

## GLOSSARY

**Aeravas**—a Sharonian city in Harkala; located in approximately the same place as Shiraz, Iran.

**Alathia**—one of the provinces of the Ternathian Empire, it is the trans-temporal analog of Italy.

**Andara**—the Arcanan equivalent of the continent of North America. Andara is the home of the warrior kingdoms of the Andarans and provides the backbone of the Union of Arcana's military.

**Arau Mountains**—the Sharonian analog of the Yoblonovy Khrebet mountain range east of Lake Baikal.

**Arcana**—the home universe and Earth of the Union of Arcana. Its physics are based on “magic.”

**Arcanan days of the week**—Firsdays, Secondays, Thirdays, Fourthays, Fidays, Sixdays, Sevdays.

**Arcanan Expeditionary Force (AEF)**—the Arcanan force sent to attack Sharona's frontier universes under Commander of Two Thousand Mayrkos Harshu.

**Arpathia**—the Sharonian analog of the area stretching from the Caspian Sea through the Siberian tundra north of Mongolia to the Pacific Ocean. While there is no united government for this region, it is often referred to as the Septentrion, which is a trade union developed by the septs (see Septs and Septentrion, below).

**Aruncas of the Sword**—the Uromathian god of war.

**Automoticar**—a new, personal form of transport recently introduced in the Union of Arcana; essentially, small, private sliders capable of delivering individuals to their destinations.

**Baranal**—literally, “protector” in old Andaran. A baranal is the individual responsible for protecting a shardon (see below).

**Barican Valley**—the Sharonian analog of Mason Valley, Nevada.

**Barkesh**—a city in Sharona located at the approximate trans-temporal site of Barcelona, Spain.

**Bearcat Valley**—the Sharonian analog of Reveille Valley, Nevada.

**Benteria Union**—a republic in New Ternath (North America) consisting of most of the states of Kansas, Oklahoma, Missouri, Arkansas, and Illinois.

**Bergahl**—the dominant deity of the Order of Bergahl. Bergahl is a god of both war and justice. His order is a militant one, which has traditionally provided the judges and law enforcement mechanism in the Kingdom of Othmaliz.

**Bergahl's Comforters**—an ironic nickname for Berghal's Dagger (see below).

**Bergahl's Dagger**—a highly militant cult within the Order of Bergahl. The Dagger was officially disbanded over a hundred years ago.

**Bernith Channel**—the Sharonian analog of the English Channel.

**Bernith Island**—the Sharonian analog of the island of Great Britain.

**Bernithian Highlands**—the Sharonian analog of Scotland.

**Bile toad**—a large, venomous ugly, ground-dwelling amphibian from Mythal on Arcana. Bile toads are a brilliant green in color with black “leopard” bars and represent an arcane genetic manipulation experiment which went awry and escaped the laboratory.

**Bison**—the steam-powered tractor portion of the Ternathian Army’s recently adopted (and still in process of development) mechanized transport. The Bison comes in two models: Model A is the personnel transport while Model B is a pure tractor intended to tow heavy loads cross country. Both are in 20 to 25-ton range and very powerful units. The original Mark I Bison was coal fired; the newer Mark II variant uses kerosene as its fuel and has over three times the operational radius of the Mark I.

**Bitter Lake City**—the Sharonian analog of Salt Lake City, Utah.

**Bitter Lake**—the Sharonian analog of the Great Salt Lake, Utah.

**Bitterblack**—the Andaran name for coffee. See also Mythalan tea and cherryberry.

**Black Rhino**—the most powerful bulldozer manufactured by Ram’s Horn Heavy Equipment (see below). See also “Ricathian Buffalo” and “Devil Buff.”

**Blade of Ibral**—the Sharonian analog of the Gallipoli Peninsula.

**blood debt**—an ancient Ransaran concept of justice based on the principle of “an eye for an eye and a tooth for a tooth.” It also has personal connotations of vengeance, but has been renounced by modern Ransarans as a barbaric and horrific basis for true justice. The term is sometimes still used as a slang phrase to describe a highly personal form of redress for wrongful actions.

**blood vendetta**—Shurkhali blood vendetta is triggered when a massive miscarriage of justice leads to someone’s death. Shaylar Nargra-Kolmayr’s apparent murder by Arcanans triggers a blood vendetta reaction in every Shurkhali alive.

**Bolakin, Queens of**—the queens who collectively rule the ten Bolakini city-states which control the southern shore of the Mbisi Sea.

**Bolakini Strait**—the Sharonian analog of the Strait of Gibraltar.

**Book of Secrets**—one of the two seminal holy books of the Mythalan *shakira* caste.

**Book of the Double-Three**—the holy book of the Church of the Double Triads, the imperial religion of Ternathia.

**Book of the Shakira**—one of the two seminal holy books of the Mythalan *shakira* caste.

**Broken Shoe Butte**—the Sharonian analog for Elephant Butte, Utah.

**Busnara**—the capital city of the Uromathian Empire, located approximately on the site of Changsha, China.

**Calirath**—the imperial dynasty of Ternathia. The Caliraths have ruled Ternathia for more than four millennia.

**Carotal**—the Sharonian analog of Ft. Stockton, Texas.

**Cejyo**—the Sharonian’s port city in the Haysam Universe at the trans-temporal location of Wenzhou, China.

**Celaryon II**—King of Ancient Ternathia who negotiated the treaty which bound Ternathia and Farnalia as allies in the year 203 of the Ternathian calendar.

**Central Bank of Mythal**—the largest, wealthiest, and most powerful of the Mythalan banks. The

CBM, unlike the private Mythalan banks, is directly subject to government supervision, and a full third of the seats on its Board of Directors are held by government appointees.

**Cerakondian Mountains**—the Sharonian analog of the Altai Mountains.

**Cetacean Institute/Shurkhali Aquatic Realms Embassy**—the Sharonian research institute and embassy founded and operated by Shaylar’s mother, Shalassar Kolmayr-Brintal, who is a cetacean translator. Similar embassies serve the sentient great apes and higher primates of Ricathia (Africa), Uromathia (Asia), and New Farnal (South America, with its New World monkeys).

**Chairifon**—the Sharonian analog of the Eurasian supercontinent.

**Chalar**—an Arcanan maritime empire, based on the island of Chalar (Cuba) and dominating the Chalaran Sea (Caribbean Sea) and Gulf of Hilmar (Gulf of Mexico). Chalar is the dominant naval power of Arcana.

**Chalgyn Consortium**—survey company that employs Jathmar Nargra and Shaylar Nargra-Kolmayr. The Chalgyn Consortium is an independent survey company based in Shurkhal.

**chan**—“veteran” in Ternathian. This is an honorific indicating someone who is currently or has been a member of the Ternathian military.

**Chansyu**—a creature of Arcanan legend, originating in Ransar, the chansyu is a rough analog of the ancient Greece phoenix. Like the phoenix, the chansyu represents an eternal cycle of life-death-rebirth. Unlike the phoenix, the chansyu is a two-headed winged lion which is reborn in a flash of lightning rather than fire.

**Chansyu hut**—the Arcanan analog of a Quonset hut, erected quickly using pre-stored spellware.

**Chemparas**—a major city in the Arcanan universe of Basilisk at the portal connecting Basilisk to Manticore, located approximately on the site of Addis Ababa.

**Chernoth**—a small city in the Benterian Union located approximately on the site of Hays, Kansas. Location of the portal between Traisum and Kelsayr.

**Cherryberry**—the more common Arcanan name for coffee and the one customarily used by Ransarans. See also Mythalan tea and bitterblack.

**Chindar**—a small town in the Kingdom of West New Ternath approximately on the site of Comstock, Texas.

**Chinthal**—a Sharonian breed of horses very similar to Percherons.

**Chuldair tree**—Sharonian analog of the kapok tree.

**Code of Housip**—the formal statement of Andaran honor obligations attributed (probably apocryphally) to Housip Kerellia, the drafter of the Kerellian Accords.

