

## MASTER GLOSSARY

### A.

*acolytes*: students of witchcraft who have not yet passed their Second Test of Powers; usually aged between eight and sixteen.

*Aedan MacCuinn*: the first Rìgh, High Lord of Eileanan. Called Aedan Whitelock, he was directly descended from Cuinn Lionheart (see *First Coven*).

*Aedan's Pact*: Aedan MacCuinn, first Rìgh of Eileanan, drew up a pact between all inhabitants of the island, agreeing to live in harmony and not to interfere in each other's culture, but to work together for peace and prosperity. The Fairgean refused to sign and so were cast out, causing the Second Fairgean Wars.

*ahdayeh*: a series of exercises used as meditation in motion. Derived from the Khan'cohban art of fighting.

*Ahearn Horse-Laird*: One of the First Coven of Witches.

*Aislinna the Dreamer*: One of the First Coven of Witches.

*Alasdair MacFaghan*: baby son of Khan'gharad Dragon-laird and Ishbel the Winged, twin brother of Heloïse and younger brother of Iseult and Isabeau.

*Alasdair MacThanach*: former prionnsa of Blèssem and Aslinn (died Book 3).

*Alba*: the 'mythical' homeland, the land from which the First Coven escaped.

*Anghus MacRuraich*: prionnsa of Rurach. He uses clairvoyant talents to search and find.

*Anntoin*: member of the League of the Healing Hand; died in the Bright Wars

*apprentice-witch*: a student of witchcraft who has passed the Second Test of Powers, usually undertaken at the age of sixteen.

*arak*: a small, monkey-like creature.

*Arkening the Dreamwalker*: sorceress that was rescued from the death-fire in the Sgàilean Mountains and became one of the new Council of Witches.

*Arran*: southeast land of Eileanan, ruled by the MacFóghnan clan. Plaid: Heather & purple. Badge: the Thistle. Motto: Touch not the Thistle.

*Artair*: member of the League of the Healing Hand; died in the Bright Wars.

*Ashlin the Piper*: piper in the service of Anghus MacRuraich.

*Aslinn*: deeply forested land ruled by the MacAislin clan. Plaid: Dark green crossed with pale green. Badge: the Summer Tree. Motto: Grow and flourish.

*autumn equinox*: when the night reaches the same length as the day.

*Awl*: Anti-Witchcraft League, set up by Maya the Ensorcettor following the Day of Reckoning.

### B.

*Bacaiche the Hunchback*: pseudonym for Meghan's great-nephew, Lachlan MacCuinn.

*Ban-Bharrach River*: the southernmost river of Lucescere which, together with the Muileach River, makes up the Shining Waters.

*banprionnsa*: princess or duchess.

*banrìgh*: queen.

*Bay of Deception*: large gulf of water to the south of Eileanan, so called because of its deceptive peace which covers many reefs and sandbanks.

*Beltane*: May Day; the first day of summer.

*Berhtfane*: sea loch in Clachan.

*Berhtilde the Bright Warrior-Maid*: one of the First Coven of Witches.

*berhtildes*: the female warriors of Tirsoilleir, named after the country's founder (see *First Coven*). Cut off left breast to make wielding a bow easier.

*Ben Eyrie*: third highest mountain in Eileanan; part of the Broken Ring of Dubhslain.

*bhanais bird*: native bird renowned for very long, colourful tail.

*blackbud tree*: native to southern Eileanan, small tree with dark-blue flowers that form in a tight black bud. In autumn, bears many orange berries. Normal diet of weaverworms.

*blaygird*: evil, awful.

*Blèsssem*: The Blessed Fields. Rich farmland lying south of Rionnagan, ruled by the MacThanach clan. Plaid: green and yellow. Badge: scythe and wheat sheaves. Motto: Carry the Yoke.

*blizzard-owls*: giant white owls that inhabit the snowy mountain regions. Sorcha the Murderess had a blizzard owl as her familiar.

*Blue Guards*: The Yeomen of the Guard, the Rìgh's own elite company of soldiers. They act as his personal bodyguard, both on the battlefield and in peacetime.

*The Book of Shadows*: an ancient magical book which contains all the history and lore of the Coven.

*Brangaine NicSian*: the daughter of Gwyneth NicSian's younger sister. She is named banprionnsa of Siantan in the Second Pact of Peace.

*Brann the Raven*: one of the First Coven of Witches. Known for probing the darker mysteries of magic, and for fascination with machinery and technology.

*Bright Soldiers*: name for members of the Tirsoilleirean army.

*Bronwen Mathilde NicCuinn*: daughter of former Rìgh Jaspar MacCuinn and Maya the Ensorcellor; she was named Banrìgh of Eileanan by her father on his deathbed but ruled for just six hours as a newborn baby, before Lachlan the Winged wrested the throne from her.

*Brun*: a cluricaun.

*Buba*: an elf-owl; Isabeau's familiar.

*burn*: stream, creek.

*The Burning*: another name for the Day of Betrayal.

*but and ben*: a small crofter's cottage, usually of only two rooms.

## C.

*Caeryla*: the major town in the highlands of Rionnagan. Built on the shores of the Tuathan Loch, famous for its loch-serpent. Ruled by MacHamell clan.

