

~ PHONETIC PRONUNCIATION & OTHER NOTES ~

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Please note the below pronunciations are based on the English pronunciations, unless they are specifically words derived from other languages.

Bridgette Eileen Conner (Brih-d-jet Eye-leen) — your protagonist

SORTS OF BEINGS

African Aziza (*Ah-zee-zah*) — A species of Fairy that originated in Africa, known for having wings of insects including beetles, moths, and butterflies

Baetalüan/Baetalü (*Bay-tah-loo-ahn / Bay-tah-loo*) — Magical species with human-esque builds and limbs, who have simple, small horns growing from their heads

Celtic Fae — A species of Fairy that originated in Europe, typically with gossamer wings, though rare Fae are born with bat-like wings

Ciguapa (*See-gwah-pah*) — Magical being found in the Dominican Republic, known for appearing as female humans with backwards feet and long, dark hair

Druid / True Druid (*Drew-ehd*) — The magical beings and human “masks” who practice a specific lifestyle that furthers the bond between sentient being, Nature, and the Universal consciousness; only the True Druids are able to perform magic utilizing this bond

Dwarf — A small, heftily built type of being known for residing in and around mountainous habitats. Rare in Heáhwolcen

Ealdaelfen (*Eel-dehl-fen*) — The legendary sect of “dark Elves” that haunt bedtime stories of magical younglings

Ealdgecynd (*Eel-d-geh-send*) — An old term for Elves, used before the Ealdaelfen sect formed, describing them as beings who are One with Nature

Gnome (*Noh-m*) — Similar to Dwarves; another small-built being not typically found in Heáhwolcen that prefers a life of solitude and underground habitats

Kelpie (*Kehl-pee*) — A water-dwelling shape-shifting being of Scottish origin, able to take human or centaur-like form, but in Heáhwolcen typically stay as its horse-like shape

Merfolk (*Murr-folk*) — Humanoid sea-dwellers with fish fins and tails; none reside in Heáhwolcen due to its lack of ocean waters

Obeah (*Oh-bee-uh*) — A loose term used to describe some forms of spiritual healing and practices developed among enslaved peoples in the West Indies, and used among witchcraft practitioners as a descriptor for those who practice these methods

Sanguisuge (*Sayn-gwih-sooj*) — Magical being that requires only meat and blood to survive and

perform magic, known for the healing powers of their own blood. Accidentally created vampires by biting humans who did not die, but instead were infected with Sanguisuge blood and became a new type of being entirely

Selkie (*Sell-kee*) — Seal-like shape-shifting beings that can become human by shedding their skin, and alternately can be enslaved if their seal skins are stolen, trapping them in human form

Tiefling (*Teef-ling*) — Solitary beings with horns like those of a ram, very adept at magics of subterfuge. Rumored to have been related to “demon races” at one time due to a characteristic pointed tail many Tieflings have

Vampire — Human bitten by a Sanguisuge, or another vampire, thus becoming an immortal being that thrives on blood alone

Witch / Wizard — Humans with magic in their veins, able to harness powers and elements by way of tools such as wands, staffs, and guiding words

TITLES

Ambassador/Ambassadora — Titles for the lead Fairy liaison between Fairevella and the various countries of Heáhwolcen and Earth

Ambestre (*Am-beh-stray*) — Second-in-command Fairy to each ambassador or ambassadora

Ard Rialóir (*Arrd Ree-ah-lohr*) — Head of the Elves in Heáhwolcen

Borhond (*Boar-hund*) — The witch king or queen’s lead advisor

Ceannairí (*She-an-air-ee*) — Both a generic title for magical leader, and a specific title that can be used when addressing a magical leader, similar to “Your Majesty”

Fairy of All Fairies — Leader of the Fairies in Heáhwolcen

Fyrdestre (*Fuh-yord-es-tray*) — The Elves’ second-in-command to the fyrdwisa, and second in line to succeed the ard rialóir