**Commandery**—see High Commandery.

**Conclave**—The formal multi-nation crisis-management organization established when the first portal opened in Sharona. Its members are the heads of state of every sovereign nation in Sharona and, on paper, Sharona’s new, independent colony universes.

**Coyote Canyon**—the Sharonian analog of Glen Canyon, Arizona.

**Cratak Mountains**—the Arcanan analog of the Sierra Nevada Mountains.

**“Cross the Vandor”**—the Sharonian analog of the phrase “crossing the Rubicon” as an expression of irrevocable commitment.

**Crown of fire**—the Sharonian term for our own volcanically active “ring of fire” in the Pacific.

**Cutch**a—a (very) derogatory Uromathian term for a woman.

**Daggerstone**—a sarkolis crystal used to store short-range combat spells. Maximum range is no more than twenty feet, and they are impossible to conceal from any Gifted person, but they can store antipersonnel spells of great power.

**Dalazan Rain Forest**—Sharonian analog of the Amazon rain forest.

**Dalazan River**—the Sharonian analog of the Amazon River.

**Darnifa**—a Ransaran republic in the Andaran analog of China consisting of Xinjiang Province and the extreme northwestern in and of Gansu Province.

**Darylis Republic**—a republic in New Farnalia consisting of southern Nicaragua, Costa Rica, Panama, Colombia, Ecuador, Peru north of (and including) Lima, Venezuela, Guyana, Suriname, and the extreme northern portion of Brazil north of the Amazon River.

**Daykassian**—the premier Arpathian breed of cavalry horse. Very similar to the Turkoman.

**Dead Mule Valley**—the Sharonian analog of Depression Valley, Nevada.

**Delkrath Mountains**—a mountain range in Delkrathia Province; the Sharonian analog of the Santa de Guararrma Mountains of Spain.

**Delkrathia Province**—a province of the Ternathian Empire north of Narhath and east of Teramandor; it consists of the equivalent of central Spain, from just south of Madrid to the Bay of Biscay.

**Devil Buff**—another name for the Ricathian Buffalo, or Cape Buffalo.

**Djadja berry**—a type of Uromathian persimmon, commonly used to treat fabric to produce heavy duty, water-resistant, and mold-resistant clothing for dailywear and traditional ceremonial garb favored by Eniathians.

**Dosaru**—the Uromathian god of justice. Also known as “Dosaru of the Watching Eyes” and “Dosaru of the Scales.”

**Duchy of Wahred**—a duchy in New Farnalia consisting of a lobe of northern Peru and extreme northwestern Brazil, most of Bolivia, Chile north of Mount Aconcagua, a portion of northwestern Argentina, and the extreme northwestern corner of Paraguay.

**Dynsari Sea**—Arcanan analog of the South China Sea.

**Dynsari**—Arcanan analog of Borneo.

**Ekros**—an Arcanian demon; the equivalent of our own Demon Murphy.

**Elath**—an Andaran kingdom whose territory covers roughly the area of the United States as far west as Kansas and Nebraska and extends as far north as Newfoundland.

**Elder Triad**—the most ancient members of the Ternathian Double Triads, consisting of the original Ternathian ruling gods: Vothan, Shalana, and Marnilay.

**Emergency Transportation System**—a Sharona-wide teleportation system capable of transporting very small groups of passengers. The ETS is designed for the emergency use of heads of state and diplomats in time-critical crises.

**Emergency Voice Network**—a planet-wide network of Voices capable of linking all Sharonian heads

of state in a real-time conference.

**Emperor Edvar Mountains**—the Sharonian analog of the Pyrenees Mountains.

**Empress Wailyana II**—Wailyana Calirath, Empress of Ternathia, 4172–4207. Generally referred to as Wailyana the Great.

**Eniath**—a technically Uromathian Kingdom in the eastern region of the analog of Mongolia. A land renowned for its falcons, its people are as much Arpathian as Uromathian and not particularly fond of the Empire of Uromathia.

**Eraythas Mountains**—the Sharonian analog of the Cantabrian Mountains along the Biscay Coast of Spain.

**Erkahlan**—a coastal Sharonian city in the Republic of Faltharia in New Ternath, on the site of Norfolk, Virginia. The location of Shosara, the seaport developed in Traisum to reach the Chernoth Portal between Traisum and Kelsayr.

**Ermandia**—a province of the Ternathian Empire, corresponding to Austria.

**Erthain the Great**—semi-legendary founder of the House of Calirath and the Ternathian Empire.

**Esferia**—the Sharonian analog of Cuba.

**Estafel**—the capital city of the Ternathian Empire.

**Evanos Ocean**—the Arcanan name for the Pacific Ocean.

**Falcon** (abbreviated TF)—Ternathian unit of currency. Coins are issued in triple falcons, double falcons, falcons, half-falcons, fifth-falcons, and twentieth-falcons (commonly called twenties).

**Faltharia**—a republic in New Ternath, located in the general vicinity of the Great Lakes. The homeland of Jathmar Nargra.

**Farnalia**—the Sharonian analog of the Scandinavian peninsula.

**Farnalian Empire**—a Sharonian empire stretching from its home Farnalia across the northern periphery of the Sharonian analog of Europe to the analog of the Sea of Japan.

**Farnalian Sea**—the Sharonian analog of the Baltic Sea.

**Farsh Danuth**—an Arcanan kingdom ruling the area between the Farshian Sea in the west, the Tankara Gulf in the east, the Shansir Mountains in the northwest, and the Urdanha Mountains in the northeast. Farsh Danuth is Mythalan in population, societal institutions, and attitudes.

**Farshal**—a Hilmaran Kingdom in Arcana whose territory includes the analog of Guyana, Surinam, and French Guiana.

**Farshian Plain**—Arcanan analog of the Red Sea coastal plains of Saudi Arabia.

**Farshian Sea**—Arcanan analog of the Red Sea.

**Finger Sea**—the Sharonian analog of the Red Sea.

**Firsoma**—Uromathian goddess of wisdom and fate. Also known as “Firsoma of the Shears” and “The Cutter.”

**Fist of Bolakin**—the Sharonian analog of the Rock of Gibraltar.

**Flicker**—a Talented Sharonian capable of teleporting, or “Flicking,” relatively small objects over long distances with considerable precision.

**Flight**—an Arcanan Air Force formation consisting of four combat dragons, organized into two pairs

of wingmen.

**Fort Brithik**—Sharonian portal fort in the universe of Thermyn, covering the outbound portal to New Uromath. Located roughly on the trans-temporal site of Lincoln, Nebraska.

**Fort Emperor Erthain**—the Imperial Ternathian Army’s premier military base on the continent of Chairifon (Europe) in the province of Karmalia (Austria).

**Fort Ghartoun**—Arcanan portal fort (formerly Fort Raylthar) in the universe of Thermyn, covering the inbound portal from Failcham. Located roughly on the trans-temporal site of Carson City, Nevada.

**Fort Losaltha**—the Sharonian portal fortress protecting the entry portal of the Salym Universe. Located approximately at the trans-temporal site of Barcelona, Spain.

**Fort Mosanik**—Sharonian portal fort in the universe of Karys, covering the outbound portal to Failcham. Located roughly on the trans-temporal site of Astana, Kazakhstan.

**Fort Rycharn**—the Arcanan coastal enclave in the universe of Gharys, serving the swamp portal to Hell’s Gate. Located roughly on the trans-temporal site of Belém, Brazil.

**Fort Salby**—Sharonian portal fort in the universe of Traisum, covering the outbound portal to Karys. Located roughly on the trans-temporal site of the Sharonian city of Narshalla, or our own Medina, Saudi Arabia.

**Fort Saylar River**—the Sharonian analog of the Pecos River.

**Fort Shaylar**—Sharonian portal fort in New Uromath commanded by Company-Captain Halifu.

**Fort Talon**—Arcanan fortress in Erthos located roughly on the trans-temporal site of Ust Ilimsk, Siberia.

**Fort Tharkoma**—Sharonian portal fort in the universe of Salym covering the outbound portal to Traisum. Located roughly on the trans-temporal site of Sofia, Bulgaria.

