

The Five Realms Glossary by Damon Arès

AATAI - /'Ae-uh-tie/ - A young Thofyran woman. Aatai is a member of a Thofyran tribe that worships the corrupt god named Palam, who created their people. Aatai has always struggled with accepting Palam's will blindly, but she is unsure whether she's right to do so.

AAU'INA - /'Oh-wuh-'ee-nuh/ - Though the Oka'r have since splintered into a great many diverse kingdoms along the southeast of Urvomas, they were once all united under the mighty empire of Aau'ina (meaning 'Viridescent Land').

ABADA - /Uh-'bae-duh/ - The original home of the Oka'r, where Rouub crafted their species based on the local crocodiles.



The island of Abada, in the region of the Great Isles. While mostly covered in rainforest, it also boasts lush mangroves along its northeastern shore. The Vareil peninsula can be seen just to the north.

ALDAKIN - /'Al-duh-kihn/ - A race created by Kyuda, with humanoid torsos and the body of a dolphin. They have a natural penchant for bold traits like wanderlust and confidence. They're also well-known for their very unique invention of stryksong (Music and chants meant to lift spirits and embolden combatants).

ARCANACRAFT - /Ar-'kah-nuh-kraft/ - A vessel propelled by an arcanum crystal. There are wave-arcanacraft but also earth-arcanacraft. Arcanacraft that travel over land appear like their boat counterparts, except that the keel is extra long and holds the rest of the craft above the ground. The keel itself hovers just a few inches above the ground.

ARCANUM - /Ar-'kae-num/ - Arcanum crystals are crystals that have been infused, by one process or another, with ke energy. Reservoir crystals have a finite supply but are capable of releasing huge bursts of power, while siphon crystals channel ke energy from the environment but can only channel a limited amount at a time.

ARCANUM DUST - Arcanum dust is rarely found naturally. It can be made by crushing up arcanum crystals, but not all the material of the crystal is infused with ke energy, and so the remaining dust will include ordinary dust. The gardfae are the only natural source of pure arcanum dust; as they use their wings to channel ke energy through their bodies, they produce portions of this enchanted dust. For this reason, it's one of the gardfae's most valuable exports to other races. While arcanum crystals are valuable as is, arcanum dust can be used to more efficiently enchant items by the use of Voca (Also known as the Tongue of Awakening, or the Language of the Ke).

BASTION OF ALZIR, THE - /Al-'zeer/ - A confederation of kingdoms stretching from the Waters of Kho to the Horizon mountain range. Formed for the express purpose of preserving Alziran culture in a region that was historically conquered and oppressed by other people groups. Each kingdom is autonomous, but one is elected Emperor of the Bastion and has the power to organize their armies and resources to defend against larger threats.



The kingdoms of the Bastion of Alzir. The smallest kingdom, Alzirun, is also the most powerful, and the emperor is usually elected from there.

CAERU - /'Kae-roo/ - God of Peace; Caeru is one of the Ke survivors. His energy glows a deep, royal blue, and he craves tranquility and peace above all. After watching millions of years and billions of lives disappear, he works with Kyuda and Uirest in trying to stop Rouub and Palam so that the realms can finally rest.

CARIÓGHEAN - /'Kar-yoe-ghan/ - A small nation in the Sunset Archipelago in the land of Oseilos. They are allied with the Solsett Dominion.

CARIÓGHEANÉ - /'Kar-yoe-ghan-ae/ - Belonging to or pertaining to Carióghean.

CASTGATE - /'Kast-gaet/ - The Castgate Lattice (otherwise known as Kadaler, or 'the Channels') is a network of portals that can send people throughout the realm. Constructed by the Gardfae, it presents too valuable a resource for the other races to pass up. Smaller public waysites can be used by all for a modest fee, while larger ones overseen by one of the Gardfae which connect major points of interest are free for use.

CYSKAD WOODLAND - /'Sis-kad/ - The Cyskad Woodland is a region of the forest of Qalhanna that stretches from the Tsionic mountains to the Amaranthine Shores of the Bay of Dawning. It is ruled primarily by the Cyskadian Matriarchy (/Sis-'kae-dee-uhn/), but also by the land of Giveyard.



