

THE RISING SERIES

GLOSSARY

TERMS, WORDS, PLACES

Abhainn Mouth–(AH-been) (n/place): Harbor city in the north of Airen located at the mouth of the Dunleth Abhainn (river).

Abyss (the)–(n/place): Large “bottomless” hole in the rock of a cliff on the coast of Mar-el fifteen miles down the coast from Nautilus, the capital city of Mar-el.

Airen–(Air-EN) (n/place): Country of Airen located in the northeast of the Triton mainland. The northernmost area is barren and craggy and made up of great boulders of black rock. The rest is mountainous or fertile and green, mostly pastureland, forests and rolling hills.

Airenzian–(Air-EN-zee-an) (adj.): Of Airen.

Alabasta–(Al-ah-BASS-tah) (goddess): Of Wodell. Goddess of Wisdom and the Earth. A goddess shared with Lunwyn in The Northlands.

Amphite–(Am-FITE) (n/place): Underwater capital of the Mer. Location of royal palace of King of the Mer.

Ancient Ritual Ground–(n/place): Area in the Lesser Thicket Forest of the country of Wodell where rituals were (are) conducted, including human sacrifice.

Argyll Forest–(n/place): Forest on the western border of Airen, butting The Enchantments, the city-state of Go’Doan and Wodell. The parts of it in Wodell are known as the Lesser Thicket Forest. Location of the Silbury Henge.

Ashesh–(Ash-EHSH) (n): Drug akin to opium. Available throughout Triton. Grown in Firenze.

Angmostros–(Aing-MO-stros) (n/creature): Sea creatures in the shape of enormous eels, some one hundred yards long, with two heads with long necks, very large mouths and very sharp teeth.

Aviast–(Ay-VEE-ast) (n): Keeper of a loft of ravens used for sending messages.

Bayzian–(Bay-ZEE-an) (n): Citizens of Sky Bay, the capital of Airen.

Birchlire Castle–(Birch-LEER) (n/place): Home of the King of Wodell. Located in Notting Thicket.

Bishop Cross–(n/island): Island off the southeast coast of the country of Airen. Temperate, but barren and very remote.

Bloody Boy Cove–(n/place): Deep cove to the north, across the wide bay (and hidden from sight) from Nautilus, in Mar-el.

Body stocking–(n): Worn by the Nadirii under tunics. More like a leotard or bathing suit. Can be tank/spaghetti strap/long-sleeved/strapless at top. Regular cut or high cut at the hips.

Bounden (The)–(n): Those taken into service on Mar-el as punishment for sailing the Triton seas without permission from the Mar-el king. This punishment is known and anyone who sails the seas risks it if caught doing so. The service of the bounden lasts a specified amount of time and those taken into it are guarded under significant strictures as by law as to their treatment. Once service is done, many of the bounden remain on Mar-el to make their lives there.

Cairngorn Lake–(KAREN-gorn) (n/lake): Very large lake located in the southeast of the country of Airen.

Carleigh Manor–(Car-LAY) (n/place): Royal manor house about thirty-five kilometers south of Sky Bay in the country of Airen.

Catrame Palace–(Cah-TRAME) (n/place): Royal palace of the King of Firenze. Located in Fire City.

Cells–(n): The room or rooms of a Go'Doan priest. In Go'Doan, they are quarters, with more than one room. For new priests or those in Go'Doan temples in other countries, the cell could be one room. However, they are not spartan, ranging from very comfortable (for a Go'Tish, a new priest) to luxurious (for a Go'En, a high priest).

Close–(n): A narrow, dead-end alleyway in a city. Mostly a footpath and not used for carriages or horses, etc. Opposite of “wynd” [see below].

Collected (The)–(n): Old or ancient books gathered and translated by the Go'Doan from all the realms of Triton. These were protected and kept safe in the Narration Hall (main library) of the Dome City.

Crittich Keep–(Crid-ITCH) (n/place): Royal prison and dungeons of Wodell, located in the capital of Notting Thicket. Also contains administration offices of the constabulary, prison and guard system in Wodell, interrogation rooms, cells for those held for questioning, and in the bowels of its depths, ancient torture chambers. Outside the Keep is the Lawn, where executions take place.

Cyrus–(SEAR-us) (n/place): Large merchant town to the northeast of Silbury Henge on the outskirts of the Argyll Forest.

Dahksahna–(Dahk-SAH-nah) (n/title): Means “queen” in Korwahkian, the language of Korwahk in The Southlands.

