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Ghe Sword Sundergost: from the fertile mind of Alexander (Darshall comes a complex world of Gods, legends, dragons, ancient evil and unlikely heroes...

Ghe Great Worm groaned,
Great will be the deeds
Of this Sword, and it will serve with
strength
Ghe sovereignty of men, even thy
Line of long-awaited lords in time—
But its greatest deed will be in the
Service of Dragons...

Ryna is born to greatness, but she doesn't know it. When a giant warrior arrives in the kingdom of Restonia, bringing with him horrifying evil, her life is changed forever. Her destiny leads her all the way to the dark island of Wormstone, and to the Jewel Sterreth, to the peril of all who live in the wide realms of Gandria...

The Children of Tara: Syra the fiery-haired, full of passion but poisoned by evil: and Arime, naive and impulsive, driven by youth. Into their world steps Tarazion, a mighty Terald of Raendu, whose dreams made the world. Realms will rise or fall based on the decisions made by these children — and in the East awaits the greatest challenge of all...

On the isle of Wormstone stands the Citadel of the Four Winds, concealing a living darkness which threatens to give Dare-kor, leader of the (Dorndred, power over the souls of all who dwell in Gandria. The heir to the Figh Throne wanders witless in wild places — but the great Golden Blade, the Sword Sundergost, needs to find its way to the final confrontation with what lies beneath Wormstone...

For lovers of J. R. R. Tolkien, C. S. Lewis, Ursula K. Le Guin and epic fantasy on a grand scale, **Ghe Sword** Sundergost is available in one giant volume for the first time. And now, for free, comes this lavishly illustrated e-book to give you a glimpse into the wide world of Gandria – from the mighty mountains of the Penning to the deserts of Gurgal: from the heroic and tragic Valkurn to the twisted and burned Dare-kor; from ancient and powerful gemstones to the Sword Sundergost itself, herein are many windows into the imagination of Alexander (Darshall.

-Grant P. Nudson, editor

(Don't miss the maps starting on page 92!)



Agrator: the greatest of seven fireswords made in the deeps of time by Komishnimar the Firesmith, and borne in war through the ages by the royal houses of Gurgal, its blade is coated with a fine oil which ignites when a spark is struck by it and burns as it fights.

Aladron: Prince of Silverian, who with Valkurn drove out the evil armies from Silverian and the (Diddle Lands and threw down the Serpent Gower, riding before a Crimson Company of knights dedicated to the battle against evil.

Alagar: daughter of the King of Valadria, fell in love with and wedded Lisaean, son of Ravena, in the green hills of Oiria in 1276, who, returning to Oiria from Garthos in Restonia, was waylaid by a mighty force of creatures of the Underdarkness, and, becoming lost and separated, perished soon after giving birth to Ryna.

Agrator



Alathosa: a wide harbour also known as the Port of Gara, above which stand the ħigh ħouses.

Alca: son of helca II and Gurinshaeal, During the reign of Alca (1034-1060) Gurgal invaded the (Diddle Lands, but was swiftly repelled, largely through Alca's own valiant efforts. He disguised himself and travelled throughout the (Diddle Lands, uniting their kingdoms against Gurgal, Alca died soon after the final victory against Gurgal.

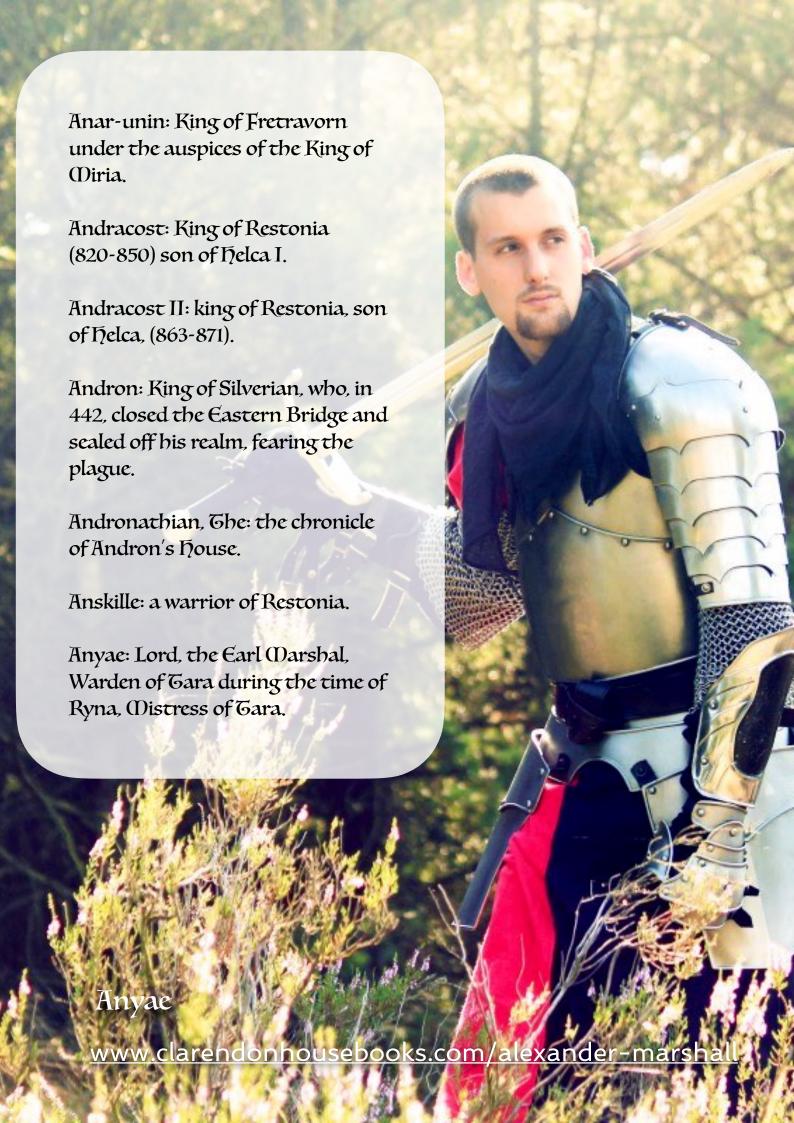
Aleria: steed of Cundria.

Alina: companion of Ryna as a child.

Alnacost the Gall: (905-969) king of Restonia and Warden of Shand, father of Bellacost I.

Alween: daughter of Golly, she was the beloved of Bralwain of Sheft, also known as Nawn the Swordbearer.

Amrath: a trader in (Diria, in the region of Remskillieth.



