'wraith.

True Witness

Name of the only Jotun to return from the Underworld with the memories of his journey intact.

Truvo, Calmus

A man of Callenfrey, killed by the Denmar Hresh in the aftermath of the attack on the port-town in the year YS 517.

Truvo Farm

Trading name for a large Sempaca farming enterprise situated on the West Road between Miller's Crossing and Melem's Fork. Most noted as the childhood home of Halokim Vesh, the Slayer of Windhammer and Liberator of the Dwarvendim peoples. At the time of writing this farm still operates under the ownership of the fourth generation of the Truvo family.

**U****Ulaal'serai**

Caer'dahl of the Silvan Tree. Guardian of all quiet waters and Messenger of the Second Power.

Usul

A scout vessel of the Last Fleet.

Utterer

The creature that utters the Word of Command. At the times of these adventures such power resides with the Mutan of the Clavern'sigh.

V**Vehmin**

Hordim word used to describe the Men of the Four Nations. Literal meaning is "plague" or "disease".

Venerable Siddigh

A scholar of the NomDruse Homelands and the only NomDruse to travel beyond the borders of the Rabatte. It is a widely held belief that the Venerable Siddigh has lived since the first landfall of Men in the New World, and that the use of the NomDruse as a vessel for the power of the Gaels has given them immortality. It is also rumoured that they possess a complete knowledge of the Old World and its magic.

Verk'haalen

An ancient Hordim myth. Violent spirits that live within the power of large storms. Known also as Storm Shepherds.

Vesh, Halokim

A Dwarvendim thief of considerable annoyance to the Kalborean Union. Rumoured to have taken part in a number of thefts against the LoreMages' Guild at Hel'garad and better known in these modern times as the slayer of the Dragon Windhammer.

Voor'cat

Large predatory cat found along the fringes of the Rift Mountains, and upon the wide plains of northern Arborell. Known to hunt in pairs and travel long distances in search of prey.

W**Warbeasts**

Dog-like monsters trained for war by the Oera'dim. Stone versions of these creatures have been found in many parts of Arborell, their purpose to guard magical artifacts until they are brought to life upon the approach of a trespasser. It has been reported that Warbeasts are extraordinarily difficult to kill and just as difficult to control.

War of Three Nations

A conflict fought in the years YS840 to YS842 between the Faeyen, Dwarvendim and Kalborean Union. Widely held to have been the trigger for the collapse of the Stone Kingdoms and the enslavement of the Dwarvendim by the Kalborean Union. Preceded the Seventh Horde War which almost lead to the destruction of the Four Nations.

Warrens

Name given to an area of ancient mining works found in north-eastern Kalborea.

Wash, The

Port at the mouth of the Laneslem River.

Watcher

A huge slug-like predator that inhabits deep lakes and meres. Equipped with a number of prehensile tentacles, a Watcher can measure up to thirty metres from tail to end of tentacle and have been known to pull adult Sempaca beasts into their lairs. It is said that the only effective defence against a Watcher attack is to do as much damage as possible to its tentacles before it can drag its victim below water. Watchers have a low tolerance to pain and this should be remembered if ambushed by one of these predatory creatures. Also known as Trippets and closely related to a dry land cousin known as a Sand Lurker.

Well of Infinite Possibility

Artifact of the Old World that displays every consequence of a person's actions.

Westreach

General term for the impassable mountainous regions that edge the western fringes of Arborell. Rumoured to be the home of the Veils and the Sorrows the nature of these strange occurrences are unknown to Men. The Westreach is regarded as the edge of the known world and no Man ventures there.

Wilbrims, Gafen

Captain of the Castaal.

Windhammer

Name given in general to Dragons by the Hordim, but used specifically for one of these giant creatures that resides in Stoneholme. Also known as a Gael'qirion or Orn'qirion.

Wolston

Village situated in the Kingdom of Cammeray. Home of Emmers Nahr.

Word of Aggeron

Tattoo marking given to Tansen'Delving and the Living Book at Shalamai so that they may pass beyond Rinfalen's Gate and enter the Temple of the Moons.

Word of Command

Ancient spell of obedience that holds all Oera'dim in thrall. No creature of the Horde can withstand the compulsion of its Utterer to do their bidding. The Word of Command was last spoken more than eight millenia before the arrival of Men in the world.

Word of Creation

The spell used to create the first Hordim. Also known as the Oera.

Word of Dissolution

A spell that it is said can be used to remove anything created by EarthMagic, even the Oera'dim themselves.

Y**Year of Settlement**

This is the basis of the Kalborean calendar and over the years has been adopted as the standard measure of time within the Four Nations of Man. Based on the arrival of the original refugees who made it across the Grey Sea and settled in Arborell, it is a measure of the length of human habitation in Arborell.

Yunta-beasts

Large bovine creatures that live in the desolate northern wastes of Arborell. Herded by the Jotun as meat animals as they migrate across the moss plains of the north-west.

LEXICON OF ARBORELL



A COMPILATION EDITION OF TERMS, PLACE NAMES AND CHARACTER NAMES UNIQUE TO THE WORLD OF ARBORELL. INCORPORATES WORDS FROM A RANGE OF CHRONICLES OF ARBORELL TITLES INCLUDING:

THE WINDHAMMER CORE GAMEBOOK
THE SONG OF THE DROMAPPION
BLOOD AND IRON
A MURDER OF CROWS
THE WELL OF SHADOWS
THE ATLAS OF ARBORELL

