



Glossaries and map for The Licanius Trilogy

For a full-sized version of the map of Andarra, please click [here](#).

Glossary for *The Shadow of What Was Lost*

Below are lists of characters, locations and other terms found in *The Shadow of What Was Lost*, as well as a pronunciation guide. Please be aware that some elements of the story are referenced in the descriptions, so this list is generally meant for those who have completed the book.

CHARACTERS

- Aarkein Devaed (ARE-kine deh-VADE):** Powerful Gifted whose invasion of the north two thousand years ago resulted in the creation of the Boundary.
- Aelric Shainwiere (AIL-rick SHAYN-weer):** Ward of the king. Brother to Dezia. A talented swordsman.
- Altesh (AL-tesh):** One of the Hunters encountered by Davian and Wirr in Desriel.
- Anaar (an-ARE):** A smuggler who transports Davian and Wirr across the border into Desriel.
- Andras (AN-drass):** The royal line of Andarra.
- Asar Shenelac (AY-sarr SHEN-eh-lack):** Also known as Tae'shaddon, The Keeper. Encountered by Caeden in the Wells of Mor Aruil. Intends to restore Caeden's memories.
- Asha (ASH-uh):** Main character. Became friends with Davian and Wirr at the school in Caladel.
- Ashalia (ash-AH-lee-uh):** Asha's full name.
- Ath (The) (ATH (sounds like 'math')):** Also called Nethgalla. In legend, known for her ability to take the form of others.
- Breshada (bresh-AH-duh):** The Hunter who saves Davian and Wirr at Talmiel, just prior to their crossing into Desriel.
- Caeden (CAY-den):** Main character. Young man saved by Davian and Wirr in Desriel. Accused of murder, but with no memory of whether he is guilty of the crime.
- Davian (DAY-vee-en (sounds like 'avian')):** Main character. Became friends with Asha and Wirr at the school in Caladel. An Augur.
- Dav (DAV (sounds like 'have')):** A shortening of Davian's name.
- Dezia Shainwiere (DET-zee-uh SHAYN-weer):** Ward of the king. Sister to Aelric.



James Islington

while travelling from Deilannis to Ilin Illan.

El (ELL (sounds like 'bell')): Benevolent deity of a once-prominent religion in Andarra.

Elliavia (ell-ee-AH-vee-uh): The murdered wife of Malshash. Name sometimes shortened to 'Ell', pronounced the same as 'El'.

Elocien (el-OH-see-en): Head of the Administrators. Father to Wirr and brother to King Andras. Secretly oversees the Augurs in the palace.

Erran (EH-rin (sounds like 'Erin')): An Augur. Working in secret with Elocien.

Fessi (FESS-ee (sounds like 'messy')): An Augur. Working in secret with Elocien.

Fessiricia (fess-eh-REE-sha): Fessi's full name.

Garadis ru Dagen (GA-ruh-diss rue DAY-gen ('GA' as in 'gash')): One of the Lyth. Guardian of the sword Licanus.

Gorron (GORR-en (sounds like 'warren')): One of the Hunters encountered by Davian and Wirr in Desriel.

Ilseth Tenvar (ILL-seth TEN-var): Gifted. Meets Davian in Caladel and deceives him into setting out on his journey north.

Ionis (YON-iss): Administration's second-in-command. Has a deep hatred of the Gifted.

Ishelle (ish-ELL (sounds like 'Michelle')): An Augur working with Driscin Throll. Encountered by Davian while travelling from Deilannis to Ilin Illan.

Jin (JINN (sounds like 'bin')): A Shadow. In charge of the other Shadows at Tol Athian. Introduces Asha to the Sanctuary.

Karaliene (KA-rah-leen ('KA' as in 'carry')): Daughter to King Andras. Cousin to Wirr.

Kelosh (KEE-losh): One of the Hunters encountered by Davian and Wirr in Desriel.

Kol (COLE (sounds like 'pole')): An Augur. Working in secret with Elocien.

Laiman Kardai (LAY-men CAR-dye): Chief advisor to King Andras.

