



EGHOES OF EMPIRE TRILOGY GLOSSARY

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GLOSSARY OF TERMS

Ahm	Also referred to as disentropy, it is the energy created by all living things. It's most powerful source is the qua, the theorised centre of all creation.
Ahmsah	The collection of disentropic effects taught to scholars. It includes the various arcane formulae, as well as the perceptions used by scholars to see entropic and disentropic effects.
Ahmtesh	The fluid space of the ahm, which connects all things together. This is where the disembodied kaj dwell, as well as a space being accessible to pséjrah, or psé-masters, where mental communication is possible over vast distances.
Ahoujai	Medallions, amulets, or jewelry made from salt-forged steel and the sand from burned-out arcane mandalas. Used as protection from the effects of the ahmsah.
Aipsé	The no-mind taught to warrior-poets.
Aj	Small scale conflict, or fued.
Ajam	War, or large scale conflict.
Ajamentsût	War of the Long-Knife.
Amenankher	The Long Shadow, a pejorative name given to Amer-Mahjin by the people of Avānweh after the Scholar Wars.
Amenesqa	High Avān word meaning long wave. From amen (long) and esqa (wave). The traditional weapon of the Avān during the Petal Empire and the Awakened Empire. It is a long recurved sword, its name meaning 'the long wave', shaped like an elongated, flattened 's' from the pommel to the tip of the blade. The weapon has a long hilt and can be used either one handed or two handed.
Amer-Mahjin	The Deep (of the) Enlightened, the Deep (of the) Magi, or the Deep (of the) Wise, the Sēq cavern fortress built into World Blood Mountain.
Arbiter	A legal advocate and practitioner of the law. Generally works in conjunction with kherife, as the enforcers of the law.
Ashinahdi	A warrior of the elite-caste or royal-caste who has cut the ties to their Great House or Family, to pursue a course of action which might otherwise be contrary to the best interests of the family group. A person becomes an ashinahdi generally only after some great shame, or insult to the family, which the rules of sende would otherwise forbid. The separation from family exempts the greater family group from the consequences of the ashinahdi's actions.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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Aspect	Terrifying illusory manifestations that appear around a witch when they use their powers.
Asrahn	The highest ranking rahn in Shrīan, elected through the process of Accession, held every five years in Avānweh.
Avāndhim	The first generation of the Avān to be created in the Torque Spindles of Avānisse, on the isle of Castavān.
Avānweh	The political capital of the Shrīanese Federation. Under the governance of Sayf-Ajomandyan of the Nāsiré.
Awakening	The process whereby a person is given the potential to connect with the consciousness and power of Īa, as well as gaining the ability to access the unbroken line of their Ancestors in living memory. An Awakened rahn is able to affect the weather, see and hear vast distances, increase the speed crops grow, see through the eyes of birds and beasts, etc in their Prefecture. The process is solidified, and made stable, through the drinking of the Water of Life in the Communion Ritual, and the process of Unity.
Blade Master	A weapons instructor, subordinate to a Poet Master in skill and training.
Canto	The vocalization of a scholar's formula, used to create an arcane effect.
Catechism	The governing body of the witches, represented by the Mother Superiors and Father Superiors of the various covens. The Catechism works closely with the ruling class of the Golden Kingdom of Manté, and is reputed to have significant influence in setting policy across the Human nations of the Iron League.
Dai	A warrior.
Daikajé	Travelling warrior-ascetics, thinkers and monks of the various orders of philosophy across South Eastern Īa.
Daimahjin	A warrior-mage who is no longer a member of the Order that trained them. Such people have been released from service and given the freedom to exercise their skills on behalf of suitable employers, though are forbidden to pass on their teachings to others. Most are also highly sought after nahdi.
Daul	An esoteric pain amplifier and concussion weapon favoured by Sēq Inquisitors.
Dhar Gsenni	From the High Avan term for the good of all, the Dhar Gsenni are an ancient sect of Ilhennim that work within the Sēq.
Dilemma Box	A complex metaphysical puzzle box, used to bind elementals and other spirits.