**Fort Wyvern**—the Arcanan fortress and base in the universe of Gharys at the entry portal from the universe of Erthos. Located roughly on the trans-temporal site of Manzanilla, Cuba.

**Gariyan VI**—the Ternathian emperor who began the phased withdrawal from the easternmost provinces of the Ternathian Empire.

**Gariyan VII**—the son of Gariyan VI; the last Ternathian emperor to rule from Tajvana.

**Garmoy, Sunhold of**—a Sharonian dukedom in southeastern Uromathia. Roughly analog to the country of Laos.

**Garouoma**—a Sharonian city located on the Narhathan Peninsula; roughly analog to Cordoba, Spain.

**Garsulthan**—a Manisthuan word which translates roughly as “real politics.” Its practitioners believe that all international relations ultimately rest upon the balance of military power and that morality and ethics take second (or third) place to that reality when formulating foreign policy.

**Gartasa Mountains**—the Sharonian analog of the Iberian Mountains in Spain, separating Teramandor from Delkrathia.

**Garth Showma**—a large and powerful duchy and city in the universe of New Arcana. The city is located at the Arcanan analog of Niagara Falls and the headquarters site of the Arcanan Army.

**Garth Showma House**—the townhouse and official residence of the Duke of Garth Showma in the city of Portalis.

**Garth Showma Institute**—the Academy established by Magister Halathyn vos Dulainah at the site of Showma Falls in New Arcana. It is the second largest magical academy anywhere and its prestige is rapidly overtaking that of the Mythal Falls Academy.

**Garthan**—the non-magic users of the Mythalan culture. They make up at least eighty percent of the Mythalan population but possess only extremely circumscribed legal rights.

**Gerynth**—a city in the southern portion of the Andaran Kingdom of Yanko roughly analogous to Durango, Mexico.

**Goose Mountains**—Sharonian analog of the Coastal Ranges Mountains in the Pacific Northwest.

**Gorhadyn Protocol**—a Mythalan assassination technique.

**Graholis**—Andaran god of chaos.

**Grand Ternathian Canal**—the Sharonian analog of the Suez Canal.

**Graystone River**—the Sharonian analog of Bad River, South Dakota.

**Great Hilmar River**—the Arcanan analog of the Amazon River.

**Grocyra**—the Sharonian analog of Siberia.

**Grocyran Plain**—the Sharonian analog of the West Siberian Plain.

**Gulf of Cordara**—the Sharonian analog of the Gulf of Mexico.

**Gulf of Shurkhal**—the Sharonian analog of the Gulf of Aden.

**Gyrfellan Plateau**—the Arcanan analog of the Najd Plateau of Saudi Arabia.

**Gystair Mountains**—the Sharonian analog of the Gabbs Range Mountains, Nevada.

**Gystair's Valley**—the Sharonian analog of Gabbs Valley, Nevada.

**Hahnahk Mountains**—the Arcanan analog of the Hawaiian Islands.

**Haimath Island**—the home of Drindel Usar, it is the trans-temporal analog of Hainan Island, China.

**Halnach and Welnahr revolver**—the standard sidearm of the Imperial Ternathian Army, a 7-shot, .436 caliber weapon with very good stopping power.

**Hammerfell Lake**—the Arcanan analog of Lake Huron.

**Hanahk Mountains**—Arcanan analog of the Hejaz Mountains.

**Hancytha**—Hilmaran goddess of mercy and plenty.

**Hanthyria**—Sharonian analog of the Greek island of Andros.

**Hanyl**—a republic in New Ternath (North America) which consists of eastern Alberta, Saskatchewan, Manitoba, and the Northwest Territory.

**Harkala**—the Sharonian analog of India. The ancient Harkalian Empire extended from India through Afghanistan and into Iran.

**Hell's Gate**—the Sharonian name assigned to the universe where their survey personnel first encountered the Arcanans. Later adopted by Arcana, as well.

**Hesmiryan Sea**—the Arcanan analog of the Mediterranean.

**High Commandery**—the high command of the Union of Arcanan's Army. Essentially, the analog of the Pentagon and the Chiefs of Staff, rolled into one. Traditionally, the High Commandery is heavily dominated by senior Andaran officers.

**High Rock City**—the Sharonian analog of Albuquerque, New Mexico.

**Hilmar**—the Arcanan analog of South America.

**Hinorean Empire**—the smaller of the two empires which dominate Uromath. The Hinorean Empire includes the Sharonian analog of western India and Bangladesh, Burma, Thailand, the Philippines, and Malaysia.

**Hook of Ricathia**—the Sharonian analog of the southern side of the Strait of Gibraltar; the trans-temporal equivalent of Morocco and Ceuta, Spain.

**Horn of Ricathia**—the Sharonian analog of the Horn of Africa between the Gulf of Aden and the Indian Ocean.

**Hummer**—a magically enhanced bird developed from normal hummingbirds by Arcanan sorcerers as high-speed, highly aggressive “carrier pigeons.”

**Hurkaym**—a small town/communications post located at the trans-temporal site of Palermo, Sicily, in the Salym Universe expressly as a Voice link between Fort Tharkoma and Fort Losaltha.

**Hurlbane**—a Ricathian deity associated with the Queens of Bolakin. She is a warrior goddess who protects the Bolakini (see Bolakin, Queens of), and her clergy have always been very influential in the Bolakini city-states. Hurlbane’s High Priestess, for example, advised the Queens of Bolakin to ally with Ternathia thousands of years ago.

**Hyrain Valley**—the Sharonian analog of Tikaboo Valley, Nevada.

**Hyrathian Sea**—the Arcanan analog of the Mediterranean Sea.

**Ibral**—ancient Sharonian god of earthquakes worshiped in Nessia (Greece).

**Ibral Strait**—the Sharonian analog of the Dardanelles.

**Ibral’s Blade**—the Sharonian analog of the Gallipoli Peninsula.

**Imperial Board of Healers (IBH)**—a board created to set medical policy for the Sharonan Empire at the behest of Empress Varena Calirath.

**Imperial Ternathian Peregrine**—a highly intelligent peregrine falcon bred specifically for the Ternathian imperial house. They approach but do not quite reach the intelligence level of humans or cetaceans. The breed (which was crossed with gyrfalcons) is by far the largest of the peregrine species.

**Indelbu**—Ternathian port city; the trans-temporal analog of Belfast.

**Inkara**—the Arcanan analog of the island of Great Britain.

**Inland Seas**—the Sharonian analog of the Great Lakes.

**Iryshakhia Islands**—the Arcanan analog of the Philippine Islands.

**Iryshakhian Sea**—Arcanan analog of the Philippine Sea.

**Isseth**—a kingdom situated between Harkala and Arpathia in the Sharonian equivalent of Kashmir, Tajikistan, and northeastern Pakistan.

**Isseth-Liada**—a portal exploration company owned/sponsored by the Kingdom of Isseth.

**Ithal Mountains**—the Sharonian analog of the Hejaz Mountains.

**Janu River**—the Sharonian analog of the Rhine River.

**Jarrca**—a Ransaran field sport combining elements of field hockey, soccer, and lacrosse.



**Jerdyn River**—the Arcanan analog of Bad River, South Dakota.

**Jerekhas**—the Sharonian analog of the island of Sicily.

**Journeyman**—a formal rank for Arcanan practitioners of sorcery who have completed their formal education but have not contributed a new application of sorcery. The majority of sorcerers do not progress beyond this rank. (See also “novice,” “magister,” and “magistron.”)

**Judaih**—a city in Sharona located on the site of Ghat, Libya.

**Judiciary General’s Office**—the Union of Arcana military’s equivalent of the Judge Advocate General. The section of the military responsible for enforcing military regulations and law and prosecuting those accused of wrongdoing in uniform.

**Jukali**—a volcanic island on Sharona; the Sharonian analog of Krakatoa.

**Kanaiya**—a duchy in central Lokan, consisting of much of the central portion of the equivalent of Manitoba. Its capital, also called Kanaiya, is located on the eastern shore of Lake Kanaiya.

