

Glossary

- Affable Apples (Cactus Fruits)
 - Grow on Affable Apple Cactuses. They are used to make a sour simple syrup often used in uthemarc Caritas in Batloe.
- Agony (Suffering Sibling)
 - Dude witnesses (possibly feels?) all pain. Kinda sorta the guardian angel of pyromancers.
- Alone (Suffering Sibling)
 - Can't hear anyone nor understand anyone nor really recognize anyone or remember anyone (especially if they aren't there in front of them) so she constantly feels – take a guess – alone. She manages the Key Library. Thus often goes by the Librarian.
 - Oh yeah, she's a cat. A black one.
- Ampherrapin
 - Giant sea turtles with feet instead of flippers. These beasts can breathe both underwater and above, as can they live in both salt water and fresh. Thought to be endangered at first, ampherrapins lay single eggs. They can live for centuries and often choose not to reproduce until surpassing a millennia in age, thus though few that there are, their number has not really risen or fallen over the ages.
- Angels
 - Ghosts that are baptized while still alive (by void-dust or the Well). Their flesh continues to scar and age (somewhat). If slain, they are immolated and they become banshees. That said, their flesh does not rot. Instead, their flesh is preserved – no longer aging or scarring. Even when wounded, their flesh will creep back into place (Low key, unimmolated angels can still utilize a lot of the magic that folks thought only banshees could wield). They can only be killed (both the first time and the second time) if they have their heart and skull separated (beheaded, heart shattered, skull crushed, etc.).
- Antipa
 - Short for Antipacter, this group started as the New Guardians League. A group of vigilantes with one goal: to stop the Pact. They combatted the terrorism of the New Pact anarchists, believing that state governments' responses were often too little and too late. Founded in Tadloe in the 1910s, the movement spread and took on a more political ideology, one that was far left of the Trinity Nations, though they do appreciate the Empire. They often allied with Civilist movements and were harshly critical of anything seen as right wing. With the rise of the Samurai in the 1990s and the birth of the Samurai's Army (later the Tenchi Kou Warriors), Antipa found their vigilantism essentially sanctioned. After the invasion of Iceload, however, many Antipa are split on the legitimacy of the Samurai movement and have gone back to their old ways of local, vigilantism.
- Aquannabis Coral

- A plant that looks like blue fire coral (though it is not coral) it holds a gel like goo inside that can be used as a pain-relieving lotion. Not only will it relieve pain but it will release one from the confines of reality. Think of it like shrooms, cept instead of eating shit-tasting fungi to trip balls you can simply rub in some of this lotion and take a trip deep inside thine own consciousness.
 - But remember kids, it is illegal.
- Aquarian (blade-style)
 - A style of the blade similar to the Earthen scimitar, though the merman style blade – which is now somewhat rare thus considered Aquarian still – is more like a kopis than a scimitar (think Shelmick’s Sword).
- Aquarian Domes
 - Magical domes built on the seafloor of the Aquarian Ocean that allow certain species of sea life to breathe beneath them as well as landlubbers. Though water still technically flows beneath, the physics aren’t the same as you’d expect underwater. Nor are they the same as you’d expect above. I’d explain the science of it all but I’m not getting paid for this so...just use your imagination.
- Aquaros
 - Probably the closest thing to a real political ethnicity on the sea floor. Many fishfolk share this surname and claim to be natives of North Aquaria. That said, there’s never really been an Aquaros atriarch. Most of the time, Aquaros just went along with whatever state ruler ruled.
- Aruikii
 - One of the Four (Five) Swords. It means Destroyer in Knomish. Wielded first by Hermes then by -----. It can decide to form armor around it’s wielder, the wielder can set off an explosion on the third strike – they can deactivate it too if they so seek. Otusacha-style blade. Plain black. Oddly dull black.
- Aznaru
 - One of the Southern Bearn Political Ethnicities, this group was further West up the Azunu Peninsula and was forced to seek asylum with their neighbors to the East, the Azuran, during and after the War for Elven Supremacy. Though they founded the state of Azunu together with the Azuran, the Aznaru remained the minority. They weren’t altogether powerless but the dominance of the Azuran occasionally reared it’s ugly head. That said, the city of Bearncoff was given to the Aznaru in an act of goodwill by the Azuran. Even when Azunu is under foreign rule, Azuran bearns maintain their promise and refuse any position or act that might infringe upon the sovereignty of the Aznaru in Bearncoff.
- Azunu
 - A region and – often – a political state that makes up the southern peninsula of Iceload. Heavily populated by bearns.
- Azuran
 - One of the Southern Bearn Political Ethnicities, this group was further East down the Azunu Peninsula. They protected the Aznaru during and after the War for Elven Supremacy, asserting that their territory was the State of Azunu – shared

lands between the two ethnicities. That said, the Azuran continued to be the majority and continued to use the state of Azunu to serve their interests primarily. In modern days, tension tween Azuran and Aznaru is almost nonexistent, for though the Azuran do still hold a majority in Azunu (except for in Bearncoff), Azunu has been under the rule of a continental, Iceload federal government for the last couple centuries which has made it easier for bearns to look across ethnic lines to unite over racial identity.

- Baba
 - A chidran political ethnicity born out of the Chidran Diaspora. The chidras that abandoned Batloe first toughed it out in Darkloe before stumbling across the uninhabited lands of Foxloe. By the time of this discovery, the oppressive rule of Donum Gesche had ended and many chidras returned to Batloe. Those that remained to tame the lands of Foxloe considered themselves a new breed, donning the name Baba.
- Ballad of the Battle of Drathernan
 - Written by Ben Dreb, leader of the Rational Movement which some (assholes) saw as an anti-religious movement while others saw it as a mental liberation movement in allyship with reasonable religious people to condemn the oppressive theocratic regime of the Bishopry. Fuck yall, Ben Dreb's dat boi, yo.
 - National Anthem of Munkloe
 - See also "Battle of Drathernan"
- Balloon Jelly Fish
 - These fat fuckers can float in and out of Aquarian Domes. They're quite useful for stopping your fall if you foolishly plunge through the top of a Dome like a god damn winged dingus.
- Bambaclaat Bamboo
 - Essentially tasteless (imagine celery but even blander) but they grow all over the mountainous regions of Foxloe. Good source of hydration if ya can't find clean water.
- Bambaclaat Bear
 - Non-violent, anti-sensory little guys. Well, they aren't little. They are anti-sensory though. Too loud of noises, to great a view, to interesting a sensation and they'll get spooked. That's why they love bambaclaat bamboo. To avoid anxiety inducing experiences, they sleep 90% of their lives.
- Banshees (angelic)
 - Immolated ghosts that do not have rotting flesh but still can die by the same rules (if they have their heart and skull separated) and they still melt out of existence when slaughtered. (Example: Creaton Live)
- Banshees (non-angelic)
 - Ghosts that are murdered while being baptized – this almost always is in the case of one banshee killing/converting another being into the folds of ghosthood by their icy touch. Non-angelic banshee's have rotting flesh. Their bones have supernatural preservation but the rest of em rots extra fast. They can only be

killed if they have their heart and skull separated (beheaded, heart shattered, skull crushed, etc.). A dead banshee melts into black goo that cannot be contained and seeps towards the Abbim's core. (Example: Flow Morain)

- Barbarians (Sports Team)
 - Mannistan Warcourt Fort team founded by Banna Budd, their first coach.
- Barren
 - Tadloe's mascot – as they only appear in Tadloe – these bad ass cows come in the size of a buffalo, they got the hump tween their shoulders like a buffalo too. They've got teeth like gators but snouts like cattle. They got the fat paws of a plains tiger, talons of an eagle, and the horns of an ox. Jet black fur that make dope ass vests to attach the mutilated wings of a harpy to. Their only predator aside from people are brooks.
- Barren's Mullet
 - A popular bar in Portville, Tadloe.
- Bash
 - Sondoran sport played in two modes (traditional [in a stadium with a field] or rugged [in a sectioned off piece of wilderness]) where two teams fight to kill a massive humanoid elemental – while also fighting each other. Weapons are blunted, even elgroons are enchanted to allow limited usage. Still, deaths often result.
 - Championship is held in Basher, Sondor unless it is rugged style, that location varies.
- Batloe
 - The state colors are Dark Purple and Bright Red.
- Battledillos
 - Giant armadillos (fifteen feet tall when standing and also when in a ball). They long ago were bread to have bench like troughs in their shells – they work like treads in a tire when the critter balls up. These creatures are less battle steeds than they are battle transporters, as riders are cradled in the battledillo's lap when they ball up. They can be trained to be battering rams and are quite effective. Only known to reside in Batloe.
- Battle Grand I
 - Began March 17th, 1156. Contestants included: Dallura Hellbrute, Sparsamur Ipativy III, Maurice Eninac, Jimimick Cormac, Beggy Pow, Dragon Ein, Mrs. Saluman, Jay Anura, Cedric Sentry, Raphaila Meriam, Zion Cage I, Issa Draeb, Iich Ren, Tonya Woove, Grandfather, Flow Morain, and – of course – Iahtro. It ended March 23rd. Tonya Woove *kind of* won, though Flow Morain and Iahtro really won in a tie. The Battle was an international fight-to-the-death of contestants representing different nation states fighting over the destiny of Dogloe. Tonya being the last true contestant – she was a gmoat, a Dogloen native – meant that Dogloe won its independence. The Bard worked with Iahtro to broadcast the battle across the skies for the entirety of the event, this solidified Iahtro's presence as something like a god.

- Battle Grand II
 - In the midst of the Triple War (15th Clan War, Aquarian Civil War, 3rd War of the Blue Ridges) Theseus Icespear and Erin Sentry (a cultural leader of Sentrakle) are to be executed after surrendering to the Ipativians in hopes of stopping the war then Loki Ipativy (essentially, Prince Archbishop) is captured by the Iahtro Storm. Queen and Archbishop Laufeya Ipativy negotiates Loki's release with Iahtro in exchange for Theseus and Erin but this comes in the form of a Battle Grand and a wager: the winner's state is guaranteed independence from Laufeya's stretching empire. The Battle took place on January 1st, 1372 and it included: Erin Sentry, Theseus Icespear, Madawasell Sentry, Selu Creh Fou, Onjul Marabel, Bet Icelore, Burt Vinn, Trajiq Phaeluer, Susej Kou, Dammahum Eninac, Grandfather, Flow Morain, and Iahtro. Selu Creh wins – though Theseus does escape (or rather is forced out of the Storm by Grandfather). Selu still dies, of course, as Flow and Iahtro finish up the duel and The Bard stops broadcasting on the 2nd.
- Battle Grand III
 - In 1728, the World War in Sondor began. By 1752, Sondor was split into five factions controlled by the Mystvokar, the National Civilist Party, the Trinity Nations, the Libertarians, and the Cage, and the fate of the continent was trapped in a stalemate. Both Razil Icelore (the Mystvokar) and Saint (the Trinity Nations Emperor) are convinced to decide the war with a Battle Grand. The NCP and Libertarians agree out of cockiness and Morgana Cage complies out of desperation. On August 13th, 1752, it begins. Contestants included: Saint, Razil Icelore, Ze Roq, Zarus Ein, Morgana Farmen, Grandfather, Flow Morain, Malcova Live, and Iahtro. Many debate whether Malcova was really Malcova (he was, this is the glossary, best believe his ass was there. This is cannon). Saint wins by the 15th but is trapped in the Storm continuing to fight Iahtro and Flow Morain and so the results are not respected. Battle Grand III Riots ensue and Heterice Fasthoof – the only person other than Saint to be emperor of the Trinity Nations – becomes temporary Empress. She eventually ends the war but does so by giving Sondor to the NCP which – by this time – has evolved into the Cagirent, essentially, Nazis that worship the Cage Clan nobility. (Saint doesn't return to Solaris until the end of 1782, supposedly having been dueling the Storm and the Doom Warrior the entire time he was absent, just after Heterice is assassinated.
- Battle of Drathernan
 - During the Religious Civil War of Munkloe (in the 1300s), Munkloe Mystakle Christians and Rationals (an atheist group) were stuck in Drathernan which was on lock down by the government and allied forces from Ipativian controlled Iceload. The Mystakles and Rationals surrender, but their opponents do not drop the blockage until the thought leaders are handed over or rounded up. Even after publically executing them, they still invade Drathernan, killing civilians and destroying private and public property alike. One of the Rationals' leaders, Ben

Dreb, actually survived and wrote the infamous Ballad of the Battle of Drathernan while in hiding.