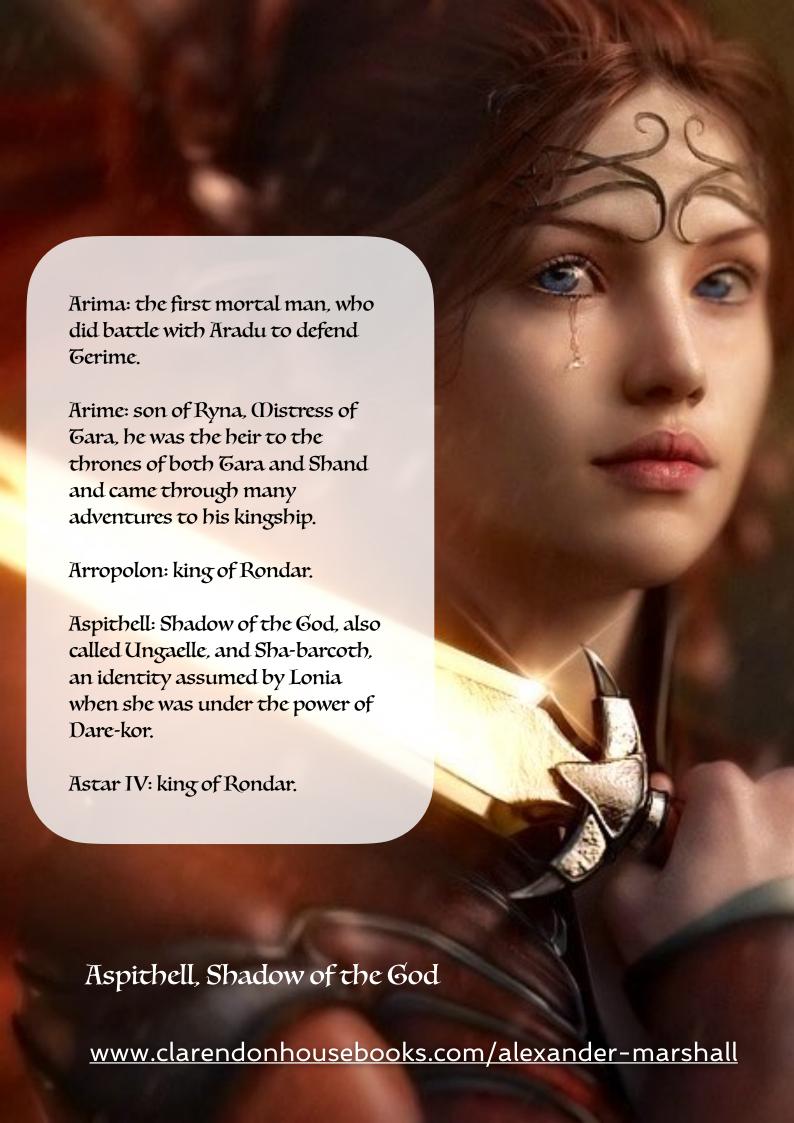


Aradu: the Shadow, Disturber of the Dream, so-called God of Evil, he who stole a fragment of the Staff of Life and named it the Wand of Winter: he drew dragons to the surface from the Underworld and tried to corrupt the first mortals. The was banished from the world of the Dream, but, clinging onto it, was driven into the Northern Wastes, where he became the father of Uneos and Arata Gon-runin.

Arasha: third wife of Aradu, follower of Nilnie, thrown by Aradu into a frozen dungeon, she eventually bore to him the beautiful child Uneos.

Arata Ashael: Lord of Demons, Gon-runin the Usurper, the Serpent King, brother of Uneos, he betrayed (Dalamirne and poisoned the Redellan, with the aid of Valasne, handmaiden of Kaela. Uneos fought Arata and was thrice wounded and died.

Arazon the Golden-handed: forger of (Dingost, from which came Sundergost, he also found Sterreth, called the Jewel of Arazon, hidden beneath the earth.



B

Baladac: Prince of Gurgal, son of Ranatar, he usurped the imperial throne of Gurgal and was ready to conquer all the western lands but for the intervention of both Arime with the Sword Sundergost and the return of his brother Galatar, rightful emperor of Gurgal.

Balar: the Giant, a rogue warrior of Gurgal, who marauded through the Woodland Waste south of Remskillieth until Bron defeated him in battle.

Baladac, Prince of Gurgal

Balladin: warrior of Restonia, member of the second Crimson Company, slain by an arrow in the night when ambushed by (Daedris of Valadria.

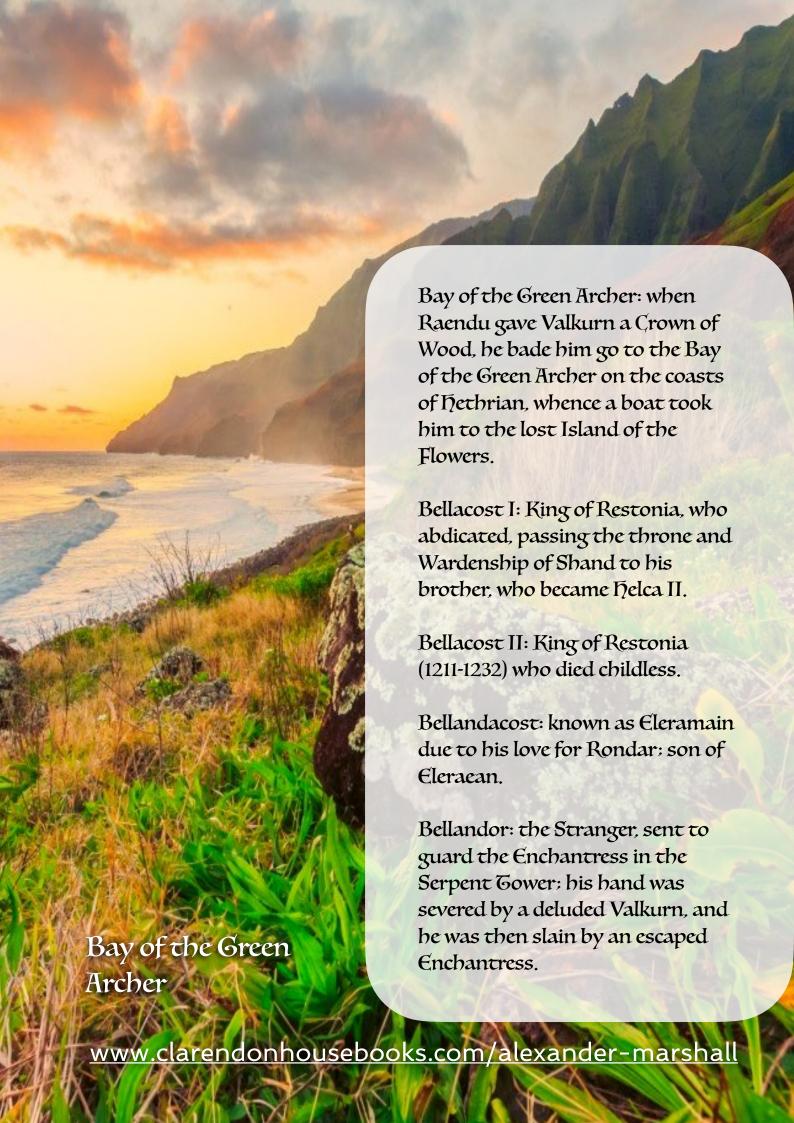
Ballax: steed of Galatar.

