

A -----

Aëlyss : elven woman of the Scholar race. She is albino, featuring pale skin, blue eyes and white hair (dark gray lashes still). Being albino, she has greater affinity to magic and almost unlimited potential. Former princess of Mihuryss. Rumors talk about her implication in the destruction of the country, and the killing of her own people.

Agalkaïr : second largest city of the Sylfan Cradle, ruled by Duchess Itenïle. Provides support to the Verdant temple of Yre, though the pirate raids limit their help.

Aïstihdar : Follower of Alsaahir. Also known as the puppeteer. Necromancer who attacked the temple of Yre to find Jadida.

Alsaahir : Ruler of Dehest.

Alhuïa : false identity taken by Nalacar when she was Watcher of the temple of Yre. She met Oscar, discovering he was the one announced by the prophecy.

Anorea : highly prosperous duchy welcoming all races, on the east coast of the western landmass, south of Dehest. Famous for its competent army, but suffering from Dehest's attacks for years.

Ashir-Maz-Tulzan : former caliph of Kuradalar. Said to have formed an alliance with the pirates that raid the continent.

Azal : lieutenant in the Sylfan army. Stayed at the temple to fight back the Gray elves' incursion alongside Oscar and his allies. (Killed in battle in Book 1).

B -----

Baheida : isolated elven kingdom located far south of Mirh. Made almost no contact with any other country in centuries. Elise met two elves from Baheida but she never went there, it was them that were traveling north. Home of Selene. Only place on Mirh featuring mines of Orichalcum.

Beatrice : Mistcastle court mage. Secretly rules over the city alongside Caspian by keeping the Lord in a dying state. Dabbles in black magic by creating weakening runes. Also familiar with poison making.

Belly-scratcher : crime lord living in Mistcastle.

Brickard : industrial town south of Laaria. The name is said to be originating from "Brickyard", but misspelled, as the place is responsible for the production of bricks for the whole kingdom.

Brightshine : dagger created from the blade of Galatheria, Selene's spear. Relic of white magic infused wood. Also known as the Comet shard. So powerful that it is able to banish creatures and effects born from black magic. It's healing properties are also able to stop the poison to spread in Yatika's blood.

C -----

Caspian : captain and mage of Mistcastle, in the Kingdom of Laaria. He wants Aëlyss' secrets no matter the cost. Secretly rules Mistcastle alongside Beatrice.

Chalal : River marking the border between Laaria and the Sylfan Cradle.

D -----

Dallengrad : mining city in the center of Laaria.

Daselina Sab Daerir : anniversary of Selene death and celebration of her ascension as a Saint. Day of renewal and hope.

Dehest : corrupted land located at the bridge between the western and eastern landmasses of Mirh, separating them. Spread across the orc territory, killing almost all of them in the process thousands of years before Book 1 story. A name also used to refer to the army coming from this place : the Gray Ones.

Druid : a mage class, using the currents of magic from the Immaterial to alter plants and animals.

Dry Islands : see "Kuradalar".

E -----

Elise Fairglade : apothecary living in Mistcastle. Oscar's lover despite tensions between them. She lived under Beatrice's threats before living the city with Oscar and the others. Master of potion making and other alchemical brews.

Engelbrecht : jailer of Mistcastle (killed in Book 1).

Esphon : human deity of trade and travel. Patron of the artisans.

F -----

Faeri : creatures so advanced that some speculate they were a lesser race of elves. They had a particularly strong link with the Imaterial, making them masters of all magical crafts. Their language was made of unique sounds that makes any translation very hard to understand. They disappeared long before Book 1 story begins.

Free people : humans, elves and what remains of orcs still resisting to Dehest's invasion.

G -----

Galatherya : ancient relic, spear wilded by Selene, infused with strong white magic.

Gerarth : general of the Laarian army. Lives in Mistcastle, close to the front.

Gletsieg : town in Mareno.