- Bearn's average height: 7ft2
- Big Barbed Bugs
 - Giant ass ants that roam in packs then freeze up like statues when folks come across them, if said folks run away then they chase after them. Thus they eat meat. They like hiding out in abandoned buildings and shit. They can go years without food. Oh yeah, they're covered in barbs. Even their eyes. And they're big. Like their three body segments normally stretch about five feet tall or long depending on how they're standing.
- Bila's Chest plate
 - A bad ass fiery chest plate for pyromancers.
- Black Crown Pact
 - The Original: The Pact was originally just that, a Pact. It was a group of people that had promised to serve Creaton Live and, in exchange, they would be protected by the rules of the system he established – a merit-based, survival-of-the-fittest type society. Many preferred this over the caste-like system that ran cities and tribal communities in the first century – especially the strong and healthy.
 - The Second Black Crown: During the Third Void War, the Pact was co-opted by the Queen of Darkness. Her Catechism seemed to fit the mold for a society similar to that which Creaton initially proposed. For this short period, the Queen was even referred to as the Black Crown. Yet, like it had before, once she was defeated, the BCP fell into obscurity.
 - The New Pact: In the 1900s, anarcho terrorists began to pop up throughout Solaris and they all claimed to be members of the New Pact. They sought to eliminate large government and sow discord within existing empires (as Creaton and the Pact had in Fourth Void War) in hopes of bringing Mystakle Planet into a war in which their anarcho-utopia could be brought to fruition. These New Pact actors waxed and waned for the century but were ultimately vindicated when Creaton himself returned and the authority of the Trinity Nations' was brought into question as the heroes brought to defeat the Black Crown faltered.
- Bloated Dim Dim
 - Stupid looking dolphins with absurdly pudgy bodies and massive wing-like fins so that they can fly beneath the Domes and swim throughout the ocean. They eat small fish. Their short haired fur makes good leather clothing but they taste like shit so wearing dim dim fur is frowned upon by environmentalists cause you can't do much else with the rest of their corpses after you skin em.
- Blood Apples
 - Exceptionally red apples, so much so that their insides slowly are dyed red after being bitten into, often dye your teeth/lips a bit too. Super healthy. Grow in moderate to hot climates with good soil and foresty type environments.
- Blue Fire Crab

- These guys can live inside and outside the Aquarian Dome. They breathe blue fire and eat anything they can cook. Reach about twenty feet tall when standing on all fours.
- Blue Fire Coral
 - A type of coral that is often mistaken for aquannabis. This unfortunate mistake leads to many a fool coating breaking the coral open to find nothing but more dead coral. The consequences of such can be dire, for if skin touches blue fire coral, that skin will soon begin to burn uncontrollably. While not fatal, the pain will not cease until the skin afflicted is seared with blue fire.
- Blue Ridge Eagle
 - Eagles that live in the Vanian Mountains. During the winter, they sometimes venture across the Etihw into less extreme temperatures, but they can survive most winters in the Mountains if need be. They're typically grey, verging on almost chrome-like silver, and can be massive. I'm talking like, the size of a curlhead dragon – twenty feet head to tail, fifty foot wingspan.
- Blunt faced Bear
 - Beasts native to the woods and plains of the Northern Hemisphere, they stand fourteen feet high on all fours. They have barrel shaped heads, half of which devoted to their jaws and nose. Their eyes are near the corner of their mouths and are nearly useless as they rely on smell. Their ears are hardly noticeable and tiny too. They eat meat but honestly chew on trees throughout the day cause all they do is munch. They're exceptionally violent to anything large enough to chew on though they could care less about small critters like rabbits or lizards.
- Bone Bender
 - Slur for a necromancer
- Bone Dragon
 - Legendary beast known to haunt Vinnum Tow though now it is locked within the mountain known as Graand Galla, supposedly guarding the Pyric Blade with the infamous Chane. The beast is twice the size of a sky dragon (hundred foot long from head to tail, two hundred foot wingspan). It appears to be made of nothing but bone and fire, a skeleton of a dragon whose flesh is manifest in the flames that engulf it.
- Boxer
 - Form of dwarven martial arts developed in the wake of Boldarian Drahkcor 1's death in the 9th Century as many rock dwarves prepared to fight (weaponless), preferring to die rather than to serve Chane a moment longer. They reasoned their willingness for violence in the face of their Mystakle Christianity with an argument similar to the Samurai Principle: it isn't right, but it must be done and our sin will then save our kin.
- Brackleberry Bush
 - These bushes only grow in Manaloe. Their berries can be made into a juice that can be fermented then sort of steamed and bottled in a sort of misty form that can be consumed by spirits – this is the only way to get spirits drunk. If you –

assuming you aren't a spirit – try it, expect to get turned. Often called Brackleberry fizzle.

- Brook
 - They're giant, monstrous lizards with scales that can compete with the world's best armors. They've been known to grow up to thirty feet in length. They vary in shades between greens and blues, helping them blend in with the sea and forest floor. Their bone marrow is used for dark marrow. They're the only animal known to be capable of killing barrens aside from people. Though often solitary, they have been known to team up and hunt in packs. They like to play with their prey before eating them, much like cats. Sometimes they'd just take a nibble, leaving their victim alive and giving them time to strive towards safety – sometimes days or weeks – before returning to finish them off. They migrate between Tadloe and Munkloe to chill for Munkloe's Rainy Season.
- Budd, Banna
 - Daughter of legendary Pyramid player Miq Budd (first non-Batloen – he was Sondoran – to be on the winning Pyramid Tourney team), Banna went on to win the Pyramid Tourney herself (her team being the Refugees) and nearly win the Warcourt Finals in Southbay had she not been disqualified for spontaneously inventing a technique that would come to create a new version of Warcourt (Warcourt Fort) which ultimately led to the International Warcourt Fort Battle Royale being held in Meriamuhl every four years.
- Burnbugs
 - Ant-like vegetarians that love magmamold. They're pretty damn worthless other than providing an excellent source of nutrients for cooler critters.
- Bushard
 - Buzzards that only eat dead plants. Live in desert regions of Batloe and Sondor. Supposedly, the only living things they eat are vegans.
- Cage
 - A human political ethnicity, one of the original Sondoran Clans, the clan known for most often conquering (or uniting, depending on if you're a Cage or not) Sondor. They hail from the Grand Plains and currently control the supposedly clan-less, ethnicity-blind Cagirent which controls all of Sondor and ain't too fond of the Trinity Nations.
- Cagirent
 - Established January 1, 1770 when the National Civilist Party of Sondor – embroiled in the World War in Sondor – elected Zion Cage 4 (supposedly, he may have just donned the name for the legacy of it as he was unrecognized by descendants of relatives from Zion Cage 3. That said, NCP folks wanted him to truly be a Zion Cage 4 as he had become a war hero before his election). The Cagirent set itself up in opposition to the Trinity Nations. Despite utilizing a Sondoran Clan's namesake (Cage) the Cagirent was “anti-Clan”.
 - 1872 Just Citizen Accord: Dissent is treason, Clan-pride *is* dissent.

- 1885 Eman-Modnar Embrace: Cagirent agrees to maintain peace with the TN as the TN promises self-demilitarization.
 - 1770 Zion Cage 4 > 1888 Zenobia Cage 3 > 1975 Zion Cage 5
 - Zion 5 calls TN the “Political Cartel”
 - 1975 Prohibition of Reactionary Rabbleroising: Outlaws Antipa actions
 - 1990 Mystakle Ban: Zion 5 claims the creation of the Imperial Navy invalidates the Eman-Modnar Embrace and is an act of aggression and thus citizens of the TN are no longer allowed in Sondor.
 - 1994 Clan Expulsion: If you can be linked to a Clan, you’re out.
- Callphins
 - Dolphin likes beasts that use sonar to send messages to one another then use a binary language of codes to translate said message to people (though some fishfolk can interpret callphin sonar, no other species of being has a chance)
- Canopy Dragon
 - Green, almost salamander like dragons. They live in jungles and forests, have been spotted in Manaloe and Foxloe and *especially* in Munkloe. They’re sized like curlheads though their wings are thinner and their tails and necks are longer. We’re talking thirty feet head to tail. But the wingspan is the same, wings just aren’t as wide.
- Chidra
 - Race of beings beneath Solaris that are reptilian. They average around 6ft tall. Scales come in all shades just about, typically between orange and red though some go purple of even black. They’ve got tails of flesh instead of hair, almost like tentacles (sometimes called head tails). Men and some unfortunate women grow said tails like facial hair too, mustaches and beards and such (absent the patriarchy, it likely wouldn’t matter if women grew facial tails but hey, the reason women evolved to grow less was probably due to the patriarchy in the first place). They’re from Batloe though now far more chidras live on Foxloe as many fled from Batloe during the violence started by the Second Sachacomp and continuing afterwards as well.
- Christianity
 - See “Mystakle Christians” or “Thoran Christians”
- Civilism
 - First Wave Civilism – A network of self-sustaining hamlets that formed as the chidran Baba Sacha settled Foxloe in 1010. They were wiped out during the Writer’s War when Foxloen Capitalists warring with Batloens forced the settlements to pay for their protection (even though the only reason they were being threatened by Batloe was because the Civilists were paying the Capitalists). This ruined their self-sustaining life style as they needed profit to pay the Capitalists and, ultimately, they were forced to sell their land and essentially themselves as they became wage slaves.
 - Second Wave Civilism – Founded by Hawk Eye and Fang, was a movement to distribute power more equally between the people of Foxloe. This meant

politically (via democratic republics) and economically (by taking **some** of the excesses of the rich to provide public services to everyone). Their ideas got them into a war with the state of Foxloe, which led to Fang dying and being replaced by a far more violent than Civilist, Sdollen. Sdollen is eventually replaced by Yucezar – who is completely violent and hardly Civilist – who makes a deal to end the Writer’s War which leads to Foxloe becoming a mock-Civilist state.

- Third Wave Civilism – A more global movement seeking similar reforms that officially began to appear (at least by name) in the 1990s. Some say the Layman’s Revolution sparked it. Modern Civilists (Third Wave) often teamed up with Antipa – using them much as the Empire did, as a convenient vigilantes.
- Clan
 - A name given to human political ethnicities and cultural groups in Sondor.
- Cloudling
 - Flying sheep, now nearly extinct cause they tasted to good and were easy as fuck to shoot down. Supposedly, drinking their blood brings good luck. Too bad they weren’t cannibalistic, right?
- Cloudwalker
 - Birds of plains and deserts. Known to roam Batloe, Sondor, Dogloe, and some other regions. They’re scrawny little birds but fast as hell on land and in the sky.
- Cockatune
 - Often used to deliver messages or to play songs, these guys can record any noise and reproduce it. Even if it were a full symphony, they could play it back spot on. And their memory is fast, it’d make whatever number iPhone we’re on look stupid. They’re used regularly by the Tadloe Guard and Tadloen’s in general. Pirates are also a big fan of them, along with peg legs, hook hands, and eye patches.
- Common Tongue
 - Also known as Etihwy cause it was an Iceloadic lingua franca used to facilitate trade tween minotaurs, elves, bears, and nellafs then later used to connect markets across the Southern Hemisphere, thus leading to its adoption as common. Oddly enough it’s incredibly similar to English...or to whatever translation you happen to be reading this in...but hey, no weirder than the Bible and Quran showing up...and shit...really no weirder than any of the plot points in those two books. So if you can buy the stuff in one of those and take it in good faith, then don’t judge me – I mean Solaris – for having a common tongue identical to English.
- Cormac (blade-style)
 - A style of the blade similar to the Earthen claymore but the blade is narrowly triangular, rather than rectangular with a triangular point.
- Cormac (political ethnicity)
 - A human political ethnicity, descendants of the ancient Sondoran Cormac Clan, traditional inhabitants of the Polestand Mountains of Corimount.
- Cow (slur)

- A slur for minotaurs
- Crimpse
 - Slur, often pronounced “Crimpsin” and used in combination with “tiad”
 - Origin of the slur is unknown, it is thought that the two words together simply sound *so horrendous* that they’ve slipped into modern vernacular as vulgarities
- Crow (slur)
 - A horrible person. Named such cause the Queen took the form of a raven and to spite her they called her a crow and so “crow” ultimately came to mean “asshole”.
- Crystal Council
 - The Crystal Council holds one of three votes in the Trinity Nations. This vote is decided by one atriarch from each of these twenty-four political ethnicities: Aznaru, Azuran, Kakal, Oturan, Fang, Baba, Fou, Row, Ein, Sentry, Oreh, Etihw, Anura, Fasthoof, Habba, Kou, Eninac, Pow, GraiLord, Shelba, Darkblade, Phinn, Petara, and Ruse. The majority divines the vote.
- Cuber
 - Giant ass demonic turtles. They got spiked shells: diamond shield like shells on their legs with a spike in the center then one at each point, and spiked helmet-like shields on their tyrannosaurus-like heads. Obviously, carnivorous. Some have been domesticated by minotaurs but they’re pretty unpredictable. They run in groups called hoards and live around rivers in Iceload. They eat anything and typically have it in with packs of zeals – almost like warring societies. They can get to about twenty feet tall on all fours. Their skin and shells are typically teal-ish in color, gray or bone-like off white coloring for their spikes and the trims on their shells.
- Curlhead Dragon
 - Twenty-five feet long from head to tail, fifty-foot wingspan. They’ve got a fleshy curl off the back of their head, curling inward towards their neck, almost like the way a ram’s horn curls – thus the name. They come in all sorts of colors and are most common in Tadloe though they can live just about anywhere. Not a big fan of colder climates, but they can deal, as they are dragons they can maintain heat if need be. Max capacity three – five adults.
 - Can learn Dragon Tongue – see “Dragon Tongue” for definition.
- Dagar
 - A tiny political ethnicity of earth elves in Dagar Zou, Tadloe that is most notable for it’s turn to New Pact ideology in modern times. Not all Dagers are Pacters, but the assumption is a safe bet statistically.
- Darkblade (blade-style)
 - A style of blade similar to the Earthen falchion but longer, with a narrow base, and a wide, squared tip.
- Darkblade (political ethnicity)
 - A nellaf political ethnicity that developed out of the larger Icelore-ethnic group as a dynasty of warrior-nellafs led by an atriarch wielding the Darkblade – which was forged 420 years before Creaton’s crucifixion. They typically ruled Icelore

(the island and the political ethnicity) throughout history though their role has been diminished in recent years with the rise of a united Icelore and Iceload.

- Darkblade (weapon)
 - The original Darkblade-style sword, this pure black weapon and the prehistorical feud that was born in an effort to win ownership wound up splitting the Icelore dynasty and giving rise to their rival the Darkblades. The blade has been passed down, through the ages, from one Darkblade atriarch to the next.
- Death
 - What happens when you die.
- Death (Suffering Sibling)
 - Witnesses every death. Dude collects keys from dead folks and takes them to the Library.
- Demons
 - Ghosts baptized *after* death, *not* before or during. They have little consciousness left, it is sometimes described as an echo of their former self. They are highly influenceable by whoever is responsible for their unfortunate demise. This can lead to their baptizer unintentionally directing their violence or to the baptizer taking an active role in leading them forward to serve an intentional agenda. Scientists and magicians alike believe that Creaton had a major influence on the Iyan Harpies and accidentally summoned them to assault his united Tadloe. As with other ghosts, to kill them they must have their heart and skull separated (beheaded, heart shattered, skull crushed, etc.).
- Diamond Council
 - The Diamond Council holds one of three votes in the Trinity Nations. This vote is decided by one monarch from each of the member states. It originally included: Sentrakle, Middakle, Azunu, Batloe, Tadloe, Foxloe, Dogloe, Manaloe, and God's Island. By 1996, it included 7: Batloe, Tadloe, Foxloe, Dogloe, Manaloe, Munkloe, and God's Island. These seven vote on issues and the majority wins, sending one vote to impact Empire wide decisions.
- Dingus
 - Dingus
- Dirt elf (slur)
 - Slur for earth elves
- Dog Ball
 - Dogloen Sport where ref's chunk balls out into a field and the receiver with the dog who brings them back the most balls wins.
- Donum (curse)
 - Queen of the Fire Nations (a Batloen nation state in the 10th Century), Donum Gesche aided the Magic Mole terrorists in their pressuring the Wing Nations for access to the Sacred Tongue and she ultimately declared war (the Magic War) on the Wing Nations. She was so vile that when the future-Guardian Uthemarc Shelba's sister spoke out against the Magic Moles, she kidnapped the siblings and forced Uthemarc to kill his own kin then threw him into the war effort. When the

Crow's Plague struck Solaris, Donum actually brought sick Azunu bears to infect cities and villages of the Wing Nations. Then she worked with the Queen to complete her control over the Batloen continent. Once in full control she held the mock Second Sachacomp which really was more of a public massacre of chidran warriors. Then she forced chidran teachers of the Sacred Tongue to work in schools for wealthy molemen. At this time, anyone accused of committing a crime against chidras was pardoned, causing many to flee the continent in what would become known as the Chidran Diaspora. She was finally assassinated by the Guardian Uthemarc Shelba during the Reconstruction.