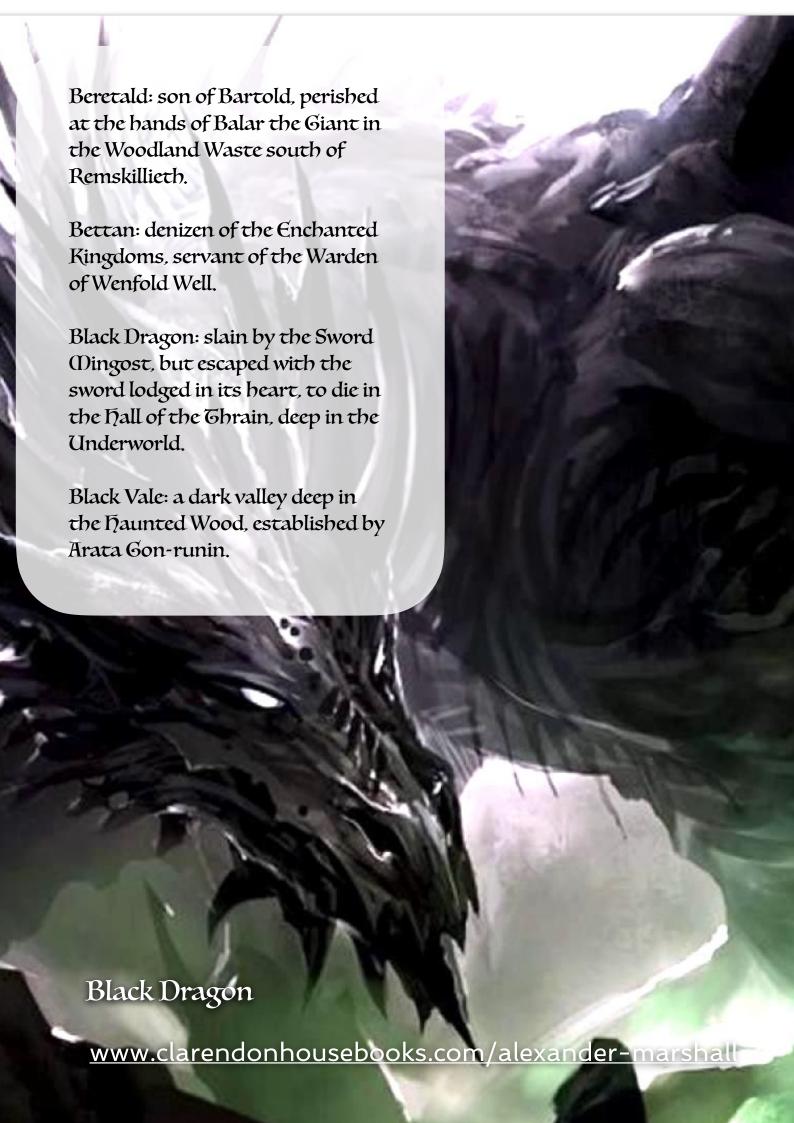
Barragath: the Smith, companion of Ryna, member of the second Crimson Company, who was for a while Warden of Gara but who went to dwell in Rondar.

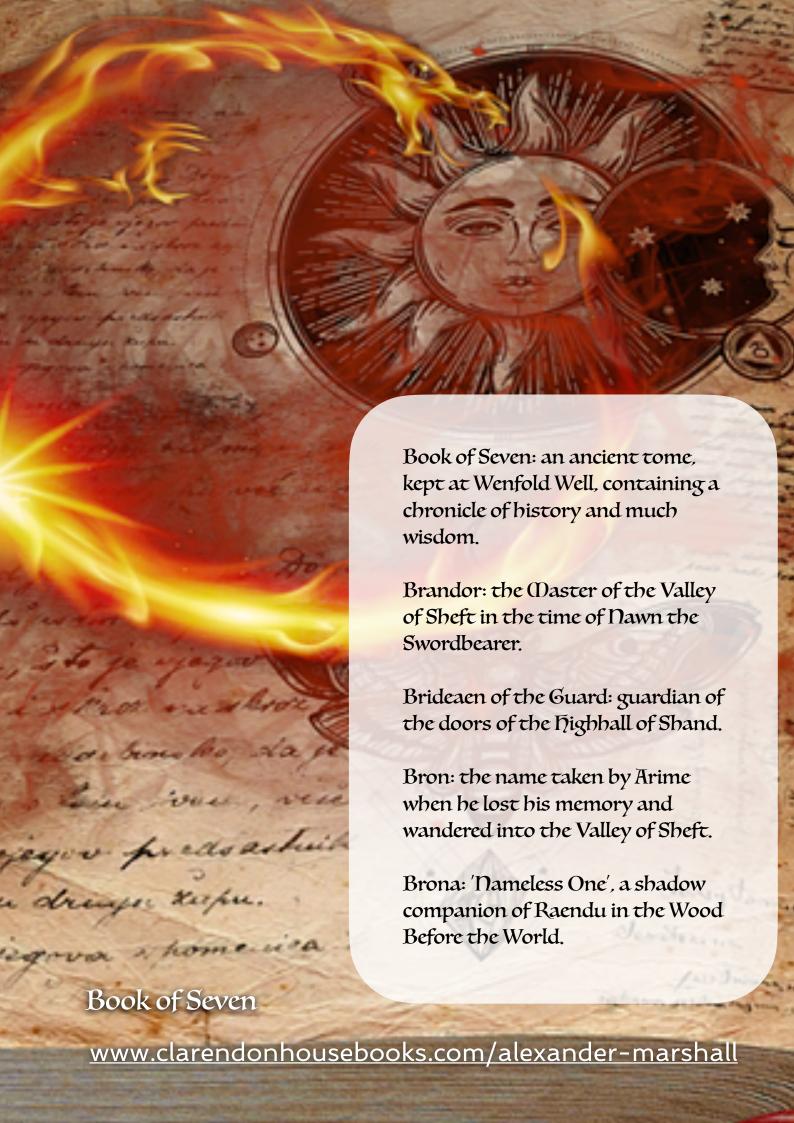
Bartold: innkeeper of Remskillieth, whose son Beretald perished at the hands of Balar the Giant in the Woodland Waste south of Remskillieth.

Battle of the Free: the great conflict in which (Dallakurn, Lord of Vampires, challenged Valkurn the Great, and the ħigh King finally fell, wounded to the death by the evil spirit of his son, even as Sundergost banished that spirit from the world,

Barragath the Smith









Carthogs: the Ninth Race, Shadowed (Den, beast-men whose senses were enhanced like those of an animal to scent any life even in the pitch of night; remnants of a dark race created by Aradu in the Underworld long ago, they do not speak with words.

Cavern of Oyriad Lights: an enchanted cavern deep beneath the Land of Stars in the east.

Citadel of the Four Winds: an immense fortress on the island of Wormstone, home of the Oorndred.

Cloak of Shadows: created in Chalamirne long ago, it hides its wearer and protects him from harm.

Colomain: red-haired prince of Rondar, member of the second Crimson Company.

Citadel of the Four Winds



Companions of the Wood: also called Wanderers and Strangers, these are the remnant of the folk of (Dalamirne, who came to dwell in Vildon and then in the secret places of Kirratamon and the Western Wild.

Cracked Ghorn: the name given to the twin peaks of the mountain of Ghorondimar in Gurgal.

Crimson Company: the first was formed long ago by the ħigh King Valkurn in the golden age of Shand, a company of knights and warriors from the Four Kingdoms; the second was a troop of adventurers formed by ħelca IV to aid Ryna in her quest.

Crown of the Wood: a crown carven from wood in the Kirratamon, presented to Valkurn on his quest to find the Sword (Dingos by Raendu.

Gundria of Valadria: a tall, whitehaired woman warrior who answered ħelca's call for knights for the Crimson Company and later became the wife of Galatar of Gurgal.

Curinshaeal: lady of the Wanderers, who wed ħelca II and dwelt near the old mill of Ђarthos, where she gave birth to ħelca III.



Damielle: son of Reskille, lord of Restonia.

Dare-kor the Destroyer: he worshipped Arata Gon-runin and became the leader of the (Dorndred, calling himself Dragonlord as he enchanted the Ghird Drake and used its blood to extend his life.

Dark Circle: (see (Dorndred).

Dark Isles: islands to the east, lying in the North Sea, home of the Reavers and Wildweards and the remnants of the Carthogs: chief of the islands is Wormstone, where lies the Citadel of the Four Winds, home of the Oorndred.