*Candlemas*: the end of winter and beginning of spring.

*caravel*: a small fighting ship, fast and manouverable, with a broad bow and a high, narrow poop deck. It was rigged with three or four masts, of which only the foremast carried a square sail. The other masts carry triangular lateen sails, making it easier to sail in fickle winds.

*carrack*: strongly built, three-masted vessel, carrying two courses of square sails on the foremast and mainmast, and a lateen sail on the mizzenmast. Such ships were equipped with only a limited amount of armament and were designed primarily for carrying cargo.

*Carraig*: Land of the Sea-Witches, the most northern county of Eileanan. Ruled by MacSeinn clan, descendants of Seinneadair, one of the First Coven of Witches. Clan was driven out by Fairgean, taking refuge in Rionnagan.

Plaid: dark blue crossed with pale blue. Badge: crowned Harp. Motto: I die singing.

*Celestines*: race of faery creatures, renowned for empathic abilities and knowledge of stars and prophecy.

*cianalas*: longing; homesickness; nostalgia

*Circle of Seven*: ruling council of dragons, made up of the oldest and wisest female dragons.

*Clachan*: southernmost land of Eileanan, a province of Rionnagan ruled by the MacCuinn clan.

*clàrsach*: stringed instrument like a small harp.

*claymore*: a heavy, two-edged sword, often as tall as a man.

*cluricaun*: small woodland faery

*coh*: Khan'cohban word for the universal life-death energy.

*Connor*: Lachlan's page; Johanna the Healer's brother. Was once a beggar-boy in Lucescere and member of the League of the Healing Hand.

*Corissa*: a treeshifter.

*corrigan*: mountain faery with the power of assuming the look of a boulder. The most powerful can cast other illusions.

*Coven of Witches*: the central ruling body for witches in Eileanan, led by the Keybearer and a council of twelve other sorcerers and sorceresses called the Circle. The Coven administers all rites and rituals in the worship of the universal life-force they call Eà, run schools and hospitals, and advise the Crown.

*craft*: applications of the One Power through spells, incantations and magical objects.

*The Cripple*: leader of the rebellion against the rule of Jasparr and Maya.

*Cuinn Lionheart*: leader of the First Coven of Witches. Descendants called MacCuinn.

*cunning*: applications of the one Power through will and desire.

*cunning man*: village wise man or warlock.

*Cursed Peaks*: what the Khan'cohban's call Dragonclaw.

*cursehags*: wicked faery race, prone to curses and evil spells. Known for their filthy personal habits.

## D.

*dai-dein*: father.

*Daillas the Lame*: sorcerer and headmaster at the Theurgia.

*dancey*: a bitter drink made from the berries of the dancing-goat bush, which grows in Tireich.

*Day of Betrayal*: the day Jaspar the Ensorcelled turned on the witches, exiling or executing them, and burning the Witch Towers. Called Day of Reckoning by the Awl.

*Decree Against the Faery*: royal decree that was posted soon after the marriage of Jaspar and Maya. Stated that the faery were abominations and must be destroyed.

*Decree Against the Witches*: royal decree that banned witchcraft or any act of magic. A second decree was posted ten years after the first, resulting in a new wave of witch-hunts and burnings.

*Deus Vult*: war cry of the Bright Soldiers, meaning 'God wills'.

*Dide the Juggler*: a jongleur.

*Dillon of the Joyous Sword*: captain of the Yeomen of the Guard. Was once a beggar-boy and captain of the League of the Healing Hand.

*donbeag*: small, brown shrew-like creature that can fly short distances due to the sails of skin between its legs.

*Donnican MacCuinn*: third son of Parteta the Brave and elder brother of Lachlan the Winged. Was turned into a blackbird by Maya.

*Donnican Feargus MacCuinn*: eldest son of Lachlan MacCuinn and Iseult NicFaghan. Has wings like a bird and can fly. Was named for Lachlan's two brothers, who were transformed into blackbirds by Maya the Ensorcellor.

*Donald Gillie*: Anghus MacRuraich's gillie.

*doom-eels*: sea-dwelling eels with phosphorescent tails that deliver an electric shock if touched.

*dragon*: large, fire-breathing flying creature with a smooth, scaly skin and claws. Named by the First Coven for a mythical creature from the Other World. Since they are unable to adjust their own body temperature, they live in the volcanic mountains, near hot springs or other sources of heat. They have a highly developed language and culture, and can see both ways along the thread of time.

*dragonbane*: a rare and deadly poison, distilled from the dragonbane flower and capable of killing a dragon.

*Dragonclaw*: a tall, sharply pointed mountain in the northwestern range of the Sithiche Mountains. Isabeau and Meghan lived by a small loch at its foot, in a secret valley. Called the Cursed Peaks by the Khan'cobhans.

*dragon-fear*: uncontrollable terror caused by proximity to dragons.

*Dragon Star*: comet that comes by every eight years. Also called Red Wanderer.

*dram*: measure of drink.

*Dream-Walkers*: name for witches from the Tower of Dreamers in Aslinn. Some can see the future and the past in dreams, others can send dream-messages, or walk the dream-road.