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EGHOES OF EMPIRE TRILOGY GLOSSARY

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GLOSSARY OF TERMS

Dionesqa	High Avān word meaning 1great wave.1 From dion (great) and esqa (wave). The name for the Pashrean and Shriānese recurved double-handed sword. It is a rare weapon, generally used by select members of the heavy infantry trained in its use.
Disentropic Stain	The discoloration of an Ilhennim’s aura as the result of their training.
Disentropy	The power of creation, manipulated by scholars using the formulae of the ahmsah, or by witches using their own arcanum. The use of disentropy is known to cause rapid decay of those materials that it comes in contact with, including living flesh. Metals that decay slowly are generally used in the construction of arcane devices powered by disentropy.
Drear, the	The darkest and most malign depths and reaches of the ahmtesh. Source of dark desires and dreams, as well as the dwelling place of ancient beings from the old world. A place where one forgets all the good things about themselves, and sees only the dark, bitter, melancholy that pooled in the most hidden depths of the soul.
Ebrim	Nomads who take artificial simulacra in which to interact with the world.
Ephael	The purest of the Nomads, who exist as pure spirit.
Ephem	Nomads who symbiotically with a host.
Erebon-sûk	The Stallion School of warrior-poetry from Erebus Prefecture. Currently under the governance of Master Delfyne of the Zam’Haja.
Eshim	Nomads who take possession of others against their will.; the ephim, who live symbiotically with a host; the ebrim, like Sassomon-Omen, who took artificial simulacra in which to interact with the world; then there were the ephael, who took no hosts at all.
Esoteric Doctrines	Various schools that articulate how the Ilhennim perceive and stimulate natural energy to supernatural outcomes.
Exalted Name	Famous people who have gained a name, epithet, or other title as the result of their actions.
Extrinsic Precept	Within the Esoteric Doctrines, a method of mysticism that uses external forces as a conduit. The method has little restraint, or control, and is not as reliable as the Intrinsic Precept.
Feigning	The process whereby new individuals, or a small group of powerful beings, are created by consuming the essence of a thing, or things, in a Torque Spindle.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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Feigning Egg	The gestational crystal required by a unique and powerful product of a Feigning to mature. Simulates the womb, and allows for the merging of the various elements used to create the new life.
Font, the	Central point from which the ahm flows. Theorised by scholars to be the centre of all the worlds in space and time. Some scholars have posited that the Font is not a point, but a long axle around which an almost infinite number of worlds exist.
Formulae	The calculations scholars use to cause an arcane effect in the world around them.
Gnostic Assassins	A group of highly trained assassins of Mar am'a Din, the mountain range separating Shriān and Pashrea. Highly sought after as killers for hite, the Gnostic Assassins are taught a series of physical, mental, and other disciplines which makes them formidable spies and killers. Also known as the Ishahayans.
Grieve, the	Also known as the Erebon-sûk.
Habron-sûk	The Heron School of warrior-poets of Avānweh. Currently under the governance of Master Nirén.
Hex	The method for witches to cause an arcane effect.
Houreh	Versatile entertainer companions.
Human	Also referred to as the Starborn, the Humans are the predominant power behind the Iron League. Once the vassals of the Seethe, then the Avān, the Humans were the architects of the Insurrection which saw the end of the Awakened Empire.
Huqdi	From the High Avān term, street dog. The huqdi are generally common bravos, freebooters and soldiers of fortune, sometimes criminals, without the sense of professional ethics of a nahdi.
Ilhennim	The illuminated, a general term used to describe the various types of mystic.
Intrinsic Precept	Within the Esoteric Doctrines, the way power is channelled, focussed, and exercised from within. Based on the repeatable, predictable effects of formulae.
Isenandar	The Pillars of Sand. Formerly the greatest academy of learning for scholars.
Ishahayans	Gnostic Assassins.
Jhah	High Avān word for Master.
Jhi	The stigma. A physical manifestation known to have appeared in the most powerful of the ancient Scholars and witches.