Fyrdwisa (*Fuh-yord-wee-sa*) — The primary Elven spy and military leader, first in line to succeed the ard rialóir

Geongre (*Gay-awn-grey*) — Lead Fairy travel deputy

Geongrestre (*Gay-awn-greh-stray*) — The Fairies’ second-in-command travel deputy

Ilwyn Gyfrinach (*Ill-wen Guy-frih-nahk*) — Also known as the Ovate Adept, the title of the leader of Druids

Iontach an Chéad Cheannaire (*Eon-tack ahn Chay-d She-an-air-ee*) — A title Fairies use when referring to the founding Fae of Fairevella

Liluthuaé (*Lih-loo-thoo-aye*) — A mythological Elven being

Master Swordsman / Swordswoman — Warrior leader of Bondrie

Raisarch (*Rye-sark*) — Leader of the Ealdaelfen, the mysterious and legendary “dark Elves”

Sigewíf (*See-jweef*) — Title of respect for a female/feminine being

Spreca (*Spreh-ka*) — Lead voice of the Samnung

Thighearna (*Thee-gar-nah*) — Title of respect for a male/masculine being

THE SAMNUNG (SAHM-NUN-G)

Arctura (*Arc-tuhr-ah*) — Princess Cloa’s mysterious and ever-present cat

Aristoces (*Ah-rihs-toh-sees*) — Fairy of All Fairies, leader of Fairevella, and wisest being in the Samnung chamber

Bryten (*Brighten*) — A Baetalüan elected to represent horned beings and the “minor” populations of magical folk in Heáhwolcen; frequently absconds shirts

Cloa (*Cl-oh-ah*) — Sixteen-year-old princess of Endorsa, addled by an unusual lack of mental presence that causes frequent discomfort during meetings

Collum Andoralain (*Call-uhm And-or-ah-layn*) — Elven fyrdwisa and Bridgette’s stalwart companion

Corria Deathhunter (*Cor-ee-uh*) — Master swordswoman of Bondrie, quiet but quite adept at her gifts of leadership and warrior arts

Kharis (*Care-ih*s) — Nehemi’s right-hand wizard, the borhond

Nehemi (*Neh-heh-mee*) — Witch queen of Endorsa, haughty and proud

Trystane Eiríkr (*Tryst-ayn Air-ih-kur*) — Ard rialóir, leader of Eckenbourne; Collum’s best friend and symbolic elder brother

Verivol (*Veh-rih-vole*) — A gender nonbinary Sanguisuge chosen to represent the coteries of their kind. Loves fashion and immediately brings Bridgette into their fold and heart

BEINGS ON EARTH

Anglesey Druidic Order (*Ayn-gleh-see*) — The oldest group of Druids on Earth

Agustín Muñoz (*Uh-goos-teen Moon-yohs*) — Chilean leader of the human Antarctic delegation

Aroha Te Rauna (*Ah-roh-ha Te Rah-oona*) — New Zealand’s leader of the human Antarctic delegation

Catalina Quiroga (*Key-roh-gah*) — Argentinian leader of the human Antarctic delegation

Charles Brady — British; the United Kingdom’s leader of the human Antarctic delegation

Dagmar Nilsen (*Dahg-mahr Nihl-son*) — Norway’s leader of the human Antarctic delegation

Élodie Jacquot (*Eh-loh-dee Shack-whoa*) — French leader of the human Antarctic delegation

Gary — The Druids’ human gatekeeper on Earth

Heledd (*Heh-led*) — The Ovate Adept, or Ilwyn Gyfrinach, of the True Druids

Jamie and Wade — Bridgette’s co-workers at the diner in Nashville

Martha and “Doc” Joel Simmons — Bridgette’s most-present foster parents

Noah Irwin — Australian leader of the human Antarctic delegation

BEINGS OF ENDORSA

Artur and Felicity Cromwell — Witch founders of Heáhwolcen in the 1690s. Escaped persecution in Europe to journey to the Americas, but after getting caught up in the Salem Witch Trials, the Cromwells chose to move forward with creating a safe space of their own for beings of magical origin and blood