*Dughall MacBrann*: son of the Prionnsa of Ravenshaw and cousin to the Rìgh.

*dùn*: hill-fort, city.

*Duncan Ironfist*: the captain of the Yeomen of the Guards.

*Dunceleste*: town on the shore of Tuathan Loch in Rionnagan.

*Dùn Eidean*: the capital city of Blèsem.

*Dùn Gorm*: the city surrounding Rhyssmadill.

## E.

*Eà*: the Great Life Spirit, mother and father of all.

*Eà's blessing*: the fingers and thumb of the left hand meeting in a circle, and crossed with one finger of her right.

*Eachan MacAhern*: the first to ride a winged horse so therefore the first thigearn.

*Eileanan*: largest island in the archipelago called the Far Islands.

*Elemental Powers*: the forces of Air, Earth, Fire, Water and Spirit which together make up the One Power.

*Elfrida NicHilde*: banprionnsa of Tìrsoilleir.

*elf-owl*: the smallest of all the owls, about the size of a sparrow, with a round head and big yellow eyes.

*Elsie*: a scullery-maid at Lucescere Palace.

*elven cat*: small, fierce wild cat that lives in caves and hollow logs.

*Enit Silverthroat*: a jongleur; grandmother of Dide and Nina.

*equinox*: when the sun crosses the celestial equator; a time when day and night are of equal length, occurring twice a year.

## F.

*The Fair Isles*: a group of lush tropical islands to the south of Eileanan.

*fain*: gladly; willingly.

*Fairge; Fairgean*: faery creatures who need both sea and land to live. The Fairgean were finally cast out of Eileanan in 710 by Aedan Whitelock when they refused to accept his authority. For the next four hundred and twenty years they

lived on rafts, rocks jutting up out of the icy seas, and what small islands were still uninhabited. The Fairgean king swore revenge and the winning back of Eileanan's coast.

*Fand*: slave in the Fairgean king's court.

*The Fang*: the highest mountain in Eileanan, an extinct volcano called the Skull of the World by the Khan'cohban.

*Faodhagan the Red*: One of the twin sorcerers from the First Coven of Witches. Particularly noted for working in stone; designed and built many of the Witch Towers, as well as the dragons' palace and the Great Stairway.

*The Fathomless Caves*: the sacred system of caves and grottos that riddle the Isle of the Gods.

*The Fiery Womb*: cave deep within the Isle of the Gods where the Fairgean believe the gods were born.

*Finn the Cat*: nickname of Fionnghal NicRuraich.

*Fionnghal NicRuraich*: eldest daughter and heir of Anghus MacRuraich of Rurach; was once a beggar-girl in Lucescere and lieutenant of the League of the Healing Hand. Has strong searching and finding powers.

*Feargus MacCuinn*: second son of Parteta the Brave.

*Feich the Raven-winged*: witch who wove a cloak of invisibility; descendant of Brann, one of the First Coven of Witches.

*Feld of the Dragons*: witch who specialised in dragon lore; mentor to Khan'gharad at Tower of Two Moons.

*The Firemaker*: honorary term given to the descendants of Faodhagan (see *First Coven*) and a woman of the Khan'cohban.

*First Coven of Witches*: thirteen witches who fled persecution in their own land, invoking an ancient spell that folded the fabric of the universe and brought them and all their followers to Eileanan in a journey called the Great Crossing. The eleven great clans of Eileanan are all descended from the First Coven, with the MacCuinn clan being the greatest of the eleven. The thirteen witches were Cuinn Lionheart, his son Owein of the Longbow, Ahearn Horse-laird, Aislinna the Dreamer, Berhtilde the Bright Warrior-Maid, Fógħnan the Thistle, Rùraich the Searcher, Seinneadair the Singer, Sian the Storm-Rider, Tuathanach the Farmer, Brann the Raven, Faodhagan the Red and his twin sister Sorcha the Bright (now called the Murderess).

*flutterwing*: species of very small, brightly coloured birds native to Eileanan.

*Fógħnan the Thistle*: one of the First Coven of Witches. Known for her prophetic and clairvoyant abilities, Fógħnan the Thistle was murdered by Balfour MacCuinn, Owein of the Longbow's eldest son.

*frost-giant*: huge snow-dwelling faery that lives on the Spine of the World.

**G.**

*geal'teas*: long-horned, snow-dwelling creatures which provide Khan'cobhans with food, milk and clothing. Their very thick white wool is much prized all over Eileanan.

*geas*: an obligation due to a debt of honour.

*General Staff*: the group of officers of the Yeomen of the Guard that assists the Rìgh in the formulation and dissemination of his tactics and policies, transmit his orders, and oversee their execution.

*Ghleanna NicSian*: mother of Anghus MacRuraich, and the last Banprionnsa of Siantan. After Ghleanna married Duncan MacRuraich (Anghus's father), the thrones of Rurach and Siantan were merged into one, and Anghus inherited both. He later dissolved the Double Throne so that his niece Brangaine NicSian could inherit.

*Gearradh*: goddess of death; of the Three Spinners, Gearradh is she who cuts the thread.