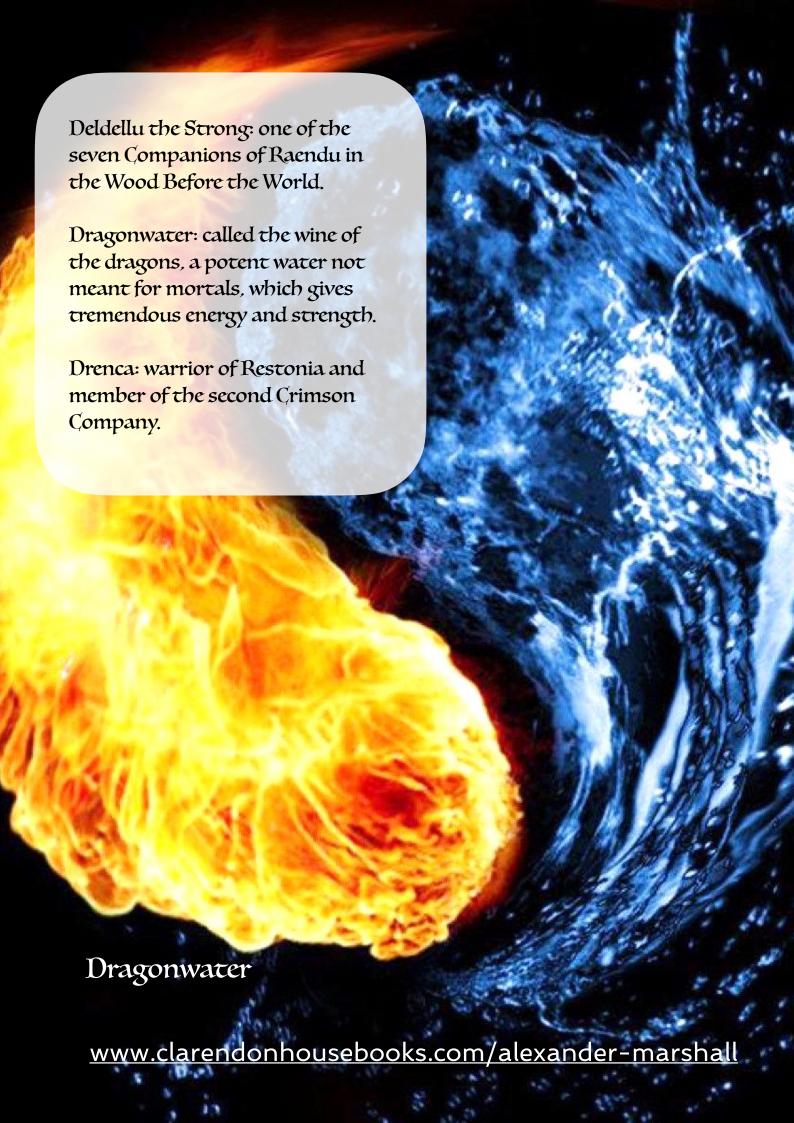
Dare-kor the Destroyer



Dark Winter: in 405, a terrible winter struck the North and spread throughout the West, freezing the land down to the Guardian Mountains: Valasne the Enchantress had found the Palace of Ice and acquired there the broken Wand of Winter, that was made from a splinter from the Staff of Life, and with it she had frozen all the North, decimating Vildon so that, of its kingdoms of Lifdell, Nimonmoor, husbgold and Sushsilver were left only Winterwood and Fawnsnow. The people of Vildon were scattered and became known as Wanderers or Strangers. Valasne overran Shand with the aid of Arata and the Gurgal hordes from the east. The Nall of Raendu in Elvale was thrown down, leaving only three pillars standing.

Dawn Gower: also called the Gower of Serpents, where Valasne the Enchantress was locked after the Dark Winter, and where she created the Gwisted (Dirror as a perversion of the (Dirror of Kaela.)

Dawn Gower





Emperor's Guard: a loyal regiment of warriors sworn to serve the Emperor of Gurgal.

Enchanted Kingdoms: fleeing the

Enchanted Kingdoms: fleeing the disaster of (Dalamirne, folk settled in Vildon in the North and established the realms of hushgold, Sushsilver, Lifdell and Nimonmoor, as well as the great realm of Kirratamon in the Wood of Seven. Retaining some of the power and wisdom of the fallen lands, they were known as the Enchanted Kingdoms until they fell into a deep winter, frozen by Valasne the Enchantress using the Wand of Winter.

Enchantress Valasne: the Serpent Queen, handmaiden of Kaela, self-declared Queen of the World, she used the Wand of Winter which she had found in the Palace of Ice to freeze the North until she was imprisoned in the Serpent Gower, and later slain by Valkurn with Sundergost.

Enchantress Valasne

Estea: exiled queen of Sushsilver, wife of Vorandor.

Estran the Strongheart: Derald of Raendu, Child of the Dountain, Rider of Unicorns, Dweller in the Deep, who journeyed through the bright realm of Starland in the distant East, and recovered Gulinol and the Sword Dingost from the ruins under the sea, and aided Valkurn in his conquering of the evil of the world, he it was who, in a vision passed the Dantle of the Deralds to Daranain of Rondar.

Eye of Deldellu: a mighty stone with a hole, which marks the entrance to the valley of Wenfold Well.

Eye of Gon-runin: (see Sterreth).

Estran the Strongheart

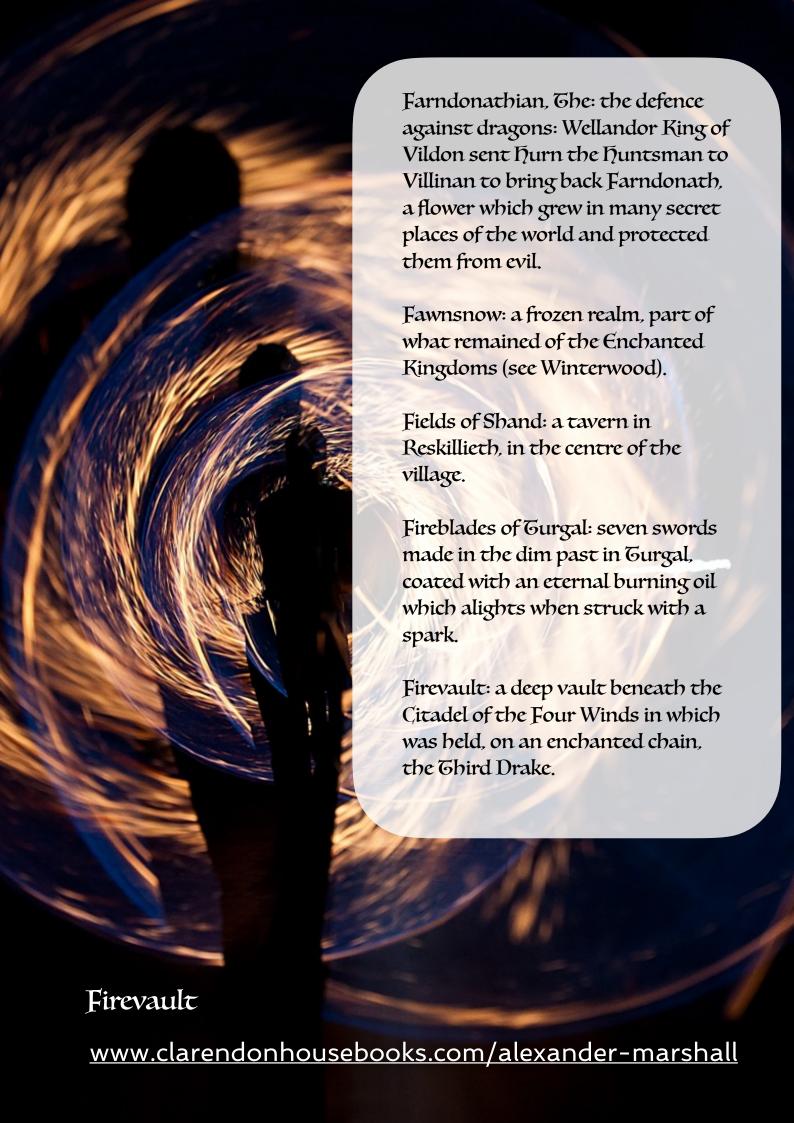


Fall of (Dalamirne: the Cataclysm known as the Westbane: when Kaela sought Uneos and the Throne of Flowers sat empty, Surastor Igrignor, Dragonlord, declared himself Lord of (Dalamirne, and proclaimed Arata Ashael Gon-runin, King of the World: he sat upon the Ghrone of Flowers, and it wilted beneath him. Great beasts which had arisen from the Rifts in the land roamed across the hills and waters doing great evil. Kaela sought out and confronted Aradu with her (Dirror. and the Lands were split: (Dalamirne sank into the dragons' realm below, and the seas swallowed all

Falls of Garthos: falls in the river Garthos, where stands a water mill.