**Karmalia**—the Sharonian analog of Hungary.

**Kerellian Accords**—the Andaran military accords drafted centuries ago by the Andaran Commander of Armies Housip Kerellia and adopted by the Union of Arcana as the official standard for treatment of POWs and as the code of conduct to be followed by Arcanan personnel who become POWs.

**Kershai**—the ancient Mythalan word for “lightning”; the release code for a black dragon’s breath weapon.

**Kingdom of Limathia**—a Sharonian kingdom in southern New Farnalia consisting of most of Argentina and Chile south of Mount Aconcagua.

**Kingdom of Shartha**—a Ricathian kingdom in Sharona; it occupies roughly the area of Somalia, eastern Ethiopia, and most of Kenya. (See also “Lubnasi.”)

**Kingdom of Valsha**—a small kingdom in the Yamali Mountains. Its people are a mix of Uromathian and Harkalan genes, but are culturally Harkalians.

**Kosal River**—the Arcanan analog of Spain’s Ebro River.

**Kraythnar Federation**—an Arcanan federation of almost a dozen small states occupying the analog of Tajikistan and Kyrgyzstan. Some are kingdoms, some are principalities, some are republics or direct democracies. The Federation is culturally Ransaran, but tends to be much more socially conservative than most of Ransara. It is violently anti-Mythalan in sentiment.

**Kyaira cotton**—Sharonian name for the fiber of the Chuldair tree.

**Kyaria Island**—the Sharonian analog of the Island of Java.

**Kythia**—a region of Arcana roughly analog to Gujarat, India.

**Lake Arau**—the Sharonian analog of Lake Baikal.

**Lake Kanaiyar**—the Arcanan analog of Lake Winnipeg.

**Lake Shyngilar**—Sharonian analog of Lake Washington in Washington State.

**Lake Syrana**—the Sharonian analog of Walker Lake, Nevada.

**Lake Wernisk**—Sharonian analog of Lake Winnipeg in the Republic of Hanyl.

**Lake Wind Daughter**—the Arcanan analog of Lake Michigan.

**Larakesh**—the site of the first Sharonian trans-temporal portal on the Ylani Sea. The Sharonian analog of Varna, Bulgaria.

**Large-mind**—the Sharonian cetaceans' name for blue whales.

**Larkima**—the ancient Mythalan word for “strangle”; the release code for a yellow dragon's breath weapon.

**Levin bolt**—a potent Arcanan combat magic; a lightning bolt.

**Lifter**—a Sharonian telekinetic Talent. Most Lifters can handle only very small objects; a very small percentage of exceptionally powerful Lifters can manipulate objects weighing as much as thirty or forty pounds.

**Limathia**—a kingdom in New Farnal, located between the Sharonian analog of Chile and Argentina. One of the Directors of the Portal Authority is from Limathia.

**Lissia**—the Sharonian analog of Australia; the main landmass of the Lissian Republic, which also includes New Zealand, the islands of Oceania, and a fair percentage of the South Pacific Islands of Polynesia. Shaylar Nargra-Kolmayr's mother is Lissian.

**Lokan**—an Andaran kingdom whose territory covers the equivalent of most of Canada and Alaska, but sweeps down to include Oregon and most of California, as well.

**Losaltha**—the Sharonian city located at the entry portal of the Salym universe. Located roughly at the trans-temporal location of Barcelona, Spain.

**Lubnasi**—an ancient independent city-state located within the boundaries of the Kingdom of Shartha (see above) in Sharona. Like the Bolakini city-states (see “Bolakini, Queens of”), Lubnasi was an ancient treaty partner of Ternathia, which is the historic guarantor of its independence.

**Lugathia**—a province of the Ternathian Empire, equivalent to France.

**Lusaku Island**—the Sharonian analog of Sumatra.

**Lyndara Mountains**—the Sharonian analog of the San Antonio Mountains, Nevada.

**Magister**—a formal title earned by Arcanan practitioners of sorcery. It requires the completion of an arduous formal education and the creation of at least one new, previously unknown application of sorcery. There are additional ranks within the broader title of magister. (See also “novice,” “journeyman,” and “magistron.”)

**Magistron**—a formal title, equivalent to “magister,” but reserved for those whose Gift and training are specialized for working with living things. There are additional ranks within the broader title of magistron. (See also “novice,” “journeyman,” and “magister.”)

**Mahritha**—the Arcanan-explored universe connecting to Hell's Gate. Named by Magister Halathyn in his wife's honor.

**Malbar**—a Sharonian multiverse coastal city in the Madahn Association in western New Ternath on approximately the same site as Seattle, Washington.

**Malbar Sound**—the Sharonian analog of Puget Sound.

**Manisthu Islands**—the Arcanan analog of Japan.

**Manisthu, Kingdom of**—the dominant political unit of the Manisthu Islands.

**Mark 10 rifle**—the standard-issue bolt-action rifle of the Imperial Ternathian Army. It is a .40 caliber weapon with a 12-round detachable box magazine. Official designation is Rifle of 5047 from its year

of introduction.

**Mark 12 rifle**—a specialist sniper’s weapon built for the Imperial Ternathian Army. It is a .34 caliber weapon with a 34” barrel, firing a necked down version of the black powder Halnach and Welnahr .458 cartridge designed for Ricathan Buffalo and other dangerous big game. Official designation is Rifle of 5049 from its year of introduction.

**Marnilay**—a Sharonian goddess, “Sweet Marnilay the Maiden” is one of the Ternathian Double Triads, which are the foundation of the religion for at least half of Sharona, as Ternathia once controlled and/or colonized so much of that world.

**Masked whales**—the Arcanan term for orca.

**Mbisi Sea**—the Sharonian analog of the Mediterranean Sea.

**Melwain the Great**—the Andaran analog of King Arthur. Melwain lived well over a thousand years ago and is revered as the perfect example of Andaran honor.

**Merikai**—a Ransaran socialist republic roughly equivalent to southern Mongolia, China’s central Gansu Province, and most of Neimongol Province.

**Mind Healer**—a Sharonian with a complex of Talents which permits him to treat mental disorders.

**Mithanan**—the Mythalan god of cosmic destruction.

**Monarch Lake**—the Arcanan analog of Lake Superior.

**Monkey Tail Peninsula**—Sharonian analog of the Malaysian Peninsula.

**Mother Jambakol**—an Arcanan evil goddess or demoness, both worshiped and feared in Hilmar. She is the personification of destruction, vengeance, and hatred.

**Mother Marthea**—a Sharonian deity. In the Shurkhali pantheon, she is revered as the water-bringer and life-bringer. She is called the Mother of Rivers, the Mother of Springs, and the Mother of the Sea. Revered as Mother of the Sea, she brings wealth in the form of pearls and coral, and watches over Shurkhali ships. She is viewed as a mother of abundance, whether from the sea, agricultural crops, or herds and flocks.

**Motic**—the shortened version of “automoticar” applied to a new class of personal vehicles recently introduced in the Union of Arcana.

**Mount Chansyri**—the Arcanan analog of Mount Dhaulagiri, Nepal. Birthplace of the legendary Ransaran chansyu two-headed, winged lion.

**Mount Karek**—a mountain peak west of Fort Salby in the Ithal Mountains.

**mul**—“warrior” in ancient Mythalan. As a part of a Mythalan’s name, it indicates that he springs from one of the family lines of the *multhari* warrior caste. If the individual is also *shakira*, the higher caste indicator *vos* is used for most purposes instead of *mul*, but the proper formal usage is “*vos and mul*,” so a *shakira* officer named Sythak of the Yuran line would properly be “Sythak *vos and mul* Yuran,” but would normally be referred to as “Sythak *vos* Yuran.”

**Mulgethia**—a Ternathian province, equivalent to Germany/Switzerland.

**Multhari**—the second most important caste group of Mythalan society. The *multhari* are the military caste. Some members of *multhari* are also *shakira*. These normally tend to dominate the upper ranks of the Mythalan military.

**Myndakor Mountains**—the Sharonian analog of the Rocky Mountains.

**Mythal**—the Arcanan analog of Africa. Mythal is dominated by a caste-based society which enshrines the total superiority of the shakira magic-using caste to the garthan caste of non-magic users.