Malshash (MAL-shash): An Augur. Davian's mentor during his time in Deilannis.

Michal (MY-kel (sounds like 'Michael')): Gifted. Representative for Tol Athian. Asha's mentor in her role as Representative.

Nethgalla (neth-GULL-uh): Also called the Ath. In legend, known for her ability to take the form of others.

Nihim (NIGH-im): Posing as a priest of Marut Jha Talkanar. An old friend of Taeris'. Accompanies Davian, Wirr, Taeris and the others into Deilannis.

Orkoth (ORE-koth): A creature encountered in Deilannis.

Parathe (par-AITH): General in the Andarran army.

Sahdrelac (SAH-dreh-lack): Head of the Gil'shar. Desriel's equivalent of a king.

Scyner (SIGH-ner): A Shadow. Initially encountered by Asha in the Sanctuary, where he claims to be the Shadraehin. Later revealed to be an Augur working for the Shadraehin.

Shadraehin (SHAH-drah-heen): Leader of the 'rebel' Shadows living in the Sanctuary.

Shammaeloth (shah-MAY-loth): Malevolent deity of a once-prominent religion in Andarra.

Taeris Sarr (TAY-riss SARR): Gifted. Saved Davian from an attack as a child. Accompanies Davian, Wirr and Caeden from Desriel to Ilin Illan. His face is heavily scarred.

Tae'shadon (TAY-shah-don): Also known as Asar Shenelac. Encountered by Caeden at the Wells of Mor Aruil.

Talean (TAY-lee-en): The Administrator of the school at Caladel.

Tal'kamar (TAL-cam-are): Caeden's true name.

Torin (TORE-en): Wirr's true name.

Wirr (WEER (sounds like 'beer')): Main character. Became friends with Asha and Davian at the school in Caladel. Full name is Torin Wirrandar Andras.



- Darecian (dah-REE-see-en):** Refers to the now-extinct race that came to Andarra a thousand years prior to Devaed's attack. Extraordinarily advanced and powerful Gifted.
- Gil'shar (gill-SHAR):** The governing body that controls all aspects of life in Desriel. Members are considered to have been appointed by divine intervention.
- Lyth (LITH (sounds like 'myth')):** Powerful beings composed almost entirely of Essence, and currently trapped in Res Kartha as a result.
- sha'teth (shah-TETH):** Creatures originally used by Tol Athian to hunt down and kill Gifted criminals. No longer under the Tol's control.

LOCATIONS

- Andarra (an-DARR-uh):** The country in which Davian, Wirr and Asha reside. Originally spanned the entire continent north of the Menaath Mountains before Devaed's invasion.
- Deilannis (dye-LAN-iss):** Abandoned Darecian city straddling the border of Andarra, Desriel and Narut.
- Caladel (CAL-ah-dell):** Small village on the south-west coast of Andarra. Home to one of the Gifted schools run by Tol Athian.
- Desriel (DES-ree-el):** Country to the west of Andarra. Governed by a theocracy that believes Essence is not for mortal use.
- Fedris Idri (FED-riss ID-ree):** The sole pass into Ilin Illan. Cut from the heart of the mountain Ilin Tora by the Builders, with three defensive walls known as the Shields.
- Ilin Illan (ill-INN ill-AHN):** Capital of Andarra. Accessible only via the difficult-to-navigate Naminar River or through Fedris Idri, making the city near-impregnable.
- Malacar (MAL-a-car):** Large forest in Desriel.
- Mor Aruil (more ah-RUE-ell):** The current home of Asar Shenelac.
- Nesk (NESK (sounds like 'desk')):** Country to the south of Andarra.
- Res Kartha (rez CAR-thuh):** The home of the Lyth. The raw Essence generated by the lava pits makes this the only place the Lyth can currently survive.
- Talmiel (TAL-me-el):** Town on the Andarran side of the bridge across the Devliss River. This bridge is the only official inland crossing between Andarra and Desriel.
- Tol Athian (toll ATH-ee-en):** One of the two remaining major outposts of the Gifted.
- Tol Shen (toll SHEN (sounds like 'pen')):** One of the two remaining major outposts of the Gifted.