ECHOES OF EMPIRE TRILOGY GLOSSARY

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Jombe	Tau-se warrior who has chosen to travel beyond the protection and guidelines of their tribe. Generally outcasts who have committed crimes of honour, in search of redemption.
Jûresqa	High Avān word meaning 1short wave.1 From jûr (short) and esqa (wave). The name for the Pashrean and Shrīanese recurved short sword.
Kaj	High Avān word for soul.
Kaj-adept	A scholar who has mastered a suite of complex spiritual disciplines.
Kajari	Soulblade, as used by some Sēq Masters who have attained the level of insight and power to create one. A kajari has no blade in its passive form, the blade being created as a manifestation of the scholar’s soul, harnessed and focused by their mind.
Kaj-jhah	A Sēq, or other Ilhennim, who has died and returned to life, bringing back with them the memory of how to climb the ladder of their consciousness and interact in the ahm. A kaj-adept is also able to speak with Nomads, as well as perceive Nomads who have not manifested a physical body, or who inhabit a simulacrum of some kind.
Kanbōjé	‘the falling sapling’, is a two handed maul. Usually made of wood, or iron, it is covered in thick stubs or spikes.
Karia, the	The elite military force of Mediin, comprised of both living and Nomad warrior-poets, warrior-mages and other soldiers.
Kherife	An enforcer of the law.
Khopesh	The long Tau-se sickle sword.
Kirion	A rare metal smelted from meteors, also called star metal. It is usually black in colour, shot through with a rainbow hue when seen in direct sunlight.
Krysesqa	High Avān word meaning 1quick wave.1 From kryś (quick) and esqa (wave). The name for the Pashrean and Shrīanese recurved long-knife.
Lament, the	Also referred to as the Nāsé-sûk, or the Phoenix School of warrior-poets, from Narsis in Nāsarat Prefecture. Currently under the governance of Master Bensaharēn of the Nāsarin.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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Lore-Master	A mystic who has been appointed to a Great House or Family as advisor to a mahj, rahn or sayf. Traditionally Lore-Masters have been members of the Sēq Order of Scholars, though it is not unheard of for Zienni Scholars, Nilvedic Scholars or witches to assume the role.
Magistratum	Senior officials who represent the holistic interests of the Crown and State, led by the various Officers Marshall. The Magistratum is a neutral body, with a number of portfolios created to represent the common good, each managed by a senior officer. Examples of portfolios in the Magistratum include education, law, the military, finance, trade, etc.
Mahj	An Awakened emperor, generally one who is a fully trained Sēq Scholar. The last Mahj was Mahj-Nāsarat fe Malde-ran, currently known as the Empress-in-Shadows, in Mediin.
Mahjin	Title or honorific given to one of the Ilhennim.
Mahjirahn	A rahn who is also a trained mystic. These were quite common in the Awakened Empire where the Mahj was also a fully trained scholar, generally of the Sēq Order.
Mahsayf	A Coven trained witch who is the leader of a Family. When the Great Houses were formed, they were also referred to as Mahrahn.
Mahsojhin	The great university of the witches in Avānweh. Closed by the Sēq at the end of the Scholar Wars, then reopened again by Corajidin.
Maladhoring	The arcane language of the Elemental Masters.
Marmûn	The elite warriors of the Rōmarq and Bey Prefecture. Most are graduates of the Marmûk-sûk.
Marmûn-sûk	The Marsh Hawk School of warrior-poets, from Bey Prefecture. Currently under the governance of Master Indera.
Marsh puppeteer	Also known as malegangers. A parasitic species from the Drear that virtually kills its host, then takes control of it. Malegangers share a hive mind, and a collective consciousness. What one knows, all know.
Master of Arms	The highest ranking military officer and strategist in a Great House or Family.
Master of Assassins	The commander of the assassins assigned to a Great House, or Family. This role will include the responsibilities of the Master of Spies.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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Master of Spies	The commander of the spies assigned to a Great House, or Family. Generally used when a House or Family does not usually have assassins in their permanent employ.
Master of the Fleet	The highest ranking naval officer of a Great House, or Family.
Master of the House	The role of managing all the financial , mercantile and other administrative tasks required to run a Great House, or Family. Quite often the role is also that of Secretary to a rahn, or sayf. Sometimes the role also assumes the responsibilities of a rajir.
Nahdi	From the High Avān word meaning iron dog, a nahdi is the name for a mercenary or other professional soldier unaffiliated with a Great House or Family. Nahdi generally operate with a strict code of professional ethics.
Nāsé-sûk	Also known as the Lament.
Nayu-adept	A scholar who has mastered a suite of complex physical disciplines.
Nemhoureh	Gold Companion of the House of Pearl. A prized courtesan and entertainer who engages only with the upper castes and the most affluent members of society.
Nilvedic, the	An order of scholars famed for their expertise as healers, herbalists, and alchemists. Known for their dark yellow robes, they are not a militant order.
Nomad	The Avān term for the undead.
Officers Marshall	The most senior officials in the Magistratum. Some are representatives from the Hundred Families or the Great Houses, though many are representatives from the merchant-caste, warrior-caste or the freehold-caste which includes artisans, farmers and other trades people.
Pah	High Avān word for the child of a rahn.
Pahavān	The highest ranking members of the Avān in a country where there are no Awakened rahns.
Pillars of Sand	See Isenandar.
Poet Master	The head of a Poet Master academy, teaching the ancient arts of the warrior-poet.
Prefect	The appointed ruler of a city. A Prefect is always a rahn, or a sayf, where the title is inherited. Where a Great House or Family is Exiled, or otherwise removed from the roles, a new Prefect from a different Family will be appointed.
Psé	High Avān word for mind.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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GLOSSARY OF TERMS