A political map (left) and a biome map (right) of the region of Qalhanna where the Cyskad Woodland is found

DACABATHAR - /Duh-'ka-buh-thahr/ - The second human kingdom to be attacked by the Oka'r. While they lost the least land, they resent the Oka'r the most, and Dacabathari citizens still feel prejudice toward them to this day.

DOJJA - /'Doe-juh/ - A member of the race of the Sahscerain. She enjoys taking the form of quick creatures with powerful senses, especially if they have a good rapport with humanity. She's excitable and well-meaning, but also a bit naive and inexperienced — especially when it comes to social interaction. However, she's an indomitable survivor, having lived more or less on her own in the wild for most of her life.

DOMMAN - /'Doe-muhn/ - A member of the Valkind created by the Ke. While most other demigods have very specific powers, Domman was created as the versatile Lord of Symmancy; the Ke were uncertain how to divide up power over ke energy, and so they created one individual with the power to use it for any purpose with the caveat that, should he fail to use it properly, he would be immediately replaced. For this reason, Domman is known for being one of the most discreet Valkind, in spite of his immense strength. He almost never takes action without first consulting the Ke.

ELBION - /'Ehl-bee-ahn/ - The god of purity. Elbion seeks to protect life at all costs. She rests at the center of the realm of Valmund, pouring every ounce of her focus and power into remotely preventing Rouub from exterminating mortal life on a whim. The other benevolent Ke act as intermediaries since she cannot break from her concentration for a moment without risking that Rouub might sense it.

EMBASAVE - /'Ehm-buh-saev/ - (plur. Embasaver) While the gardfae live mostly in Qalhanna, they maintain a presence in Leiyard by means of their embasaver: large stretches of earthly gardens intermixed with vegetation from Qalhanna. At the centers of these embassy gardens are portals to Qalhanna which are carefully guarded.

FULCRUM - When Rouub burnt a trail of destruction through the garden-realm, it left behind an expansive wasteland. Even with the efforts of the gardfae, the Sagewood, and others to heal the land it has taken millennia to make even a small amount of progress. In the meantime, the Sagewood was severed in two. Driven near to madness, and desperate to reconnect its two parts, the Sagewood enlisted the help of the gardfae and others to plant and grow an exceptionally enormous tree at the center of the Sundering. This augmented tree would serve as a conduit by which the two halves of the forest could communicate and coordinate as one once more.

GARDFAE - /'Gard-fae/ - The Gardfae are tiny humanoid people with insect-like wings and an incredible natural talent for using ke energy - perhaps the most potential of all the mortal races. They stand six inches tall at their maximum, have a natural empathic sense, and most live in the realm of Qalhanna. They do, however, have strategically located garden embassies (Embasaver; sing. Embasave) across Leiyard so as to maintain a presence there.

GIVEYARD — /'Gihv-yard/ — The gardfae kingdom of Qalhanna which oversees Embasave Ohem. The name very literally means 'Gifted Land,' since Ohem was established after the Cyskadian Matriarchy; the Matriarchy gave up a small region to make space on the mainland.

GLASSCRAG — /'Glas-krag/ — So hot was the fire of Rouub's wrath at Qalhanna-Laugi that some of the stone itself melted under her assault. Some of this molten rock quickly cooled to form volcanic glass cliff faces and tracts of unbroken obsidian. In some rarer cases, where the trees were not burnt to ash, they were desiccated by the heat and fossilized to form similar-looking cliffs called jetscarps.



A cliff face composed largely of obsidian, formed millennia ago by Rouub's attack on the garden-realm.

IXOS PLAGUE - /'Ihk-sohs/ - The Ixos plague was a disease created by Palam & Rouub to destroy life in Leiyard. It was made of living arcanum and used resources from the environment to cover the host in enchanted crystal with which it could shield itself and attack with claw-like spars of crystal.

KE - /'Kee/ - The gods of the five realms. The Ke are beings of pure energy. As a people, they have existed since not long after Aldawn (The birth of the universe). Their civilization grew and expanded throughout the universe. Wielding power beyond their control, the Ke shattered reality into five energy states, or realms, and destroyed themselves in the process. Because of the actions of one, named Atrus, six of the Ke were saved. The rest either became the matter that makes up the realms and everything/everyone in them or fused with the fabric of reality. The ke energy fused with space-time allows the Ke and individuals with strong minds to accomplish incredible

feats via arcane methods. The survivors went on to become the gods: Elbion, Uirest, Kyuda, Caeru, Rouub, and Palam.