- Doom Warriors
 - The banshee knights that serve Flow Morain.
- Draeb
 - A human political ethnicity, one of those old Sondoran Clans, from the mountains of Mannistan.
- Dragon Islands
 - Three islands in the Dragon Gulf where the Trinity Nations tried to isolate mancers after the passing of Antiproliferation. Bein held the pyromancers. Rein the shadowmancers. Kein the necromancers.
- Dragon Tongue
 - Most domesticated dragons are trained in “dragon tongue” which is not a language dragons typically use betweenst themselves but rather a set of noises/symbols they can speak to communicate to people. Think of it like sign language, where dragon tongue amongst dwarves may be different than that among minotaurs. Most dragon riders will speak to their dragons in their person-language, but be trained to understand their dragon's response in dragon tongue. Not all dragons can become completely fluent. Ground dragons tend to be the easiest to teach, curlheads the hardest (though many believe curlheads to be just as capable, simply more stubborn).
- Drahkor
 - A political ethnicity of dwarves – most notable for the line of male heirs going by the name Boldarian.
 - Bold 1 made Mystakle Christianity a dwarven thing when he stood up to Chane. Though Chane immediately killed him – Bold's death prompted the dwarves to master the art of weapon-less combat, calling themselves Boxers – Boxers are Samurai Principle guys, like the Shisharay – Chane would surrender to Bold 1's son.
 - Bold 2 leads the Boxers against the Nubians, proving that the Nubians can be slain as one is forced to blow their self up to defeat Bold 2.
 - Bold 3 teaches the Nubians to convert solar energy into fire, which leads to his own death (1103) but sets off the Decimation.
 - Bold 4 is the Mystakle Samurai but he was around far longer.

- Born in the 1000s, he “briefly” escaped slavery in 1608 only to be recaptured in 1783 (trading places with his wife who would be recaptured two years later in 85).
 - He’d escape again in 1981 after which his wife was relocated to be held in secret in a high security confinement – then Bold 4 was re-caught in 1987 trying to save his wife and children.
 - His wife dies in this attempt but Bold 5 is saved (the rest of the children are executed in front of the recaptured Bold 4 for this attempt).
 - He is later finally freed for the last time in the Failed Revolt of 93
 - Bold 5...well, no spoilers, alright?
- Drather Tree
 - A big ass tree in Drathernan, the biggest ass tree. Shit. Got all those buildings and shit built around it and shit and yea. Fuck. Shit. Yea. Damn. Fuck outa here!
 - In all seriousness though, it is a kopak tree.
- Dreb
 - A bearn political ethnicity originally from the Nilatswood area of Sentrakle, Iceload though now the largest ethnic group in Munkloe. Historically allied with the Nevomn though individuals still maintain their loyalty to one or the other. Known for being rather anti-religion/pro-rationalism
- Duikii
 - One of the Four (Five) Swords. It means Healer in Knomish. Wielded by Zipper. It can heal people at its own will, the wielder can shrink it or grow it at will. Cormac-style blade. The hilt is wrapped with golden vines.
- Dynasty
 - A name given to political ethnicities and cultural groups in Iceload.
- Eaglamander
 - Winged salamanders with beak-like mouths that are sharp as fucking shit. They can fly beneath the Domes and they can swim outside of them just fine. They rarely do land but they are amphibious so they could but most of the time they like, “Nah, I’m good.”
- Earth Elf
 - A race of being beneath Solaris. Dark haired, dark eyed, regular height, dark skinned, Tadloen peoples. Once were mostly Muslim but now pretty atheist.
- Eel
 - Slur for a fishfolk/merman
- Egava
 - A spikey looking bush with long blade-like leaves – very similar to agave plants on Earth – that is often used to make aliu – a popular liquor known for causing half the planet’s mistakes (the other half being caused by Knomes). The prime ingredient in uthemarcitas (aside from lime and third minute).
- Ein

- An earth elven political ethnicity that is now quite small. They traditionally inhabited the Dragon Islands but began to fall apart, seeming disintegrating, by the modern era due to pirate harassment. They even adopted pyromancy as a means of defending themselves from piracy and ultimately signed on to host the Order of Mancers in desperation for a solution to their problems. That said, they sort of perpetuated their pirate issues. One of the oldest groups of illegal goons, the Obsidians, were not only Eins but partially controlled by the Ein atriarch until more recent times. One reason Zaria Ein is fighting so hard to prove herself as the Empire's sharpest blade, to not only save her people but to redeem them.
- Einna Yelkao
 - Was a young, orphaned, human slave girl of a Yelkao barbarian warlord that was destined to become a concubine at the age of 13 – instead she attempted suicide. The warlord saved her, then she killed him – realizing that she didn't want to abandon her comrades, but rather avenge those that oppressed them, she took vengeance into her own hands. After killing the warlord, she hid out in the Draeb Mountains. There she ran into the Kamaroq – a mythical beast that Bluff had entrusted to protect the Gustbow from the unworthy. Turned out, Einna was the worthy. Killing the creature and claiming the bow, she returned to the plains and staged the Women's Uprising in which she assassinated all the Yelkao warlords, united the barbarians, and organized an army officered by former concubines and slaves like herself. Leading the Yelkao Barbarians, she nearly conquered all of Sondor, but was ultimately stopped by the Crow's Plague and Iahtro's army of combined Cage and Kou Clans. In a last ditch effort to persevere, after catching the Plague, she sought out Flow Morain. In the shadows of Fort Dunvar, she beat him in two duels. One in Total Darkness. He then consented to turn her into a banshee and she returned to Sondor to save her comrades with that undead existence. Unfortunately, just as it had with the Doom Warriors, the immortality lead to infighting and allowed Iahtro and his forces to beat back the barbarians and expel her from her homeland. Having lost her flesh and her home, she went to Batloe to aid in the search for the cure. Hoping her undead existence might offer the scientists and magicians a clue. While it didn't, her military skills did save the cure as she was able to defend Space City from the Queen's forces when she invaded to stop the creation of a vaccine. Einna would go on to become one of the Guardians, getting them out of Batloe and protecting them in the Vanian Mountains, fighting in the battle that beat the Queen, then going on to liberate Sondor from the Knights of the Light left in the wake of the Black Crown. She is unlike most of the other Guardians, who hide their identity, and similar to Theseus in the fact that she does not mask who she is. Still, she is rarely seen and keeps a low profile – hard to imagine for a banshee, right? – managing a somewhat secret order of assassins called the Golden Dagger and collaborating with Antipa often. She eventually gave the Gustbow to the Shisharay to protect and utilize as her days of fighting were long since over. (BTW, her flames are red, just saying...also her animal is the foxbird)

- Electric Elf
 - A race of being beneath Solaris. Blonde haired, blue eyed, tall, pale skinned Iceloadic peoples. Make good beer but cause a lot of fucking trouble.
- Elemental Weapons
 - Before forging the Mystak Blade, Zannon practiced forging Voidstone-powered weapons on the Stone of Krynor by forging these six weapons with the help of Bluff the spirit. Many of the Warriors of the Blue Ridges wielded these weapons in the First Void War as they joined together to defeat not only Kor, the moon dragon, but Creaton the Black Crown. These weapons are: the Gustbow, the Koran Shield, the Pyric Blade, the Staff of Seas, the Thunder Armor, and the Vanian Spear.
- Emelakora
 - Known as the God of the Under, this beast supposedly stole the Koran Shield from Heimdallure Darkblade 1. It has eight arms, four sprouting from its belly and four from its back. The beast has two hammerhead shaped heads with two eye stalks on either end of each – the hammer is held upright, whereas a hammerhead shark’s hammer-shape lies flat, the Emelakora’s stands perpendicular (the scalps of the beast face left and right rather than up and down). The heads extend from separate necks, their chins facing each other so that the long-curved horn on their brow won’t stab the other. It is colored like a fishfolk, sort of ocean-teal. It also has the ability to regrow its limbs if wounded and not slain. Oh, and it’s big ass shit.
- Enertomb
 - Magical rocks that can store energy. They are most common in Iceload, though there used to be tons in Vinnum Tow, and there is a good bit in Foxloe. They must be enchanted to store the energy, but once enchanted they can be recharged. Typically, fire or electricity is used to power them although they can be made to take solar or wind or other renewable energy sources (water pressure even!).
 - See “Solar Enertombs”
- Eninac
 - A human political ethnicity, coming from one of the original Sondoran Clans, a fuckin major player in Mannistan since day one, known for having an entire royal family line being part dog since one of their atriarchs was turned into a dog by the Archbishop of the Hundred Empire Alliance years ago. They now are more powerful in Dogloe than Cagirent, Sondor though many Sondorans still profess the Eninac Clan as a major factor in their political and cultural identity.
- Epiphany Shrooms
 - Poop shrooms that taste like ass but get you high as fuck.
- Epi Tree
 - Bare gorgeous flowers varying from pink to orange but still can grow almost as tall as kopaks and are nigh as strong as steelwood. They are known to jungle regions.
- Eson

- A political ethnicity from Cagistan, Sondor, one of Sondor's original clans, known for being big time tobacco farmers. Buncha scoundrels if ya ask me.
- Etihwy (language)
 - Common tongue. Essentially, English. Don't ask me how it happened. Same way the Bible and Quran got there, most likely...shit, would you rather me have every character speak a different language and force you and Joe to translate every single sentence of dialogue?! No? Yea, that's what I thought. You're welcome.
- Etihwy (region)
 - The land around the Etihw River.
- Etihw (political ethnicity)
 - An electric elven political ethnicity that really was a hodgepodge of elves from all ethnicities that lived around the Etihw River. They developed common tongue (which pretty much is English) and spread it around the world with their trading and map making antics.
- Etihw (river)
 - Big ass river that carves up the middle of Iceload and forks to come out into the Gulf of Zannon by Etihw City or by Ipativy and the Great Straight of Heimdallure.
- Fang
 - A chidran political ethnicity that was born out of the Baba Sacha during the Civilist Revolution. When revolutionary leader Fang is killed by a libertarian Foxloen King Falgon, she is replaced by Sdollen who dons the Sacha/surname Fang in Fang's memory (really to exploit Fang's memory and inherit some the people's loyalty from her). The name was continually used from there on out as a way to satiate the Civilist Populace while barely adhering to the agenda of the original revolutionaries Fang and Hawk-Eye. The name has thus lost it's connection towards Civilist Revolution and now remains as a mere ethnicity, a name folks find themselves claiming by chance of birth rather than by conviction.
- Fairy Cane
 - Can make damn good rum. Fairy cane is sort of like sugar cane and they grow in mild climates with a good sea breeze. They gained the name fairy because like the made-up creatures (fairies aren't real you dumb shit) they are elusive. You can't really grow a lot or they exert spores or some shit to kill off the others. Most fairy cane rum is made by individuals using their own private patches of fairy cane. They look like pinkish sugarcane.
- Farak (curse)
 - A curse word derived from the name of a queen, Farak Fou, that surrendered tribal Fou lands to Creaton in the First Void War. Though her name remains a curse and this was seen as a betrayal of her people, she did so in order to team the Fou with the Pact to maximize their chance of survival against the incoming Iyan Raiders.
- Fasthoof

- A political ethnicity of gmoats that is definitely the most prominent. One of the original packs (what gmoats called their clans/tribes/etc.)
- Fate Programmer
 - People capable of understanding the Void – of communicating or at least listening to the Void (some believe this to be myth). Supposedly, their workings with the Void cursed them and left them “untethered” to a single timeline, a single universe, or some shit.
- Fate Programmer’s Book
 - Wait, how do you know about this? The fuck?! You been speaking to some Knomes?! Well it’s gone now. *Thanks Hermeeees.*
- Fenrirukk
 - The third moon, the farthest from Mystakle Planet.
- Fire Elf
 - A race of being beneath Solaris. They have typically slanted eyes, red hair, and their skin can vary like that of a human’s. They originally hailed from Batloe but were exiled during the Pact Expulsion. Chane took them to Darkloe but ultimately turned on his people and murdered them there, destroying the land of Darkloe too in an event known as the Searing.
- First Void War
 - See “Void Wars”
- Fishfolk (political ethnicity)
 - Not quite a political ethnicity but as a socially constructed race, it somewhat seems like the sea-floor equivalent. Typically belongs to descendants of Dome-residents or merely descendants of North Aquarian residents. It no longer pertains to any fishfolk that can breathe above and below the surface, since there is a large group of peoples that identify as mermen in modern Mystakle Planet that can breathe above and below (which makes them biologically fishfolk, but call them fishfolk or call a person that identifies as a fishfolk a merman and you better watch out).
- Fishfolk (race of being)
 - A race of being beneath Solaris hailing from Aquaria. They average 4ft6 and 5ft6 in height. These guys pretty much took over all the other races on the sea floor, even replacing the mermen. Fishfolk were the only Aquarian race to be able to breathe above and below water, turned out that this trait was inheritable so that all they mated with inherited it. This trait being what made them especially unique, came to define them as a species. Though other races that mixed with fishfolk still retained many of their traits, they inherited that most explicit trait and there force became fishfolk. This conversion of sorts was done intentionally as the fishfolk conquered Aquaria early on and began construction Aquarian Domes under which only they could breathe.
- Fishippo
 - Like the buffalo was to many Native Americans, the fishippo is to the Soldiers of Shelmick – every bit of them can be used, from the bones to the eyeballs. Most of

it is for eating though the bones are used for tools. The most important part of the fish is the stomach which contains gasses that can make malleable the shells of oceanatolopes – making them one of the only predators of oceanatolopes when the critters come beneath the Domes. Fishippos aren't very mobile beneath the Domes but somehow they get by. Flopping around like blobs of fat. They are pretty much blobs of fat. But don't get too cocky, their jaws can shut like sledgehammers.