Psé-adept	A scholar who has mastered a suite of complex mental disciplines.
Pséd	A field of study in the Esoteric Doctrines which focuses on mentalism, reputed to have been taught in the lost university of Khenempûr.
Psédari	High Avān word meaning mind blade. From psé (mind) and dari (blade). Used by some Sēq Knights and Sēq Masters who have the skills and disciplines for creating such weapons. A psédari can only be wielded by the person who made it.
Pséja	The marriage of minds, used by mystics to work in concert and maximise effectiveness.
Qua	Also referred to as the Font.
Rahn	Leader of one of the Great Houses. A member of the Royal-caste.
Rajir	Closest advisor to a rahn, or sayf. Usually a Lore Master, Master of Arms, Master of Spies or other senior officer in a household.
Sahai	High Avān word for teacher.
Saidani-sûk	The Four Swords warrior-poet academy of Sûn Prefecture. Currently under the governance of Master Jarrah.
Sayf	Leader of one of the Hundred Families. A member of the Elite-caste.
Sende	The collection of policies, codes, measures, and other behaviors that the Avān use to regulate their social interactions.
Sēq, the	Scholastic order that teaches a combination of physical, mental and spiritual disciplines.
Serill	The drake fired glass of the Seethe. Serill is lighter and harder than steel and can be made into almost any shape. Often coloured, serill is popular with the Seethe in the making of armour and weapons.
Shamshir	The typical weapon of the Avān. It is a long, single edged curved weapon with a hilt long enough to use in either one or two hands.
Shan	The unofficial title used by the heads of influential tribes or clans. Generally used by the mountain peoples of the Mar Jihara, the Mar Ejir, the Mar Siliin, the Mar am'a Din, and the Mar Shalon. It is also sometimes used by affluent families with a military tradition.
Soul Trader	Nomads, though sometimes living beings, who harvest the souls of the dead in order to sell them to others.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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GLOSSARY OF TERMS

Starborn	Humans.
Sûk	A school.
Sût	High Avān word meaning knife.
Teshri	The government leaders, representatives of the Crown and State. Members of the Teshri are sayfs and rahns, though senior members of influential consortiums are also appointed such the leaders of the House of Pearl, the Banker's House, the Mercantile Guild, Alchemists Guild, etc.
Unity	The process whereby an Awakened rahn travels their prefecture, communing with the consciousness of Īa. Successful Unity provides the Awakened rahn with the ability to share, harness and leverage from the vast natural forces of Īa.
Vayen-sûk	The Lotus School of the warrior-poets, from Myr in Selassin Prefecture. Currently under the governance of Master Tarshin.
Warrior-poet	Arguably the most dangerous weapon masters in the world, a warrior-poet is trained in various weapons, strategies, unarmed combat and military history and philosophy. They are also trained in the creative arts of writing, poetry, painting, sculpting, etc as a means to off-set the violence of their core teaching and to gain an understanding of the value of life. A warrior-poet lives according to the tenet 1the one will fight, so the many do not have to.1 Once trained, they are contracted out as body guards, champions and military leaders to the Great Houses, the Families, and to the various large syndicates such as the Mercantile Guild, the Bankers House, the House of Pearl, etc. The Feyassin, the personal guard of the Mahj (or the Asrahn, in the case of the Shrīanese Federation) are entirely comprised of warrior-poets from the various schools.
Water of Life	Also known as the World Blood, the Water of Life is a rare and vital source of water, enriched with a high content of disentropy from where it has flowed through areas where the border between the physical world of Īa, and the ahmtesh, are tenuous.
Witch	The first group of the Ilhennim, mystics who are able to harness a vast array of natural forces to affect a supernatural outcome. A more dangerous, and less predictable, set of practices than those used by scholars. The first scholastic orders were created by witches.
Witchfire	A natural ore with the mineral properties to more effective channel disentropy, without being destroyed in the process. Often alloyed with kirion for greater strength, though can be alloyed with other metals.



EGHOES OF EMPIRE TRILOGY GLOSSARY

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Zienni, the

An order of scholars that focuses upon mental discipline, and philosophy. They are capable practitioners of unarmed combat, though tend not engage in violence. Known by their grey over-robos. Also known as the Wandering Order.