

~ 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-like wings, though rare Fae are born with bat-like wings

Centaur — Horse-bodied creature with the chest, arms, and head of a human

Chrysollos (*Chris-oh-mal-ohs*) — Golden-fleeced, golden-horned sheep

Cù-sìth (*Coo shih-hee*) — Long-extinct species of Fae hound

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

Dryad (*Dry-add*) — Tree-dwelling spirits and guardians

Ealdaelfen (*Eel-dehl-fen*) or Eelings (*Ee-lings*) — 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

Elf/Elves — Humanoid beings with pointed ears, opalescent-flecked eyes, and elemental magic

Kobold (*Koh-bold*) — Mischievous and joyful little sprites, noted for having unusually colored skin, blue nails, and occasionally horns or tails

Pixie (*Pick-see*) — Tiny winged humanoid being

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

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

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 — Lead Fairy liaisons between Fairevella and the various countries of Heáhwolcen and Earth

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

Ardestre (*Ard-eh-stray*) — Second-in-command to the ard rialóir

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

Astridsí (*Uh-strih-d-see*) — A mythological witch

Boireannach (*Bore-ee-an-ach*) — A mythological Fae

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”

Cennestre (*Sin-eh-stray*) — Elven and Fae term for mother

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

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

Lacnestre (*Lack-neh-stray*) — Apprentice healers to the lacnians

Lacnian (*Lack-nee-an*) — Specialized healers who use a mixture of practical tools and ritual magic to address ailments

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

Slátraestre (*Slah-treh-stray*) — Butcher’s apprentice

Slátrari (*Slah-trah-ree*) — Butcher

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*) — Baetalüan elected to represent horned beings and the minor populations of magical folk in Heáhwolcen; frequently absconds shirts

Cloa (*Cl-oh-ah*) — 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 Rosu (*Veh-rih-vole Roe-soo*) — A gender nonbinary Sanguisuge chosen to represent the

coterie of their kind. Loves fashion and immediately brings Bridgette into their fold and heart

BEINGS ON EARTH

Dagmar Nilsen (*Dahg-mahr Nihl-son*) — Norway's 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 BONDRIE

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

Maqtok Spring Bearer (*Mack-tock*) — Shieldhand of Bondrie and Corria's second

Mxmillian Surefire (*Mix-million Sure-fire*) — General of the Bondrie Guard

Sakari Torn Hand (*Sah-kah-ree*) — Magister militum of the Bródenmael

Sixsi Windwraith (*Six-see Wind-wray-th*) — Hair artisan who works in Endorsa

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

Dominus Falto (*Dom-en-us Fall-toe*) — Nehemi's former beau and a member of King Hermann's circle, killed in the carriage accident alongside the king and Queen Lalora

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 Von Detton (*Loo-silla*) — Witch who acts as the Samnung's secretary, though her actual employ is to Queen Nehemi and Princess Cloa

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

Magister Ephynius (*Mah-jih-ter Eh-fin-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

Naomi (*Nay-oh-mee*) — Former handmaiden to Queen Lalora, killed alongside her and King Hermann by errant magic

Pompié (*Pom-pee-aye*) — A lacnestre of mind-health

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

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

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

Benameena (*Ben-ah-mee-nah*) — Elven shopkeeper and the mother of Bridgette's first violin student in Heáhwolcen

Callithys Eiríkr (*Cuh-lih-thees Air-ih-kur*) — Trystane's mother

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

Eulalia (*You-lah-lee-ah*) — Elven dúnaelfen leader who taught Trystane to brew and distill his own spirits

Ilori (*Ill-or-ee*) — Njahla's mother, a skilled herbalist and téitheoir

Lessiel (*Less-ee-elle*) — Second-in-command of the Unicorn calvary

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

Mohreen Conner (*Mor-een*) — Mysterious Elven figure and Bridgette's birth mother

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

Thorhallsson (*Thor-hall-son*) — Commander of the Unicorn calvary

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 Tiedling-blooded being to take such a prestigious position

Djoser Fayek (*D-joe-sir Fah-yek*) — Leader of the Camhnóir Feeric

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

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

Oleandra Pappas (*Oh-lee-and-ruh Pah-pahs*) — Aeris of the Fairy Míleta

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

BEINGS OF PALNA

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

Caracas (*Cuh-rah-kus*), Chalamet (*Shall-uh-may*), and Taurus (*Tar-us*) — Members of the Palnan Royal Guard