- Flannel Camel
 - They come in all sorts of different colors, beloved by the hipsters and lumberjacks of the Batloen deserts in which they are found.
- Flamethrower
 - Slur for a pyromancer
- Fofu Fish
 - They look a lot like tuna though they a good bit wider and girthier. So like a fat tuna. They taste pretty good though and the Sentry go crazy for the guys but only if served with neuni sauce – otherwise it's like eating fries without ketchup (which is a waste of perfectly good potatoes so if you do that shit, cut it out).
- Fou (blade-style)
 - A style of the blade similar to the Earthen katana.
- Fou (political ethnicity)
 - Easily the largest political ethnicity in Tadloe – likely one of the largest ones in the world – and it contains the majority of earth elves. They came from the Fou Tribe that resisted the Black Crown in the First Void War. Despite many a villain claiming the name, the amount of heroes (most notably Selu Creh Fou and, now in modern times, Tou Fou) has made the Fou a well revered group among most peoples beneath Solaris, Pacters and Antipa, Order and Iceloadic, Cagirent and Trinity Nations, most all have a certain level of respect for the Fou. Their people are also known for managing to keep the continent of Tadloe relatively stable as a solid state for the majority of its history (aside from the brief period of the Tribelands).
- Four Swords (Knomish Four Swords) (Later become the Five Swords)
 - Grandfather forged the Four Swords using the Stone of Krynor and void-dust. Later, he was bullied into making a fifth, thus some now call them the Five Swords – regardless. They're equal with the Elemental Weapons as far as powerful weapons go.
 - Aruikii – means Destroyer in Knomish – Nogard's beloved – it can decide to form armor around it's wielder, the wielder can set off an explosion on the third strike – they can deactivate it too if they so seek. Otusacha-style blade. Plain black. Oddly dull black.
 - Duikii – means Healer in Knomish – Zipper's beloved – it can heal people at its own will, the wielder can shrink it or grow it at will. Cormac-style blade. The hilt is wrapped with golden vines.

- Ruikii – means Hunter in Knomish – Flow’s beloved – it can point you in the direction of your current strongest desire, the wielder can poison any who they pierce with the blade. Otusacha-style blade. The hilt is wrapped in furs, the blade clear and almost appearing to be made of ice.
 - Suikii – means Deliverer in Knomish – Grandfather’s beloved – it can open portals at its own will, the wielder can summon or unsummon it at will. Fou-style blade. Oddly, irreflectably black.
 - Tuikii – means Curser in Knomish – Creaton’s beloved – it can capture people (sending them into some sort of warped, alternate reality) at its own will, the wielder can also curse foes with the curses of those the blade has captured. Hellbrute-style blade. The blade is blood red, the hilt is black.
- Four Legged Snake
 - Not a fucking lizard. Lives in deserts. Super common in Batloe.
- Fourth Void War
 - See “Void Wars”
- Foxbird
 - Similar to the Earthen phoenix, these birds may not share the ability to reincarnate however they are capable to regenerate – even from terrible burns – which often perpetuates the legend that they do in fact regenerate. Unlike dragons, they are not fire resistant however they do breathe fire. They often set their nests aflame to protect their eggs from predators while away, this also fed the legend that they regenerate. A foxbird might abandon it’s nest while being hunted, but first they’ll set it ablaze. This led explorers and hunters to think they had killed their foe and it had turned into a burning egg. Again, not the case, but alas. They’re native to Foxloe but they are birds so you can find them elsewhere. Foxloe was named after them though, as they weren’t a known species until Foxloe was opened to the rest of the world.
- Frost Elk
 - Can be 20 feet tall, big as fuck bruv. They eat and drink very little. Mother fuckers stoic as fuck
- Fruit Beer
 - Taste like a fruity soda (grape or orange or peach or someshit) but gets you hammered. Mainly made in Munkloe.
- Fur Tree
 - A type of moon tree
- Gecko Dragon
 - Read the damn book and use your fucking imagination, Jesus Christ. (Note for author: their tales come off, some can change color, and max capacity at the same as curlheads [aka 3-5])
- Gesche

- A moleman political ethnicity. One of the original mole sachas. However, after the rule of Donum Gesche, the people refused the title and were adopted into either the Selter or the Shelba as Donum Gesche was universally seen as evil.
- Ghosts
 - “Touched by the Void” They’ve either fooled with some void-dust, touched the Well of Youth, or been cursed by the grasp of another ghost-afied being. Ghosts need no sustenance to live and while different sorts of ghosts can receive different sorts of damage, all ghosts cannot *die* unless they have their heart and skull separated (beheaded, heart shattered, skull crushed, etc.). There are two kinds of ghosts: Angels, Banshees, and Demons.
 - Terms:
 - Baptized: Turned into a ghost (if by the Well/some-other-spoiler-related-reasons, you won’t have the spectral flames until you die and come back immolated)
 - Immolated: Turned into a banshee or a demon (you get the spectral flames)
- Giant Rubokah
 - A big ass snake.
- Gill
 - A fishfolk political ethnicity – to a certain extent – it was a dynasty of rulers, the dynasty that most often ruled the fishfolk and that many people found loyalty in and associated themselves with but unlike many other political ethnicities, few loyalists adopted the surname. Just as the Icespear were seen as leaders of the GraiLord, they were defined as those wielding the Vanian Spear. Similarly, just as the Gill are seen as leaders of the fishfolk, they were defined by the curse they bore.
- Glow Eels
 - Great way to save on your utility bill if ya live under water, homies eat microscopic pests and stay alight almost incessantly.
- Gmoat
 - A race of being beneath Solaris. The “G” *is* pronounced. That’s right. It sounds like “guhmoat”. Makes human sound a lot sexier, huh? Anyways, they’re like goat people. They’ve got hooves and legs like goats up to the knee, cause of the weird ankle joint they have they also have monkey like tails that help them balance. Hence the “m” (“g_oat” for goat, “m” for monkey...cause it’s mostly goat aesthetics, *don’t question the naming just buy into the fantasy of it, English gotta lotta stupid shit in it too so fuck off!*). Anyways...they got ram-like horns and goat ears. Normal eyes, not that creepy goat shit. Usually dark eyes and dark hair. They’re normally a little shorter than humans, men around 5ft6 and women around 5ft. Inhabitants of Dogloe though a good bit of Delian gmoats came in with the fire elves but their number died off significantly in the ensuing struggle so for all practical purposes: Dogloe.
- Gnome

- A race of being beneath Solaris.
- Goblins
 - A race of being on Mystakle Planet that is known for passivity and contentedness (though these are stereotypes and do not apply universally...I don't know...call me racist...it really does seem to apply almost universally...). They were natives of Batloe but were ultimately ousted after winning the right to the Sacred Tongue in the 839 (year) Sachacomp. Moles were jealous and chidras were pissed so they harassed the goblins violently until they packed up and left. They'd go settle in the devastated terrain that was Darkloe – terrain no one would desire to strip from them. They're gnome sized – like 3 feet tall – but scrawnier, typically, and green.
- Godi (slur)
 - Often used as you might use a “god damn”. It comes from the traitor Godi Morain who's betrayal led to the fall of Vanii, the city that once stood where modern day Ipativy stands now. His later role in the First War of the Blue Ridges only further damned his name as he was primarily responsible for the Krynor Massacre (when he ordered elven troops to attack the minotaur troops that had just put down their weapons).
- Gogo
 - Da ganja
- Goldthrow
 - An Aquarian sport including three different positions: Miners, Throwers, and Hoopers. Miners give gold to the throwers, they must stay on the mineline and actually mine the ore that was planted before the match. Throwers get the gold from the miners to the hoopers – they can move but they can't go to the hoop side thus they are better off throwing to the hoopers so the hoopers can stay close to the hoops. Both the throwers and the hoopers can interfere with their competition, throwers with opposing throwers and hoopers with opposing hoopers.
- Gop (slur)
 - Stupid
 - Like the G.O.P.
 - Am I right?
 - I am.
- GraiLord (political ethnicity)
 - A political ethnicity – the one group of minotaurs that sided with the Warriors of the Blue Ridges (after some time) in the First Void War and which has, for the most part, ruled the minotaurs of the Vanian Mountains ever since.
- GraiLord (political state)
 - The Empire that rules the minotaurs of the Vanian Mountains. Centered around Recercoff and sometimes under the control of elven dynasties (or nellaf dynasties I suppose), modern minotaurs – even those of separate political ethnicities – all cite loyalty to the *state* of the GraiLord (or to the GraiLord Empire).
- Ground Dragon

- 300 feet from head to tail, roughly 125 feet from paw to spine if stretched taught, with a wingspan that is 400 feet – a little short for their size even with the extraordinary with. They can't maintain long flights. They are covered in spikes, even their wings. Their tails end in a spikey ball of hardened bone. Despite being one of the most intelligent breeds of dragons, forming societies in nests underground that are arguably as sophisticated as the societies of people above ground, they are highly trainable and are the most powerful siege engines available modern Solaris – but they're rather rare and even when a state manages to get ahold of one, this can cause trouble. If the domesticated ground dragons are too near a wild nest, often times the wild beasts will run raids in attempts to liberate their brethren. That said, many estranged ground dragons seek out a role in the societies of peoples.
- The only ground dragon dalvaries exist in Iceload, Sondor, Vinnum Tow, and Batloe. Sondor and Vinnum Tow's dalvaries have historically been abhorred as exploitative of the dragons, whereas Iceload and Batloe have recently reformed their programs to be quite progressive when it comes to providing high quality of life and self-sovereignty to their reptilian members. Batloe was forced to do so by the Trinity Nations, Iceload took it upon themselves to mimic Batloe's strategies under Talloome as Mystvokar.
- They live in places of extreme – cold or hot – and spend most of their time below the surface.
- Can learn Dragon Tongue – see “Dragon Tongue” for definition.
- Gustbow
 - One of the Elemental Weapons forged by Zannon Sentry. First wielded by Bluff (yea that's right, he was holding both the Staff of Seas and the Gustbow and yea, he fucking then gave both away. To angry ass animals too. He gave the bow to this fucking thing called the Kamaroq – oh sweat, Jesus, I'm wasted and it's 10 AM – but yea, he gave it to this eagle ass hornet looking shitter called the Kamaroq AKA the Sky Tyrant). Einna Yelkao killed that stupid ass bird-bug looking fuck and then eventually gave the bow away to the Shisharay cause they bad ass. As for powers, the bow has unlimited arrows. They have feathers of white and blue lotus petals. The bow also has the special power to shoot a charged up arrow, called ashoka flower arrows, that are like Shisharay hammershots: blunt tipped bolts, looking like ashoka flowers, bumpy orange spheres. Finally, the bow's master (the senior most wielder, the spell moves to the next once this person passes) can utilize its third spell: it shoots sharp winds.
- Habba Hall
 - Highest point in all of Drathernan, atop the tallest tree, it is a common venue for ceremonies and weddings. It is also where students have their graduation ceremony from the Munkloe School of Enchantment.
- Harpy
 - A race of being on Mystakle Planet, severely endangered, they originally came from Munkloe. Their incorporation of the Well of Youth into their way of life

likely led to their small population and following nigh-eradication as foreigners continued to clash with them in pursuit of the magic around which their people gathered. Oh yeah, and they got wings and if you cut them off, their skin becomes wrapped with black stripes, curling around like vines on their flesh, so that they look quite like nellafs. Thus the myth that nellafs are merely fallen harpies, exiled from Munkloe long ago, and cursed so that their children wouldn't never have the chance to fly.

- Healer Slug
 - Considered by some to be of another reality, these creatures are seemingly invulnerable. They can heal bone and flesh by wrapping around the wound and feeding off of whatever filth – be it germs, sweat, or simple dirt – they come in contact with – they feed via absorption. They then shit out a healing substance that science and magic both can't explain. Either way, it works. Don't think too much about it. Shit, if you get hung up on the idea of a healer slug then I'm not sure how you even made it through Part One.
- Hellbrute (blade-style)
 - A style of the blade similar to the Earthen khopesh: question mark shaped, with a sharp curve but a blunt head at the top of the question mark.
- Hellbrute (political ethnicity)
 - A nellaf political ethnicity that evolved from the working class on the island of Icelore. Hellbrute was a slur the wealthy used to express disdain for the working class so as working-class families came to find power and wealth, they adopted the surname as a, "Fuck you!" to the Icelore and Darkblade rich. They would team up with the Ipativy and shortly thereafter the Queen of Darkness herself to wage war against the Icelore and Darkblade, thus they were completely ousted from Icelore by the end of the Third Void War.
- Hellbrute (slur)
 - Slur for nellafs
- Hellbrute Whiskey
 - Made in North Thonnum – called Hellbrute cause folks against slavery typically don't drink/buy it. Only Pact or other non-empire places or pirates fuck with it.
- Hiss
 - Moon creatures that made it to Mystakle Planet in the 500s after being mistaken for moon chicken eggs. Hisses are magical creatures, likely as intelligent as the average being, and the rove in packs. They are gaseous, like spirits, however their weakness is a diamond jewel in their temples rather than a flame in their chest. They have alligator like heads and bodies that don't extend past their torso. Their hands are seemingly disconnected, hovering near their bodies. They test their prey, if the prey flinches then they're done. If not, then hisses will come to respect the survivor and often even come to their aid when it is least expected.
 - Myths that they are animals that have been lost to the Well of Youth is how they're often explained but that's obviously not true because there are

definitely some dogs that have dipped in the Well and they just become banshees like people do.