Gray elves : creatures from Dehest, composing its army. Seemingly mute and emotionless female beings with an elvish appearance. Magically enhanced to be resistant to blows and stronger than mortals. Turn to dust quickly after killed. Also named Silent Ones and Gray ones.

Gregor Oberholtzer : pillager and killer defeated by Oscar during his fleet from Mistcastle.

H -----

Hajar-Ramluin : Follower of Alsaahir.

Haradaa : large silver deer, Tiara's friend.

I -----

Immaterial : parallel dimension, almost invisible where magic comes from. Can be explored in spirit form by advanced mages in order to discover its secrets.

Itenile : duchess of Agalkair, second largest city of the Sylfan Cradle.

J —————

Jadida : Follower of Alsaahir who decided to side with mortals. As all Followers, they had to choose an host to incarnate on Mirh. She bonded with Nalacar. She had the power of immortality and invulnerability, granting it to Alsaahir and all of his Followers. All of them lost her protection when she died, though it meant Nalacar's death too (killed by Oscar in Book 1).

Jorn Smallfoot : lowlife living in Mistcastle.

Judith Belerfortz : matriarch of the Temple of Yre located at the border between Laaria and the Sylfan Cradle. Competent priestess who rescued Yatika. Close friend to Nalacar and Kynae. (Killed in battle in Book 1).

K —————

Kathreftis : unknown ally of Alsaahir.

Kuradalar : Archipelago located west of the Sylfan Cradle. Yatika's birthplace. Home of numerous pirates. Rich lands ruled by a caliph allowing slavery. He is said to work with the pirate, financing their raids on the continent.

Kynae : second Watcher of the Verdant temple of Yre, alongside Alhuia (Nalacar).

L —————

Lala : priestess of Yre, Opal's sister. Small, slender elf who slept with Oscar during his first night at the temple.

Laaria : Northern kingdom ruled by humans, located on the western side of the continent.

Lutzen : lord of Mistcastle. Dying, and kept that way by Beatrice in order for her to rule in his stead.

M —————

Magic : general name of the current of power emanating from the Immaterial in the physical world of Mirh. The colors of magic influence the

effect of the spells.

– *Black* : forbidden magic, even though almost no one is able to harness it. The few heretics using it have to rely on talismans and other means to avoid side effects. Mortals can only cast lesser black spells as the other are too demanding for them. Black magic regroup necromancy, mutation, and curses among other things.

– *Blue* : complex magic used to affect the mortals' feelings, emotions, thoughts and minds. Some blue spells : mind reading, paralysis, illusions, invisibility, telepathy, telekinesis.

– *Red* : forbidden magic. Able to create and command fire. Due to its destruction power, all mages agreed to stop using it, even though heretics are still found from time to time.

– *White* : most common form of magic, as it is responsible for healing and protection. Magic used by Yre priestesses.

Maharatagi : Main island of Kuradalar.

Majnun : Follower of Alsaahir.

Malm : Oscar's place of birth. City located east of the Vancilic Principalities before its destruction during Dehest's invasion.

Mareno : country located east of the Sylfan Cradle, ruled by humans. Not much weight in any decision, political or military. Provides lots of food for nearby human countries, ensuring their protection.

Mihuryss : fallen kingdom of the Scholar elves. It is said that Aëlyss destroyed it with the help of Dehest.

Mirh : entire world where Swordbearer takes place.

Mistcastle : Second largest city in the Kingdom of Laaria, located in the northern part of the country. Beneath it lies ruins of ancient cities that crumbled many centuries ago. A path through the catacombs and the ruins leads to the sanctuary where Nalacar hid Osirion's sword until the Swordbearer claims it. Beatrice and Caspian rules the city in secret, keeping the lord in his sickness and using his lordship for their own plans.

Mount-Vaultese : rich city on the eastern slopes of Laaria. Famous for its wine and food.

Mutahawil : Follower of Alsaahir.

N -----

Nalacar Sil'Naet Ra : elven woman, Osirion's lover, who kept his sword after his departure. She became the host of Jadida, granting her immortality. (Killed by Oscar in Book 1).