Farndonath: called Dragonsbane, but dragons are not so easily slain: they respect the flower and will not burn or devour it; it has many life-giving properties.





Firstpeace: between the years 300 and 400, Shand and the Enchanted Kingdoms prevented the rise of any evil powers in the (Diddle Lands, which enabled Shand to explore and establish provinces from Fretravorn in the west to Gara and the islands of the east; this was the time when the Great Waste was fortified and Nesandor built the Fall of Raendu in Vildon.

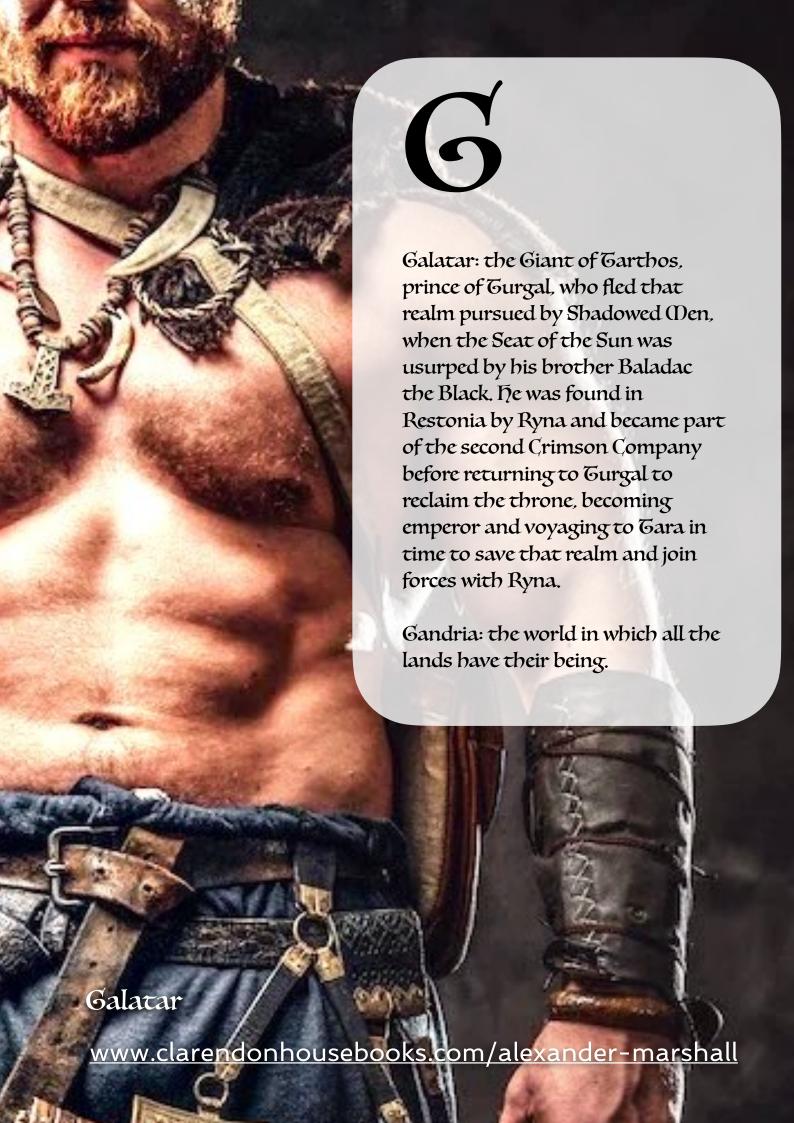
Forest Lodge: a dwelling in northern Gara where Arime went as a child, in the woods at the end of the mountains that folk from the Pigh Pouses sometimes used in the winter. A family of farmers dwelt there in spring and summer.

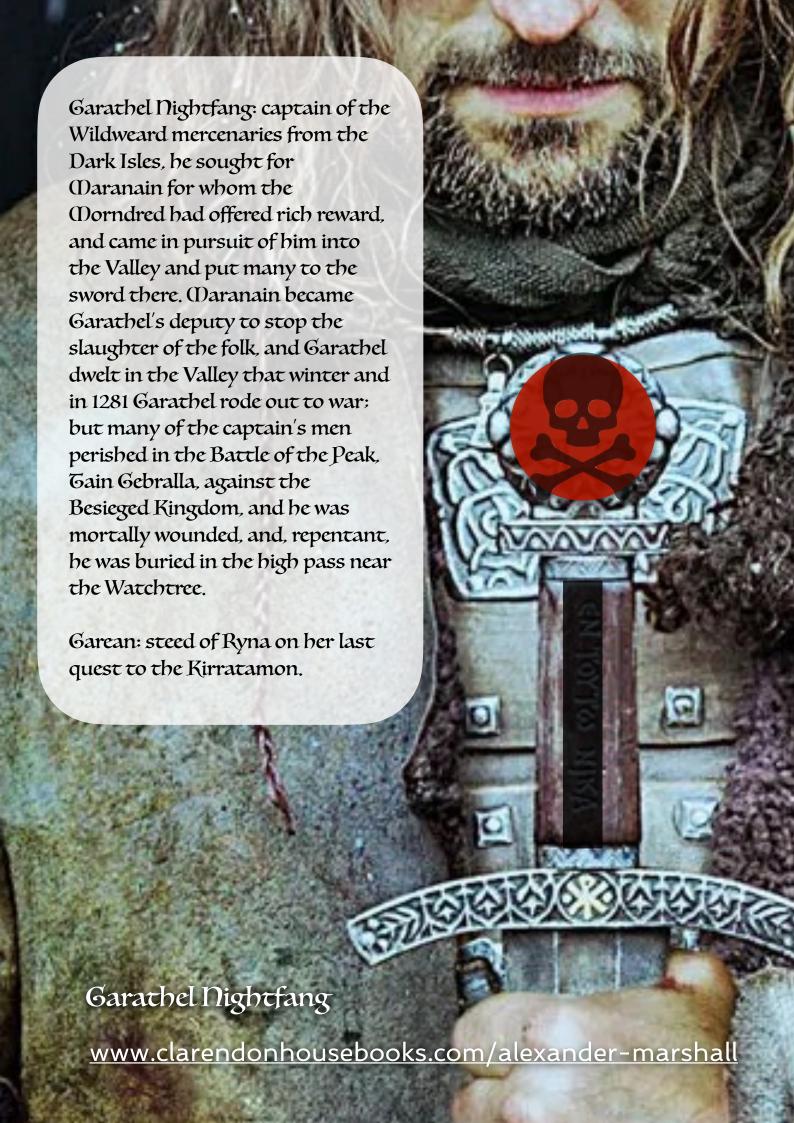
Fountain at the Deart of the Wood Before the World: created by Raendu's Father, the Fountain eternally puts forth the water of grace and forgiveness.