MISC

- jha'vett (jah-VET):** Device in the centre of Deilannis that draws Essence from every part of the city.

Glossary for An Echo of Things to Come

Below are lists of characters, locations and other terms found in *An Echo of Things to Come*, as well as a pronunciation guide. Please be aware that some elements of the story are referenced in the descriptions, so this list is generally meant for those who have completed the book. It should **not** be referenced by those who have not already finished *The Shadow of What Was Lost*.

CHARACTERS

- Aarkein Devaed (ARE-kine deh-VADE):** A powerful Gifted whose invasion of northern Andarra two thousand years ago resulted in the creation of the Boundary. Considered by the Old Religion to be a figure of great evil, strongly associated with Shammaeloth himself. Also see *Caeden*.



James Islington

Aelrith (AIL-rith) / The Watcher: One of the sha’teth, who was once commonly seen by Shadows in the Sanctuary. Now deceased.

Aganaki (ag-an-AH-key): The Eastern Empire’s ambassador to Andarra.

Alaris (al-ARE-iss) / Alarais (al-are-ACE) / Alarius (al-ARE-ee-us): One of the Venerate, and former king of the Shining Lands. Considers himself Tal’kamar’s friend.

Alchesh Mel’tac (AL-chesh MEL-tack): The first Augur. In legend, driven mad after seeing too much of the future. Soon after the creation of the Boundary, he warned of its eventual collapse and Aarkein Devaed’s return. Though his visions were initially considered reliable, after several hundred years without apparent threat from Talan Gol, his writings were dismissed by the priests of the Old Religion and struck from canon.

Aliria (al-IRR-ee-ah): One of the Elders at Tol Shen. Wife to Lyrus Dain.

Andrael (AN-dree-el) / Andral (AN-drahl): One of the Venerate. A talented inventor. Creator of the five Named Swords, which were forged for the purpose of killing the other Venerate. His deal with the Lyth forced Tal’kamar to erase his own memories in order to reclaim Licanius.

Andras (AN-drass): The royal line of Andarra.

Andyn (AN-din): Wirr’s bodyguard, assigned due to rumours of an assassination plot after Wirr inherited the position of Northwarden.

Asar Shenelac (AY-sarr SHEN-eh-lack) / Tae’shadon (TAY-shah-don) / The Keeper: One of the Venerate. Meets Caeden in the Wells of Mor Aruil in order to help restore Caeden’s memories.

Asha (ASH-uh) / Ashalia (ash-AH-lee-uh): Main character. A Shadow. Childhood friend of Davian and Wirr, having grown up with them in the Gifted school in Caladel. Turned into a Shadow by Ilseth Tenvar in the aftermath of the attack on the school. Made Representative for Tol Athian by Elocien Andras, who also had her secretly take on the role of Scribe for the Augurs Erran, Fessi and Kol.

Astria (ASS [sounds like “mass”]-tree-ah): A woman from Caeden’s past, who was murdered and replaced for a time by Nethgalla.

Ath (ATH [sounds like “math”]), The / Nethgalla (neth-GULL-uh): A creature of legend, known for her ability to take the form of others.

Brase (BRAZE [sounds like “raise”]): A Shadow working in the library at Tol Athian.

Breshada (bresh-AH-duh): A Hunter who mysteriously saved Davian and Wirr from two other Hunters in Talmiel. Wields Whisper, one of the Named Swords.

Caeden (CAY-den) / Tal’kamar (TAL-cam-are): Main character. After waking with no memories in Desriel, Caeden eventually discovered that he had deliberately erased them, primarily in order to fulfil Andrael’s bargain with the Lyth and obtain the sword Licanius. After travelling to the Wells of Mor Aruil and meeting with Asar Shenelac, he remembers that he once called himself Aarkein Devaed.

Cyr (SEAR): One of the Venerate. Assisted Aarkein Devaed in the destruction of the city of Silence.