*gillie*: personal servant.

*gillie-coise*: bodyguard.

*Gitâ*: a donbeag; Meghan's familiar

*Gladrielle the Blue*: the smaller of the two moons, lavender-blue in colour.

*glen*: valley.

*Glynelda*: former Grand-Seeker of the Awl.

*Goat Bridge*: a narrow bridge of stone connecting the Whitelock and Sithiche Mountains - virtually impassable, it is one of the few ways to cross the Sithiche range.

*Goblin*: an elven cat; Finn the Cat's familiar.

*goldensloe bush*: a thick shrub that bears sour yellow plums in summer.

*gravenings*: ravenous creatures that nest and swarm together, steal lambs and chickens from farmers, and have been known to steal babies and young children. Will eat anything they can carry away in their claws. Collective noun is 'screech'.

*The Great Crossing*: when Cuinn led the First Coven to Eileanan.

*The Great Stairway*: the road which climbs Dragonclaw, leading to the palace of the dragons and then down the other side of the mountain to Tirlethan.

*greeting*: crying.

*Greycloaks*: the Rìgh's army, so called because of their camouflaging cloaks.

*greygorse*: a sweet-smelling, grey-leaved plant with sharp spikes.

*Gwilym the Ugly*: one-legged sorcerer who spent the years of Maya the Ensorceller's rule in Arran but who escaped the autocratic rule of Margrit NicFóghnan to help Lachlan win the throne. Was rewarded with the position of court sorcerer.

*Gwyneth NicSian*: daughter of Ghleanna NicSian's sister, Patrice, and married to Anghus.

## H.

*harlequin-hydra*: a rainbow-coloured sea-serpent with many heads that lives in the shallow waters near the coast of Arran. If one head is cut off, another two grow in its place and its spit is deadly poisonous.

*harquebus*: a matchlock gun with a long butt, usually fired from a tall stock.

*harquebusier*: soldier bearing and firing a harquebus.

*Haven*: large cave where the Pride of the Red Dragon spend their winter.

*Heloïse MacFaghan*: baby daughter of Khan'gharad Dragon-laird and Ishbel the Winged, twin sister of Alasdair and younger sister of Iseult and Isabeau. (Born Book 4).

*Hogmanay*: New Year's Eve; an important celebration in the culture of Eileanan.

*holt*: place of refuge.

*Horned Ones*: another name for the satyricorns, a race of fierce horned faeries.

*horse-eel*: faery creature of the sea and lochan; tricks people into mounting it and carries them away.

## I.

*Iain MacFóghnan*: prionnsa of Arran.

*ika*: a potent Khan'cohban drink brewed from berries.

*innis*: island.

*Isabeau the Shapechanger*: Keybearer of the Coven; twin sister of the Banrìgh IseultNicFaghan. . Also called Khan'tinka (named in Book 5).

*Iseult of the Snows*: twin sister of Isabeau NicFaghan; Banrìgh of Eileanan by marriage to Lachlan the Winged. Also named Khan'derin.

*Iven Yellowbeard*: a jongleur and courier in the service of Lachlan the Winged; was formerly a Yeoman of the Guard; married to Nina the Nightingale and father to Roden.

*Ishbel the Winged*: wind witch who can fly. Mother of Iseult and Isabeau.

*Isle of Divine Dread*: island in the far north of Eileanan; traditional stronghold of the Priestesses of Jor.

*Isle of the Gods*: island in the far north of Eileanan; traditional home of the Fairgean royalty. It was invaded and occupied by the MacSeinn clan in the early history of the Coven and not regained by the Fairgean until after the Day of Betrayal.

## J.

*Jaspar MacCuinn*: eldest son of Parteta the Brave, former Rìgh of Eileanan, often called Jaspar the Encorcelled. Was married to Maya the Ensorcellor.

*Jay the Fiddler*: a minstrel and apprentice to Enit Silverthroat. Was once a beggar-lad in Lucescere and lieutenant of the League of the Healing Hand.

*Jesyah*: Jorge's familiar, a raven.

*Johanna*: a healer. Was once a beggar-girl in Lucescere and a member of the League of the Healing Hand.

*jongleur*: a travelling minstrel, juggler, conjurer.

*Jor*: the God of the Shoreless Seas, a major Fairgean deity.

*Jorge the Seer*: old blind witch who could see the future. Was burnt at the stake by the Bright Soldiers (Book 3).

*journeywitch*: a travelling witch who performs rites for villages that do not have a witch, and seeks out children with magical powers who can be taken on as acolytes.

## K.

*Kani*: the Mother of the Gods in the Fairgean cosmology, the goddess of fire and earth, volcanoes, earthquakes, phosphorescence and lightning.

*The Key*: the sacred symbol of the Coven of Witches, a powerful talisman carried by the Keybearer, leader of the Coven.

*Keybearer*: the leader of the Coven of Witches.

*Khan*: Khan'cohban word meaning 'child'. All young, uninitiated Khan'cohban are called 'child' until after they have successfully won their name and totem in a dangerous journey of initiation.

*Khan'bornet*: Scarred Warrior of the Fire Dragon Pride and Isabeau's teacher in ahdayeh.