Dahvñe (*Dah-v-nyee*) — Ydessa Tinuviel’s late mother, the most loyal follower of Baize Sammael

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

Fincher (*Finch-er*) — Kobold who works at the butchery as a slátraestre

Glafida (*Glah-fee-duh*) — A leatherwiph known for binding and repairing books, as well as making her own leather goods

Muov (*Mw-ahw*) — Elf who works at the butchery as a slátraestre

Ovidion (*Oh-vih-dee-un*) — Toby’s late father, an Elfling who also used to work as a slátraestre at the butchery

Paxson (*Pack-son*) — Baetalüan who works at the butchery as a slátraestre

Queylan, of no surname (*Kweh-lan*) — Sanguisuge jewelry artisan from Düoria

Serrabinx Maudlin (*Sara-binks Maude-lihn*) — Bridgette’s hostess and a healer.

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

Tobias “Toby” Maudlin (*Toe-by-us Maude-lihn*) — Precocious young Elfling with special abilities. Son of Serrabinx

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

Zedolph Maudlin (*Zeh-daulf Maude-lihn*) — Xcthonya’s butcher and Serrabinx’s brother, considered a host of Bridgette’s

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. For reference, please see the map at the front of this book.

Beorgdún (*Bay-org-dune*) — Vast rocky mountainous region that stretches from Palna up through Bondrie, Endorsa, and Fairevella. Lower peaks than that of Hlafjordstiepel

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

Casa de Piedra (*Cah-suh deh Pee-aye-druh*) — Bondrie’s massive, maze-like governmental residence

Odalú Digaswodi (*Oh-dah-loo Dee-gah-swóh-dee*) — Majestic river, the Mountain’s Tears, that flows from the Beorgdún into Palna

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

Evenshade — Nightclub known for pulsating witchlight effects, loud music, and a delicious sense of freedom

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

Hologrimoire (*Holo-grim-wahr*) — Salon for fur and hair owned by Bondrian Sixsi

Windwraith

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

Museo Staire (*Moo-sey-oh Sty-air*) — Historical museum, considered part of the University

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 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-myr*) — 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 Ingefeoh

Afon Azúl (*Ah-fahn Ah-sool*) — Winding river named for the blue color of its waters. Forms part of the border for Terrabruixes

Afon Verité (*Ah-fahn Ver-ih-tay*) — River that flows from Loch Petit Somnis to the border with Bondrie, forming part of the border for Terrabruixes

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

Bloodwood — Protected lands

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

Forêt Fossile (*For-eh Foh-seel*) — Protected lands of wild woods

Ibaia (*Ee-bye-uh*) — Largest river in Palna

La Azúlita (*La Ah-sool-ee-tuh*) — Little river that helps form the border of Terrabruixes

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

Loch du Flors (*Lock doo Floors*) — Massive lake that the Ibaia runs into

Loch Petit Somnis (*Lock Petite Som-knee*) — Small “lake” in the widest part of the Ibaia, off of which branches Afon Verité

Tehlain (*Teh-lah-lynn*) — City north of Düoria, named for the way it looks while bathed in shadow and moonlight

Terrabruixes (*Tara-broo-shus*) — The Witchlands, a sacred space of protected land that only the Tinuviels go to

Vuoristokylä (*Vyor-is-toe-ky-lah*) — General term for mountainous villages, where Zedolph claims Bridgette is from, as to avoid suspicion regarding her origins

Xchthonya (*Ick-thone-ia*) — Sizable city located south of Düoria

MAGICAL FOOD AND DRINK

Blaccattle (*Black cattle*) — Breed of beef cattle descended from the Kobe cattle on Earth

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

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 Ahrm-ah-dah*) — Heáhwolcen’s united battle forces

Aeris (*Heiress*) — Title for the leader of the Fairy Míleta

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

Comandante (*Cah-man-don-tay*) — Second-in-command of the Unicorn calvary

Fairy Míleta (*Mih-leh-tuh*) — Heáhwolcen’s aerial attack force, primarily skilled in archery and spellcasting from the sky

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

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

Magister Militum (*Mah-gih-ster Mih-lih-tum*) — “Master of soldiers,” title for the leader of the Bródenmael

Ingefeoht (*Eeng-fey-oht*) — 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 AND SPIRITUALITIES