Daresh Thurin (dah-RESH THOO-rin): The Desrielite ambassador to Andarra.

Dastiel (DAS-tee-el): A Shadow working in the library at Tol Athian.

Dav (DAV [sounds like “have”]) / Davian (DAY-vee-en [sounds like “avian”]): Main character. Grew up an orphan in the Gifted school at Caladel, where he became childhood friends with Asha and Wirr. An Augur.

Deldri Andras (DELL-dree AN-drass): Younger sister of Wirr, daughter of Elocien and Geladra.

Dezia Shainwiere (DET-zee-uh SHAYN-weer): Ward of the king, sister to Aelric. Talented archer whose romantic relationship with Wirr must be kept secret, due to her lack of an official title.

Diara (dee-ARE-ah) / Diarys (dee-ARE-iss): One of the Venerate.

Dras Lothlar (drass LOTH-lar): The Representative for Tol Shen. Suspected by Taeris and Laiman to have had a hand in the king’s strange illness during the attack by the Blind.

Driscin Throll (DRISS-kin THROLL): An Elder at Tol Shen. Mentor to Ishelle. Formerly part of the sig’nari, and attempting to locate and train the newest generation of Augurs.

EI (ELL): The benevolent deity of the Old Religion.

Elliavia (ell-ee-AH-vee-uh) / Ell (ELL): The murdered wife of Malshash. Her name is sometimes shortened to Ell, pronounced the same as El.

Elocien Andras (el-OH-see-en AN-drass): The former duke and Northwarden. Father to Wirr and Deldri, husband to Geladra, brother to King Andras. Killed by an Echo during the battle for Ilin Illan against the Blind.



James Islington

Fessi (FESS-ee [sounds like “messy”]) / Fessiricia (fess-eh-KEE-sha): An Augur who worked in secret at the palace for Elocien Andras, alongside Erran and Kol.

Garadis ru Dagen (GA-ruh-diss rue DAY-gen [“GA” as in “gash”]): The leader of the Lyth. Struck a deal with Andrael in which he agreed that the Lyth would guard the sword Licanius, in exchange for the promise of eventual freedom from Res Kartha.

Gassandrid (gass-AN-drid) / Gasharrid (gash-AR-id): Considered the founder of the Venerate. The first to reveal to Tal’kamar the inevitability of the future, and suggest to him the reasons behind it.

Gawn (GORN [sounds like “thorn”]): One of the Hunters whom Breshada killed in Talmiel in order to save Davian and Wirr.

Geladra Andras (gell-ADD-ra AN-drass): Wirr’s and Deldri’s mother. Elocien’s widow. A former Administrator who despises the Gifted.

Havran Das (HAVE-ran DASS): A merchant in Ilin Illan, used as bait by Alaris to lure Caeden into an ambush by the Blind.

Iain Tel’An (ee-AIN tell-AN): A young nobleman from Ilin Illan who is interested in courting Asha.

Iria Tel’Rath (IRR-ee-ah tel-RATH): Daughter of Lord and Lady Tel’Rath. Suggested as an appropriate romantic match for Wirr.

Ishelle (ish-ELL [sounds like “Michelle”]): An Augur, originally met by Davian on the road to Ilin Illan prior to the Blind’s attack on the city. Has been under the tutelage of Elder Driscin Throll, with the full knowledge of Tol Shen’s Council, for the past two years.

Isiliar (iss-ILL-ee-are): One of the Venerate. Driven insane after she was imprisoned in a Tributary by Tal’kamar.

Jakarris si’Irthidian (jah-KARR-iss see-er-THID-ee-an) / Scyner (SIGH-ner): An Augur from before the rebellion, now a Shadow. Killed the other twelve Augurs at the beginning of the rebellion twenty years ago. More recently, posed as the Shadraehin to the Shadows in the Sanctuary. Killed Kol after attempting to blackmail Kol, Fessi and Erran into helping him.

Jin (JINN): The Shadow who first introduced Asha to the Sanctuary. Killed by Aelrith.