KIBORN - /'Kee-born/ - Valkind that are created by the Ke (As opposed to mortals who are empowered) are known as kiborn Valkind.

KITOL - /'Kee-tohl/ - There are two types of Valkind: the kiborn and the kitol. The former were created by the gods, and are usually tremendously powerful. The kitol are already living creatures that are usually given one or two minor powers, along with biological immortality.

KYUDA - /Kee-'yoo-duh/ - The god of courage. As with all the Ke, her natural form is amorphous energy. In Kyuda's case, this energy glows a brilliant cyan color. She is a bold and confident personality who abhors cowardice. She is an outspoken protector of life, of the innocent, and of the weak, but she can sometimes come across as brash.

LEAGUE OF THE JADE HORNETS - An alliance of human forces created to resist the Oka'r.

LEIYARD - /'Lae-yard/ - The middle realm. Here is where the mortal races live: The Empires of Man, the Oka'r of Aau'ina, the Titansons in the mountains, and many more.

MEMORIAL - Housed within the core of the Fulcrum, the Memorial is a large, egg-shaped, bud-like growth. It not only provides the range which the Fulcrum needs to bridge the gap, but it houses scattered memories nearly lost to Rouub's burning wrath.

MOHIAI - /Moh-'hee-ie/ - An island in the Sea of Blood.

MOROMODI - /Mohr-oh-'moe-dee/ - A Thofyran tribe in the southern region of the Samaipathe Wilderness. The Moromodi are one of the few tribes controlled by the group that call themselves the Vassals of Palam.

NAVITIA - /Nuh-'vee-shuh/ - The Navitian Empire was a kingdom descended from the Alziran culture. Originally from the northern kingdom of Nalu, an army of pirates set up shop after travelling south along the coast and founded Navitia. From there they quickly became one of the most powerful southeastern kingdoms. Unfortunately, it wasn't long after they reached their zenith that the Oka'r attacked. Navitia no longer exists, and its refugees are scattered.

NIKION - /Nie-'kee-ahn/ - An ancient city, now no more than ruins. It was the site of a great siege. The king ran out of options, and prayed desperately to the gods. When none of the benevolent Ke answered, he tentatively directed a prayer to Palam. Palam

answered. His 'rescue' of the Nikionites resulted in them being turned into a separate race with great wings upon which to take flight. However, he also cursed them to kill any crop or livestock they touched. This forced them to live as nomadic tribes, hunting and gathering supplies, or raiding goods from the other races of Leiyard.

OHEM - /'Oe-hehm/ - Embasave Ohem is the name of the embasave found on Mohiai.



Embasave Ohem, on the island of Mohiai.

OKA'R - /'Oe-kahr/ - A race of crocodile-like humanoids. Imposing and muscular, they were designed by the corrupt Ke Rouub. She gave them a natural irritability born of constant, nagging discomfort and restlessness, a predatory instinct, and a stubborn passion for whatever goal they set their mind to. Early on in their history, this brought them into direct conflict with humanity. So fierce was the war they waged on the coast that the sea between the two races became known as the Sea of Blood, and the Empires of Man stopped fighting amongst themselves to fight back together. Eventually, the two peoples would broker a tentative peace, but not before 300 years of bloodshed.

ORVALLA - /Or-'vah-luh/ - A vaernetar (Network of cities) of the Titansons based in the Haveina mountain range of midland.



Orvalla, surrounded by the shattered human kingdoms during the time of the Ixos plague (Also pictured are Embasave Midara & Embasave Valo, both of which were quarantined).

OSEILOS - /Oe-'say-lohs/ - The Western Lands; one of the continents of Leiyard.

PALAM - /'Pae-luhm/ - The god of strategy. Palam sides with Rouub. He is deceitful, and cautious by nature.

POTRAE BOLDIN - /'Poh-trae/ - The oldest of the Boldin sisters from Vitenia.

QALHANNA - /Kal-'hah-nuh/ - The realm between Valmund & Leiyard, also known as the garden-realm, or the world-garden. It's a paradise realm full of flora and fauna unlike that of Leiyard.