Galdúr (*Gal-durr*) — Heáhwolcen’s co-founder, an enslaved Black Fairy who became free after the king who imprisoned and sold him died. Joined with the Cromwells and provided the missing key spell that created Heáhwolcen

Herewosa Donnachaidh (*Hair-eh-whoa-suh Donna-key*) — Cailleach wígend and Cath Draíochta practitioner. Bridgette’s fecht trainer

King Hermann (*Her-mahn*) — Former king of Endorsa, killed when errant magic from Palna overtook his carriage

Lucilla (*Loo-silla*) — Witch who acts as the Samnung’s secretary, though her actual employ is to

Queen Nehemi and Princess Cloa

Lymerian (*Lie-meer-ian*) — Sanguisuge owner of a crystal and ritual shop

Magister Basira (*Mah-jih-ter Bah-see-rah*) — A professor and scholar at the University in Heáhwolcen, studying mind magics

Magister Ephynius (*Mah-jih-ter Eh-fín-ee-yus*) — The foremost magical historian at the University in Heáhwolcen

Murthel, Teale, Avengeline (*Muhr-thel, Teal, Ah-vehn-jeh-leen*) — Members of the Endorsan Modern Kitchen Witch Society, sisters, and owners of the Coffee Cauldron

Queen Lalora (*Lah-lohr-ah*) — Former queen of Endorsa, killed when errant magic from Palna overtook her carriage

Sheridan (*Share-ih-den*) — Male witch barkeep, friend to the Fairy ambassador to the Antarctic

Zurina (*Zuh-ree-na*) — Witch stewardess on Earth airplanes traveling on official Samnung business

BEINGS OF ECKENBOURNE

Aelys Frost (*Aye-lihs Frost*) — The original founding Elf of Eckenbourne

Aurelias Parvhin (*Arr-ee-lee-us Pahr-ven*) — Elven fyrdestre, of Tiefling and Elven heritage

Eloise (*Eh-loh-ees*) — Golden-hued Unicorn annwyl of the Liluthuaé

Ethros (*Eh-thros*) — A seordwiph and friend of Collum's

Mithrilken (*Mih-thrill-ken*) — Black Unicorn annwyl of the fyrdwise

Mohreen Conner (*Mor-een*) — Mysterious Elven figure

Njahla (*En-jah-lah*) — Trystane's right-hand Elf, without whom he'd be lost

Starkardia (*Star-car-dee-uh*) — Ethros' daughter, the first youngling Elf Bridgette meets

BEINGS OF FAIREVELLA

Akiko Chidori (*Ah-key-koh Chee-dor-ee*) — Geongre for Fairevella

Apostine (*Uh-post-een*) — Fairy ambestre to the Antarctic, the first Tiefling-blooded being to take such a prestigious position

Emi-Joye Vetur (*Eh-mee – Joy Veh-tuhr*) — Fairy ambassador to the Antarctic

Etreyn (*Eh-trey-en*) — Geongrestre for Fairevella

Frosset Malvarma (*Froh-set Mahl-vahr-ma*) — Former Fairy ambassador to the Antarctic, now serving as its ambassador-emeritus

Family members —

Esmerina Malvarma (*Ehs-mare-eeen-ah Mahl-vahr-ma*)

Siofra Malvarma (*See-oh-frah Mahl-vahr-ma*)

Ilayda Malvarma (*Ill-aye-duh Mahl-vahr-ma*)

Garrin Fitzhugh (*Gah-ren*) — Former Fairy ambassador to Palna, deceased and succeeded by Ulerion Mewt

Hafiz (*Hah-fee-z*) — Fairy guard and warrior

Luthus (*Loo-thuhs*) — A Fairy travel deputy

Marcallus Gaccio (*Mahr-callous Gah-chee-oh*) — Fairy ambassador to Italy and good friend and mentor to Emi-Joye