Karaliene Andras (KA-rah-leen [“KA” as in “carry”] AN-drass): Princess of Andarra. Daughter of King Andras, cousin of Wirr and Deldri.

Kevran Andras (KEV-ran AN-drass): King of Andarra. Brother of Elocien, father of Karaliene, uncle of Wirr and Deldri.

Kol (COLE [sounds like “pole”]): An Augur who worked in secret at the palace for Elocien Andras, alongside Erran and Fessi. Killed by Scyner.

Kolis (KOLL-iss): An Administrator who attempts to interfere with Asha’s journey to Deilannis.

Laiman Kardai (LAY-men CAR-dye) / Thell Taranor (thell TAR-ah-nore): Chief adviser to King Andras. Asha discovers a mysterious connection between him and Taeris when she overhears a conversation between the two of them after the battle with the Blind.

Lethaniel (leth-AN-ee-el): One of the sha’teth.

Lyannis (lee-AHN-iss): A young nobleman from Ilin Illan who is interested in courting Asha.

Lyrus Dain (LIE-russ DANE): An Elder at Tol Shen, and the leader of the Council there.

Malshash (MAL-shash): An Augur. Davian’s mentor during his sojourn to the past in Deilannis. Husband to Elliavia. Is able to shape-shift, an ability which he claims to have temporarily stolen from Nethgalla.

Marut Jha Talkanor (MAHR-ut JAH TAL-can-or): The Desrielite God of Balance.

Andan Mash’aan (AHN-den mahsh-AHN): The commander of the Blind army that attacked Ilin Illan.

Meldier (MELL-deer): One of the Venerate. Imprisoned in a Tributary by Tal’kamar.

Muran (moo-RAN): The captain in charge of the outpost at the Boundary.

Narius (NAH-ree-us): An Elder at Tol Shen.

Nethgalla (neth-GULL-uh): See *Ath*.

Nihim Sethi (NIGH-im SETH-ai): The priest who accompanied Taeris, Davian, and Wirr to Deilannis. Killed by Orkoth.

Orkoth (ORE-koth): The creature from Deilannis that slew Nihim. Appears to obey orders from Malshash, and has been instructed not to harm Davian.

Paetir (PAY-ter): A warlord from Caeden’s past, who attempts to ambush the Venerate using kan-enhanced weaponry.

Pria si’Bellara (PREE-ah sih-bell-AHR-ah): Administration’s current second-in-command under Wirr.



Rill (RILL), Captain: In charge of the guards at the Tel’Andras family estate in Daran Tel.

Rohin (ROE-in): An Augur who arrives at Tol Shen after the Augur Amnesty is announced.

Scyner (SIGH-ner): See *Jakarris si’Irthidian*.

Serrin (SAIR-in): A Gifted from Caeden’s past who uses the Siphon to enslave Silvithrin.

Shadraehin (SHAH-druh-eh-heen): The leader of the “rebel” Shadows living in the Sanctuary. Originally thought to be Scyner, later revealed to be a mysterious woman.

Shammaeloth (shah-MAY-loth): The malevolent deity of the Old Religion.

si’Bandin (sih-BAN-yen): A minor House in the Assembly.

si’Danvielle (sih-DAN-vee-ell): A minor House in the Assembly.

si’Veria (sih-VER-ee-ah): A minor House in the Assembly.

Tachievar (TACK-ee-eh-var): A senior Administrator.

Tae’shadon (TAY-shah-don): See *Asar Shenelac*.

Taeris Sarr (TAY-riss SARR): A Gifted. Face heavily scarred. Currently the Representative for Tol Athian despite a contentious relationship with Tol Athian’s Council. Accompanied Caeden, Davian and Wirr during their escape from Desriel via Deilannis. Present three years ago at Caladel when Davian, as a child, was attacked. Has been researching the degradation of the Boundary for many years.

Tal’kamar Deshrel (TAL-cam-are DESH-rel): See *Caeden*.

Thameron (THAM-err-on): An Elder at Tol Shen. Appointed by Tol Shen’s Council as Scribe to the Augurs.

Theil Taranor (thell TAR-ah-nore): See *Laiman Kardai*.