QALHANNA-LAUGĪ - /Kal-'hah-nuh 'Low-gie/ - The event wherein Rouub took advantage of the benevolent Ke being distracted and burned the center of the world-garden. So thorough was the destruction that a demigod was created and two of the mortal races were commissioned to heal the scar.

RACSUMHI - /Rahk-'soo-mee/ - A Kingdom of the south that once was a major naval power before they lost all of their coastline to the Oka'r. They were the second nation to be invaded.

RAN - /'Ran/ - A small nation on the far east coast of the land of Urvomas, bordering the Eastern Ocean. The royal family is famous for having fled from the collective war effort against the Oka'r after agreeing to help.



The kingdom of Ran in relation to Angseii around 2533 E.B.; the name of the city of Gondinasa (One of, if not the oldest city in Ran) means 'Village of Three Questions', which suggests that perhaps the king's cousin escaped to pass on the story of what happened.

RANIAN - /'Raen-ee-ehn/ - Belonging to or pertaining to Ran.

REMOA SEA - /Reh-'moe-uh/ - A sea on the eastern extremity of Midland, which caused humanity's eastward progress to fork primarily between the northern and southern coasts.

RETICA BOLDIN - /Rae-'tee-kuh/ - The youngest of the Boldin sisters from Vitenia. She lost her life to attrition at sea during the third expedition to rescue the holdouts in South Navitia.

ROUUB - /Ro-'üb/ - The god of war. Her energy is a deep scarlet red. She has always been somewhat wary of material creatures, but events of the past led her to cultivate a deep-seated hatred for all physical life. She wants to return the Ke to their former glory and destroy the material world in the process. She could do it in an instant if it weren't

for Elbion dedicating every moment to make it impossible for her. So she has to use other, more subtle methods to sow unrest and chaos among the mortals.

SADJAAV PENINSULA - /Suh-'jahv/ - A peninsula once held by the nation of Dacabathar, now controlled by the Oka'r Heartland. Vanagar is a town on the peninsula that rests a little way inland from the eastern shore.

SAHSCERAIN - /'Sahs-ker-aen/ - A race that came into being when Domman, Lord of Symmancy, punished the Ranian nobility for their treachery in abandoning the war effort. It's said that he turned them all into animals. Most regard this story as a myth.

SEA OF BLOOD - A sea between the mainland and the islands on which the Oka'r originated. By the end of the war with the Oka'r much of the mainland coast had been conquered.



The Sea of Blood, with post-war borders.

SEMAHT BAY - /'See-maht/ - A small body of water between the coast of contiguous Ran and the Pagasi Peninsula. After the war, it got its nickname, 'the Sea of Cowards,' and it became one of the three seas renamed due to the war (The others being the Sea of Blood and the Sea of Tears).



The Sea of Blood and its surroundings.

SHERECAT - /Sheer'-kat/ - An enormous species of feline that appears as a white tiger and stands 12 feet at the shoulder on average. They were created by Zhusen, Lord of Beasts, to frighten off hunters and poachers. Though dangerous, sherecats have little interest in killing humans who are neither large nor nutritious enough to provide a good meal and can sometimes prove deadly.

SITHAR - /'She-θer/ - Sithari are an intelligent species of wildcat found across western and central Oseilos that stands about three feet at the shoulder. It is all black, save for a white star-shaped pattern that extends from its throat to its chest. They have the unique ability to mimic human speech — though not very well (Sithar speech is something like a cross between human language and cat warbling). For a time, prison wardens across Oseilos and neighboring kingdoms would keep a tame Sithar on-premises in the hopes that, should it hear any prisoners plotting to escape, it would parrot their words back to the warden. This experiment didn't see much success.

SOLSETT DOMINION - /'Sohl-seht/ - Spanning nearly an entire continent, the Dominion is the largest of the human kingdoms. They provided a massive amount of infantry troops for the war, and received many riches in return.

STRAXH - /'Straks-uh/ - A Valkind demigod with the ability to see likely futures and, if she uses a lot of power and concentration, can even destine events to take place. She often travels to Visri to communicate with Luscit & Imaeges.

SYMMANCY - /'Sihm-an-see/ - The art of using ke energy to accomplish feats otherwise impossible, including but not limited to the disciplines of war, healing, transportation, stealth, and basic manipulation.