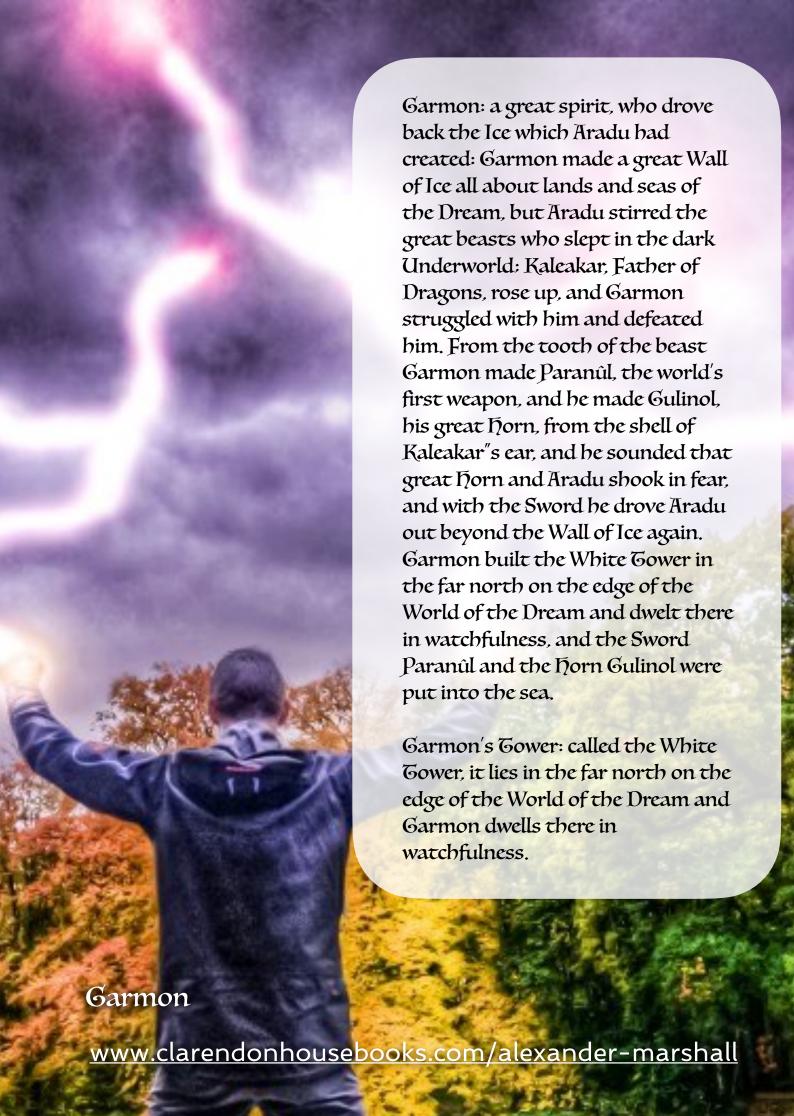
Four Kingdoms, The: see Shand.

Fretravorn: a vast area in the distant west, beyond the Great Western Waste.

Fountain at the Deart of the Wood Before the World







Garthia: one of the realms of the (Diddle Lands which for a while was a major power but which fell under the influence of Valasne the Enchantress.

Gate, The: created by Raendu's Father in the wall around the world, it is also known as the Gate of Death.

Giant of Garthos: the name given to Galatar of Gurgal when he was found by the mill of Garthos in Restonia.

Glade of the Seven Statues: a place of great enchantment in the Naunted Wood, close by the Black Vale. Nere came Queen Valadria, mother of Valkurn the Great: here came Valkurn himself, seeking her, but meeting instead Raendu himself, who gave him a crown of wood: here came Alagar, who close by became the mother of Ryna, who was there found by the Companions of the Wood.

Gladrae: Keeper of Forest Lodge in Gara.

Glade of the Seven Statues



Gogaver: leader of the folk descended from a people cursed by Solver in ages past, who lived by the Place of the Sleeping Flower, Uagoro-vogatar, the Source of Blood, where they killed travellers until confronted by Bron with Sundergost.

Golden Knoll: a stone blessed by Vorandor in the Valley of Sheft, by the Pool of Kaela there.

Golden Age of Shand: 470 to 1261, also known as the Secondpeace, as is told in (Dederothanian, the Gale of the Seven Clans; Andronathian, Gale of Andron's House; and the Gale of the Alliance of Jewel, Crown and Sceptre.

Golden Grown of Shand: the crown worn by Arime when he claimed the Ŋigh Kingship of the Four Kingdoms.

Great Ice: the ice of the Far North, where Arasha dwelt.

Golden Knoll

Great Ones: those who walked in the Wood Before the World: Raendu the Dreamer: Kaela the Beautiful, Lady of Flowers: Raelle, the Green Rider; Deldellu the Strong, Salmanar the Swift: Nilnie of the Shadows, and he who is not named. Raendu's brother who broke the Staff of Life.

Great (Darshes: a large swampland where many rivers come together by the sea near the Pass of the South.

Great Wall: a mighty rampart of earth built in the days of (Dalamirne, lying in the distant west and fencing off the wild lands of Fretravorn.

wilderness, sometimes called the Great Western Wood, where few folk went, but where some of the dwelt.

Great Western Wild: a vast area of remnants of the folk of Walamirne

Great Western Wild



Great Winter: the winter that descended upon the North when the Enchantress Valasne used the Wand of Winter to freeze the Enchanted Kingdoms, ending the Firstpeace of Shand.

Green Door: the entrance to the Underworld, near Wenfold Well in the Guardian Mountains.

Green Lady: Raelle, the Green Rider, one of the Great Ones, whom it is said accompanied Ryna on her final quest to rid herself of the Jewel Sterreth.

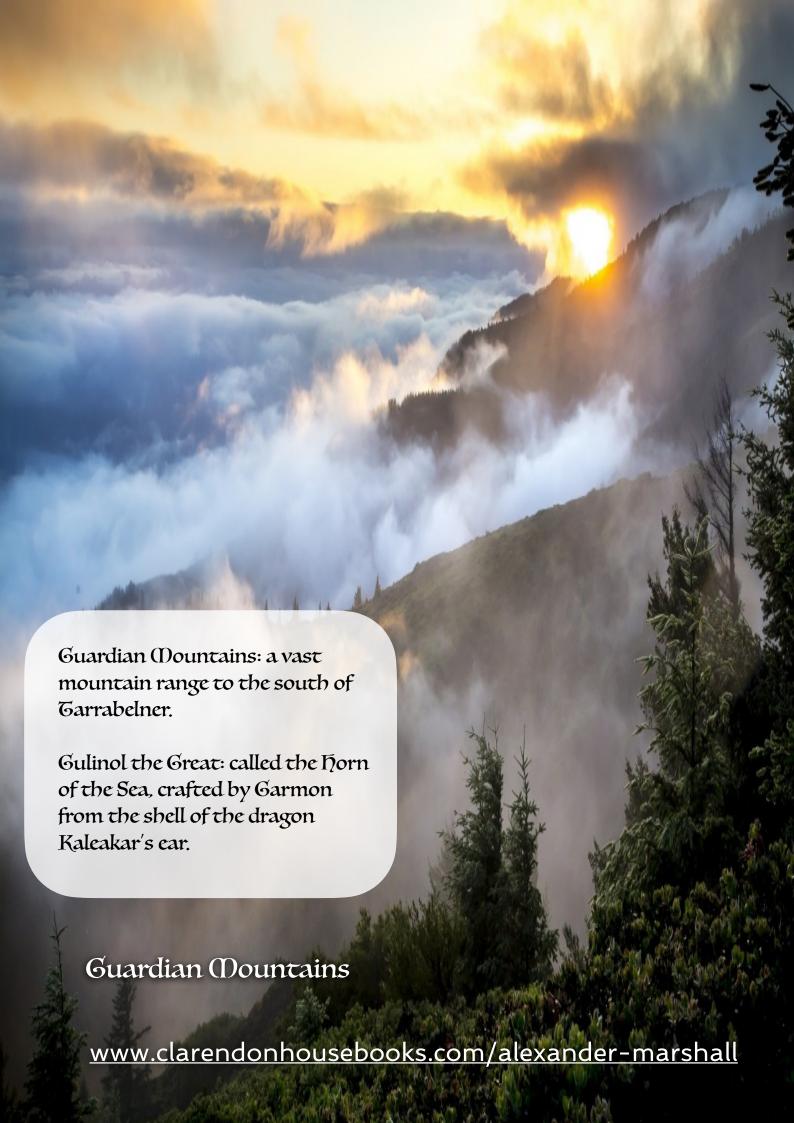
Green Road: the illuminated path leading down from the Green Door to the Underworld.