**Mythal Falls**—the Arcanan analog of Victoria Falls.

**Mythal Falls Academy**—the oldest and most prestigious magical research and teaching Academy in Arcana.

**Mythal River**—the Arcanan analog of the Nile River and Zambezi River. By the will of the *shakira* and the work of many generations of *garthan* the two waterways are connected in the Arcana Prime Universe.

**Mythalan Hegemony**—the supranational Mythalan political body representing all Mythalan states. Effectively, the governing body of the Mythalan Empire, although there is no *official* Empire of Mythal.

**Mythalan tea**—the Arcanan analog of coffee, although it is most commonly known outside Mythal as cherryberry or bitterblack.

**Mythal's Stool**—Arcanan analog of the Sinai Peninsula.

**Nansara Island**—the Sharonian analog of Mercer Island, Lake Washington, Washington State.

**Narash Islands**—Sharonian analog of the Philippine Islands.

**Narhath**—an affluent province of the Ternathian Empire, consisting of the equivalent of southern Spain and Portugal.

**Narhathan Peninsula**—the Sharonian analog of the Iberian peninsula.

**Narisma**—an Arcanan republic roughly equivalent to Kazakhstan, minus the southwestern corner of Kazakhstan which belongs to the Kingdom of Shendisfal.

**Narshalla**—a Sharonian city located approximately on the site of Medina, Saudi Arabia.

**Nessia**—easternmost modern Ternathian province, equivalent to Greece.

**New Farnal**—the Sharonian analog of South America.

**New Ramath**—the port city built specifically to serve the rail line to Fort Tharkoma in Salym. Located on the trans-temporal equivalent of Durrës, Albania.

**New Sharona**—the first additional universe surveyed from Sharona.

**New Ternath**—the Sharonian analog of North America.

**Norgamar Works**—one of the great locomotive foundries of Sharona. A prime supplier to the Trans-temporal Express.

**Nosikor**—a Sharonian city located at the southwestern end of Lake Arau.

**Novice**—the title awarded to a Gifted student in Arcana. A student remains a novice, regardless of age, until his or her graduation from formal training. (See also “journeyman,” “magister,” and “magistron.”)

**Nymara**—a city and important seaport on the Mbisi coast of Ricathia on the approximate site of Alexandria.

**Order of Bergahl**—the religious order of the war god Bergahl (see above). Because of its special position in the Kingdom of Othmaliz, the Kingdom's Seneschal must, by tradition, be selected from the Order's priesthood.

**Osmaria**—the Sharonian analog of Italy.

**Othmaliz**—the kingdom which dominates the eastern end of the Mbisi Sea and the outlet from the Ylani Sea. It is roughly equivalent to the western half of Turkey and the southern third of Bulgaria. Its capital is Tajvana, the ancient Imperial capital of the Ternathian Empire.

**PAAF**—the Portal Authority Armed Forces. The military units of various Sharonian nations placed under the Portal Authority's command for frontier security operations.

**Padith River**—the Sharonian analog of the lower Parana River (south of its junction with the Pantanal River) in Argentina.

**Paditharyn**—a city in the New Farnalia Kingdom of Limathia, located on the Padith River (Parana River) on approximately the same site as Rosario, Argentina.

**Paerystia**—a region of Arcana roughly equivalent to Oman.

**Pairhys Island**—the Sharonian analog of the Isle of Man. The premier training camp of the Imperial Ternathian Marines is located there.

**Parnatha**—Arcanan analog of the Italian peninsula.

**Pigfish**—Arcanan term for Bottlenosed dolphin.

**Plotter**—a Sharonian with the “Plotting” Talent. Plotting is a specialized sub-variant of the Mapping Talent which is particularly useful in military service. Plotters, unlike Mappers, detect the presence and location of living creatures, like human beings.

**Pocket-ball**—the Sharonian analog of billiards or pool.

**Portal Hound**—a Sharonian psionic sensitive to trans-temporal portals.

**Portal wind**—term for the wind which blows through portals whose aspects are at different altitudes in the universes they link. A portal wind blows at a constant velocity from the lower elevation to the higher and, depending on the elevation differential, can be extremely powerful.

**Portals**—portals are the naturally occurring access points between universes. In Sharonian practice, they are not formally classified by type; simply referred to by their measured size. Arcanan practice is somewhat more formalized (though essentially similar), using the following classifications broken down by portal diameter:

Class 1 = 0-1 mile.

Class 2 = 1-2 miles.

Class 3 = 2-5 miles.

Class 4 = 5-9 miles.

Class 5 = 9-13 miles.

Class 6 = 13-19 miles.

Class 7 = 19-25 miles.

Class 8 = 25-40 miles.

These classifications are based less on the diameter of the portal (although that is the most easily observable aspect of them) but rather by the strength with which they register on the spellware used to detect them.

**Porter**—a Sharonian Talent with the telekinetic ability to teleport (or “Port”) passengers or limited

freight via the Emergency Transportation System.

**Princedom of Traylis**—a monarchy in New Farnalia; analog of the area consisting of northern Brazil south of the Amazon River in the east and south of the Rio Negro River in the west, northeastern Bolivia (north of Trinidad) and central Brazil west of the Xingu River.

**Projective**—a Sharonian psionic with the ability to project detailed and accurate mental images for non-telepaths. All Projectives are also Voices, but less than .01% of all Voices are Projectives.

**Puma Valley**—the Sharonian analog of Stone Cabin Valley, Nevada.

**Queen Kalthra's Lake**—the Arcanan analog of Lake Ontario.

**Queriz**—a city in Arpathia, located at the equivalent position of Astana, Kazakhstan.

**Queriz Depression**—the Sharonian analog of the Caspian Depression.

**Rahil**—the Great Prophetess, the founder of and patron saint of mercy and healing in the Fellowship of Rahil, one of the dominant religions of Ransar.

**Rahilian**—an adherent of the Fellowship of Rahil.

**Ram's Horn Heavy Equipment**—the preeminent manufacturer of heavy construction equipment (bulldozers, steam shovels, etc.) of Sharona, headquartered in the Ternathian province of Mulgethia (Germany).

**Rankadi**—Mythalan ritual suicide.

**Ransar**—the Arcanan analog of Asia. Ransar is home to a highly humanistic, democratic, and innovative culture which places an extremely high value on the worth of the individual. This makes Ransar an uncomfortable fit with the Andaran warrior aristocracy at times, but an even more uncomfortable fit with Mythal's caste-based society. Ransarans enjoy the most comfortable life styles of any Arcanan social group.

**Rathynoka River**—the Sharonian analog of the Orinoco River in Venezuela.

**Razinta Basin**—the depression between the Gartasa Mountains, Teramandor Mountains, and Emperor Edvar Mountains of the Narhathan Peninsula; drained by the Razinta River.

**Razinta River**—the Sharonian analog of Spain's Ebro River.

**Recon crystal**—also called "RC"; a sarkolis-based reconnaissance device capable of recording and storing visual imagery and sounds within specified radii of the crystal. It is a *storage* device, and has no ability to transmit reconnaissance data across any distance.

**Redberry**—a vine fruit cultivated in Sharona similar to heirloom tomatoes.

**Renaiyrton**—the small city around the major shipyard in Traisum, located on the same site as the Sharonian seaport of Nymara (Alexandria).

**Rendisphar**—a republic in New Ternath (North America) which consists of Alaska, the Yukon Territory, British Columbia, and western Alberta.

**Renisyl Mountains**—the Arcanan analog of the Kopets Mountain on the frontier between Turkmenistan and Iran.

**Republic of Faltharia**—the oldest nation in New Ternath (North America), consisting of the eastern seaboard of North America from New York State to Florida and as far inland as the Mississippi River.

**Republic of Varnath**—a republic in southern New Ternath consisting of the southern tip of Texas, all of Mexico south of Chihuahua, and all of Guatemala, or El Salvador, Honduras, and northern Nicaragua.