Thil (THILL): An Elder at Tol Shen.

Torin Wirrander Andras (TORE-en weer-AN-der AN-drass): See *Wirr*.

Tysis (TIE-sis): One of the Venerate. Killed by Andrael during the destruction of the city of Silence.

Vhalire (vah-LEER): One of the sha’teth, mentioned to Asha by Aelrith during their encounter in the Sanctuary.

Wereth (WHERE-eth) / Werek (WHERE-ek): One of the Venerate. Creator of the Siphon.

Whylir (WILL-eer): The Narutian ambassador to Andarra.

Wirr (WEER [sounds like “beer”]) / Torin Wirrander Andras (TORE-en weer-AN-der AN-drass): Main character. Gifted. Northwarden. Prince of Andarra. Brother of Deldri, son of Geladra and Elocien, cousin to Karaliene, nephew to Kevran. . Secretly sent to the Gifted school in Caladel by his father, where he met and became friends with Davian and Asha. Due to his lineage and ability to use Essence, he was capable of changing the Tenets by himself.

LOCATIONS AND GENERAL

Absorption endpoint: A common element of kan machinery that absorbs Essence.

Administration: An Andarran organization dedicated to upholding the terms of the Treaty with the Gifted. Led by the Northwarden, members are bound to the Tenets via Oathstones, by which they receive a red Administrator’s Mark on their forearm.

Administrator: A member of Administration.

Adviser: A Vessel in the Great Library in Deilannis, used to locate texts about specific subjects.

al’goriat (al-GORE-ee-at): One of the five Banes led by Aarkein Devaed during his invasion of Andarra.

Alkathronen (al-KATH-ron-en): The last city of the Builders. Also connects each of the Builder’s various wonders via portals.

Alsir (AL-seer): A small town in Andarra.



James Islington

Arbiterium (arr-bit-EEK-ee-um): A structure in Deilannis, in which the Jha'vett is housed.

Assembly: The Andarran legislature.

Augur (AWE-ger): People who have the ability to use kan to Read and Control minds, manipulate time, and see into an inevitable future.

Augur Amnesty: An amnesty passed by the Assembly in response to the attack by the Blind, removing the death penalty for any Augurs who are willing to undertake the task of sealing the Boundary.

Banes: In Andarran legend, warriors led by Aarkein Devaed during his invasion that were mixtures of men and animals, and all but impossible to kill.

Blades, five: See *Named swords*.

bleeder: A derogatory term used by the Andarran populace to refer to the Gifted.

Blind: The invasion force from beyond the Boundary that attacked Ilin Illan. Known for their unusual helmets, which completely cover their eyes.

Boundary: The enormous wall of Essence to the north of Andarra, which encapsulates all of Talan Gol.

Builders: The mysterious race who constructed Ilin Illan, Alkathronen, and many other wonders.

Caer Lyordas (care lee-OR-das): Castle from Caeden's homeland.

Caladel (CAL-ah-dell): Town on the southwest coast of Andarra, where Davian grew up. Formerly home to one of the Gifted schools run by Tol Athian.

Conduit: The enormous cylinder of constantly flowing Essence in the Sanctuary.

Cyrarium (sear-AIR-ee-um): A massive storage container for Essence.

dar'gaithin (dar-GAY-thun): One of the five Banes led by Aarkein Devaed during his invasion of Andarra. Taller than a man and snake-like, armoured with black scales that absorb Essence.

Dareci (DA-reh-kai): The enormous capital of the Darecian Empire. Destroyed by Aarkein Devaed. Now known as the Plains of Decay.

Darecian (dah-REE-see-en): Refers to the long-vanished race that came to Andarra a thousand years prior to Devaed's attack. Extraordinarily advanced and powerful Gifted.

Daren Tel (DAH-ren TELL): The area in which the Tel'Andras family estate is located.

Darklands / Markaathan (mar-KAH-thahn): The realm beyond the rift in Deilannis, from which kan is drawn.

Decis (DECK-is): A small village in Andarra.