*Khan'cohban*: Children of the Gods of White. A faery race of snow-skimming nomads who live on the Spine of the World. Closely related to the Celestines, but very warlike. Khan'cohban live in family groups called prides, which range from fifteen to fifty in number.

*Khan'derin*: twin sister of Isabeau. Also named Iseult.

*Khan'deric*: Soul-Sage of the Fire Dragon Pride.

*Khan'derna*: First of the Scarred Warriors of the Fire Dragon Pride.

*Khan'fella*: twin sister to Khan'lysa, the Firemaker.

*Khan'gharad the Dragon-laird*: Scarred Warrior of the Fire-Dragon Pride, lover of Ishbel the Winged, father of Isabeau and Iseult.

*Khan'katrin*: Isabeau and Iseult's cousin, and heir to the Firemaker's position.

*Khan'lysa the Firemaker*: Isabeau and Iseult's great-grandmother.

*Khan'merle*: Isabeau and Iseult's aunt, and heir to the Firemaker's position.

*Killian the Listener*: Tìrsoilleir prophet who had one ear cut off for heresy.

## L.

*Lachlan the Winged*: youngest son of Parteta the Brave, and Rìgh of Eileanan.

*Lament of the Gods*: river in Tìrlethan.

*Lammas*: first day of autumn; harvest festival.

*Latifa the Cook*: fire witch, palace cook at Rhyssmadill.

*Lavinya*: Parteta's wife, Lachlan's mother.

*The League of the Healing Hand:* formed by the band of beggar children that fled Lucescere with Jorge the Seer and Tòmas the Healer.

*leannan:* sweetheart.

*lickspittle:* a sycophant or toady.

*Lilanthé of the Forest:* a tree-shifter.

*Linley MacSeinn:* the Prionnsa of Carraig.

*loch; lochan (pl):* lake.

*Lochbane:* the eight loch in the Jewels of Rionnagan.

*loch-serpent:* faery creature that lives in lochan.

*Loch Strathgordon:* the second loch in the Jewels of Rionnagan.

*Loch Muirdarroch:* the third loch in the Jewels of Rionnagan.

*Loch Gillieslain:* the fourth loch in the Jewels of Rionnagan.

*Lodestar:* the heritage of all the MacCuinns, the Inheritance of Aedan. When they are born their hands are placed upon it and a connection made. Whoever the stone recognises is the Rìgh or Banrìgh of Eileanan.

*Lost Prionnsachan of Eileanan:* the three brothers of the Rìgh Jasper - Feargus, Donnacan and Lachlan - who disappeared from their beds one night. Feargus and Donnacan were killed but Lachlan escaped and became Rìgh after Jasper's death.

*Lucescere:* ancient city built on an island above the Shining Waters. The traditional home of the MacCuinns and the Tower of Two Moons. It is a rich city, with over fifty different guilds ranging from silk weavers to clock-makers to potters.

## M.

*Mac:* son of

*MacAhern:* one of the eleven great clans; descendants of Ahearn the Horse-laird.

*MacAislin:* one of the eleven great clans; descendants of Aislinna the Dreamer.

*MacBrann:* one of the eleven great clans; descendants of Brann the Raven.

*MacCuinn:* one of the eleven great clans, descendants of Cuinn Braveheart.

*MacFaghan:* one of the eleven great clans, descendants of Faodhagan.

*MacFóghnan:* one of the eleven great clans; descendants of Fóghnan the Thistle.

*MacHamell clan:* lairds of Caeryla.

*MacHilde:* one of the eleven great clans; descended from Berhtilde the Bright-Warrior Maid.

*MacRuraich:* one of the eleven great clans; descendants of Rùraich the Searcher.

*MacSeinn:* one of the eleven great clans; descendants of Seinneadair the Singer.

*MacSian:* one of the eleven great clans; descendants of Sian the Storm-rider.

*MacThanach:* one of the eleven great clans, descendants of Tuathanach the Farmer.

*Magnysson the Red:* the larger of the two moons, a crimson-red in colour, commonly thought of as a symbol of war and conflict. Old tales describe him as a thwarted lover, chasing his lost love, Gladrielle, across the sky.

*Mairead the Fair*: younger daughter of Aedan MacCuinn, first Banrìgh of Eileanan and the second to wield the Lodestar. Meghan's younger sister.

*Malcolm MacBrann*: designed and built the river-gates and lock system in the time of Aedan Whitelock, after the end of the Second Fairgean Wars. An engineering triumph, the locks allowed ships to be raised and lowered at will while keeping the Fairgean out.

*Manissia*: a skeelie hanged for assisting Isabeau to escape the Red Guards.

*Margrit NicFóghnan*: deposed Banprionnsa of Arran.

*Maya the Ensorcellor*: former Banrìgh of Eileanan, wife of Jaspar and mother of Bronwen; now known as Maya the Mute.

*Meghan of the Beasts*: wood witch and sorceress of seven rings. She can speak to animals. Keybearer of the Coven of Witches before and after banishment of Tabithas.

*Melisse NicThanach*: banprionnsa of Blèssem.

