

The Legends of Karac Tor

Glossary of Names and Terms from Books 1-4

MAIN CHARACTERS BY REGION

Highlands

- Gu'mo one of four Wing Men who participated in The Raid on Hel
- K'Vrkeln, called the Jute, ruler of the Highlands out of the capital Ga'Haim
- Lor'vrkeln, son of the Jute, ambassador to Stratamore
- *Lo'kotar*, the name given to brave ranks of Wing Men in the Highland tongue
- Tsu'Kangi, rebel leader of Ga'Hagg, seeking to reclaim for Highlanders the changeling power willingly forfeited during the Ban of Gil
- Va'nya, assigned to protect Gabe Barlow, and leader of the Wing Men during the Raid on Hel.

Vineland

- Diamedici, nephew to Giovini, exiled by his uncle
- Dinbalo, a skilled blacksmith in Faielyn
- Giovani d'Etrascus, ruler of Vineland and head of the diluted noble house of Etrascus in the canal city of Faielyn
- Governor Archibald, twelfth in the line of Governors that eventually arose to restore both peace and a functioning government in the absence of royal leadership.
- Jonas, the dubious Minister of Justice to Archibald XII
- Lord Rosalier, a trusted advisor in the palace of Giovani
- Milangino, sculptor, friend and co-conspirator with Diamedici

Midlands, called the

- Claran, Captain of the Guard for the Midlands
- Corus of Lotsley, the last known Champion of Karac Tor and Master of Arms to Sorge; missing for twenty years
- Har Hallas, Earl of Midlands, from a ruling family blessed with the ability to perceive Fey
- Lady Madwyn, his wife, still grieving the loss of her only two sons many years past

Greenland, called the Land of Kings

- Cruedwyn Creed, a boisterous bard and excellent swordsman who traded his harp for a magic sword
- Eónan, Field Marshall to the Duke of Greenland
- Gregor, retired trader and captain based in Threefork
- Pol Shyne, Duke of Greenland, a stern, difficult, but politically and militarily powerful man
- Sáranyása, Pol's beautiful, isolated daughter, in a secret love affair with Diamedici
- Win Shyne, the Duke's illegitimate son, whom he refuses to own or acknowledge, but who remains a loyal servant to his father and general friend to all land rulers

Bitterland, called the Land of Northmen

- Alissa, the beautiful, artistic, only daughter of Odessa, gifted with Vision Making
- Björn, a lesser war chief

- Brodan, oldest son of Odessa and fierce-hearted Assistant Captain of Röckval
- Celdor, younger son of Odessa, gifted with Tracking
- Dâg, a lesser chief
- Godefroy, a lesser chief
- Helmor, a lesser war chief
- Jakor, youngest son of Odessa, gifted with Strength
- Jomick, a lesser war chief
- Mac'Kalok, blind former Champion, along with Corus, who married a Highland woman and finally returned to Bitterland after her passing.
- Magnus, war chief of the great northern city of Yrgavien; conspirator for the title of Vanül after Ragnar's passing.
- Magnor, the proud and brutish son of Magnus
- Odessa, Vanír of Bitterland; beautiful red-haired widow of Ragnar, Vanül of Bitterland.
- Ragnar, deceased former Vanül of Röckval and ruler of the three Kithlands of Bitterland.
- Thorlson Hammerföe, loyal captain of the viks of Röckval; an albino
- Thelgin, a lesser chief

Outlanders

- Anna Barlow, Reggie's beloved, deceased wife
- Artorius, also known as The Sleeping King, hidden away by Tal Yssen and the Fey Queen Morgionia to Avl-on-Bourne after nearly dying in ancient Breton.
- Buford, a Traveler
- Earnest, a Conductor
- Ewan Barlow, his second son, gifted in Karac Tor with the power of Song
- Garret Barlow, one of his youngest twins, gifted in Karac Tor with the power of Wind
- Gabe Barlow, the other of his youngest twins, gifted in Karac Tor with the power of Birdspeech
- Hadyn Barlow, his oldest son, gifted in Karac Tor with the elusive power of Names
- Reggie Barlow, history professor and amateur archaeologist; investigator of arcane theories of dimensional portals

Isgurd

- Aion, the High Prince and Champion of Isgurd, creator of Karac Tor; called Red Horn by Highlanders; sometimes Wa'katonga, which can also refer to Olfadr his father
- Auginn, one of the giant raven twins of Olfadr, called War; the many descendants of Auginn became the legendary Watchers who guarded Karac Tor against the re-entry of Kr'Nunos.
- Fynris, a great wolf hound who befriended Aion in the early days of Karac Tor, and was blessed by him with eyes to see Watchers; also called Sharpfang
- Kr'Nunos, the Highland term for the former High Valet Kronos, Lord of Time, who was once Champion to Aion, but betrayed the High Prince in rage over being denied the power of shapechanging; called Devourer (Vineland), Haurgne (Midlands), Herne (Greenland) and Kurg (Bitterland); also called the Horned Lord and Lord of Flies
- Nine Valets, the mysterious agents of rulership who oversee the physics of Light, Heat, Substance, Color, Attraction, Distance, Mystery, Sound, and the highest of all, Time.
- Olfadr, the All Father, called Everking, ruler of Isgurd, sovereign of the Nine Worlds. Also called Wa'katonga by Highlanders.