Deilannis (dye-LAN-iss): Long abandoned, mist-covered Darecian city straddling the border of Andarra, Desriel, and Narut.

Desriel (DES-ree-el): Hostile country to the west of Andarra. Governed by a theocracy which believes that Essence is not for mortal use.

Devliss (DEV-liss): The river that separates Andarra and Desriel.

Disruption shield: A complicated shield of kan designed to protect an Augur from both physical and mental attack by other Augurs.

dok'en (dock-EN): A device used to create the illusion of a physical area within someone's mind, which can then also be accessed by others.

Door of Iladriel (ih-LAD-ree-uhl): Archway in Deilannis, the official entrance to the Inner City.

Echo: A being originating from the Darklands that utilizes a dead person's body and memories.

Eletai (ELL-eh-tie): One of the five Banes led by Aarkein Devaed during his invasion of Andarra. Wasp-like creatures that can fly and act with a hive intelligence.

Elhyris (EL-here-iss): A country from Caeden's past.

Endpoints: Common mechanisms within kan machinery that serve a pre-defined purpose.

Eryth Mmorg (EHR-ith MAWG): Also known as the Waters of Renewal. Located in Talan Gol.

Essence: Energy, the life force of all things. Used by both the Gifted and Augurs.

Fate: See *Licanius*.



James Islington

- Finder:** A Vessel which detects the use of Essence.
- Freed:** The Lyth’s term for when one of their number willingly leaves Res Kartha, resulting in their death.
- gaa’vesh (gah-VESH):** The derogatory Desrielite word used to describe the Gifted.
- Gahille (GAY-ill):** A town that the Blind completely razed on their march to Ilin Illan.
- Gate:** A construct of kan and Essence that allows instantaneous travel between two physically distant points.
- Gifted:** People who have the ability to wield Essence, their own life force.
- Gil’shar (gill-SHAR):** The governing body that controls all aspects of life in Desriel. Members are considered to have been appointed by divine selection.
- Ilin Illan (ill-INN ill-AHN):** Capital of Andarra. Accessible only via the difficult-to-navigate Naminar River or through Fedris Idri.
- Ilshan Gathdel Teth (ILL-shahn GATH-del TETH):** A city in Talan Gol. Home to the remaining Venerate.
- ilshara (ill-SHAH-rah):** A type of shield, used to protect individuals against being drained of Essence when working with a Cyrarium. Thanks to similarities in their design, the term is now commonly used by the Venerate and others to refer to the Boundary.
- Initiation endpoint:** A common element of kan machinery that allows a device to be triggered.
- Ironsails:** A type of ship used by the Darecians.
- Jha’vett (jah-VET):** Device in the center of Deilannis that draws Essence from every part of the city. Designed by the Darecians to allow time travel.
- kan (KAHN):** The power used by the Augurs. Drawn from the Darklands.
- Kharchan (CAR-shahn):** Gassandrid’s homeland.
- Knowing:** One of the five Named swords. Stored by Tal’kamar in the Tributary with Isiliar. Used, and subsequently hidden, by Asha in the catacombs beneath Ilin Illan.
- Lantarche (lan-TAR-ka):** The massive river that flows around Deilannis and forms much of the border between Andarra and Desriel.
- Licanus (lie-CAN-ee-us):** One of the five Named swords, also known as Fate. The only weapon that can kill one of the Venerate.
- Lockroom:** A room that is specially shielded to prevent all kinds of eavesdropping, even by Gifted or Augurs.
- Lyth (LITH [sounds like “myth”]):** Powerful beings composed almost entirely of Essence and currently trapped in Res Kartha as a result.
- Mark:** A symbol – a man, woman and child enclosed in a circle – which signifies being bound to the Tenets. For the Gifted, this symbol appears in black on their left forearm when they first use Essence. For Administrators, it appears in red on their right forearm when they are bound to the Tenets using an Oathstone.
- Mor Aruil (more ah-RUE-ell):** A network of underground tunnels, once used by the Darecians as conduits to draw Essence to the surface. Inaccessible except via a Gate.
- Named swords:** The five swords created by Andrael in his attempts to find a way to kill members of the Venerate. Also known as the five Blades in Desrielite religion. Individually, the swords are known as Whisper, Thief, Knowing, Sight, and Fate.
- Narut (NAH-rut):** Small country to the north of Desriel and northwest of Andarra.
- Nesk (NESK [sounds like “desk”]):** Hostile country to the south of Andarra.
- Northwarden:** The head of Administration. An inherited position, currently held by Wirr.
- Oathstones:** Vessels which are used by Administration to bind new Administrators to the Tenets.
- Portal Box:** The small bronze cube that originally led Davian to Caeden. Created by the Lyth, it enables a portal to be opened to any of six pre-set destinations - one destination for each face of the cube.
- Prefects:** See *sig’nari*.
- Prythe (PRITHE [sounds like “tithe”]):** City in the south of Andarra. Neighboring Tol Shen.
- Res Kartha (rez CAR-thuh):** The home of the Lyth. The only place in which they can currently survive, due to their susceptibility to kan.
- Rinday (RIN-day):** Region that was attacked by Paetir long ago.