- Hobbes
 - A bearn political ethnicity that is now residing mostly in Munkloe despite being from Azunu. The Hobbes are an extreme minority, making up a majority in only one city, that being Chick-Chaw, Munkloe. They're seen as the one of two religious bearn-groups (Mystakle Christians) where as both Nevomn/Dreb and Azunu bearns are rather atheist/rational.
- Horned Panthers
 - Essentially, giant horny black cougars.
- Humans
 - Fuck off
- Hyzoh
 - Earth elven political ethnicity that was for a very short time considered part of the Live Tribe when Creaton conquered them in the beginning of the First Void War. After the war, they no doubt ditched the name of the Live – as did the surviving Live – and all adopted the title of Hyzoh. Once one of the more populated tribes, they were so drastically reduced in the First Void War they now number roughly the same as the Ragashi.
- Iceload
 - Colors white and blue pre-Redemption Day, black and blue post
- Icelore (political ethnicity)
 - A nellaf political ethnicity that most Iceloadic nellafs identify with (there are more Vinn-nellafs, but they were all Icelore originally [having ditched the identity for the Hellbrute surname then ditching that to be called Vinn]). In modern times, the Icelore have come to be one of the most respected political ethnicities even on the mainland across the Great Straight of Heimdallure. As the atriarchs of the ethnic Icelore became the people's ruler of the entire icy continent, under the title of Mystvokar – ruling both Icelore and Iceload.
- Icespear
 - A minotaur political ethnicity that is incredibly tightly kept. Most “Icespear” are really GraiLords, as really only the descendants of Gorgophone Muhammad (who was stripped of the name of the prophet and thus forced to adopt a new surname, enter “Icespear”). This normally would disqualify the title as a political ethnicity, but many minotaurs will identify as Icespear GraiLords, loyal to the Icespears even when the Icespears aren't on the throne – much like other political ethnicities will be primarily loyal to their atriarch even if within a state ruled by a non-member.
- Imps
 - Under dwelling little fellas that live in large flocks and tend to develop specific cults that pretty much divine their behavior. Spending so much time in the dark, their cults are often based around something reflective or shiny – like a light bulb

or a metal ball. They speak a language (many speak dwarven) and use magic but are typically left out of lists of “race of beings” as their existence is questioned.

- International Warcourt Fort Battle Royale
 - Held in Meriamuhl every four years, most prestigious Warcourt Fort tournament.
- IPA
 - Iceloadic Pale Ale: The best type of beer beneath Solaris. Made mostly by the pale ales of Sentrakle with they country sounding asses. Look, if you don’t like it, that’s probably because
 - A: You aren’t trying to get wasted.
 - B: Hipsters are now hip so they’re no longer hipsters, now hipsters are the ones that hold the hipsters of latter years in contempt – and the hipsters of latter years loved IPAs. And so you got all these nonhipsters beings hipsters by hating things that hipsters used to love. When really, when it comes down to it, you’re being a godi winged dingus. Hipsters may have been obnoxious, but they got somethings right. Namely: socialism and IPAs. Hear me out:
 - No one liked they’re first beer (as much as we tried to act like we did) but we all got used to beer, so much so that now we love it. Why? How?
 - Answer: We wanted to get drunk and then we realized that we liked being drunk.
 - So why not skip the dozen light beers and slam a six pack of IPAs and get trashed in half the time, aye? Shit, if you ain’t binging daily, you can find a canned IPA that’ll set you up with a nifty little buzz – just a can!
- Ipativy
 - An electric elven political ethnicity that pretty much was the Cage of Iceload. Wedged between the Etihw, the Sentry, and the GraiLord minotaurs, pushed up against the Great Straight overlooking the nellafs of Icelore, these guys learned to fight for their right early on. Continually attempting to conquer Iceload (if not the world) they’re the ancient rivals of the Sentry. They were big proponents of Thoran Christianity for a while there but the fall of the Archbishop and the Hundred Empire Alliance kind of put a damper on that sorta line of faith.
- Islam
 - See “Rational Muslims” or “Original Muslims”
- Jungloe
 - Island east of Munkloe.
- Kaboomba Beetle
 - They shit out their insides at death, leaving their bellies pop-able so that they’re shaped like scoop, concave and such – perfect for dipping into some sort of salsa or guac – or soisa sauce. Their backs are prickly as shit though so be careful picking them up and biting down. They’re known as rock dwarf popcorn cause rock dwarves mouths are as tough as the rest of em so they can crunch down on

em with no worries. Don't even have to cook em, eat em dead and raw, but you need something to dip them in cause they're pretty tasteless by themselves. They live in deserts, by the way.

- Kakal (political ethnicity)
 - A bearn political ethnicity known for it's off-and-on domination of the Northern Islands and for their Mystakle Christianity which once led them to side with the Sentry over their own racial kin (the Nevomns and Drebs).
- Kamaroq
 - The Sky Tyrant. Until the Third Void War, this guy haunted the skies. It has the beak, wings, and feathers of an eagle, the eyes of a bee with barbed and weaponized bee-like antennas that'll stab the shit outa ya. Much like their bee-like antennas, are their barbed and sharp tipped legs and their poisonous stinger which can spit out darts like an automatic machine gun. Though it's wings are also eagle like, they are invisible – except for the blade like tips on the feathers that can pivot about separately to target foes. Though it haunted the skies, sky travel wasn't what it is now one thousand years ago so it slept most of its life – thus why flowers grow on its back. But it be dead now. Though some claim it may have laid babies. (Guess it can just poop babies cause it ain't like it had a mate...*or did it?*)
- Kemplor
 - Earth elven political ethnicity. Big around the Saluman River, descendants from a tribe known for their expertise in facilitating trade.
- Key Library
 - Legendary library containing keys tied individually to the souls of all beings ever. Most believe this to be myth.
- Khopesh of Kor
 - This is the namesake blade of the Icelore family. The sword of the Mystvokar and shit. So yeah. Real neat.
- Knotroot
 - When consumed as a mashed cream, can give you a bit of a buzz. Taste like a little more bitter Nutella – lotta people like to eat em with strips of bambaclaat stalks. They're tangly as fuck, hence the name, and often protrude from the ground in tangled heaps. Grow just about anywhere.
- Kopak Tree
 - Most common tree of the Munkloen Jungle though they do grow in Foxloe and parts of Sondor. The Drather Tree is a kopak tree. They are massive and the most common used to hold the cities of Munkloe. They sprout massive, flat spikes that work almost like wide stairs, which spiral around their trunks and allow folks a way to get from the floor to the tree tops.
- Kor (animal)
 - The first moon dragon to hatch over Mystakle Planet. It was slain by the Warriors of the Blue Ridges – more specifically, Zannon and Cannon.
- Kor (curse)

- An expletive used by minotaurs
- Korrukk
 - The closest of the three moons. The one Batloe owns for moon mining.
- Koran Shield
 - An Elemental Weapon forged by Zannon Sentry. The shield was first wielded by Heimdallure Darkblade 1 during the First Void War. He lost the weapon later while exploring a cavern within Mount Krynor that led him into the Under. He did not die there, he was able to return home with the Darkblade, but he lost the shield to the beast known as the God of the Under: the Emelakora. The shield can quake the earth around you, more extreme the longer you flex it. It can also turn into stone armor, makes ya giant too.
- Kou
 - A human political ethnicity from Koustan (obviously), Sondor, one of the original Sondoran Clans. They're most well known for their role in guarding the Mystak Blade. It was handed to them by Cannon himself – later passed to Iahtro Cage then to Zipper Knome then back to the Kou atriarchs until being handed off ultimately to ya boi.
- Kurr
 - A minotaur political ethnicity, the largest minority – second biggest minotaur ethnicity, beaten only by the GraiLord – that, though exiled and executed in large numbers during the Pact Expulsion for their refusal to abandon Creaton as their prophet and leader even in his absence, recovered rather well and continues to be a powerful and influential group in the modern GraiLord Empire.
- Laborists
 - A Batloen (mostly Selter) Pyramid team.
- Letterlemurs
 - Critters trained to transport mail in Munkloe.
- Leviken
 - Big ass sea monster that fucking ate the Staff of Seas then got it's ass slaughtered by Zaria's bad ass. Combine a dragon with an octopus.
- Lifepyre
 - Spirit graveyards...also, spirit orgy venues. Long story. There's a bonfire and a funeral and...just look up "Spirits"
- Luna
 - A minotaur political ethnicity, a definite minority of the minotaur population, nearly destroyed in the Pact Expulsion as they had sided with Creaton during the First Void War.
- Magi
 - High ranking political appointees in the Batloen government. These were once informal advisors, traditionally the most powerful wizards in the state, but they became formal positions when the Batloen government was integrated in the 1600s. The different positions were then duplicated so that for each spot there would be one moleman appointed and one chidra appointed. The positions were

as follows: Defense, Justice, Resources, Economy, Transportation, Education, Science, Magic. While appointed for more political reason than they were in the past, most Magi were still highly capable magicians. Almost all rich folks in Batloe were.

- Magic War
 - As the Crow's Plague began to wreak havoc across Solaris, terrorists from the Fire Nations (called Magic Moles) began harassing the Wing Nations which held a monopoly on magical knowledge in Batloe. Their leaders claimed this was out of a sense of concern for their people's safety. That said, the Magic Moles were not fighting to bring magical literacy to the people, but rather to the rich and powerful. This led many to be suspicious of the Magic Moles' claims of grass root support. Those conspiracies gained more weight when the Fire Nations decided to back the Magic Moles in the ensuing Batloen civil war between the two groups of peoples, Fire (molemen) v. Wing (chidras). In the year 991, the Wing Nations conquered Space City – this was the single most important city to the Fire Nations. For without magic, all they had was science. As it appeared the Fire Nations would lose, their leader, Donum Gesche, brought over Plague-infected bears from Azunu, Iceload. As the Plague spread across Batloe, the tide of the Magic War changed. Still, thanks to the Fire Nation occupied Space City, scientists and magicians were able to work together and develop a cure for the Plague before the Queen invaded Batloe and handed the continent to Donum Gesche. Year 1004, Batloe becomes “the Fire State”. Donum hosts the Second Sachacomp, a rigged competition to give justify bringing science to the moles. Not long after this, Donum essentially sanctions the massacring of chidran citizens, leading to the Chidran Diaspora that would colonize Foxloe. The war finally ends when Batloe is liberated in 1007 and ultimately split in two under a Dual Monarch system in which one mole ruler and one chidran ruler co-rule the continent.
 - Significance: The rich and powerful molemen of Batloe now have access to magical education, whereas they did not before.
- Mailbat
 - Secondary mechanism of communication in Batloe, used in many other places too when folks worry about mailmoles being able to make. (Between you and me, never doubt a mailmole. Just saying.)
- Mailmole
 - Primary mechanism of communication beneath Solaris – at least since the Third Void War – they were introduced (supposedly) by Zipper (not everyone believes Zipper existed, some attribute the introduction to the Knights of the Light or the Queen herself). They're really smart and literate in most languages. They have an infallible GPS (sometimes) and they move faster than physically possible (deal with it) tunneling through time and space (that's right.). It is expected that you give them a pat on the head after a message is delivered. To not do so is

equivalent to not only refusing to thank the bus driver, but to spit on the bus driver and state that their mother is a cuck and their father a whore.

- Magmamold
 - Tasty ass, spicy ass, mold. Likes to grow in steamy areas – above hot springs, inside volcanos, etc.
- Manaloe
 - The state colors are Jade Green and Stone Gray.
- Mancer Hound
 - Dogs (husky like in appearance) trained to smell mancans. Often used to test folks for mancy without getting up and personal and testing their blood or something. A good preliminary check system.
- Mancy
 - Form of sorcery requiring the user to be converted via curse (chest stone, dark marrow, crow eye). They must store energy of their particular form of mancy because if they run out they'll die, if they take too much they'll also die. You get a bit of a high when you consume the energy too.
- Meriam
 - A human political ethnicity from the Draeb Mountains of Mannistan that was one of the original Sondoran Clans.
- Mermen (political ethnicity)
 - Because “race” is used as a biological term in Solaris, whereas on Earth it is cultural, the modern identification of “mermen” is not considered a “race” by Solarin Scientists. Though it isn't the same as other political ethnicities, for land lubbers, that is really the best way to classify it (the sea floor sees race much the same way as Earth does, Solarin land lubbers recognize the sea floor racial dichotomy as arbitrary but they wouldn't dare tell Aquarians that, ya feel me?). Thus, merman are really just tan fishfolk typically from South Aquaria (aka Mirkweed).
- Mermen (race of being)
 - Race of Aquarian beings that prospered in prehistory. By the modern era (the First Void War) few true merman were left. Mermen, like all the races on the sea floor *aside from fishfolk*, could not breathe under Aquarian Domes nor above the surface. They were partially genocided out of existence but also mated out of existence as fishfolk's amphibious genes were dominant as fuck. There has not been a positively identified biological-merman (non-amphibious) in over a dozen centuries.
- Minotaur
 - A race of being beneath Solaris. They have hair that can grow long though typically, especially for women, remains short like fur. They do typically, even women, have a bit of longer fur along the scalp almost like humanoid race's hair. Their hair dreads naturally. They look like your typical minotaur, bullish snout, massive horns, cow-like ears, and hooves. They hailed originally from the Vanian Mountains though some diaspora-ed (like the Petaran minotaurs). They stand

between 7-8ft6 normally but there are some exceptions like Theseus 8ft10-big-ass.