Skyanna Elixabete (*Sky-anna Eh-licks-ah-bet*) — Heáhwolcen's poet laureate

Seamund (*See-mund*) — Fairy ambassador to Eckenbourne

Tula & Johannes Vetur (*Too-lah, Yo-hahn-ess Veh-tuhr*) — Emi-Joye's mother and father

Ulerion Mewt (*You-lair-eon Meew-t*) — Current Fairy ambassador to Palna, who disappeared without a trace in August 2017

Whitby Lenoir (*Whit-bee Leh-noor*) — Fairy ambassador to Wales

BEINGS OF BONDRIE

Druan Heart of Stones (*Drew-an*) — Former master swordsman

BEINGS OF PALNA

Baize Sammael (*Bay-ze Sam-eye-ehl*) — The late creator of Craft Wizardry and founder of Palna; deceased in the Ingefeoh

Eryth Tinuviel (*Eh-rehth Tin-oo-vee-ehl*) — Current male witch leading Palna along with partner Ydessa

Sohli (*Soh-lee*) — Unknown figure whose name appears repeatedly in Ulerion Mewt's ambassador reports about the country

Ydessa Tinuviel (*Ee-dessah Tin-oo-vee-ehl*) — Current female witch leading Palna along with partner Eryth

GEOGRAPHY AND ARCHITECTURE IN THE WORLD ABOVE THE WORLD

Heáhwolcen (*Heh-uh-wall-shen*) —

Literally “continent in the clouds”, a magical continent hidden above the cloudline over North America. Includes the countries Endorsa, Eckenbourne, Fairevella, Bondrie, and Palna, as well as the spirit realm Ifrinnevatt

Bondrie (*Bon-dree*) — Borderland created between Palna and the rest of Heáhwolcen. Its citizenry largely includes witches and warrior beings descended from indigenous peoples of North America

Eckenbourne (*Eck-en-born*) — Elven lands of Heáhwolcen

Aelchanon (*Aye-ehl-cannon*) — The capital city and main region of Elven business and government

Caisleán (*Case-lee-ahn*) — Elven capital building

Estmereamel (*Ehst-meer-ah-mell*) — Elven city of water

Faustdúnleshire (*Fao-ust-doon-leh-shur*) — Mountainous region

Feormeham (*Fey-ohrm-hum*) — Rural farming region of Eckenbourne, where Collum's apartment is located

Hlafjordstiepel (*Lah-fjord-shh-tee-pehl*) — Tallest peak in the mountains of Heáhwolcen

Lisweald (*Lih-s-wehld*) — Beautiful wooded, natural garden area of Eckenbourne that is primarily inhabited by Nature itself

Loch Liath (*Lock Lie-ahth*) — A recreational lake in Estmereamel

Maluridae Wood (*Mah-luhr-ih-day*) — Secret grove in Faustdúnleshire that can only be accessed by Elves who know of its existence

Endorsa (*Ehn-door-sah*) — The original country of Heáhwolcen

Coffee Cauldron — Magical coffee shop frequented by Bridgette

Coven House of Wand and Sword — Similar to Maluridae Wood, a glamoured shed that

serves as the meeting space for the most prestigious secret society in Heáhwolcen

Cyneham Breonna (*Chin-hum Bree-oh-nah*) — The governmental offices and administration building for Endorsa and the Samnung at large

Deu Medgar (*Due Mehd-gar*) — Residential palace for the ruling family of Endorsa

Galdúr (*Gal-durr*) — Capital city of Endorsa, named for Heáhwolcen's co-founder

Mimea Botanicci (*Mih-mee-uh Boat-an-ee-chee*) — Magical botanical garden in the capital city

Minthame (*Mint-haym*) — The training complex of the Fórsaí Armada

Prifysgol Grantabrych Draíochta (*Riffs-goal Grahn-tah-br-eye-k Dry-och-tah*) — The full name of what is colloquially known as the University

Taberna Körtz (*Tah-behr-na Courts*) — an old, original tavern that Emi-Joye and many other magical beings frequent, where Sheridan serves as barkeep