*Mesmerd; Mesmerdean (pl)*: a winged ghost or Grey One; faery creature from Arran that hypnotises its prey with its glance and then kisses away its life.

*Midsummer's Eve*: summer solstice; time of high magic.

*Mirror of Lela*: magic mirror used by Maya and Sani; an ancient relic of the Fairgean.

*mithuan*: a healing liquid designed to quicken the pulse and numb pain. Made from foxglove, hawthorn berries, and lily of the valley, it could stimulate any heart, no matter how weak.

*moonbane*: a hallucinogenic drug distilled from the moonflower plant. Grows only in the Montrose Islands, to the south-west of the Fair Isles.

*Morrell the Fire-Eater*: a jongleur; son of Enit Silverthroat and father of Dide and Nina.

*Mosswort Forest*: thick forest in Rionnagan, infested with shadow hounds and other magical creatures.

*Muileach River*: the northernmost river of Lucescere, which together with the Ban-Bharrach River, make up the Shining Waters.

*Murkfane*: lake in the centre of Arran.

*Murkmyre*: largest lake in Arran, surrounds the Tower of Mists.

*murkwoad*: a rare herb only found in Arran. Grows on trunks of trees and heals anything.

## N.

*Neil MacFóghnan*: only son and heir of Iain MacFóghnan of Arran and Elfrida NicHilde of Tìrsoilleir.

*Nellwyn*: a Yedda that had been rescued from the Black Tower in Tìrsoilleir (Book 4).

*Nic*: daughter of.

*Nila*: King of the Fairgean; half-brother of Maya the Ensorcellor.

*Nightglobe of Naia*; the most secret and precious relic of the Priestesses of Jor; a globe of immense power.

*Nina the Nightingale*: jongleur and sorceress of the Coven; sister to Didier Laverock, earl of Caerlaverock, and granddaughter of Enit Silverthroat.

*nisse*: small woodland faery.

*nixie*: water-faery.

*nyx*: faery of the night. Dark and mysterious, with powers of illusion and concealment.

## O.

*old mother*: a Khan'cohban term for wise woman of the pride.

*Olwynne NicCuinn*: daughter of Lachlan MacCuinn and Iseult NicFaghan; twin sister of Owein.

*One Power*: the life-energy that is contained in all things. Witches draw upon the One Power to perform their acts of magic. The One Power contains all the elemental forces of air, earth, water, fire and spirit, and witches are usually more powerful in one force than others.

*Owein MacCuinn*: second son of Lachlan MacCuinn and Iseult NicFaghan; twin sister of Olwynne. Has wings like a bird.

## P.

*Parlan*: member of the League of the Healing Hand; died in the Bright Wars (Book 3).

*Parteta the Brave*: former Rìgh of Eileanan; former Rìgh of Eileanan; the father of Jaspar, Feargus, Donnacan and Lachlan MacCuinn. He was killed by the Fairgean at the Battle of the Strand in 1106, ending the Third Fairgean Wars.

*pilliwinkes*: instrument of torture similar to thumbscrews.

*prides*: The social unit of the Khan'cohban, who live in nomadic family groups. Seven Prides in all, called the Pride of the Fire-Dragon, the Pride of the Snow-Lion, the Pride of the Sabre-Leopard, the Pride of the Frost-Giant, the Pride of the Grey Wolf, the Pride of the Fighting Cat, the Pride of the Woolly Bear.

*prionnsa*; *prionnsachan* (pl): prince, duke.

## R.

*Ravenscraig*: estate of the MacBrann clan. Once their hunting castle, but they moved their home there after the Berhtfane castle fell into ruin.

*Ravenshaw*: deeply forested land west of Rionnagan, ruled by the MacBrann clan, descendants of Brann, one of the First Coven of Witches. Plaid: black and green; Badge: the Raven; Motto: *Sans peur* (without fear).

*Razor's Edge*: dangerous path through the mountains of the Broken Ring of Dubhslain, only used in times of great need.

*Red Guards*: soldiers in service to Maya the Ensorcellor during her reign as Banrigh.

*Red Wanderer*: comet that comes by every eight years. Also called Dragon Star.

*reil*: eight-pointed, star-shaped weapon carried by Scarred Warriors.

*Renshaw*: a seeker of the Awl.

*Rhiannon*: a half-satyricorn; daughter of One-Horn and a captured human.

*Rhyllster*: the main river in Rionnagan.

*Rhyssmadill*: the Rìgh's castle by the sea.

*rìgh; rìghrean (pl)*: king.

*Rionnagan*: together with Clachan and Blessém, the richest lands in Eileanan.

Ruled by MacCuinns, descendants of Cuinn Lionheart, leader of the First Coven of Witches.

Plaid: green and blue crossed with red. Badge: the Stag Rampant (a leaping stag with a crown between its antlers). Motto: 'Sapienter Et Audacter' (Wisely And Boldly).

*Riordan Bowlegs*: witch with the ability to whisper horses. Was once head groom at Rhyssmadill.

*Rurach*: wild mountainous land, lying between Tireich and Siantan. Ruled by MacRuraich clan, descendants of Rùraich, one of the First Coven of Witches.