Dahlia Rooms–(n/place): Sex palace in the Heden District of Fire City in Firenze.

Dax–(n/title): Means “king” in Korwahkian, the language of Korwahk in The Southlands.

Dellish–(Del-ISH) (adj): Of Wodell (akin to English, Spanish, etc.).

Dome City–(n/place): Another name for the city-state of Go’Doan, named as such as it’s known for its plentiful gold domes.

Doors (The)–(n/place): A magical gnome settlement in the Great Thicket Forest of Wodell where the gnomes live in the trees, the name referring to the many doors carved into the trunks.

Dune Desert–(n/place): Desert north of the Sheeonee Mountain range in Firenze.

Dunleth Abhainn–(DONE-leth AH-been) (n/river): Long, wide river running from an inlet in the northern shore of the country of Airen, southeast all the way to Cairngorn Lake. At the town of Kilcree Break, the Dunleth forks into Westfork River, which runs southwest to the Argyll Forest. (Abhainn means “river” in Gaelic).

Emerald Oil Asps–(n): Snakes in Firenze. Black with emerald-colored eyes. Highly venomous.

Enchantments (The)–(n/place): Forest in the center of the mainland of Triton with trees made magically tall and stout in order to house the Nadirii Sisterhood in their treehouses. Protected by fierce magic, The Enchantments cannot be breached by anyone other than one of the Sisterhood or unless given Nadirii permission. Regardless of the intensity of magic that protects it, it is patrolled constantly by Nadirii warriors.

Fire City–(n/place): Capital city of Firenze. Located to the north of the Sheeonee Mountain range that takes up the center of Firenze. Fire City is close to Fire Lake, the largest lake in Firenze.

Fire Lake–(n/lake): Very large lake to the east of Fire City in the country of Firenze formed by runoff of melted snow from the Sheeonee Mountains.

Firenz–(Fir-EHNZ) (adj): Meaning, of the country of Firenze.

Firenze–(Fir-ehn-ZAY) (n/place): Country of Firenze situated across the south of the Triton mainland. The largest country in Triton. Most of the country is desert or sand dunes with the middle of the country having a very large mountain range with high peaks that get great amounts of snow. When this snow melts, it floods Fire Lake, close to Fire City, and leads off into a large number of rivers and tributaries that cut through the desert and dunes with strips of fertile oases.

Firenzii–(Fir-ehn-ZEE) (n): Language of Firenze (much like Italian).

Fotiá Sea–(Foh-SHAH) (n/ocean): Body of water to the south of the continent of Triton.

Fumeria–(Foo-mare-EE-ah) (n): Water pipe. Akin to a marijuana bong but much more elegant and ornate.

Gairn Plain–(n/place): A stretch of plain southeast of Sky Bay and west of the Dunleth Abhainn in the country of Airen.

Go'Doan–(Go'Dōn) (n/place/religion):

(1) City-state of priests, scholars and healers with temples, archives of the history Triton and a university. Also known as Dome City.

a. Go'Da (Go'DAH) (n): University in Go'Doan

(2) Religion in Triton with temples across the continent where people worship:

a. Go'Bedi (Go'bed-EE) (god of obedience)

b. Go'Vicee (Go'vee-SEE) (god of service)

c. Go'Chas (god of faithfulness)

(3) Orders of Go'Doan:

a. Go'Fell (order of priests as a whole)

b. Go'En (high priests)

c. Go'Ar (Advanced priests, often are sent to do missionary work or teach in Go'Doan schools across Triton)

d. Go'Tish (new priests/trainee priests)

e. Go'Tec (priests who teach/scholars in the city-state)

f. Go'Nis (“Keepers of the Records,” priests who record history)

g. Go'Ella (female acolytes that serve priests and the city-state)

Great Thicket Forest–(n/place): Massive forest in the middle of the country of Wodell, to the east of which is Notting Thicket, the capital city of Wodell.

Great Wohd (River)–(n/river): A very wide, very long river separating from the River Dorian in the north which runs from the Seil Sea. The Great Wohd cuts through the eastern part of Wodell, meeting the River Fae at Notting Thicket, the capital of Wodell, and continuing westerly nearly to the border of Wodell.

Green Sea–(n/ocean): Body of water to the east of the continent of Triton.

Gulliver–(n/place): Town in the south of Wodell located seventy-five miles from the Firenz boarder.

Hawkvale–(n/place): Country in the middle of The Northlands, south of Lunwyn, north of Fleuridia, ruled by King Noctorno and Queen Cora.