- Molemen
 - A race of being beneath Solaris. They have short haired fur, typically tan though can be darker and sometimes even black, and narrow almost pig-like snouts. They're often stereotyped as to having beady eyes and tiny ears but this is not always the case, many have rather large, puppy-dog-like eyes and others have pointy bat-like ears or even droopy, basset hound-like ears. They typically stand between 4ft6 and 5ft6 and were one of the indigenous peoples of Batloe. Got sharp ass teeth too, gives them a good excuse against eating salad.
- Morain
 - A political ethnicity of electric elves that is still quite prevalent in Middakle, Iceload despite the fact that every fucking person to claim the name and make history did something generally received as horrible (check out Godi and Flow if you need examples).
- Munkloe
 - The state colors are Dark Green and Brown
- Munkloen Jungle Trees
 - The jungle encompasses the entirety of the continent, including the swamps around the Winged River. The most iconic member of the jungle are the kopak trees (the largest of which being the Drather Tree), which are the giant trees that hold up the treetop cities of Munkloe. The next most common tree would be the tunatsub – known for their citrusy coconuts, the milk of which are used in fruit beers. Tax trees come third. They populate the jungle floors and are often used by small villages to make garments since they stay fresh for over a month after being cut down. Fourth is the epi tree – which bare gorgeous flowers varying from pink to orange but still can grow almost as tall as kopaks and are nigh as strong as steelwood.
- Munkloe School of Enchantment
 - Founded in response to the Munkloe School of Modern Healing as a means to keep first generation bearn immigrants from the top notch magic schools of Drathernan (April 8, 1278). Prior, Drathernan the city had essentially been the school but as immigrant bans began to crumble, as a means to keep their magic segregated, they explicitly defined the academe and required generational heritage on the continent for folks to attend. This of course, did not last. In fact, it was seen as the nail in the coffin for the immigration bans as it let immigrants into the last major city upholding the bans. Slowly, authorities became more and more lax until first generation bearns were able to burst through the glass ceilings put before them.
- Munkloe School of Modern Healing
 - September 30, 1003, Theseus founded a vaccine factory fortress over a small village to lure the Knights of the Light that were stationed in Munkloe out to fight (during the Third Void War). The fortress would eventually grow into Serebis.

The school would be officially founded in 1275 as a way to get around a ban on first generation bears migrating from Iceload into Munkloe (the school had existed essentially as the city itself prior). “Founded” by first generation immigrant bears and water elves, the school – which for all practical purposes was the life blood of the city – helped to calm tensions between “nativists” and immigrants.

- Princess Lenga Ruse became the youngest person to Headmaster the school in 1985. She held the position until being elected king after her father’s death in 1996.
- Setarca Petara (Doc) also went to the school. She graduated with Lenga’s class.
- Munt
 - Goats that live in wooded, elevated areas – doesn’t have to be crazy steep or anything. Folks like their cheese. Which is weird but I don’t know. I wouldn’t want to harvest or make it myself but I do like cheese.
- Mystak Blade
 - Forged by Zannon Sentry with the help of Bluff and his knowledge of the Stone of Krynor, which they used as an anvil, as they infused the weapon with actual void-dust. It was first wielded by Cannon Sentry in the First Void War. When he and Rahsai later relocated to Koustan, Sondor, Cannon handed the blade off to be protected by the Kou family. It was passed from Ecaep Kou to Iahtro Cage during the Third Void War, passed again to Zipper the Knome (though those who doubt Zipper’s existence claim Iahtro simply returned it to the Kou family) before the end of the war. From Zipper (or Iahtro depending on your personal beliefs) it returned to the Kou.
 - The blade is known for its seven powers, identifiable by the glow they give the blade when activated. When used, they do exhaust the user.
 - Red – micro-edged blade – cuts through anything
 - Blue – bunt-edged blade – knocks anything that touches it back
 - Green – elgroon – can manipulate elements
 - Black – banshee buster – ghost magic can’t impact the wielder (no touch, no Total Darkness, none of that, can end total darkness)
 - Silver – spell stopper – blade vanquishes magic-assaults
 - Gold – blade shot – golden beams of light can be shot from the blade tip – they’re sharp, almost like sharp wind but narrower. More long like a stab than wide like a slice.
 - Purple – invulnerability – can only be activated by the blade, can extend to nearby comrades
 - It is a Fou-style blade.
- Mystakle Christianity
 - The original form of Christianity – it was based on an ancient text, long since lost, translated from generation to generation until emerging from the prehistoric age as a story of a man named Jesus who was crucified for preaching the Golden Rule: Do unto others as you would have them do unto you. Their Bible included

only tales of Jesus, but no mention of magic. The popularity of this Christianity has waxed and waned but it ultimately triumphed over its younger sibling, Thoran Christianity, to enter the modern era as the most practiced religion beneath Solaris.

- Also known as Vanian Christianity by the minotaurs.
- Nachzehrer
 - A combination of organisms mutated by dark marrow. Infectious. Bound to wherever the marrow leaked until death. Manifests a sort of hive mind through other beings infected by the marrow in the same general area.
 - Examples of other shadosseins: The Curse of Niek-Rebas, the Nefarious Ones of Icelore, the Giant Worm Attack of Portville
 - It is a *type* of shadossein – though less pure in nature than the Nefarious Ones for they had more energy in their conversion *and* both bone and shadow energy. The Giant Worm would be more similar to a nachzehrer, some might even call it such.
- Necroflame
 - One of the infamous spells developed by Creaton Live. It casts an obsidian flame upon dead and decaying flesh – only on the dead can it burn, however, if it is touching the living when activated, then it will slowly consume that living soul and convert it into one of its waking zombies. The spell lingers on the dead until activated – spreading only as more dead fall near it. Activation is set to a word that the caster decides, when this word is spoken, the dead on fire rise and pursue the activator, attacking all living they encounter in between. It is an extremely taxing spell, few can even cast it when well rested and full of bone. Most that can have to use fresh bone – typically using their energy plus those of the bodies that will become the fuel for the fire.
- Necromancy
 - Form of mancy reliant on bone energy. Leaves the bones brittle without their bone energy. Modern necromancy was invented by Creaton (his adaptation of Iyan Necromancy) and it requires enchanted brook bone marrow to be converted. They can use bone energy to cast spells in the Sacred Tongue or they can literally use the bone energy, manipulate it and harden and turn it into minions or weapons. Necromancers smell energy and store bone in their flesh.
 - Creaton Live created a few staple-spells:
 - Necroflame, Boneguards, Chilled Marrow
- Nellaf
 - A race of being beneath Solaris. They were originally found only in Icelore though now they are a shit ton in Vinnum Tow. They're humanlike but covered in curling black stripes that look almost like tribal tattoos. They have dark hair and dark eyes. They're oddly resistant to cold too. Not to mention age. Most don't appear to age past their thirties (if that) and you best believe they still fertile.
(*Wrap up!*)
- Neuni Bush

- From the moon but can grow in some places on Mystakle Planet – namely, Odneuni. They produce berries that can then be used to make neuni sauce which can be used to make the staple food of Sentrakle pale elves. The sauce has a taste utterly indescribable by Earthen vocabularies (I’m being serious, I’m not just too lazy to come up with what neuni sauce tastes like. Jesus, I spent half a year coming up with 2,000 years of history, you think I wouldn’t take the time to describe how neuni sauces tastes if I could? I mean, look at this description, even the bit in the parenthesis alone has taken longer than it would take to describe the taste of neuni sauce.)
- Nevomn
 - A bearn political ethnicity originally from the Nilatswood area of Sentrakle, Iceload though now the second largest ethnic group in Munkloe. Historically allied with the Dreb though individuals still maintain their loyalty to one or the other.
- Nubian
 - A race of being beneath Solaris – waaay beneath, they came from the Under. They’re 50 feet tall, short-black furred jackals, that are either all early on converted into pyromancy or straight up born pyromancers. Anyways, they ultimately were forced out of the Under lest they face the Queen’s wrath and crawled out of the ground in Vinnum Tow where they, as hedonists that were supposedly unkillable, enslaved the dwarves (Supposedly, nubians can only kill nubians). The dwarves defeated them when Boldarian Drahkcor 2 taught them to consume fire from solar energy – this led to mass self-destruction as they couldn’t help but over consume. Some retreated back below ground, out of the tempting rays of Solaris, but most died – some think they wound up extinct by the end of it.
- Numb Berries
 - If eaten right off the tree, they’ll numb your mouth. Otherwise, tasty. Like grapes but more of a plum texture.
- Oceanelope
 - They’re like giant shrimp but covered in fur colored in a rainbow of stripes. They have horn-like antennas, that stretch to form a U. Their legs are a lot longer but still twiggy and their eyes are on stems like a crab’s. Their shells can only be cracked by fishippo stomach acid or by the jaws of a sumarii. Their eggs are just as tough and just as beloved a snack as their bodies are in the eyes of a sumarii but fishippos won’t even notice them. Thus, oceanelopes brave the dome, where the bumble about clumsily on their gangly legs, to lay eggs even if they fall prey on their way back out.
- Oreh
 - An electric elven political ethnicity from Middakle, Iceload though now they are pretty much secluded to the island of their namesake. They never were really that much to reckon with, just one of those Middakle dynasties.
- Original Muslims

- After Creaton's expulsion from Iceload during the First Void War, mainstream Islam split into two sects – one being the Originals. They continued to defend the Pact, despite their prophet's defeat, as a god-sanctioned group/movement. Original Islamic thought essentially died out – especially after Creaton having nothing to do with Islam on his second coming and the Queen was not a fan either
- Otubak
 - A chidran political ethnicity that is spread out beneath Solaris though they originally hailed from Batloe. Having fallen from power after the First Sachacomp and then their failure to hold Foxloe during the Civilist Revolution, Otubaks are generally working class chidras or chidras living in foreign lands outside of Batloe. Supposedly, a large percentage of Otubaks are the children of the *Obsidian Sail*'s Captain Dresdan Otubak who used to sling dat dick like a fast ball.
- Oturan
 - A chidran political ethnicity that resides in Batloe and is definitely the most powerful chidran sacha/ethnicity in Batloe today.
- Otusacha (blade-style)
 - A style of the blade similar to the Earthen claymore. A rectangular shaft and a triangular tip.
- Pack
 - A name given to gmoat political ethnicities and cultural groups in Dogloe.
- Pale elf (slur)
 - Slur for electric elves (especially Sentry, though Sentry tend to take it as a term of endearment while that might not be the same for folks like the Ipativy, Oreh, or Etihw and shit)
- Paugh Whiskey
 - Made in Paugh, Dogloe
- Phinn (Political Ethnicity)
 - The most prominent political ethnicity of spirits beneath Solaris. Have essentially ruled Manaloe since the Knights of the Light were defeated.
- Phoenix
 - See “foxbird”
- Pig (slur)
 - Slur for molemen
- Piss elf (slur)
 - Slur for electric elves
- Plains Scotch
 - Made in Cagistan, Sondor
- Political Ethnicity
 - These were once familial societies that eventually evolved into the tribes, clans, sachas, and dynasties that ruled Solaris in prehistory. Though sometimes these existed as political states (think of the GraiLord Empire) they also existed as

minority groups within political states (think of the Eninac and Kou Clan living in Cagirent governed Sondor). They're racially exclusive, for the most part (there are exceptions, like Cannon Sentry), and they aren't always centralized but there is typically a group of leaders, typically with royal ancestry, that generally speaks for the group. This leader is typically called the atriarch (or patriarch/matriarch if you prefer).

- Postdogs
 - Pooches purposed to propagate mail parcels across the plains of Dogloe.
- Pyramid (Sport)
 - A Batloen game where teams consist of pillagers and builders and the goal is for your team to build the biggest pyramid by the end of the time allotted – violence is encouraged. There is another version of this sport for convicts on Death Row (this is a Batloe thing) called Gladiators where multiple teams go at it. The winner goes free. The rest...well...yea...
- Pyric Blade
 - One of the Elemental Weapons forged by Zannon Sentry during the First Void War. It was first wielded by Thor Ipativy in the First Void War. After one of Creaton's boneguards slaughtered Thor, the blade was given to Chane. After Chane's journeys in the Northern Hemisphere, the blade was locked up with him when he bound himself to the belly of the Graand Galla volcano in Vinnum Tow, there the blade remains, guarded by Chane and the beast that once haunted the dwarves: the infamous Bone Dragon.
 - The blade is no particular style, as it is fueled by fire and molded by the wielder (who does not *have* to be a pyromancer, so long as they keep some matches about them or some shit) but it spits from the mouth of a dragon as the hilt is shaped like the head of a dragon. The handle is protected by the dragon's crest. When the blade is ignited, so too is the hilt, it emits a fiery, dragon-shaped armor that extends to protect the arm and shoulder of the wielder (completing the body of the beast that was forged to make the hilt).
 - Booyaka
- Raceless (slur)
 - Slur for humans
- Ragashi
 - Earth elven political ethnicity. Known for their leadership in the secularization of Tadloe, Ragashi typically come from the Dagar Zou region of Tadloe.
- Rationals
 - A predominantly Ragashi Wood Ranger
- Rational Muslims
 - After Creaton's expulsion from Iceload during the First Void War, mainstream Islam split into two sects – one being the Rationals. They believed they had been duped by Creaton, that he was not an Islamic prophet but rather an opportunist. Thus they dropped the violent twist he'd put on their interpretation of their holy book. This was ultimately the branch of Islam that stuck and survived, being

linked closely to the GraiLord and the Icespears. They practice similar to Mystakle Christians in a sense that they are very loose with their interpretation (most don't pray five times a day, as the Quran isn't super explicit on that. However, most don't drink. As the Quran is pretty clear on that). Very reasonable. As they believe their god to be.