Tartan: black crossed with green and gold. Shield: black wolf guardant. Motto: I find and I hold.

*Rùraich the Searcher*: one of the First Coven of Witches. Known for searching and finding Talent. Located the world of Eileanan on the star-map, allowing Cuinn to set a course for the Great Crossing.

## S.

*sabre-leopard*: savage feline with curved fangs that lives in the remote mountain areas.

*sacred woods*: ash, hazel, oak, blackthorn, fir, hawthorn, and yew.

*Samhain*: first day of winter; festival for the souls of the dead. Best time of year to see the future.

*Sani the Seer*: servant of Maya the Ensorcellor.

*satyricorn*: a race of fierce horned faeries.

*Scarred Warrior*: Khan'cohban warriors who are scarred as a mark of achievement. A warrior who receives all seven scars has received the highest degree of skill.

*Scruffy*: a nickname for Dillon of the Joyous Sword.

*scrying*: to perceive through crystal gazing or other focus. Most witches can scry if the object to be perceived is well-known to them.

*seanalair*: general of the army.

*sea-stirks*: milk-bearing aquatic creatures, looking rather like an elephant seal.

*Seinneadair the Singer*: one of the First Coven of Witches, known for her ability to enchant with song.

*seelie*: tall, shy race of faeries known for their physical beauty and magical skills.

*sennachie*: genealogist of the clan chief's house. It was his duty to keep the clan register, its records, genealogies and family history; to pronounce the addresses of ceremony at clan assemblies; to deliver the chief's inauguration, birthday and funeral orations and to invest the new chief on succession.

*Seychella Wind-Whistler*: wind witch killed by a Mesmerd in the secret valley (Book 1).

*Sgàilean Mountains*: Northwestern range of mountains dividing Siantan and Rurach. Name means 'Shadowy Mountains'.

*sgian dubh*: small knife worn in boot.

*shadow-hounds*: very large black faery dogs that move and hunt as a single entity. Are highly intelligent and have very sharp senses.

*The Shining Waters*: the great waterfall that pours over the cliff into Lucescere Loch.

*Sian the Storm-rider*: one of the First Coven of Witches. A famous weather witch, renowned for whistling up hurricanes.

*Siantan*: north-west land of Eileanan, between Rurach and Carraig. Famous for its weather-witches. Ruled by MacSian clan, descendants of Sian the Storm-rider. Plaid: Blue and grey crossed with white. Badge: a tower struck by lightning. Motto: *Fulminis instar* - Like lightning.

*Sithiche Mountains*: northernmost mountains of Rionnagan, peaking at Dragonclaw. Name means 'Fairy Mountains'.

*skeelie*: a village witch or wise woman.

*Skill*: a common application of magic, such as lighting a candle or dowsing for water.

*Skull of the World*: the highest mountain in Eileanan, an extinct volcano which plays an important role in the Khan'cohban's mythology and culture. Called 'the Fang' by Eileanans.

*slàinte mhath*: a common toast meaning 'good health'.

*solstice*: either of the times when the sun is the furthest distance from the earth

*Sorcha the Red*: one of the twin sorcerers from the First Coven of Witches. Also called Sorcha the Murderess, following her bloodthirsty attack on the people of the Towers of Roses and Thorns after the discovery of her brother's love affair with a Khan'cohban woman.

*The Spine of the World*: a Khan'cohban tern for range of mountains that runs down the centre of Eileanan, in Tirlethan.

*SpINNERS*: goddesses of fate. Include the spinner Sniomhar, the goddess of birth; the weaver Breabadair, goddess of life; and she who cuts the thread, Gearradh, goddess of death.

*spring equinox*: when the day reaches the same length as the night.

*Stargazers*: another name for the Celestines.

*Stormwing*: Lachlan's gyrfalcon.

*summer solstice*: the time when the sun is furthest north from the equator; Midsummer's Eve.

*Summer Tree*: device of the MacAislin Clan, tree that grows in the fabled garden of the Celestines. Revered by all of the woodland faery races.

*swarthyweb spider*: a deadly, poisonous spider found all over Eileanan. Builds its webs in dark, hidden places.

*syne*: since

**T.**

*Tabithas the Wolf-runner*: Key-bearer of the Coven of Witches before disappearing from Eileanan after the Day of Betrayal.

*Talent*: witches often combine their strengths in the different forces to one powerful Talent; e.g. the ability to charm animals like Meghan, the ability to fly like Ishbel, the ability to see into the future like Jorge.

*Tam of Rowanglen*: a Tirsoilleirean sailor.

*Tears of the Gods*: a waterfall at the Skull of the World.

*Test of Elements*: once a witch is fully accepted into the coven at the age of twenty-four, they learn Skills in the element in which they are strongest ie air, earth, fire, water, or spirit. The First Test of any element wins them a ring which is worn on the right hand. If they pass the Third Test in any one element, the witch is called a sorcerer or sorceress, and wears a ring on their left hand. It is very rare for any witch to win a sorceress ring in more than one element.