Heden District–(HEE-den) (n/place): Red light district of Fire City, Firenze. Where to find prostitutes (male and female), participate in orgies or other sexual games and play, consume smoke or *ashesh* or *koekah* and other forms of decadence.

Highgate–(n/place): Large gate at the top of the cliffs protecting Sky Bay, the capital city of Airen. Situated slightly to the southeast at the highest heights of the mountains that surround the capital city.

Ibex-whales–(EYE-bex whales) (n): Whales of which the bulls have enormous, ridged tusks that look like that of an ibex.

Irons–(n): Used in fireplaces or freestanding in rooms in Airen, Mar-el and Wodell, wood or other burning fuel in them or piled on them to heat them in order to heat a room.

kah rahna fauna–(n): Loosely means “my golden doe” in Korwahkian, the language of Korwahk in The Southlands.

Keel Castle–(n/place): Home of the king of Mar-el. Located in Nautilus, the capital city.

Keeper of The Lights–(group): A group of fairies who oversee and protect the area where The Lights (see: Lights (The)) can be viewed in the Greater Thicket Forest of Wodell.

Keerian Name–(description): The way Lunwynians (people of Lunwyn in the Northlands) describe a given name or as we know it Christian or first name.

Kilcree Break–(Kill-KREE Break) (n/place): Town in the middle of the country of Airen located at the break of the Dunleth Abhainn (river) where the Dunleth continues on to Cairngorn Lake and the Westfork River begins, running toward the Argyll Forest. A gentry seat.

Koekah–(koe-KAH) (n): Drug akin to cocaine. Available throughout Triton. Grown and manufactured in Firenze.

Korwahk–(n/place): Country taking up the northern part of the continent, The Southlands. Ruled by Dax (King) Lahn and *Dahksahna* (Queen) Circe of the Golden Dynasty.

Korwahn–(n/place): Capital city of Korwahk in The Southlands.

Lawn (The)–(n/place): Grassy area outside Crittich Keep, the royal prison and dungeons of Wodell, where executions take place. Located in Notting Thicket.

Lesser Thicket Forest–(n/place): Forest on the east border of the country of Wodell, west border of Airen. The parts of it in Airen are known as the Argyll Forest. Within it in Wodell is the Ancient Ritual Ground.

Leuthea–(LOU-thee-ah) (n): Sea goddess of sailors in distress. Worshiped by Mar-el.

Lights (The) (n/place): Atop the highest hill in the center of the Great Thicket Forest of Wodell where, on occasion, the sky illuminates with colored lights (akin to the Northern Lights). The reason for the phenomenon is unknown.

Lotus Den–(n/place): Bar and drug den with rooms for rent for a variety of hedonistic activities in the Heden District of Fire City in Firenze.

Lowgate–(n/place): Large gate in the downslope of the cliffs that protect Sky Bay, the capital city of Airen. Situated to the northwest in the lowest area where the cliffs meets the sea at Twilight Harbor.

Lunwyn–(n/place): Country taking up the northern part of The Northlands. Ruled by Queen Aurora.

Mar-el–(n/place): Country of Mar-el, island nation situated to the northeast of Triton (off the coast of Airen). Made up of dark rock around the shores, beaches, fertile land inland. Most of population works in some form of sea trade.

Marital Chain–(n): Firenz form of a wedding ring. It starts at upper ear, threads down to the lobe, across to the nostril and down to end at a hoop at the side of the mouth. In most cases, if it indicates marriage, it's worn on the right side. It's meant to signify listening to your mate, keeping them in mind, and communicating honestly with them.

McGarrity's Teahouse–(n/place): A brothel in Wodell.

Medusa–(n): Goddess of the sea. Worshipped by Mar-el.

Medusa's Gate–(n): Large, ornate monument to the goddess Medusa in which is the gate to the lane to Keel Castle in Nautilus, the home of the King of Mar-el.

Mer (The)–(n/people): Race of underwater charmed folk, including mermaids and mermales. Their fins split into legs and their gills disappear when they swim close to land so they can “pass” as human and move about on land.

Miet–(n/celebration/holiday): The celebration of the crop yield in Firenze, held as autumn subsides to winter. Celebrations mostly center around planned orgies, but they also include copious intake of liquor, food and drugs.

Mystics (The/the)–(n/place/spiritual practice):

(1) The continent to the west of Triton across the Triton Sea. Referred to with capitalized “The.”

(2) Spiritual practice that includes personal reflection, transcendent study and deep training in various physical skills of defense and attack. Referred to with a lowercase “the.”