- The Quran was originally found in Tadloe. The fact that it was written in Common (a language similar to Ethwy that the minotaurs of the Vanian Mountains knew) led to almost all of the minotaurs converting to Islam once Creaton invaded in the First Void War.
- Most minotaurs are no longer Islamic, however, there are many rural Muslim minotaurs.
- Rattledillos
 - Venemous armadillos. They'll kill ya, but they'll try and warn you first. Batloe's number one predator as they often only remember to warn you after they roll up on you and bite. If you see one, your best bet is to kick them before they unroll. You'll break a foot, but may be able to escape. They typically stay rolled up to avoid being bit by their fellow ball fiends.
- Razor-toothed rabbit
 - Take a wild guess.
- Red Copra Trees
 - Like coconut trees but they grow in wooded, mountainous areas instead of tropical areas. Spirits use the oil in their hair or on their bodies to render themselves solid without the weight of invisiworm silk.
- Refugees
 - A Batloe based team of Pyramid players from all over, most notable for being the team on which the first Non-Batloen won the Pyramid Tourney (Banna Budd)
- Ridgeback
 - These are the barrens of Sondor and – like the barrens are for Tadloe – the Ridgeback is Sondoran mascot (though unlike barrens, they're found in multiple continents [Dogloe, Munkloe being others]). They're like buffalos in body – though striped with a bloody orange, over a brown to black coat of fur – with the heads of ferocious boars. Hoards will have a leader who's shoulder will peak at twenty feet high but the next tallest will max out at fifteen. They often have scouting bands of three or so that are smaller than the rest. This size difference is maintained by the hoard. (Also, Munkloe has the smallest breed of ridgebacks sense they have to rush through the jungle floors and actually fit.) Their name comes from the spikes that sprout along their spine.
- Rin Bud
 - Red brussel sprouts – from Tadloe but can be grown just about anywhere.
- River Bourbon
 - Made in Nahreh or Sentrakle, Iceload
- Rock Dwarf

- A species of being beneath Solaris, originally found only on Vinnum Tow. They've historically been exploited by outsiders. Enslaved first by Chane, then the Nubians, then the Hellbrutes. Their bodies are oddly durable, their skin is extra thick and their organs extra resilient (no worries of things like black lung for spending too long in the mines) not to mention the fact that they tend not to age much past their thirties – remaining fertile all the while – which made them great for chattel slavery but also made them oddly capable of destroying their oppressors.
- Row
 - An earth elven political ethnicity that rivals the Fou for second most influential ethnic group in Tadloe. They're also the most widely spread. Many having settled in Iceload despite the sever tension between electric and fire elves.
- Ruikii
 - One of the Four (Five) Swords. It means Hunter in Knomish. Famously wielded by Flow. It can point you in the direction of your current strongest desire, the wielder can poison any who they pierce with the blade. Otusacha-style blade. The hilt is wrapped in furs, the blade clear and almost appearing to be made of ice.
- Ruse
 - A water elven political ethnicity.
- Sacha
 - A name given to political ethnicities and cultural groups in Batloe.
- Samurai Principle
 - A philosophy developed in both Delia and Solaris, seemingly spontaneously simultaneous, justifying utilizing violence to defend a nonviolent populace (in Solaris, this was used to justify militaries in Mystakle Christian societies), in short it asserts: violence isn't right, but it is necessary and these violent sins will then save our kin not only from our enemies but from the sin we commit to protect them.
- Sand Beetle
 - Big ass desert beetle.
- Selter
 - A moleman political ethnicity, descendants of the ancient Selter Sacha.
- Seabear
 - Bear sized, seal skinned, crescent-moon horned Aquarian beasts that thrive under the domes but typically chill near the shore of artic regions otherwise. They have gills along their shoulders, so they are amphibious. They're pretty clumsy but they're forces to be reckoned with. They run in herds.
- Seasteed
 - Combination of a seahorse and a horse.
- Secher
 - A race of being beneath Solaris. Well. They were. Now there aren't much beneath Solaris. They're in Delia though! But not really in Middabbim where all the action we talk about is in Delia...there's a few in the Iahtro Storm though so

there. They're giant snakes that have four arms (no legs) and slither about with their abdomen and face upright as if they're on legs and not standing on their thick ass tails. They have a hard diamond-like jewel in their forehead. They were ousted from Solaris by the Black Crown Pact when Creaton conquered Batloe in the First Void War. Since the sechers had enslaved the other races of Batloe, Chane sought to slay them all. Those that were smart fled. Later they'd flee the planet entirely.

- Second Void War
 - See "Void Wars"
- Selim
 - A unit of measurement invented by earth elves in Tadloe looong ago and adopted by Polo the Knome. Selims equal to about 18 miles and take roughly 6 hours to walk by foot. The unit of measurement originated as the distance from the middle of the Saluman River to the lake just South of it – what is that lake called again? It must have a name. There's no way no one ever named it...right?
- Selu (expletive)
 - A positive curse word to express extreme awe or joy.
- Selu Creh Fou (person)
 - A hero of the Third Void War for saving the lives of hundreds of his compatriots, he went on to be the first monarch of Tadloe post Reconstruction. In his old age, he was the "winner" of the Second Battle Grand, that said he still died during the tussle.
- Semar
 - The second moon dragon to hatch, landed in Foxloe. Some claim it was slain though others claim it flew away, back to rule its moon after being tamed by the Dragon Slayer.
- Semarukk
 - The middle moon, the second farthest, the second closest.
- Sentry (blade-style)
 - A style of the blade similar to the Earthen saber or rapier, though often thicker and heavier than what might've been used on Earth.
- Sentry (political ethnicity)
 - An electric elven political ethnicity from Sentrakle, Iceload. Sound like a buncha Southerners. Make the good booze too.
- Sentry Berserker Charm
 - Queen and Archbishop Laufeya Ipativy got Madawasell Sentry to curse her husband, Thomas Sentry, with a Mirkweed curse – only it wound up being a charm – due to the language barrier – making Thomas' descendants, and those of his sexual partners, formidable opponents for the spell turned them berserk if concussed. Thomas was a married-in Sentry, not a royal, and his wife was no longer bearing his children post-curse as he was a fuck boy and had cheated enough to render him banned from the royal bed chamber. Still, he spread his seed, starting a line of knock off Sentry's identifiable by their curse and becoming

the next-best bloodline after the original Sentry family dried up. It was later discovered the golden eyes was a symptom of this curse.

- Sexy Jackal Saloon
 - Popular bar in Vare, Batloe. (Dog friendly)
- Shadowmancy
 - Form of mancy reliant on shadow energy. Leaves the bodies the shadow was stolen from pale as fuck. Modern shadowmancy was invented by the Queen of Darkness and it requires you to sacrifice an eye. This eye is called a crow eye and it sees in energy – it also stores the excess shadow energy you consume. They can use shadow energy to cast spells in the Sacred Tongue or they can literally use the shadow energy, manipulate it and harden it. Shadows are a lil crispy though so beware, they'll burn ya.
- Shadowslinger
 - Slur for shadowmancer
- Shamoo (three horned shamoo)
 - They can live in rivers and oceans. They thrive in schools as children but then as they get older they start to kill one another until only the strongest (or smartest) survives. They then go on solo until they pair with a mate. They're considered dragons though they breath no fire. They have triceratops like crests that extend from the backs of their heads and sport three horns in a triangular organization. They have no limbs, their bodies are comparable to snakes or eels. Full grown shamoos can reach about fifty feet. Youngsters typically are about two to three feet. They don't start slaughtering one another until around ten feet. Thus most of their growth occurs in solitary.
- Shelba (Political Ethnicity)
 - A moleman political ethnicity that spawned out of a world renown Pyramid Team from Ezidixo that went on to lead a revolution in Batloe after mole-sacha rulers got into a foolish war that then forced Team Shelba not to compete, breaking their 10 Year Winning Streak. The Shelba would go on to be one of the most powerful sachas in Batloe.
- Shelba (Sports Team)
 - Pyramid Team owned by an earth elf and based out of Ezidixo though consisting of mostly molemen who go on to win the Pyramid Tourney multiple times and ultimately stage the Shelba Revolution.
- Shelmick's Sword and Shield
 - Golden colored weapons of enchanted weapons, extremely light to the wielder but heavy to the opponent. The shield is a regular round shield, the sword is an Aquarian-style blade, almost like an Earthen kopis types sword though more angular rather than curving smoothly.
- Shield Dragon (cupid dragons)
 - Lil mother fuckers, taste good as shit deep fried. Due to their amazing sense of smell and unique ability to emit a diverse array of gaseous flares, shield dragons are used as communication devises as they can smell each other's coded flares

from a good distance away. They're most common in Iceload for this purpose but they thrive in the wild on just about any continent. Roughly the size of squirrels, their name comes from their wings which, when folded by their side, is heart-shaped like a shield.

- Shisharay
 - A rather small political ethnicity of spirits from the Woodland Ridge Monastery in Manaloe. This is a strange political ethnicity because it isn't defined by heritage or homeland but rather membership and adherence to the Shisharay-style of Mystakle Christianity – one that requires members to take on the responsibility of a samurai (see the Samurai Principle).
- Shovelasaurus
 - Imagine a hornless-rhino with a fucked up underbite, so fucked that the bottom teeth fucking extend diagonally down into the shape of a fucking snow plow. These guys tear up the brush of savannahs and plains, shitting out dirt as they go, since they can't really pick what shoots down their throat as their plowing in one giant stampede for selims upon selims.
- Shua (slur)
 - Aquarian slur for bastards – originally it means snake, but folks fishfolks use it as an insult. It is also used specifically as a racial slur for chidras, seen as the opposite of fishfolk, and for traitors. (Paud Gill was called the Shayu Shua, aka: the “Shark Bastard”)
- Shway Renchu
 - Aquarian marshal arts invented by Thompthou Gill but used by both mermen and fishfolk alike. Considered one of the most effective marshal arts in the world – submarine people that practice it can move almost twice as fast above ground so beware!
- Signal Cicadas
 - Bugs that can transmit messages through coded rhythms across long distances. Native to Sondor but can live most places that aren't too awfully cold.
- Sky Dragon
 - Fifty foot long from head to tail, hundred foot wingspan. They are the mascot of Iceload – shared, though sometimes fought over, by all peoples, minotaur, elves, bears, nellafs – and for good reason, they're one of the most useful beasts known to Solaris and the main source of aerial transportation on Mystakle Planet. They are native to Iceload but can survive on all other continents. They come in shades of gray and baby-blue, camouflaging themselves in the sky much like beast do in the sea. Light blue bellies, gray backs, though in the modern era this pattern has shifted as they've been bred for civilization. Many now are simply gray with bright blue stripes. They're spine is spikes and this is often then used to fix the saddle of domesticated sky dragons to their backs. Like dragons of other more stupid fantasy books, these guys like treasure. Really just shiny shit. Just like birds do. They use it to attract mates. If a sky dragon ever gives you something shiny, you better watch out. It's tryina fuck.

- Can learn Dragon Tongue – see “Dragon Tongue” for definition.
- Snowball Root
 - Iceloadic potatoes bruv. Makes damn good vodka.
- Smelly Beaver
 - Iceloadic beavers that can emit skunk-like scents – skunk beavers. Their fur is highly coveted, and they reproduce like bunnies (skunk beaver rabbits) so even environmentalists don’t so much mind them being hunted. They taste quite gamey but poor folks dig it cause least then they get meat.
- Soil
 - An earth elven political ethnicity that’s rather small in modern times but still significant as a separate group from the Fou – take a wild guess where they hail (answer: Soil Zou)
- Soisa Tree (fruit)
 - Yo mash that fruit to shit then scoop it with some deflated kaboomba carcasses – shit’s good.
 - Trees are in desert areas typically.
- Solar Enertombs
 - Found only on the hatched moons, these are naturally capable of charging themselves with sun light without having to be enchanted. Despite this, their location and the dangerousness of moon mining makes them expensive. That said, they work better than enchanted enertombs so the wealthy pay pretty pennies to use solar enertombs in their magical and mechanized devices.
- Speartongue Ray
 - Like giant stingrays but they can float beneath the Aquarian Dome, sorta gliding some kinda way, and they’ve got these spears that shoot out from under them, where their mouths are. They look pretty darn weird, to be honest, and the spears are for hunting and mating purposes. They sword fight to the death.
- Spirits
 - A race of being beneath Solaris. They are generally blue or teal colored and translucent with a bumbling purple flame within them (chest flames). They require only oxygen to live – no food or water is necessary – but can be killed by an ill-meaning touch on the flame in their abdomen. That said, well-meaning touches to their flame can do the opposite: create life. Though they don’t need to, spirits can eat and drink certain things but they often cause similar symptoms as intoxication. Spirits typically use copra oil on their flesh to give them physicality or invisiworm silk – both these materials have the ability to take their gaseous flesh and give it solid-like qualities. When naked – or unoiled – they are a bit buoyant, hovering just above the ground. Spirits are stereotyped as being blindly idealistic, fervent disciples of a specific philosophy: as seen by their service to the Queen and to their nonviolent protest to the Hundred Empire Alliance and, of course, in the radical just-violence exhibited by the Shisharay.
 - Part of their ritualistic nature comes from their mating rituals which take place at Lifepyles. These are bonfires – typically maintained to burn perpetually, taking a

space in a town much like a graveyard – where life celebrations take place. These typically involve the death of someone important to the community, their life is celebrated by the community as they pass through one another within the flames of the bonfire and produce a child (normally multiple children) together. The children share the names of those present, their first names going to that of the one who died to spark the celebration. The village then all takes ownership of the child, though the actual parents do act as primary guardians – recognizing the flame of the child they made.

- Staff of Seas
 - One of the Elemental Weapons forged by Zannon Sentry. There's a bright blue gem – a speck of void-dust – cradled by hovering stones that sorta levitate and wrap around the gem. The rest of the staff seems to be made of the same sort of the stones that circle the gym, it has a handle sorta made outa some sorta bone looking sorta shit and shit sort of. It is engulfed in gray blue flame and it spreads to engulf the wielder when wielded. It was first wielded by Bluff who then threw it into the ocean for some stupid ass Christian reason and it was then swallowed by the Leviken. It has the power to let the wielder breathe under water and you can become water so long as you wield it (even though it becomes water, you still gotta keep dat grip shut, bruh). (Sidenote: Beware – it can make you a lil bit less solid overtime.
- Steelwood
 - A tree with bark that is strong as metal. While it can hold fire, it won't melt. It might become malleable – able to be chopped down – but it won't melt. It will burn out. Once it's oxygen is expended, it will die. Slowly decomposing in a manner similar to rust, it will decay inwards and crumble away. They're rare trees that can grow in any climate. They sprout up unexpectantly, however, and do not seem to drop any seeds, instead their roots appear to stretch down to the core of the earth itself. Supposedly, there are entire webs in the Under made of steelwood roots.
- The Suffering Siblings
 - A trio of mythical fate programmers (that may or may not be real) including Death, Agony, and Alone.
- Suikii
 - One of the Four (Five) Swords. It means the Deliverer in Knomish. Famously wielded by Grandfather but also others – including Saint. It can open portals at its own will, the wielder can summon or unsummon it at will. Fou-style blade. Oddly, irreflectably black.
- Sumarii
 - Massive, 50 foot long, three-finned shark with at least 100 rows of teeth. They can crush oceanelope shells, bite holes in the hulls of ships, and fucking drag icebergs to the ocean floor. These guys are monstrous. Mascot of the Aquarian Ocean – supposedly loyal to Gill blood...supposedly...probably just don't want to eat molten fucking lava. Kings of the Ocean.