SYNTRION - /'Sin-tree-ahn/ - The benevolent Ke, minus Elbion (Uirest, Kyuda & Caeru). These three work together to combat Rouub & Palam's schemes.

THAALAS - /'Thah-lehs/ - The Lord of Dreams; she and her brother received powers from Caeru, god of peace, after she stayed up every night for a year begging that her brother find relief from his constant night terrors. Caeru blessed her with the ability to put mortal creatures to sleep with a whisper or a song. Once asleep, she has the ability to enter and/or shape their dreamscape to her will. She is among the kitol Valkind.

THOFYRAN - /'Doe-'feer-ehn/, **THOFYRA** - /'Doe-'feer-uh/ - (Plural) - A race descended from humans who were gifted to grow a large set of wings, allowing them to fly. They can fly naturally, but also have the ability to channel ke energy through their feathers to fly at incredible speeds, or hover for short periods. They were created by Palam at the appeal of the cowardly king of Nikion, allowing the citizens to flee an ancient siege. However, he also made their touch deadly to livestock or crops, forcing them to live by hunting & gathering, or by thieving off of the other races' resources. They are well-known for quick-dash, in-and-out raids that result in them having a reputation for cowardice and selfishness.

TITANFJALLR - /'Tie-tehn-fyah-ler/ - The Titanfjallr/ Titanfjallr Plateau/Titanfjallr Mountains, is an elevated region of terrain south of the Samaipathe wilderness inhabited almost entirely by the Titansons. It's a very large geographical feature around 1,500 miles in length at its longest point.

TRACULL - /'Truh-'cuhl/ - The Lord of (Blades; the brother of Thaalas, Tracull witnessed his parents' brutal murder at the hands of the Oka'r. Despite having been at war for many years, this image was seared into his mind; coupled with his inability to stop them from dying, this memory resulted in terrifying nightmares that visited him every single sleep. That is until his sister's prayers were heard, and Caeru gave her the ability to calm his thoughts. But she refused to stop praying until Caeru also gave her brother a gift, and so Tracull was given the power to part the curtain of reality to summon any type of blade with many kinds of special enchantments whenever he needed. He is one of the kitol Valkind.

VALKIND - /'Val-kiend/ - Servants of the Ke and of all the realms; demigods. They were created to help keep order in the realms while the Syntrion was busy attempting to

contain Rouub and Palam, and replaced the Av'kyyn as the spokesmen of the gods. The Valkind are often separated into kiborn and kitol.

VALMUND — /'Val-mund/ — The highest of the five realms, wherein the gods dwell. While some of the Valkind demigods live in Leiyard or Qalhanna, most prefer to spend their time in Valmund alongside the Ke, awaiting their command.

VIDORI BOLDIN - /Vih-'doer-ee/ - A woman, one of three sisters from the kingdom of Vitenia. The Boldin sisters were each powerful mages in their own right. While their kingdom did not officially involve itself in the Oka'r wars, Vidori and her sisters were among those who came to aid the war effort.

VINLIS - /'Vihn-lihs/ - A ship built to make use of the modaka, a relic which makes the person or vessel to bear it imperceptible.

VISRI - /'Vis-rie/ - The realm below Leiyard. It's dominated by vast plains and mountains made of translucent crystal, glowing with ke energy. This realm holds the scattered consciousness of Luscit, and the weakened (but alive) Imaeges.

VITENIA — /Vih-teh-'nee-uh/ — A kingdom in the northern steppe of Urvomas, known for having an entire second military composed entirely of mages (known as the *Armagya*) trained in the various forms of symmancy. The nobility of the kingdom invests a huge amount of resources into ensuring that any with an aptitude for symmancy in their kingdom can get training without cost — provided they serve in the Armagya for at least five years.



The kingdom of Vitenia, east of the Horizon mountains and west of the former Siregrad territories.

VITERIE - /Vie-'teer-ee-uh/ - A maritime kingdom of the far east, known for their skilled naval operations and trading empire.



A map of the war front around 2533 E.B.

ZOEM - /'Zoe-ehm/ - A port-city on the Jisula peninsula directly across from Embasave Ohem. It rests within the borders of the dying Navitian Empire.