Nadirii–(Nah-DEER-ee) (n): Sisterhood of warriors who live in an enchanted forest (The Enchantments) with no men. The veil around this forest was raised after the women of Airen revolted against their oppressors, magicking them to sleep, slitting their throats and escaping by stealing into the night to the newly established enchanted forest. No one can enter without Nadirii permission.

(1) “Nadirii” means “oppressed” in the old tongue.

(2) “Nadirii” means “sisterhood” in the ancient tongue.

Narration Hall–(n/building): Very large library that is very tall as well as built down deep in the earth in the Dome City where the tomes of history are recorded and kept, as well as all other books the Go'Doan have collected.

Nautilus–(n/place): Capital city of Mar-el, located on the southwest coast.

Night Heights–(n/mountain range): Range of mountains to the east of Sky Bay, the capital city of the country of Airen.

Nippenlas–(n/festival/holiday): A festival held midwinter in Wodell for the sole purpose of drawing the citizens out of their homes and to break the monotony of long nights and cold winters.

Northlands (The)–(n/place): One of two continents to the east of Triton across the Green Sea.

Notting Thicket–(n/place): Capital city of the country of Wodell, located to the east of the Great Thicket Forest.

Our Lady the Queen’s Orphanage–(n/place): National orphanage in Notting Thicket, Wodell. Under patronage of the Queen of Wodell.

Pennyrium–(Pen-EER-ee-um) (n): A drug a woman can take through dissolving a powder in water in order to protect against conception.

Piercing Ceremony–(event): Done at age thirteen to boys and girls in Firenze, it is the ceremony where the right ear is pierced at the top and lobe, as well as the nostril and the side of the top lip. It is where the marital chain is threaded after a Firenz is wedded. Small hoops are worn in these piercings until a person is married and takes their chain.

Rayloo–(command): A Korwahkian word meaning [as it is in the imperative conjunction] “be quiet.”

River Dorian–(n/river): Long, wide river running from Seil Sea through the eastern region of the country of Wodell, through the Lesser Thicket Forest, to the city-state of Go’Doan.

River Fae–(n/river): A river running from mountains to the north of the country of Wodell, through the mid-eastern part of the country to join with the Great Wohd at Notting Thicket, the capital of Wodell.

Royal Service Infirmary–(n/place): National hospital in Notting Thicket, the capital of Wodell, that treats all, but was created and caters to Dellish soldiers.

Seil Sea–(n/ocean): Body of water north of the continent of Triton.

Sheeonee Mountain Range–(SHE-oh-nee) (n/place): Large mountain range that makes up most of the central part of the country of Firenze. Very high peaks that get a great deal of snow. Snow melt feeds Fire Lake (outside Fire City) and five large rivers that run through the country, including the widest that flows north toward Wodell, the Tebes River.

Smoke–(n): Marijuana. Used mostly in Firenze but available throughout Triton.

Silbury Henge–(n/place): Standing stone henge in the forest on the western border of Airen where it meets The Enchantments and the city-state of Go’Doan. Made up of five standing stones and a sacrificial/ritual slab.

Sky Bay–(n/place): Capital city of Airen, located in a northwesternmost bay of Airen, close to the border of Wodell.

Sky Citadel–(n/place): Home of the King of Airen. Located in Sky Bay.

Slán Bailey–(SLAHN) (n/place): Royal prison in Airen, the building of which takes up a full, small island off the coast of Twilight Harbor in Sky Bay.

Soldier's Poison–(ritual): If a soldier is wounded gravely in the service of Airen or Wodell, he can request to be relieved of his life. This request is made of his commanding officer, and that officer can grant or refuse it. The ritual allows for a farewell from any loved one the soldier selects and making peace with his gods, before he's given a fast-acting, painless poison of a dense concentration of undiluted taibac to take, or if he's unable to drink it himself, it is administered to him by his commanding officer.

Southlands (The)–(n/place): One of two continents to the east of Triton across the Green Sea.

Strait of Medusa–(n/waterway): Narrow body of water that separates Mar-el from Airen.

Sparkles–(n): (When referring to a beverage) Champagne.

Taibac–(TIE-back) (n): Tobacco. Not smoked. Used as a poison to induce cardiac arrest. Can go undetected if poison is administered in small doses for a long time.

Tebes River–(TEH-behz) (n/river): Large river that flows from the Sheeonee Mountain range in Firenze, north toward the country of Wodell.

Temple to Wohden–(WOE-den) (n/place): National cathedral in Notting Thicket, Wodell where parishioners worship the god Wohden, the Dellish god of power and war. Also, where all royals are wed.