Biavis Scyllos (*Bee-ah-vihs Sky-lohs*) — Younger of the twin Fyrst Witches

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

Chrysus (*Cry-suhs*) — The golden god of the Baetalü

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

Duatha (*Doo-ah-thah*) — Name of the Fyrst Fae

Duathanna (*Doo-ah-thon-ah*) — A distinctive Fairy lineage supposedly created by Ylda, followers of Duatha

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

Goddex/Goddexes (*God-ex, God-exes*) — Gender-neutral terms, shortened and inclusive words

used instead of the phrase “gods and goddesses”

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

FAE HOLIDAYS

Imbolc (*Eee-molk*) — A celebration honoring the start of spring

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

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

Lunavidad (*Loo-nah-vee-dahd*) — Name used in Palna for the winter solstice holiday celebrations

Lupercalia (*Loo-per-kay-leah*) — Minor holiday, a celebration of fertility

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

Wynterwist (*Winter-wist*) — Term for winter solstice feasts in Eckenbourne

TRADITIONAL SAYINGS AND OTHER WORDS OF NOTE

Aikalé (*I-kah-lay*) — Military response used by the Bondrie Guard

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

Athame (*At-hayme*) — Ceremonial blade used in ritual magic

Cíegan (*Chee-gan*) — A summoning spell for wand magic

Collective — An alleged group of magically talented Palnans who are either captured or recruited by the Tinuviels

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

Esoterikos (*Eh-so-teh-rih-kos*) — The version of self that one presents to the world

Etiam pro mundi (*Aye-t-yam pro moon-dee*) — Coded response, “Yes, for the sake of the world”

Fáilte (*Fayl-teh*) — “Welcome”

Gathering of Games — Prestigious annual sporting competition in Palna

Gemaere (*Gehm-air*) — Language of the Fyrst. Appears as a runic language when written

Gimmshoppe (*Gem-shop*) — A store that peddles magical and ritual supplies

Heartsworn — Term for life partner

Hepatizon (*Heh-pat-ih-son*) — Metal alloy that results in a purple shade of bronze

Hexaxis (*Hex-axis*) — Atmospheric research facility in Antarctica, with a miniature replica in Heáhwolcen at Minthame

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

Hringur (*Ringer*) — Palnan resistance

Indictus Magnus Iudicium (*In-dick-tuhs Mag-nuhs Ee-you-dee-cee-um*) — Process of trial, questioning, and judgement of those who used magic with ill intent

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

Leatherwiph (*Leather-weef*) — Leather artisan

Malouetia (*Mal-oh-ee-cha*) — Plant ingredient that, when the bark is used in certain potions, causes paralysis

Marshwings — Type of footwear common in Palna to keep shoes from sinking in mud during the rainy season

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

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

Mo chridhe (*Moe kree-yuh*) — “My heart”

Neutrinos (*New-tree-nose*) — So-called “ghost particles” that form from great happenings in the cosmos

Nonóir es linne (*Noh-noor es lihn-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 Artifex Forum (*Art-ih-fects*) — Archivists charged with documenting Palnan history and culture

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

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

“Sefnuskrá a Dyfodolden Draiochta Ceáird” (*Sehf-new-skruh uh Die-fold-ehn Dry-och-tah Shay-ihrd*) — The “Manifesto on the Vision of Craft Magic”, a three-volume set of books written by Baize Sammael

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

Sóc Láттаew al Hringur (*Soak Lah-tew al Ringer*) — Toby's coded presentation of himself; “I am Guide to the Hringur”

Syndumir (*Sin-doo-meer*) — A spell command, “show me”

Téitheoir (*Teeth-oor*) — Healers

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

Trúwa (*True-wah*) — Divine vow of the Triumvirate

Tunc Triumviratus resurget (*Toon-k Tree-um-veer-ah-tuhs reh-sir-getta*) — Coded call-and-response, “Then the Triumvirate shall rise”

Ut nos liberant (*Oot nas leeb-er-aunt*) — Coded call-and-response, “May they set us free”

Vademecum (*Vah-deh-mee-kuhm*) — Sentient grimoires, guides used by the Triumvirate

Verta verestä (*Vehr-tuh ver-eh-stuh*) — “Blood for blood”

Viltu carleat (*Vill-too car-leest*) — Coded greeting; “Do you desire freedom?”

The Watchword — Palnan newspaper citizens receive three times a week

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

Witchlight — Spell-cast light, usually appearing acid green, that flickers like flame, but won’t blow out except by magic

Witega (*Wee-teh-guh*) — Birth healer who has certain powers of foreboding

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