sha'teth (shah-TETH): Creatures originally used by Tol Athian to hunt down and kill Gifted criminals. No longer under the Tol's control.

Shackle: A Vessel that, when worn by a Gifted, prevents them from using Essence.

Shadow: A Gifted who has been stripped of their ability to use Essence. Signified by dark veins marring the face.

Shalis (SHALL-is): Serpentlike race that trained Caeden to use Essence. Now extinct.

shar'kath (shar-KATH): One of the five Banes led by Aarkein Devaed during his invasion of Andarra.

sig'nari (sig-NAR-ee): The name given to the Gifted who served directly under the Augurs before the rebellion. Also known as Prefects.

Sight: One of the five Named swords.

Talmiel (TAL-me-el): Town on the Andarran side of the bridge that crosses the Devliss River. Talmiel's bridge is the only official inland crossing between Andarra and Desriel.

tek'ryl (TEK-rill): One of the five Banes led by Aarkein Devaed during his invasion of Andarra.

Telesthaesia (tel-es-THAY-see-ah): The Essence-absorbing armor worn by the Blind. Telesthaesia helmets completely block the wearer's vision.

Thief: One of the five Named swords.

Thrindar (THRIN-dar): Capital of Desriel.

Time endpoint: An element of a kan-powered device that deals with the manipulation of time.

Tol Athian (toll ATH-ee-en): One of the two remaining major outposts of the Gifted. Located in Ilin Illan.

Tol Shen (toll SHEN [sounds like "pen"]): One of the two remaining major outposts of the Gifted. Located next to the city of Prythe.

Trace: A sample of a person's Essence, potentially allowing them to be tracked.

Treaty: The treaty signed between the besieged Gifted and the rebellion fifteen years ago, resulting in the end of the war but the submission of the Gifted to the Tenets.

Tributary: A device designed to hold one of the Venerate. It uses needles to cause persistent injuries to its occupant's body, in order to generate a constant and uninterrupted flow of Essence.

Variden (VAH-rid-en): A town in Andarra.

Veil: A Vessel that allows its user to become invisible.

Venerate: An immortal group of Augurs, originally brought together by Gassandrid with the aim of freeing the world from fate.

Vessel: A device that stores and/or uses Essence for a particular purpose.

Whisper: One of the five Named swords. Currently wielded by Breshada.

Zvail (zeh-VAY-el): The name of the people from which Gassandrid originated.

Glossary for *The Light of All That Falls*

The glossary for *The Light of All That Falls*, as well as a pronunciation guide, will be added here soon after the book's release on December 10, 2019.



James Islington

Follow James on Facebook or Twitter using the links below, or on Goodreads here.



VIEW ON GOODREADS

- The Shadow of What Was Lost (Licanus #1)
- An Echo of Things To Come (Licanus #2)
- The Light of All That Falls (Licanus #3)

PURCHASE

- Amazon
- Barnes & Noble
- Audible