Greybold's Wain: seat of the kings in Valadria.

Grey (Doors: wild uplands to the west of the Kirratamon.

Grey Wolves: the beasts who dwell upon the Grey Moors.

Green Lady



ħ

Ŋall of Counsel: a mighty chamber in the Ŋigh Ŋall of Shand, with a huge fireplace. Ŋere the lords of Shand sit and take counsel for the Four Kingdoms.

Ŋall of Raendu: a mighty pillared hall in Vildon, built by King Nesandor and dedicated to Raendu.

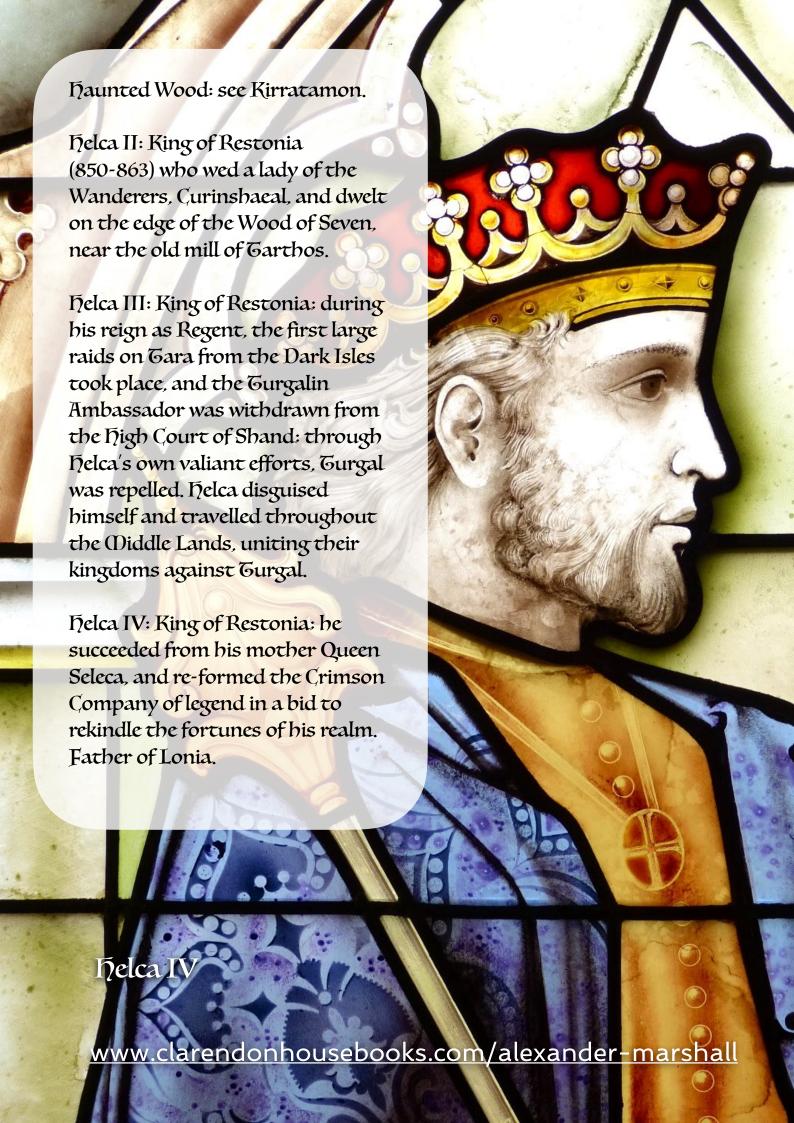
Ŋall of the Ghrain: whence came Estran the Ŋerald with the Sword Sundergost, to bestow it upon the Ghree Firedrakes who ruled the Underworld.

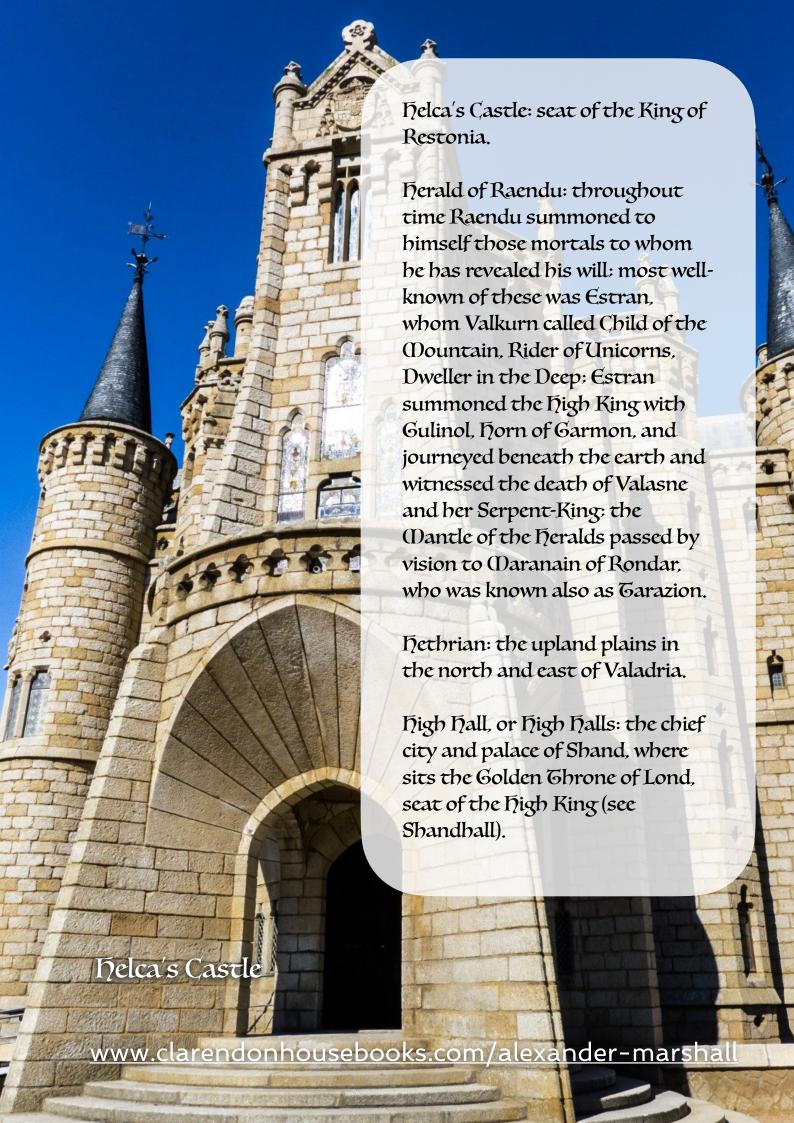
Ŋall of the Sword: the place atop the towering rock in the Underworld where Arime found again the Sword Sundergost.