**Republic of West New Ternath**—a republic in western New Ternath consisting of California, Nevada, most of Utah, Arizona, New Mexico, roughly the southern half of Colorado, most of Texas, the Mexican states of Baja California Norte, Baja California Sur, Sonora, Sinaloa, and Louisiana where it reaches the Gulf of Cordara.

**Republic of Ysar**—a republic in New Farnalia consisting of Uruguay, the eastern two thirds of Paraguay, and southern Brazil to the line of the Paranaiba River.

**RHHE**—the commonly used acronym for Ram’s Horn Heavy Equipment (see above).

**Ricathia**—the Sharonian analog of Africa.

**Ricathian Buffalo**—the Sharonian name for the Cape Buffalo, which are also referred to as “Devil Buffs” because of their uncertain temper and ferocity. Also the name of a powerful steam-powered bulldozer manufactured by the Ram’s Horn Heavy Equipment works for the Trans-temporal Express.

**Ricathian Desert**—the Sharonian analog of the Libyan Desert.

**Rindor Ocean**—the Sharonian analog of the Indian Ocean.

**Roantha**—a republic in New Ternath (North America) consisting of roughly the area of the states of North Dakota, South Dakota, northern Nebraska, northeastern Colorado, Wyoming, southern Montana, Idaho, Oregon, and the western third of Washington.

**Roanthan Plains**—the Sharonian analog of the Great Plains of North America.

**Rokhana**—a nation of New Ternath on Sharona which occupies the western coast from what would be our own Oregon to just about the line of the Mexican border.

**Saint Taiyr**—also called Taiyr of Estafel, the patron saint of the House of Calirath.

**Sand Rock River**—the Sharonian analog of the Rio Grande/Rio Bravo.

**Sankhar**—Arpathian demon twin of Vaylar, patron of war. See also Vaylar. In many ways, Vaylar and Sankhar are the Arpathian analogs of Scylla and Charybdis.

**Saramash**—the Shurkhali devil.

**Sarkolis crystal**—the extremely strong, quartzlike “stone” (actually an artificially manufactured crystal) used as the matrices and storage components for Arcanan spell-based technology.

**Sarlayn River**—the Sharonian analog of the Nile River.

**Sarthan Desert**—the Sharonian analog of the Sahara Desert.

**Saylian**—a Ransaran constitutional monarchy roughly analog to northern and central Mongolia.

**Scurlis Sea**—the Sharonian analog of the Sea of Japan.

**Sea of Ibral**—the Sharonian analog of the Sea of Marmara.

**Seadrake**—an aquatic equivalent of a dragon created by Mythalan breeders.

**Seadrake Owners Association**—a professional organization, based in the universe of New Mythal, supporting the efforts of breeders of seadrakes.

**Selkhara**—Arcanan analog of Medina, Saudi Arabia.

**Selkhara Oasis**—Arcanan analog of the Sadiqiyah Oasis in Saudi Arabia.

**Septentrion**—Most septs of Arpathia do not have a formal government outside the ruler of each tribe/clan-based sept. Their territories are somewhat fluid, particularly in the region of the Siberian plains. The septs banded together in the matter of trade, however, creating the Septentrion as a trade union that protects the financial interests of all the septs. The representatives of the septs who serve in the Septentrion deal with outside merchants and bargain the best prices for Arpathian goods, including the legendary work of Arpathian goldsmiths. The Septentrion established regional trade centers along the borders with Arpathia's neighbors. The Septentrion also sends a delegate to serve as a director of the Portal Authority and assists septmen who want to join the PAAF as soldiers or to apply to the Portal Authority for training to explore the multiverse as members of a civilian survey crew.

**Septs**—Arpathian clan-based social units, most of which are nomadic herders. Arpathian septs breed some of the finest horses in Sharona. Septs are mistrustful of outsiders, due to unscrupulous traders who sought to take advantage of “nomadic barbarians” and due to the tendency of other cultures to view them as primitive and make them the butt of unpleasant humor.

**Serikai**—“City of Snow,” a lakeside city in Sharona, which is the equivalent of Buffalo, New York. Serikai is the capital city of the Republic of Faltharia.

**Serinach**—the northernmost state of the Republic of Rendisphar, consisting of almost the entire state of Alaska.

**Serinach Peninsula**—the Sharonian analog of Alaska.

**Serinach Strait**—the Sharonian analog of the Bering Strait.

**Sethdona**—the capital of the Sharonian Kingdom of Shurkhal. Located at the trans-temporal equivalent of Jiddah on the Arabian peninsula's Red Sea shore.

**Shaisal Air Base**—a major Union of Arcana air base located outside the city of Chemparas in the universe of Basilisk.

**Shakira**—the magic-using caste which totally dominates and controls the culture of Mythal. These are the researchers, theoreticians, etc., and control virtually all of Mythal's “white collar” occupations.

**Shalana**—“Mother Shalana” is one of the Ternathian Double Triads and one of the most-revered and powerful deities of that Double Triad. Blue is her sacred color, which is why her Temple in Tajvana is covered with lapis lazuli and sapphires. She is also known as Shalana the Merciful. Her priestesshood is one of the wealthiest in Sharona.

**Shaloma**—The Arcanan analog of Western Europe.

**Shansir Mountains**—the Arcanan analog of the Taurus Mountains.

**Shardon**—a technical term, from the Old Andaran. It translates literally as “shieldling,” and indicates an individual under the protection of an Andaran warrior and his family. (See baranal, above.)

**Sharona**—the home universe and Earth of the Ternathian Empire. Its physics are similar, but not identical, to our own, and its society is largely based upon highly developed psionic Talents.

**Sharonian days of the week**—Vothday, Shaladay, Trygday, Marniday, Yahnday, Zymday, and Mariday. Vothday is the first day of the week.



**Sharskha**—the battle at the end of the world in Arcanan mythology.

**Shartahk**—the main Andaran religion’s devil.

**Shartha Highlands**—high, rugged mountains in northwestern Shartha; the Sharonian analog of Ethiopia’s Eastern Highlands.

**Shartha**—a kingdom in eastern Ricathia (see “Kingdom of Shartha,” above).

**Shdandifar**—a small town in the Daryl Republic in New Farnalia located about 20 miles down the Rathynoka River (Orinoco River) from the location of Puerto Ayacucho, Venezuela. The portal connecting Lashai to Resym lies a few miles outside Shdandifar.

**Sheismair**—Arcanan analog of India.

**Shendisfal**—an Arcanan kingdom consisting of Turkmenistan, the northeastern corner of Iran, Uzbekistan, and the southwest corner of Kazakhstan. It is predominantly Ransaran but with a substantial minority population of Mythalans, especially in the southwest. This area has been a flash point between the Ransaran and Mythalan cultures for better than a thousand years.

**Sherayn’s River**—the Sharonian analog of the Santa Clara River, Utah.

**Sherkaya**—the ancient Mythalan word for “fire”; the release code which triggers a red dragon’s breath weapon.

**Shikowr**—a breed of riding/cavalry horse developed in Ternathia over the space of several thousand years. The Shikowr resembles the Morgan horse in conformation and stance, but stands between sixteen and seventeen hands in height. The name is taken from a type of Shurkhali cavalry saber which was adopted by the Ternathian cavalry.

**Shosara**—a seaport developed on the continent of New Ternath in the Traisum Universe to support extension of the Trans-temporal Express across Traisum to Kelsayr. It is on the site of Erkahlan, a major coastal city in the Republic of Faltharia in Sharona’s home universe.

**Showma Falls**—the Arcanan analog (in New Arcana) of Niagara Falls. Site of the Garth Showma Institute of Magic.

**Shurkhal**—a Sharonian kingdom, roughly equivalent to Saudi Arabia, Jordan, and the Sinai Peninsula. The Kingdom of Shurkhal is the largest of several “Shurkhalian” kingdoms, closely related culturally to Harkala, but clearly a distinct subculture, which dominates the area of Syria, Iraq, and most of Iran.

**Sifter**—a Sharonian psionic whose Talent allows him to determine whether or not any statement is the truth or a lie.

**Simaryn**—a moderate sized Sharonian city in the Kingdom of west New Ternath, approximately on the site of El Paso, Texas.