- Sun Turtles
 - Extinct in the wild (except for in the Under and inside Graand Galla) they are nearly extinct domesticated too because they are too lazy. They were domesticated by prehistoric Batloens in the Fire Mountains to be a source of transportation because their shells stay *really* cold. The one requirement is a *lot* of sun bathing or lava bathing – basically, they need to spend a bunch of time *way too hot* and a lot of time *not* exerting a lot of energy since almost all their energy is transferred into cooling their shells. They’ve got spikey, spherical yellow shells with red suns on them. They have orange flesh. The shell stands almost six foot tall at its tallest, when on all fours, they can be ten feet to twelve feet high off the ground.
- Swamps of Inton
 - Number one producer of mustard and wasabi.
- Tadloe
 - The state colors are Emerald Green and Gold Yellow.
- Tasty Beaver
 - Beavers that live all over Solaris, most notably in Iceload and Tadloe. They don’t fuck as much as the smelly beaver, thus were nearly driven into extinction by the Iceloadic State’s fur company (Mystfur) in the 1800s. Their fur is supposedly nicer than smelly beavers’ (according to fashionistas) and they definitely do taste better, that’s a quantifiable truth.
- Taural
 - Rural minotaurs that live in the Vanian Mountains. Typically extremely pro-Icespear and also the most still-religious folks among minotaurs.
- Tax Tree
 - Common to jungle floors. They have palm like leaves and their branches can be severed and remain fresh for over a month, so they make great leafy-skirts for jungle folks far from the city that need a new pair of britches.
- Third Minute
 - A liqueur used in uthemarcarritas.
- Third Void War
 - See “Void Wars”
- Thoran Christianity
 - Thoran Christianity was born after the discovery of the Promethean Gospels year 10. This unabridged New Testament led many Christians to adopt a belief in a heaven and hell and in a Jesus/God that interfered in the lives of mortals in the form of miracles. This form of Christianity grew far more radical than Mystakle Christianity – it demanded more blind faith and obedience than it led many Thoran Christian communities to fall to a fascist regime (for instance, look at the Archbishop’s 100 Empire Alliance).
- Thrasher

- Fifteen foot tall emus, their heads aren't ass naked though but instead covered in that shaggy, almost fur-looking feather coat that emus have. These guys live in plains and savannahs, Sondor and Foxloe and Dogloe most namely.
- Thunder Armor
 - One of the Elemental Weapons forged by Zannon Sentry. This armor can take damage, harness that energy, and use it to speed the wielder up and make them strike harder. Also, one can strip out a whip of lightning from the armor to whip the shit outa the folks. First wielded by Zannon himself, the armor was ultimately lost to the ages only to be recovered by the Knights of the Light. The Queen of Darkness then gave the armor to an enchanted robot beast known as Thundursa who was to guard the armor for evermore.
- Thundursa
 - Giant ass robot bear that chills up atop the Sky Pillar guarding the Thunder Armor.
- Tiad
 - Slur usually used to emphasize other curses.
 - Example: Crimpsin tiad bastards!
 - Like the “damn” in “god damn!”
 - Often means “shit” though too...kinda...cursewords are hard to define
- Tigers
 - A predominantly Hobbes (Mystakle Christian) Wood Ranger team
- Total Darkness
 - The trademark of banshees, initially introduced to the world by Flow Morain, the Doom Warriors hold a nigh monopoly on the spell however other legendary banshees have learned without Flow's aid. The spell allows a ghost to target an opponent, aiming with the tip of a blade, and challenge them to a duel in a world where there is no time. The world is frozen in darkness and one can only see with the eyes of a banshee – in shades of black and white, denoting the energy and power of the people/objects/creatures. Living things – untargeted – cannot be hurt, only those in the duel. That said, physical damage can be done to the inanimate.
- Tow (curse)
 - Dwarven curse used to express despair, sort of like “donum”
- Tribe
 - A name given to earth elven political ethnicities and cultural groups in Tadloe.
- Trinity Nations
 - An international empire that controls much of Solaris. It is ruled by two councils and the Emperor: the Diamond Council (consisting of the allied states), the Crystal Council (consisting of the allied political ethnicities), and the Emperor (the ruler of God's Island). Empire wide decisions are decided by three votes, each of the prior groups gets one. In 1996, the Trinity Nations included these states: Batloe, Tadloe, Foxloe, Dogloe, Manaloe, Munkloe, and God's Island. In 1996, the Trinity Nations included these political ethnicities, or tribes: Aznaru,

Azuran, Kakal, Oturan, Fang, Baba, Fou, Row, Ein, Sentry, Oreh, Etihw, Anura, Fasthoof, Habba, Kou, Eninac, Pow, GraiLord, Shelba, Darkblade, Phinn, Petara, and Ruse. In 1996, the Emperor was Saint.

- Tunatsub Fruit
 - They're like coconut trees that grow in mountainous regions and jungles. They hold more milk than coconuts and their actual meat tastes citrusy though it maintains the same texture that coconut meat does. They're the most common flavor used in fruit beers and the trees are super common in Munkloe and Foxloe.
- Tundralian Coral
 - Dark-colorful, giant-barbed, tree-like plants that grow in the Vanian. This organism makes up Pikewood, that odd forest that circles the base of Zvie Castle and has been adopted as a defensive measure. You can't cut it down like a tree. Once cut into – which is hard enough – the wood will oxidize and become brittle. Instead of cutting it, after that, you've got to chip through it. And it becomes hard as fuck. So it's incredibly difficult to do away with and, if you crash into it, you're likely gonna die.
- Tuikii
 - One of the Four (Five) Swords. Means Curser in Knomish. Known to be Creaton's sword. It can capture people (sending them into some sort of warped, alternate reality) at its own will, the wielder can also curse foes with the curses of those the blade has captured. Hellbrute-style blade. The blade is blood red, the hilt is black.
- The Under
 - An underground chamber that encapsulates the entire planet but hides just below the crust. It is the natural habitat of the gnomes.
- Underwatermelon
 - Makes damn good wine, that's all I gotta say.
- Uthemarcarita
 - The traditional drink of Batloe. A combination of aliu, third minute, and lime juice. Best served with a salted rim. Don't get carried away now.
- Vanian Spear
 - One of the Elemental Weapons forged by Zannon Sentry. First wielded by Mycenae GraiLord then passed down from his lineage forever since (though the surname changed to Icespear due to political and religious conflicts). The spear can extend up to twenty feet long (the pole) and the spear-head can be activated by the wielder to freeze – or create ice – around the head of the spear and what it touches. When deactivated, it can easily shatter all what was frozen when the spear is yanked free – that said, one can carefully withdraw the spear and leave the ice intact. The neck of the spear is dressed in the feathers of the blue ridge eagle, runes made of the antlers of the frost elk and of the ivory of cubers and zeals. The spear head is double sided, like a halberd, but the spear head is the most prominent blade on the weapon. When thrown, it doesn't spiral, but flies straight because of its halberd blade.

- Vinn
 - A nellaf political ethnicity that was created with the Nellaf Reconciliation – when Archbishop Laufeya Ipativy got the Icelore and Hellbrutes to get over their beef and join her Hundred Empire Alliance – when the Hellbrutes became the Vinn and the Um became *Vinnum Tow*. Most Vinn still live in *Vinnum Tow*.
- The Void Wars
 - First Void War: The Moon Dragon Man versus the Warriors of the Blue Ridges
 - After Creaton Live put his tribe in danger by falling in love with an eloping harpy princess and his attempts at peace-making lead not only to further violence but also to his crucifixion, a reincarnated Creaton teams up with an escaped Batloen slave named Chane to conquer Tadloe and order the tribes of the earth elves there underneath his Black Crown. He goes on to conquer Batloe, Mannistan, Sondor, and much of Iceload before a resistance led by the Warriors of the Blue Ridges: Mycenae GraiLord, Thor Ipativy, Heimdallure Darkblade 1, Bluff of Grantara, Zannon Sentry (forger of the Mystak Blade) and Cannon Sentry (wielder of the Mystak Blade), forced him to strike the Stone of Krynor then expelled Pact forces from the Southern Hemisphere.
 - Second Void War: The Rise and Fall of the Doom Warriors
 - After being betrayed by the love of his life and having his child stolen then slaughtered before him, Flow Morain overthrows the Blood Feud Confederacy with an army of banshees known as the Doom Warriors. He proceeded to conquer the known world – except for the Vanian Mountains. There the GraiLord, defended by Solon Icespear, continued to repel his advances. After three campaigns failed to penetrate the Blue Ridges, Flow gave up his role as Conqueror, retreated back to Fort Dunvar and hid away as his commanders and generals fought amongst themselves. The Commanders of the Armies of the Living rise up to eliminate the rest of the Doom Warriors but wind up creating a new threat in their place: the Singularity – a massive, AI, mechanical monster (this is called the Robot War but for all practical purposes it is a part of VW2) that actually leads to Flow having to leave his secluded fortress to aid the Commanders and stop the Singularity from destroying civilization altogether.
 - Third Void War: The Plague, the Queen, and the Catechism
 - After the Crow's Plague kills over half the population of the known world (the Southern Hemisphere) the Queen of Darkness appears in Space City offering a solution: submit and survive. She quickly conquers the weakened world with her Knights of the Light and begins preparing civilization for the Catechism (a strict code of behavior that wins one a place amongst the final generation: a generation of ghosts) allthewhile a group called the Guardians, who have created a cure to the Crow's Plague, slink about waiting for the right moment to strike her down. Less than a year after the Queen turned King Iahtro into a the Storm, as she was

having the Stone of Krynor moved to Zvie Castle, the Guardians struck and succeeded in forcing her to strike the giant chunk of void-dust. The ensuing Reconstruction saw the destruction of the Knights of the Light, the absolution of the spirits, and the exploration of the Northern Hemisphere, previously unincluded in the “known” world.

- Fourth Void War: The Fall of the Bishopries of the Hundred Empire Alliance
 - An orphan from nowhere Munkloe fought back against the oppressive regime of the Archbishop’s Ipativian-Imperialism and wound up uniting disillusioned men and women across Solaris to overthrow and replace the world government. Though Saint and his rebel leaders did disappear in-between overthrowing and replacing (causing Solaris to devolve back into chaos especially as a moon dragon made landfall) they did so chasing Creaton (who had returned to spread chaos) into Delia where they invaded Drave, pushed Creaton back into Solaris, and imprisoned him in a pillar of hardened magma in the belly of Mount Ahsik. When they returned, Saint took on a vow of nonviolence and united Solaris (or most of it) under the alliance known as the Trinity Nations, an organization that was able to maintain relative peace (compared to Solaris’ past) for centuries.
- Fifth Void War: You’ve been reading it, bruv
- Warcourt (traditional and rugged)
 - An originally Iceloadic sport where individuals put on pads and wield dull weapons and beat each other senseless in an arena in an effort to capture the flag.
 - Rugged Warcourt is the same but outside in somewhat wild terrain. It is very popular in Manaloe whereas traditional is still more popular in Iceload.
 - Traditional final held in Southbay
 - Rugged final held in separate places
- Warcourt Fort
 - A Sondoran spin on the Iceloadic sport that involves the creation of a fort as well as the invasion of your enemy’s fort in an effort to capture the flag. This version is always played outside of an arena in a specified area (Rugged-mode rather than traditional). It was spontaneously invented in a tournament by Banna Budd (legendary Pyramid and Warcourt player of the Second Century).
 - Finals held in Meriamuhl.
- War Damn
 - A positive expletive. Pretty much means “hell yeah”.
 - Smart people say “War Damn” (just by the way) so if you want to up your rep with your friends, go ahead and start throwing that one around.
- Water Elves
 - A race of being beneath Solaris. They have blue skin – typically indigo hair though it varies. They came from Panta though now populate Munkloe thoroughly. They’re roughly the size of humans and look the same (aside from color and their pointed ears).

- Winged Dingus
 - Stupid ass dingus
- Woodland Ridge Monastery
 - Home of the Shisharay (see “Shisharay”), that is until they’ve found their calling – AKA the violent sins they must take on in order to make the world a better place. After all, once you kill you cannot stay beneath the Monastery roof – at least not as a monk – but you can visit and live in the surrounding village.
 - It is located in Hillwood, Manaloe, the church sits on a cliff at the end of a narrow ridge. The ridge over looks the ocean on one side and a valley between it and other mountains on the other. The ridge, despite housing the church and the village, is heavily wooded.
- Wood Ranger
 - Tadloen contact-sport relay-race with paint-marking blunt weapons (like paintball but including special elgroons, arrows, and firearms) and murderous wild animals (including barrens and brooks). Very popular in Tadloe and Munkloe.
 - Finals held in Green Town, Tadloe.
- Woodsmen (Sports Team)
 - Yelah Warcraft (traditional/rugged) team in Sentrakle, owned by the Sentry family.
- Wooly Chicken
 - Furry ass, big ass chickens. Some get as big as four feet tall. Not to mention wide. They taste pretty darn good though. They can survive in the coldest of climates. Recent science has suggested that some even survive without brains, that they operate out of a sort of muscle memory passed down as if their entire life is one long dying muscle spasm. These scientists suggest their brain is consumed with the yolk while in the egg. These scientists have also been accused of eating too many epiphany shrooms in aquannabis soup but hey, who am I to judge?
- Yelkao
 - A human political ethnicity coming from the Yelkao Clan – originally considered to be nothing more than Mannistan barbarians until a group of warlords (later replaced by a Einna Yelkao alone) attempted to conquer Sondor and very likely would’ve gotten away with it if it wasn’t for that meddling Queen of Darkness.
- Zeal
 - Shaggy dark brown fur with bloody red stripes. Their spine has red spikes that lean forward. They’ve got massive bat-like wings sprouting out from the center of their back, red at the bottom, grey on the edges. When the beasts stand on all fours, their red noses come up to about eight feet. Ox like horns jut out above their ears. Their front paws were huge but their back paws are *giant*, sometimes two feet long. They barely have a tail, a little red nub against their mostly brown fur. They breath blue fire and their fur is fire retardant. These carnivores are most common in icy lands, specifically Iceload. The fire retardant fur and extremely flammable oils makes them quite desirable game but they roam in gangs and are forces to be reckoned with.

- Zirra
 - “a hell of a drug”