Fairevella (*Fair-eh-vell-ah*) — Home of the Fairies

Çeofilye (*Seoh-feel-yeh*) — Capital city of Fairevella

Maremóhr (*Mah-reh-moor*) — Performance and ceremonial venue

Seledreám (*Seh-leh-dree-am*) — The Noble House of Fae

Seolformúr (*Say-ohl-for-myur*) — Gate at the entrance to the Seledreám; the most powerful magical object in all of Heáhwolcen

Ifrinnevatt (*Eh-frihn-eh-vat*) — The spirit realm considered part of Heáhwolcen

Palna (*Pahl-nuh*) — Baize Sammael's country founded to study and teach Craft Wizardry, walled off from the rest of Heáhwolcen following the Ingefoht

Ballamúr (*Bah-lah-myur*) — The name of the inner wall in Palna

Düoria (*Due-or-ee-ya*) — Palna's capital city

Larivuria (*Lah-rih-vur-free-ya*) — An unmapped oceanic city

GEOGRAPHY AND ARCHITECTURE ON EARTH

Bywyd Derwyddon (*Buh-wihd Duhr-wihd-on*) — The Druids' grove

Gwydir Forest Park (*Gwih-duhr*) — Welsh national forest where the Druids live

Torrison Wood (*Tohr-ih-don*) — The original location of the Celtic Fae homeland, on which the Seolformúr originally stood

Whipple Hill — A spot in Old Salem Village, now Danvers, Massachusetts, where Puritan girls spied witchcraft taking place, and on which the original Earth portal was located

Ynys Môn (*Oon-es Mahn*) — The Isle of Anglesey in Wales, where Collum and Bridgette traced the Druids

MAGICAL FOOD AND DRINK

Brimlad (*Brihm-lahd*) — Dried, seasoned strips of meat, similar to South African biltong; venison and beef are most common

Caife calabaza (*Cai-fey cah-lah-bah-zah*) — A spiced coffee beverage developed from pumpkins

Caife mokka (*Cai-fey mocha*) — A milk chocolate-based coffee beverage

Frihtri (*Frih-tree*) — Enchanted Fae version of fortune cookies

Gingewinde (*finj-eh-wihnd*) — Healing, soothing beverage made from ginger, similar to human ginger ale

Honeycakes — Dessert or breakfast pastry made of lightly sweetened, fluffy dough, somewhere between a doughnut and cinnamon bun

THE FÓRSAÍ ARMADA AND ASSOCIATED TERMS

Fórsaí Armada (*For-sai Ahm-ah-dah*) — Heáhwolcen's united battle forces

Bondrie Guard (*Bond-ree*) — The armed guard charged with watching over the Palnan border wall

Bródenmael (*Broad-en-mayl*) — Bondrie's most elite on-the-ground warriors

Cailleach (*Callie-ack*) — Endorsa's skilled combat fighters and weapons experts

Caomhnóir Feeric (*Cahm-noor Fee-rick*) — Fairevella's winged fighting force, specifically trained in swordsmanship and knife-fighting

Cath Draíochta (*Cah-th Dry-och-tah*) — The art of spellcasting as part of battle

Fairy Míleta (*Mih-leh-tuh*) — Heáhwolcen's aerial attack force, primarily skilled in archery and

spellcasting from the sky

Feoht (*Fey-ohht*) — General term for fighting and battle

Fyrdlytta (*Fyord-light-uh*) — Elven fighting forces, including the Unicorn calvary

Ingefeohht (*Eeng-fey-ohht*) — Heáhwolcen's civil war, which took place approximately around the same time as that of the United States in the late 1850s and early 1860s

Wígend (*Wee-gehnd*) — A singular and plural term referring to trained warriors

MAGICAL ORIGINS

Ceannairí Álfar (*She-an-air-ee Al-far*) — The original magical being

Demiurge (*Deh-mee-urge*) — Origin of the world before the worlds existed

The Fyrst (*Fy-ursth*) — The first group of magical offspring produced following Ceannairí Álfar's procreation rituals