**Sky Blood Lode**—the Sharonian name for the Comstock Lode.

**Sky Blood Mountains**—the Sharonian name for the Sierra Nevada Mountains.

**Slide rail**—also “slider.” The Arcanan equivalent of a railroad.

**Sniffer**—another term for a “Tracer.” (See “Tracer,” below.)

**Snow Sapphire Lake**—the Sharonian name for Lake Tahoe, Nevada.

**Snowbear**—Sharonian term for polar bear.

**SOA**—Seadrake Owners Organization (see above).

**South Uromathian Sea**—Sharonian analog of the China Sea.

**Steam dray**—Sharonian term for a wheeled, steam-powered truck or lorry.

**Steel Mule**—the Halftrack, Mark 1 (also the Halftrack of 5050, sometimes referred to as the Halftrack 51), is an 8-ton Halftracked modification of Ram Horn’s Heavy Equipment’s standard 7.5-ton steam dray. Maximum payload is 3,400 pounds; maximum speed is about 45 mph; maximum unrefueled range on roads is about 300 miles; maximum unrefueled range on unimproved surfaces is about 200 miles.

**Stone Carve River**—the Sharonian analog of the Colorado River.

**Strait of Bolakin**—the Sharonian analog of the Strait of Gibraltar.

**Strait of Junkari**—Sharonian analog of Straits of Malacca.

**Strait of Tears**—the Sharonian analog of the Bab el-Mandeb Strait connecting the Red Sea with the Gulf of Aden.

**Strike**—an Arcanan Air Force formation consisting of three “flights,” for a total of twelve dragons.

**Strike-ball**—the ball struck by the “striker” (equivalent of a cue stick) in the Sharonian game of pocket-ball.

**Striker**—the equivalent of a cue stick used in the Sharonian game of pocket-ball.

**Stun bolt**—a special arbalest bolt used for crowd control which can be fired even by un-Gifted personnel and carries a spell which renders its target instantly unconscious. The exact duration of the unconsciousness can be adjusted up to a maximum of 24 hours.

**Sunhold**—the Uromathian feudal territory held by a “sunlord” (see below); roughly equivalent to a duchy or grand duchy.

**Sunlord**—a Uromathian aristocratic title roughly equivalent to that of duke.

**SUNN**—Sharona’s Universal News Network, the largest news organization in Sharona’s multiple-universe civilization, with both print and telepathic broadcast divisions.

**Synthara River**—the Sharonian analog of the Willamette River.

**Syrana River**—the Sharonian analog of the Walker River, Nevada.

**Syskhara**—a republic in New Ternath (North America) which consists of Ontario, Quebec, Maine, New Hampshire, Vermont, and Nova Scotia.

**Tahlsar**—a minor deity of Ternathia associated with nature and hunting.

**tahlsara suit**—a camouflage garment, the Sharonian analog of a ghillie suit, developed in the mountains of Mulgethia and named after Tahlsar, a nature god native to Ternathia.

**Tairynak Mountains**—the Sharonian analog of the Cascade Mountains.

**Tajvana**—the capital of the First Ternathian Empire at its height; the Sharonian equivalent of Constantinople or Istanbul.

**Talon**—an Arcanan Air Force formation consisting of three “strikes,” for a total of thirty-six dragons.

**Taniaport**—a city in the Sharonian Republic of Rendisphar located approximately on the site of Anchorage, Alaska. Location of the portal between Kelsayr and Lashai.

**Tankara Gulf**—Arcanan analog of the Persian Gulf.

**Taryka Valley**—the Sharonian analog of Ralston Valley, Nevada.

**Tayrmek**—an Arcanan city in the Kingdom of Shendisfal near the site of the city of Ashgabat, Turkmenistan.

**Temple of Saint Taiyr of Tajvana**—a temple in Tajvana, commemorating Saint Taiyr of Estafel, built by Empress Wailyana I in 3016. Traditional site of Calirath coronations for almost two thousand years.

**Teramandor**—a province of the Empire of Ternathia located in northwest Narhath; roughly analogous to Catalonia and western Aragon, Spain.

**Teramandor Mountains**—the Sharonian analog of the Cataluna Mountains of Spain.

**Ternath Island**—the ancient homeland of the Emperors of Ternathia; the Arcanan equivalent of Ireland.

**Ternathian Empire**—the most ancient human polity known in any of the explored universes. The Ternathians established an effective world-state during the Copper and early Iron Age eras of Sharona, largely through the recognition, development and use of psionic talents. Originally located on Ternath Island (Ireland), it is the largest, oldest, most prestigious empire on Sharona. Its major component states include, besides Ternath Island: **Alathia**: Italy; **Jerekhas**: Sicily; **Bernith Island**: Britain (Scotland, England, Wales); **Delkrathia**: part of Spain; **Ermandia**: Austria; **Karmalia**: Hungary; **Lugathia**: France; **Mulgethia**: Germany/ Switzerland; **Narhath**: part of Spain; **Nessia**: Greece; **Pairhys Island**: Isle of Man; **Teramandor**: part of Spain.

**Terohma**—the Sharonian analog of New Zealand.

**Tesmahn**—a small Sharonian city/large town located near the site of Humestan, Iowa.

**Tharkan**—a grand duchy in Shaloma, an imperial territory of the Kingdom of Elath located in the Arcanan analog of Poland where the first Arcanan trans-temporal portal was discovered.

**Theskair**—a city in the Arcanan universe of New Ransar. Theskair is built at the portal between New Ransar and Basilisk, located approximately at Ulaambaatar in Basilisk and at Riyadh in New Ransar.

**Thunder-fluke**—the Sharonian name for blue whales.

**Time of Conquest**—the period of ancient Ternathia's most sustained, militant expansion. Generally dated by Sharonian historians as extending from approximately 2025 to 3650.

**Tophyr**—a Ransaran constitutional monarchy roughly equivalent to the coastal Chinese provinces of Liaoning, Hebei, Shandong, Jiangsu, Zhejiang, Fujian, and Guangdong. This is the most powerful single Ransaran state, with a strong maritime and naval tradition which has led to several conflicts with Zyntahra. For the last two hundred years or so, however, the two states have been firm allies.

**Torakreg Mountains**—the Sharonian analog of the Monitor Range Mountains, Nevada.

**Torkash**—the chief deity of the ancient Manisthu pantheon in Arcana.

**Tosaria**—an ancient Ransaran kingdom on Arcana. Its capital was located in the same approximate geographical spot as Shanghai. Tosaria had attained a high and sophisticated level of civilization while most of the rest of present day Ransara was still in a state of primitivism.

**Tracer**—a Sharonian with the Tracer Talent. One who is sensitive to the current location, or at least direction to, another individual or object. They are also called "Sniffers."

**Trans-temporal Express**—a privately-held corporation responsible for building and maintaining the primary rail and shipping connections linking the Sharonian home universe to the expanding frontier. Although it is the single largest, wealthiest privately-held corporation in Sharonian history, the TTE is subject to close regulation and oversight by the Portal Authority, which has granted—and retains the legal right to revoke—the TTE’s multi-universal right-of-way.

**Trembo Fire Heel**—messenger of the gods and patron of geographers in the Andaran pantheon.

**Treybus Ocean**—Arcanan analog to the Atlantic Ocean.

**Triad**—common colloquial reference to the six deities formally known as the Elder Triad and Veiled Triad. *Elder Triad*—the most ancient members of the Ternathian Double Triads, consisting of the original Ternathian ruling gods: Vothan, Shalana, and Marnilay. *Veiled Triad*—the “junior” of the Ternathian Double Triads, consisting of deities which entered Ternathian cosmology as Ternathian culture and the Ternathian Empire spread across the ancient world. They are mother Marthea, Sekharan, and Tryganath.

**Trombo Mountains**—the Sharonian analog of the Monte Christo Mountains, Nevada.

**Tsykantha Island**—Sharonian analog of Borneo Island.

**Tukoria**—the largest and most powerful of the Hilmaran kingdoms, consisting of the equivalent of most of Argentina and Chile. Tukoria was the only Hilmaran state which maintained its independence against Andaran conquest and colonization.