*Test of Powers*: a witch is first tested on his or her eighth birthday, and if any magical powers are detected, he or she becomes an acolyte. On their sixteenth birthday, witches are tested again, and if they pass, permitted to become an apprentice. Must make moonstone ring and witch's dagger. The Third Tests take place on their twenty-fourth birthday, and if successfully completed, the apprentice is admitted into the Coven of Witches. Must remake dagger and cut and polish staff. Apprentices wear black robes; witches wear white robes.

*Theurgia*: a school for acolytes and apprentices.

*thigearn*: horse-lairds who ride flying horses.

*Tireich*: land of the horse-lairds. Most westerly country of Eileanan, ruled by the MacAhern clan. Plaid: brown, red and yellow. Badge: a rearing horse. Motto: Nunquam obliviscar (I shall never forget).

*Tirlethan*: Land of the Twins; once ruled by Faodhagan and Sorcha, twin sorcerers. Called the Spine of the World by Khan'cohban. Plaid: white crossed with red and blue. Badge: the dragon rampant, surrounded by roses and thorns. Motto: Those who would gather roses must brave the thorns.

*Tirsoilleir*: The Bright Land or the Forbidden Land. Northeast land of Eileanan, once ruled by the MacHilde clan, descended from Berhtilde, one of the First

Coven of Witches. However, the Tìrsoilleirean rejected witchcraft and the ruling family in favour of militant religion. Have dreams of controlling Eileanan.

Plaid: Red crossed with yellow and black; Badge: hand holding a sword; Motto: *Bo Neart Gu Neart (From Strength to Strength)*

*Tòmas the Healer*: boy with healing powers, formerly apprentice to Jorge the Seer.

*The Towers of the Witches*: Thirteen towers built as centres of learning and witchcraft in the twelve lands of Eileanan. The Towers are:

*Tùr de Aisling* in Aslinn (Tower of Dreams)

*Tùr na cheud Ruigsinn* in Clachan (Tower of First Landing; Cuinn's Tower)

*Tùr de Ceò* in Arran (Tower of Mists)

*Tùr na Fitheach* in Ravenshaw (Tower of Ravens)

*Tùr na Gealaich dhà* in Rionnagan (Tower of Two Moons)

*Tùr na Raoin Beannachadh* in Blessém (Tower of the Blessed Fields)

*Tùr na Rùraich* in Rurach (Tower of Searchers)

*Tùr de Ròsan is Snathad* in Tìrlethan (Towers of Roses and Thorns)

*Tùr na Sabaidean* in Tìrsoilleir (Tower of the Warriors)

*Tùr na Seinnadairean Mhuir* in Carraig (Tower of the Sea-singers)

*Tùr de Stoirmean* in Siantan (Tower of Storm)

*Tùr na Thigearnean* in Tìreich (Tower of the Horse-lairds)

*tree-changer*: woodland faery. Can shift shape from tree to humanlike creature.

A halfbreed is called a *tree-shifter* and can sometimes look almost human.

*Triath nan Eileanan Fada*: Laird of the Far Isles - one of the Rìgh's many titles.

*trictrac*: a form of backgammon.

*Tuathanach the Farmer*: One of the First Coven of Witches.

*Tuathan Loch*: the loch near Caeryla, the first in the Jewels of Rionnagan.

*tulach*: small green hill.

*Tulachna Celeste*: a sacred place of the Celestine. In the Veiled Forest, near Tuathan Loch, Rionnagan.

*tùr*: tower.

*tursachan*: standing stones.

*two moons*: Magnysson and Gladrielle.

## U.

*uile-bheist; uile-bheistean (pl)*: monster

*uisge-beatha*: 'water of life'; whisky.

*uka*: Khan'cohan word for 'demon' or 'monster'.

*ulez*: a woolly-coated horned creature of the Spine of the World.

*unza*: Khan'cohan word meaning all that is dark and unknown.

## V.

*The Veiled Forest:* thick forest on the western shore of Tuathan Loch, Rionnagan. Surrounds Tulachna Celeste, and is infested with shadow hounds and other magical creatures.

## W.

*weaverworm:* a caterpillar that spins a cocoon of silk, used by the Celestines to make their gowns.

*The White Gods:* nameless, shapeless gods of the Khan'cohban, and greatly feared and revered by them.

*Whitehart Woods:* forest in Rionnagan.

*Whitlock Mountains:* a range of mountains in Rionnagan named for the white lock of hair all MacCuinns have.

*will-o'-the-wisp:* faery creature of the marshes.

*winter solstice:* the time when the sun is at the most southern point from the equator; Midwinter's Eve.

*World's Mouth:* a cave at the Skull of the World leading deep into the mountain.

*Wulfrum River:* river that runs through Rurach.

## Y.

*Yedda:* sea-witches.

*Yeomen of the Guard:* Also known as the Blue Guards. The Rìgh's own personal bodyguard, responsible for his safety on journeys at home or abroad, and on the battlefield. Within the precincts of the palace, they guard the entrances and taste the Rìgh's food. a general staff of twelve officers to the Yeomen of the Guards, rewarding the most faithful and able of all those men

*Yutta:* former Grand-Questioner of the Awl.

## Z.

*zimbara:* large, doglike creatures that pull the caravans of the Tìreichans. Known for their faithfulness and great strength.