Trevor's Gorge–(n/place):

(1) A gorge south of Notting Thicket in Wodell that runs through a small, ancient mountain range (thus not high). It was formed by a narrow, but strong tributary that breaks off the Great Wohd River in Wodell.

(2) Also, the name of the large town situated at the west end of the gorge. This town is known for the making of sharp, but rich, goat's cheese that is renown throughout Triton.

a. Trevor cheese (n/food): Cheese from this region.

Triton–(n/place):

(1) The continent to the west of the Northlands and Southlands, and to the east of The Mystics. It is surrounded by the Green Sea to the east, the Triton Sea to the west, Seil Sea to the north and Fotiá Sea to the south. It consists of one large land mass about the size of Australia and one large island (Mar-el) to the northeast. Countries include Airen, The Enchantments, Firenze, Mar-el, Wodell and the city-state of the Go'Doan.

(2) (n/god): God of the sea, worshiped by Mar-el.

Triton Sea–(n/ocean): Body of water to the west of the continent of Triton.

Trusted Ones (The)–(n): The elite guard that is commissioned with the safety of the King and Queen of Firenze. Also known as "The Trusted."

Twilight Harbor–(n/place): Wharf/dock in Sky Bay, the capital city of Airen.

Westfork River–(n/river): Short, narrow river in the country of Airen running from a break in the great Dunleth Abhainn at the town of Kilcree Break. The Westfork River runs southwest to the Argyll Forest.

Wodell–(n/place): Country of Wodell situated at the northwest of the Triton mainland. Very fertile and green, consisting of mainly farmland, forests, hills, dells and moors.

Wynd–(pronounced like “to wind your way”) (n): A narrow, open-ended alley. Mostly a footpath and not used for carriages or horses, etc. Opposite of “close” [see above].

Zees–(people): A race of wanderers. Mostly in Wodell, but also some would travel around the westernmost border of Airen.

MONARCHS, ROYALTY, LIEUTENANTS, WITCHES, PRIESTS & CHARMED FOLK

AIREN

King Gallienus Laird

Wives:

Horatia

Cornelia

Domitia

Prince Trajan Laird (firstborn son, deceased)

Prince Cassius “Cass” Laird (Horse: Caelus)

Daughter:

Princess Aelia

Wife (deceased):

Liviana

Lieutenants:

Antonius “Tone”

Hadrian “Ian”

Macrinus “Mac”

Nero

Otho

Severus “Rus”

THE ENCHANTMENTS

Queen Ophelia (Horse: Midsummer)

Lieutenants:

Agnes

Julia

Lucinda

Melisse (mentor to Princess Elena; Horse: Fortune)

Princess Serena

Lieutenants:

Genia

Heloise

Mentor:

Darma

Princess Elena (Horse: Diana)

Lieutenants:

Hera; Lover: Rosehana "Rose"

Jasmine "Jazz"

Ward:

Theodora "Dora"

FIRENZE

King Mars Laches (Horse: Hephaestus)

Mother:

Queen Elpis

Father (deceased):

King Ares

Lieutenants (known as "The Trusted Ones"):

Lorenz, Captain of the Trusted; Wife: Nyx

Basil

Chu

Guard; Wife: Zosime

Kyril

Farah Magos (intended of Prince True of Wodell; Horse: Regina)

Sofia Magos (Mother of Farah, wife of G'Dor)

Faunus (Firenz warrior)

Saturn (Firenz warrior)

GO'DOAN

G'Aron "Aron" (born Baron), Go'En (High Priest)

G'Drey "Drey" "Teddy" (born Tedrey Swensson), Go'Ar (Missionary Priest)

G'Dor "Dor" (deceased; born Tabdor)

G'Fenn "Fenn" (born Fennley Trehurst), Go'En (High Priest)

G'Jell "Jell" (born Jellan), Go'En (High Priest)

G'Liam "Liam" (born William), Go'En (High Priest)

G'Nath "Nath" (born Nathan)

G'Ry [pronounced REE] "Ry" (born Henry), Go'En (High Priest)

G'Seph "Seph" (born Joseph), Go'En (High Priest)

G'Thom "Thom" (born Thomas), Go'En (High Priest), Legacy (father was a priest)

MAR-EL

King Aramus Nereus

Lieutenants:

Bondi “Bond”

Catedrais “Cat”

Navagio “Nav”

Nissi “Nis”

Oreti “Ore”

Tintagel “Tint”