**Tumble Rock River**—the Sharonian analog of the Virgin River in southwestern Utah and stream southeastern Nevada.

**Tyrahl River**—the Sharonian analog of the Missouri River.

**Ulthamyr**—a small bison-ranching town in the Republic of Roantha in New Ternath, located on the Tyrahl River (Missouri River) a few miles from Pierre, South Dakota.

**Union Arbitration Commission (UAC)**—a quasi-diplomatic commission which answers to the Union Senate’s committee on inter-universal disputes.

**Union City**—a city at the entry portal into New Sharona, located about fifty miles east of Bloemfontein, South Africa.

**Union Mark** (abbreviated UM)—Arcanan unit of currency issued by the Union of Arcana. It is subdivided into half-marks, quarter-marks, tenth-marks, and hundredth-marks, usually referred to as halves, quarters, silvers, and coppers.

**Union of Arcana**—the world government of the home universe of Arcana.

**Union Trans-temporal Transit Authority**—the agency of the Union of Arcana’s government charged with overseeing trans-temporal travel and commerce, including regulation of sliderails and maritime transport infrastructure.

**Urdanha Mountains**—Arcanan analog of the Zagros Mountains.

**Uromathia**—a general term applied to the Sharonian equivalent of Asia south of Mongolia and west of India. This area is divided into many smaller kingdoms and two empires, all of which share many common cultural traits.

**Uromathian Empire**—the larger of the two empires found in Uromathia. It occupies the Sharonian equivalent of China and includes the equivalent of Vietnam and Cambodia.

**Usarlah**—a Sharonian city located in the Delkrath Mountains (just north of Madrid) in the Ternathian province of Delkrathia.

**UTTTA**—see Union Trans-temporal Transit Authority, above.

**Vahlstahg Mountains**—the Sharonian analog of the Tonquin Mountains, Nevada.

**Vandor Ocean**—the Sharonian analog of the Atlantic Ocean.

**Vandor River**—the Sharonian analog of the Mississippi River.

**Vankaiyar**—a city in Ricathia located approximately on the site of Mogadishu. Location of the portal between Traisum and Salym.

**Vaylar**—Arpathian demon twin of Sankhar, patron of pestilence. See also Sankhar. In many ways, Vaylar and Sankhar are the Arpathian equivalents of Scylla and Charybdis.

**Vaylar and Sankhar**—Arpathian twin demons, patrons respectively of pestilence and war. In many ways, they are the Arpathian analogs of Scylla and Charybdis. (See also Sankhar.)

**Veiled Triad**—the “junior” of the Ternathian Double Triads, consisting of deities which entered Ternathian cosmology as Ternathian culture and the Ternathian Empire spread across the ancient world. They are Mother Marthea, Sekharan, and Tryganath.

**Verdynal Valley**—the Sharonian analog of Ione Valley, Nevada.

**Volmyria**—an Arcanan empire roughly equivalent to Pakistan and Afghanistan. Although it is considered a Ransaran state and is predominantly Ransaran racially, it possesses a military tradition almost as powerful as Andara’s and is centered around a very powerful (and well organized) imperial bureaucracy. Although it is in many ways an uncomfortable fit with the predominant Ransaran fetish for individual rights and elective government, it has stood as a bulwark against Mythalan expansion for centuries.

**vos**—“of the line of” in ancient Mythalan. The use in a Mythalan’s name indicates that the individual is of high *shakira* caste. (See also “mul,” above.)

**Vothan**—the Ternathian deity called “Father Vothan,” who serves as Ternathia’s war god, is one of the Ternathian Double Triads. “Father Vothan” protects the Empire in military combat and is therefore also called Protector Vothan or “The Protector” by the people of Ternathia and those regions colonized by Ternathia.

**Vothan’s Canyon**—the Sharonian analog of the Grand Canyon.

**Vothan’s chariot**—the armored chariot of the Ternathian Double Triad deity who serves as Ternathia’s Protector, or god of war.

**Voyager-class transport**—the *Voyager* is a modular design steamship developed by TTE engineers to be shipped through portals aboard enormous railcars and assembled in universes where ships are needed to cross the water gaps. Similar in concept and design to the *Liberty* and *Victory* ships of World War II.

**Vyrlair**—an Arpathian region of Sharona roughly equivalent to our own Turkmenistan.

**Western Ocean**—the Sharonian name for the Pacific Ocean.

**Western Plains**—the Arcanan name for the Great Plains of North America, lying along the boundary of Elath and Yanko.

**Whiffer**—a Sharonian with the Whiffer Talent. One who is sensitive to residual psychic impressions.

**White Mist Lake**—the Arcanan analog of Lake Erie.

**White Rush River**—the Sharonian analog of the Columbia River.

**White Snake River**—the Sharonian analog for Carson River, Nevada.

**White Snake Valley**—the Sharonian analog for Carson Valley, Nevada.

**Willow Creek**—the Sharonian analog of Willow Creek, Nevada.

**Wind Peak Mountains**—the Sharonian analog of the Wasatch Mountains.

**Windhold**—the feudal territory held by a Uromathian “windlord” (see below); roughly equivalent to an earldom.

**Windlord**—a Uromathian aristocratic title, roughly equivalent to that of earl.

**Windscrub Valley**—the Sharonian analog of Sand Spring Valley, Nevada.

**Windstorm Lake**—Sharonian analog of Lake Washoe, Nevada. Noted for its often extremely violent winds.

**Winged Crown**—the imperial crown of Ternathia. This ancient crown (still used in coronations) was made by Farnalian goldsmiths almost 5,000 years ago as a surety for the treaty negotiated between the Kingdom of Ternathia and Farnalia by Celaryon II of Ternathia (see above).

**Wolves of Ternathia**—nickname of the Imperial Ternathian Army, taken in large part from the ancient Ternathian “wolf’s howl” warcry.

**Wyrmach**—a small city/large town in the southwestern corner of the republic of Thanos in New Ternath, not far from the location of Lincoln, Nebraska.

**Yahnoha Bay**—the Sharonian analog of Gallway Bay in western Ternathia.

**Yamali Mountains**—the Sharonian analog of the Himalaya Mountains, they lie north of Harkala, stretching from Isseth in the west into the Uromathian Empire in the east.

**Yanakhyan Islands**—Sharonian analog of the Hawaiian Islands, consisting of Terahka (Hawaii), Nehran (Maui), Malakoha (Oahu), Hynosha (Kauai), Serythaho (Molokai), Kanashura (Lanai), Moyhar (Niihau), and Dahnakho (Kahoolawe).

**Yanko**—the third major Andaran kingdom, which includes the equivalent of most of central North America, from the Canadian border south, and virtually all of Mexico.

**Yar Khom**—the Arcanan analog of Florida.

**Yarahk**—an Arcanan city located at the equivalent of Aswan, Egypt.

**Yirshan River**—the Sharonian analog of the Columbia River.

**Ylani Sea**—the Sharonian analog of the Black Sea.

**Ylani Strait**—the Sharonian analog of the Bosphorus.

**Ynthar**—a Ransaran republic roughly equivalent to Tibet, Nepal, Bhutan and Bangladesh.

**Yurha**—the soul as conceptualized by Mythalan religion. The *yurha* is the basis of Mythalan reincarnation beliefs, which enshrine the concept of “spiritual evolution” to a higher state of being.

**Zaithag**—an Arpathian city in Vyrclair, located at approximately the same spot as Ashgabat, Turkmenistan.

**Zakar Federation**—a loosely organized federation of feudal states in New Farnalia consisting of central Brazil between the Xingu River and the San Francisco River, extending southwest almost to

the Paraguayan border.

**Zyntahra**—a Ransaran kingdom analog to the Chinese provinces of Jilin and Heilongjiang, the Korean peninsula, and the northern tip of Neimongol Province. Zyntahra has the strongest maritime and naval tradition of any Ransaran state.