O -----

Opal : priestess of Yre, Lala's sister. Small, slender elf who slept with Oscar during his first night at the temple. She is also mute.

Orichalcum : rare metal found only in Baheida. Light as leather and sturdy as steel.

Oscar : heir of the sword, child of the prophecy. Descendant of Nalacar.

Osirion : human responsible for the Swordbearer prophecy. He also hid a part of the occult powers he was gifted with in his sword.

P -----

Princely Alliance : Former Vancilic Principalities, renamed after a large part of the territory was invaded by Dehest. Located east of Laaria, separated from it by the Parulean Kingdom. Sharing a border with Dehest, which is where the front stands.

Priscilla : former noblewoman of the Vancilic Principalities, now wanderer. Oscar's mom dear friend. She fled with Oscar during the attacks on Malm. Inherited occult powers from a strange encounter in the Prison-fortress of Laaria.

Prison-fortress : fortified island used as Laaria's most secured prison. While Priscilla was jailed there, the place was overrun by an occult entity. It ended up as a abandoned place, only occupied by mad survivors.

Proudspire : ancient ruins beneath Mistcastle.

Psychomancer : a mage class, using the currents of magic from the Immaterial to affect the mortals' minds.

Q -----

R -----

Rahat : elven woman, singer. Yatika met her on the Treetops Path and spent a night with her.

S _____

Sadora : human outlaw from the Ruins of Leos. Pretends to be from Mareno when she was running from her former clan. Cursed with Lycanthropy, causing her escape to the northern lands where she first met Tiara. She bit Yatika during her first transformation.

Shadow : creature made of black polished obsidian or glass. Resurrect itself after a killing blow and endlessly hunts down Aëlyss.

Selene : elven woman from another age. Canonized after her death for all the prowesses she accomplished and the lives she saved. Saint Selene is an important figure among elves and more importantly, Yre's priestesses.

Shura : Giant bear, Tiara's friend.

Sylfan Cradle : Kingdom of the Sylfan elves, or wood elves, Located south of Laaria.

Sylfan woods : forest covering almost all the Sylfan Cradle's territory. Unwelcoming place with abrupt landscape and enormous trees.

T _____

Tallion : elven ranger, friend of Yatika.

Temple of Yre : in book 1, temple located at the border between Laaria and the Sylfan Cradle, also called Verdant temple of Yre. Though, there are man other temples of Yre scattered across Mirh.

Tiara : elven druid exiled from the Sylfan lands. She settled in a secluded part of the forest, despite her obligation, knowing that no elf would dare to confront her. Unmatched power among the druids, but victim of her own ability to commune with the Immaterial.

Treetops Path : secret set of bridges and platforms spreading across all the Sylfan woods, high in the gigantic trees. Serves as a military base and a way to travel quickly in safety.

U -----

Uesburg : village north of Mistcastle. close to the front, serves as a garrison for soldiers from all Laarian cities.

Undead : corpses brought back to life by necromancy.

V -----

Vainbhaum : reptilian creature of gigantic proportions, friend of Tiara and protector of the Sylfan Woods.

Valitta : capital city of the Kingdom of Laaria, located on the southern half of the country.

Varnasi : Capital city of Kuradalar.

Var'sha ena : elven words meaning that the speaker will not break her promise.

W -----

Werewolf : mutant half-wolf mortal. Host of an ethereal entity called a "beast" causing physical transformation under specific circumstances. A werewolf has increased speed, strength, resistance and more a the cost of his mortal will being suppressed by the beast's. A wolf's bite causes the victim to be poisoned. If the injury doesn't kill them, the poison will do it soon after.

X -----

Y -----

Yatika : young woman, protégé of Matriarch Judith. She has the role of Protector of the temple, as she is not following the priestess' path. She suffers from Sadora's bite after confronting her werewolf form. She owns Brightshine.

Yre : Goddess of healing, love and light. Mostly revered by elves. Matron of the healers found in the Temples of Yre.

Z -----