- Rianonn, the only offspring of Auginn who did not abandon his post, nor heed the false call of Kr’Nunos to the summoning at Mt. Agasag, by which all Watchers were enslaved to his will and cursed to immaterial existence
- Rianor, the legendary Lost Prophet, the only surviving descendent of both Auginn and Runnin, who’s return, legend says, shall presage the Ninth Coming of Aion.
- Runinn, one of the giant raven twins of Olfadr, called Glory; the descendants of Runnin became the legendary Call Birds, with power to cross between worlds in the service of Aion
- Watchers, formerly the kin of Auginn and servants of Aion, now existing only as evil birdlike spirits; called Darkwings by some, typically once they regain corporeal existence; *mismyri* is their flesh-craving disembodied state. Watchers demand worship, and hate mirlings above all.

The Abbeys

- Alethes, High Priest of the White Abbey in Vineland
- Asandra, a mirling of the Black Abbey
- Cassock, Bishop of the hidden Black Abbey in the remote mountains of Bitterland
- Corosantini, the Gray Father who succeeds Eldoran
- Ducas, Master Wordsman and part of the High Synod
- Eldoran, Father of the Gray Abbey when the Barlow brothers first arrive in Karac Tor
- Lar Gloma, a Gray Brother serving in the court of Har Hallas
- Melanor, a Gray Brother
- Sorge, Gray Elder, former comrade-at-arms with Corus the Champion
- Veritazian, Master Wordsman and White ambassador to the Governor’s council in Stratamore

Gnomes & Fey Folk

- Elysabel, a Fey Folk commissioned to watch the Barlow brothers and report back to Queen Marielle
- Flogg, an Alfólk gnome, head chef of the Gray Abbey
- Huntas, title of the four Gnomekin lords who adjudicate the Stone Moot
- Gorker, a gnome servant of Nemesia
- Olfo, a gnome trapper, friendly to the Bittermen of Röckval
- Queen Marielle, daughter of Queen Morgiona and ruler of Aelpheim
- Queen Morgionia, the former queen, obsessed with Tal Yssen and resentful of him
- Spiel, the voice or spokesman of the Stone Moot
- Worr, a gnome servant of Nemesia
- Wurt, a gnome servant of Nemesia

Historical and Other Persons

- Baron von Gulag, a cruel warlord of recent times in Bitterland; see Kr’Nunos
- Eskobar, called The Weak, last king of Karac Tor
- Gil, the young boy who received the call of Aion to lead his people out of the Wild South and establish the Highland nation if they would foresake the shapechanging ways of Kr’Nunos.
- Hhyss One-Eye, a tyrannical sorcerer who once strove to become overlord of Karac Tor and to that end developed many evil magicks, including the creation of Goths and the devising of a machine capable of playing the Song of Unmaking.
- Kvelduf Longstretch, visionary architect of Röckval in Bitterland’s distant past
- Lahns of Lotsley, a famous traveler between worlds who secretly followed Tal Yssen as a young boy and wove himself into the history of earth, only to return with a blood curse on all his second born offspring.

- Lost, also called the Nameless. Servants of Nemesia. A few of these were called Grayday, Hurter, Hider, Shameface, Shy Eyes.
- Nemesia, a former Black mirling of high rank, natural ability and dubious parentage, whose mother was a pagan S'Qoth; lover of Corus, who tried to entice him to evil
- Othanasi, a famous White High Priest who supposedly wrote a document worthy to be included in the canon of the Book of Law, though the canon is closed.
- Prophet Iff, the martyred servant of Aion who boldly challenged Hhyss One-Eye
- Raquel, wife of Duke Tiernon, who devised sorceries that generations later would be utilized by Nemesia, including the Staff of Shades.
- Oruwn, master of Angwyn, the smelting pits from which Goths were made
- Sachim, ruler of Goldlan of Forlorn, the Fifth World
- Soriah the Gray, a famous and powerful Elder who served the Greenland Duke Tiernon
- Siftkin, a controversial gnome from the distant past whose actions lead to the splitting of the Four Kins.
- Tal Yssen, a rare master of two vows, having served as Black Mirling and Gray Elder on Karac Tor, and being gifted with eyes to see Fey Folk, learned their portal magic, and later on earth became known as Taliesin the Merlin.
- Tiernon, one of the most powerful Dukes in Greenland's illustrious history, and builder of Aventhorn Keep
- Yhü Hoder, legendary human created by Aion as a companion, Champion and co-ruler with him of primeval Karac Tor; called the First Man