Xi

Queen Ha-Lah

WODELL

King Wilmer Axelsson

Counsellor:

Henry Carrington

Queen Mercy Axelsson

Prince True Axelsson (Horse: Majesty)

Lieutenants:

Sir Alfie Henriksson

Sir Wallace “Wally”

Sir Luther

Sir Bram

Sir Florian

The Arbor

Lord Johan Mattson, Lord of the Arbor

Lady Vanka Mattson, Lady of the Arbor

Lady Silence Mattson, Countess of the Arbor (intended of King Mars; Horse: Epona)

FROM ACROSS THE GREEN SEA

Hawvale and Bellebryn

King Noctorno “Tor” Hawthorne

Queen Cora Hawthorne

Korwahk

Dax (King) Lahn

Dahksahna (Queen) Circe

Lunwyn

Frey Drakkar, Commander of Dragons

Sjofn “Finnie” Drakkar, Ice Princess [pronounced SEE-oh-ah-fin, also spelled Seoafin in the parallel universe]

Lord Apollo Ulfr
Lady Madeleine “Maddie” Ulfr

THE GREAT COVEN

Fern of Airen
Nandra of Firenze
Lena of Mar-el
Queen Ophelia of the Nadirii
Rebecca of Wodell

CHARMED FOLK

Gnomes

Baldrick (Grand Fell of the Gnomes of The Doors)
Galbdor (Gal)
Welbrix (Brix)

Mer

Jorie (King of the Mer)

Pixies

Glenda (Empress of The Pixies)
Mossy
Rocky
Timber
Twig
Web

Fairies

Áine (Fairy Spokeswoman of The Keeper of the Lights)

PRINCESS ELENA'S TAROT WITH MEANINGS

HIGH CARDS

- (1) Moon–(highest card): intuition, magic, womanhood, power
- (2) The Unicorn–(second highest card): magic, joy, change, serenity, fulfillment
- (3) Blood–(third highest card): fertility, family
- (4) The Star–(fourth highest card): hope, dreams; possible indication: dream reading may be needed
- (5) Mermaid–(fifth highest card): storms (in life or on earth), magic, revenge
- (6) Earth–(sixth highest card): work, toil, training, study

MIDDLING CARDS

- (1) Crow: second sight, reflection, magic, mystery; indication: meditate on your life
- (2) Dragon: fire, endings, power
- (3) Enlightened: free spirit, wisdom
- (4) Eros: love, sex, romantic liaison, sexual need; indication: seek a lover
- (5) Lovers: union, balance, harmony
- (6) Manticore: power, war, victory, battle
- (7) Pegasus: power, flight, astral travel, freedom
- (8) Phoenix: rebirth, transformation, renewal
- (9) Simpleton: recklessness, thoughtlessness, imprudence, inconsideration, gullibility, impulsiveness
- (10) Warrior: strength; indication: brace or prepare

The Omen Cards of The Middling Deck

- (11) Banshee: death of a loved one, colossal change in life as you know it
- (12) Siren: danger, betrayal, falsity

HUSHED CARDS

- (1) Athame: conduct ritual of the blood
- (2) Besom (broom): travel will happen, upcoming festival, ritual or ceremony
- (3) Chalice: conduct ritual of the wine
- (4) Cauldron: potion needed (deep magic)
- (5) Incense: cleansing needed
- (6) Mortar and Pestle: potion needed (light magic)
- (7) Pentacle: meditate, draw magic within
- (8) Stang (staff): beware, protection needed
- (9) Sword: prepare for strife
- (10) Wand: magic; indication: magic needed

GODS & GODDESSES

AIREN

Aurorus: Dawn God

Jupiter: Sky God

Lune: Moon and Night God

Sol: Sun God

Summanus: Thunder God

THE ENCHANTMENTS

Singular Deity: The Goddess

FIRENZE

The Grace: God/dess of love, lovers, positive energy (rose incense)

The Muse: God/dess of creativity, clear-headedness, elevation (amber incense)

The Spirit: God/dess of balance, enlightenment (cinnamon incense)

GO'DOAN

Go'Bedi: God of obedience

Go'Vicee: God of service

Go'Chas: God of faithfulness

Mar-el

Leuthea: Sea Goddess of Sailors in Distress

Medusa: Goddess of the Sea

Sirens: Demi-Gods of the Sea

Triton: God of the Sea

WODELL

Alabasta: Goddess of Earth and Wisdom

Gennara: Goddess of Magic and Protector of Charmed Folk

Wohden: Good of Power and War