Ylda (*Eel-dah*) — One of the Fyrst who was charged with designing and creating other magical species and creatures, including the Liluthuaé

FAE HOLIDAYS

Ostara (*Oh-star-uh*) — The Spring Equinox

Lammas (*Lah-mahs*) — The first harvest, a granary festival

Mabon (*May-bon*) — A celebration of the bounty of the summer and fall seasons

Samhain (*Sow-ihn*) — The time when the spirit world and Earthen planes are no longer separated by a veil of shadows

TRADITIONAL SAYINGS AND OTHER WORDS OF NOTE

Annwyl (*An-wull*) — A Unicorn chosen to be bonded with an Elf as its steed

Beannaithe a Bhieth (*Bee-nay-thuh ah Bee-th*) — “Blessed be that [or that which] should come to pass”

Craft Wizardry — The powerful magic of ill-intent hawked by Baize Sammael

Dúnaelfen (*Doon-ayl-fen*) — A group of Elves that follow a selected leader

Diety Dhaoibh (*Dee-ih-tee Doh-b*) — Nondenominational form of “god or goddess bless, honor us”

Elusive Grimoire (*Grih-m-war*) — Baize Sammael’s long-missing books of Craft Wizardry lore, spells, and history, hidden for more than a century somewhere in Endorsa for safekeeping

Fáilte (*Fayl-teh*) — “Welcome”

Foighne agus grásta (*Foyn ah-guhs grah-stah*) — “Patience and grace”, a philosophy based on the idea that by understanding and accepting the timeline in which your existence is carved is under the Universe’s control, you shall grow into the prosperous life, future happenstance, or mission you were charged with leading and know is coming for you

Grudai (*Groo-dye*) — The season’s first grain harvest

Hyldájj (*Hihll-dahssh*) — An oath of office for magical leaders

Indryhtu Sciccel (*En-dry-too Sih-shell*) — The mark of an office, such as the capes worn by Fairy ambassadors or the embroidered “E” present on Elven leadership’s clothing

Ísenwaer (*Eye-sehn-wayr*) — An ability for two people to speak mind-to-mind with one another

Leódrúne (*Leh-oh-droon*) — A witch specializing in the craft of divining through tarot, palmistry, bones, etc.

Matla (*Maht-lah*) — The mighty power of the ancient ones

Maylemaegus (*Male-eh-may-guhs*) — An old term for Universal knowledge and power

Nonóir es linne (*Noh-noor es linn-eh*) — “The honor is ours/mine”

Nunta Alchimica (*Noon-tuh Al-key-mee-kah*) — A magical term for the total solar eclipse, referring to the union of sun and moon

Palnan sympathist (*Sihm-pah-thist*) — Citizens in greater Heáhwolcen who believe in Baize Sammael’s teachings and argue Palna should be a free country

Rí dend (*Ree-dehnd*) — An Elf, Elfling, or other magical being of high rank and friendship to the Elves who is allowed to be bonded with a Unicorn

Seordwiph (*Say-ord-weef*) — Swordsmith, bladesmith

Sierwan / Sierwen (*See-er-wahn / See-er-when*) — The singular and plural terms, respectively, for a gifted Elf who receives knowledge from the Universe and is able to connect dots others cannot

Téitheoir (*Teeth-oor*) — Healers

Ti yw'r Liluthuaé (*Teh yeh-r Lih-loo-thoo-aye*) — “You are the Bright Star”

Tráthnóna mistéireach (*Trahth-no-nah Mih-stee-ryech*) — Traditional greeting; “A joyous and fair day to you”

Wilgiest winedryhtenen (*Wihld-geyst wine-dry-teh-nehn*) — Ceremonial greeting; “Be welcome, friends and comrades”

Wy árung (*Why ah-ruhng*) — Traditional signature; “With regards/respect”

Y gwyr yn erbyn y byd (*Eh gweh-r ehn er-byne eh beh-d*) — “The truth against the world”