Objects, Creatures, Locations, other terms

- Aelfheim, the magical, musical home of all Fey Folk, deep in Elkwood forest; also known as Fey Haven
- Ballyshan, the residence and court of the Earls of Midland, located in Brimshane
- Ban of Kr'Nunos, the judgment imposed upon High Valet Kronos for his cruel betrayal of Aion
- Book of Names, the prophetic repository bearing the names and key events of all people who shall ever be born into Karac Tor, penned by the First Man, Yhü Hoder and kept in The Hall of Ages.
- Book of Law, a canon of eight books defining the ways of virtue and law across the Five Dominions
- Cahokia, an ancient city of mystery on the Fourth World
- cog, the engineering leader of a troop of gnome builders
- Earth, fourth of the Nine Worlds
- eir-wives, women skilled in the healing arts in Bitterland
- Feybones, mysterious rock structures in the northern Shimlings reputed to be the graveyard of Fey Folk who have grown weary of their immortal existence
- Forlorn, fifth of the Nine Worlds, comprised of two warring factions: Darklan and Goldlan.
- fire wyrms, ancient, fire-breathing creatures
- Gifts of Nine, transcendental endowments given by Aion for the good of the land, including: *Lira* (lore, knowledge); *Orn* (prophecy); *Nasmith* (creation or comprehension of mysteries); *Ilrai* (influence over wind, water or light); *Senscha* (sifting or sensing of *mismyri*); *Dotch* (dialects); *Al-Dotch* (translation and illumination); *Dunamai* (strength, vigor); *Gilead* (healing)
- Goths, soulless creatures of earth and iron constructed in the pits of Angwyn, in Helheim
- Gnomekin, the four branches of the common stock of gnomes, including the Alfólk, Huldáfolk, Vergäfolk and Vittérfulk

- Hall of Ages, a majestic marble repository built single-handedly by Yhü Hoder to house the vast collection of The Book of Names
- Hard Breath, a strong, annual, northern wind which ravages Bitterland every winter
- Helheim, the once-forgotten underground fortress full of treasures and terrible creatures that presently serves as the northern stronghold of Kr'Nunos
- House of Cloven Hooves, the residence and court of the current Vanül (or Vanír) of Bitterland, located in Röckval
- King Trees, the five most ancient and holy trees in Karac Tor, with one located in each of the Five Dominions, including the ash Uinswch (Vineland), Mujen (Midlands),
- Kithlands, the three principle districts of Bitterland, comprised of Agtondald, Fynmaark and Sundaland
- Lavtalion, the giant underwater creature convinced by Kr'Nunos to swallow him and secretly transport him far to the north, thus escaping the southern border of the Watcher ban.
- Lemuria, seventh of the Nine Worlds, as reported by the Traveler named Buford on Earth.
- Map Room, a closely guarded magic of the Black Abbey, used in conjunction with Meridian Stones to transport people over great distances in a manner more precise and more limiting than the broader purposed portals.
- Meadows of the Sky, the vast and lush lower plains that once joined Karac Tor to Isgurd, now filled with the raging waters of the Wyld Sea
- Meridian Stones, see Map Room
- Mirrorling, the art of binding and disposing of watchers using mirrors and blessed water; the rite performed by mirlings
- Mt. Agasag, the tallest and most bitter of all mountains in the north, the deep belly of which leads to Helheim itself
- Mt. Bourne, the sacred and forbidden mountain of Aion, whose snows perpetually feed the Kinsman River
- Mt. Vishgar, a mountain of the Frostmarch with wide exposure to the Hard Breath
- *Mullvad*, huge, blind mole creatures that dwell in the mountains of the Frostmarch
- Nine, a sacred number on Karac Tor with many expressions, including nine: Gifts, Worlds, Elements, Sacred Names, Secrets, Sentinels, Sleepers, Stars, Sorrows and Songs of Power
- Pillar Stone, the fateful arch formation from which Aion was suspended and murdered by Yhü Hoder, all according to the schemes of Kr'Nunos
- Ravers, a terrifying hybrid creature in the service of Kr'Nunos; humanoid Watchers
- Revlon Cirque, the glamorous carnival act featuring many beautiful women in Portaferry
- rollwol, properly termed *rulvôl* by the gnomes; secret underground passages managed by the Four Gnomekins
- Royal Kingdom of Karac Tor, called the Hidden Lands; third of the Nine Worlds
- Songs of Power, nine primal songs of surpassing simplicity, beauty and power, by which Aion first exerted his creative governance over Karac Tor
- Solari Nodus, a huge sundial positioned near the Cliffs of Felwyn, used for marking the dates of the Three Taines and also for predicting seasons for seafaring; also known as the Sunplate
- S'Qoth, pagan servants and mercenaries for hire from the western Empire of Quil.
- Staff of Shades, an evil magic rod capable of summoning and releasing *mysmiri* from Undrwol into the realm of men
- Taines: three distinct, sacred rituals delegated to the Black Abbey as a principle means of cleansing the land and renewing fidelity to Aion. They include: *Tyr* (land), *Ayl* (water), *Gwyl* (fire) Taine.

- Undrwol, a prison of darkness and misery deep under the earth where Watcher spirits go once captured and confined by mirlings
- Vikmass, the war chamber and council room of the viks in Upper Röckval
- Vyle, the great steed of Baron von Gulag
- War of Swords, the prophesied battle at the end of the age, said to usher in the Ninth (and final) Coming of Aion
- Wing Men, renowned flying warriors of the Highlands, who manage flight using artificial wings; derogatorily called Bird Men throughout Karac Tor