Ŋallowhall: a sacred glade deep in the Kirratamon where Ryna came on her quest to rid herself of Sterreth.

Nargoths: warrior tribes of Pathia and Garthia in the (Diddle Lands.)

hall of the Sword





Ŋigh Ŋouses of Gara: chief palace of the Province of Gara, a large, rambling set of buildings high in the hills above Alathosa.

Ŋigh Ghrone: the <mark>Golde</mark>n Ghrone of Lond, seat of the Ŋigh King of Shand,

Nigh Gongue: the way of speech of poets and warriors, said to have developed in the land of Walamirne.

Nooded (Dan: an evil phantom form projected by Dare-kor from Wormstone into the west: it captured Lonia from the side of Arime, who later stole the name when he became Bron and lost his memory.

Ŋorrin: a youngster of Restonia.

Trimae: consort and husband of Ryna, (Distress of Gara; he sailed east to do battle with the Reavers and defeated them in battle, but was killed by Korreth, the Black Spear; father of Arime and Syra.



Digh Throne of Shand



I

Inner Worlds: said to be where the souls of those who depart Gandria go.

Irraen: King of (Diria, who, at the time when Baladac has crowned himself high King of Shand, perished at the door of the Shandhall in its defence.

Isle of Flowers: where Valkurn met Estran, the Herald of Raendu: last remnant of Walamirne.

Jeneca: Queen of Restonia, Lonia's sister.

Inner Worlds



Kaddatar: Emperor of Gurgal who made an alliance with Dare-kor the Dragonlord.

Kaela (Dalaneir, the Beautiful: Lady of the Flowers, one of the Great Ones, Companion of Raendu, who walked with him in the Wood Before the World: she made (Dalamirne, and she it was with whom Uneos, child of Aradu. fell in love; she made the Redellan, and wandered the world, blessing its waters and creating mystical pools in which others might have visions. When Uneos fought with his brother Arata Gon-runin, Kaela, coming through their enchantments and finding Arata wearing his father's face and speaking in his father's voice, sought out and confronted Aradu with her (Dirror, and the Lands were split. (Dalamirne sank into the dragon's realm below, and the seas swallowed all. Kaela threw a hood over her face and passed swiftly over the turbulent waters to the Gate at the edge of the world, passing out of this world, going to the house of Nilnie, where she saw the Water of the World's Edge: there she dropped her mortal raiment and became like unto a bird.

Kaela (Dalaneir

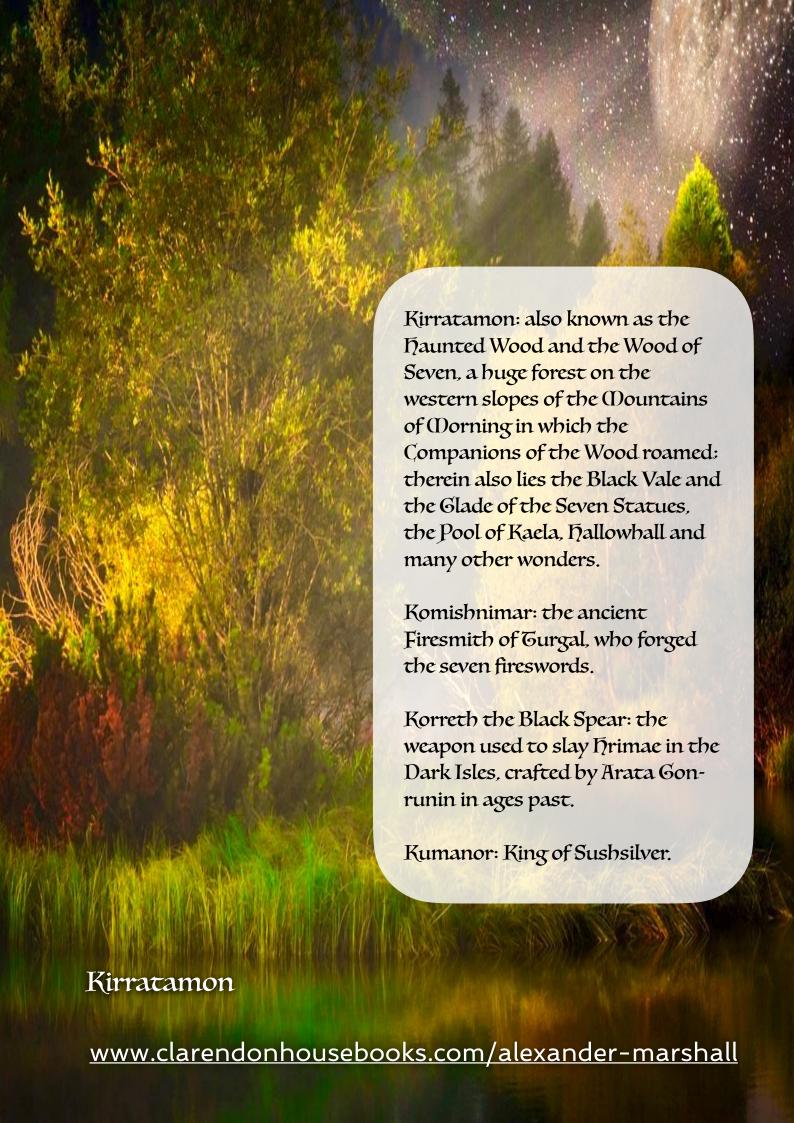
Kaleakar: Father of Dragons, stirred from the deep by Aradu: Garmon defeated him, and Kaleakar saw that he had been deceived —and from the tooth of the beast Garmon made Paranûl, the world"s first weapon, and he made Gulinol, his great ħorn, from the shell of Kaleakar's ear.

Kelva: daughter of Vorandor, who wed Oroban, god of the rivers of Vildon with the Ring of Rivers, and who dwelt for part of the year with Estea and Vorandor in Vildon, and for part in the wild world of Oroban; she was slain by Solveer.

King's ħills: the northern outthrust arm of the Penning in Silverian, at the end of which was built Ormrond, the King's Gower.

Kirraen: the Crown Prince of (Diria, son of Irraen.

Kaleakar





Lake Lendrim: a vast lake on the western side of the (Dountains of (Dorning, whence the Garrabelner comes.

Lanbatar: a captain of Gurgal, who fell to evil under Emperor Ranatar.

Land of Stars: a mystical land in the distant east, where the Unicorn roams and whence Estran, Derald of Raendu, came.

Lankurn: King of Shand, who perished while defending the ħigh ħall from a dragon.

Lanlor: the frozen wasteland of the North.

Library of Wenfold: the vast depository of ancient wisdom located at Wenfold Well, including some tomes from fallen (Dalamirne.





Lifdell: northernmost of the Four Enchanted Kingdoms of Vildon.

Lisaean I: (1191-1211), son of Ellenain.

Lisaean: husband of Alagar, son of Ravena, he who had emerged unlooked for from the Great Western Wood and had dwelt with King Pirian of the western realm of Oiria.

Lonia: Princess of Restonia, daughter of Fielca IV, she battled Syra, Arime's sister, but was stolen by the Flooded (Dan from Arime's side: she fell under the enchantment of Dare-kor, and became known as Aspithell, the Shadow of the God, and Ungaelle, and Sha-barcoth: then Arime shattered her enchantment and she went on to become the Queen of Shand with him as her king.

Lundron: King of Silverian; he grew restless and sought the Valley of Lankurn. The fell asleep in the high passes of the Penning, surrounded by Farndonath, the golden flower and the Star-jewel was lost.



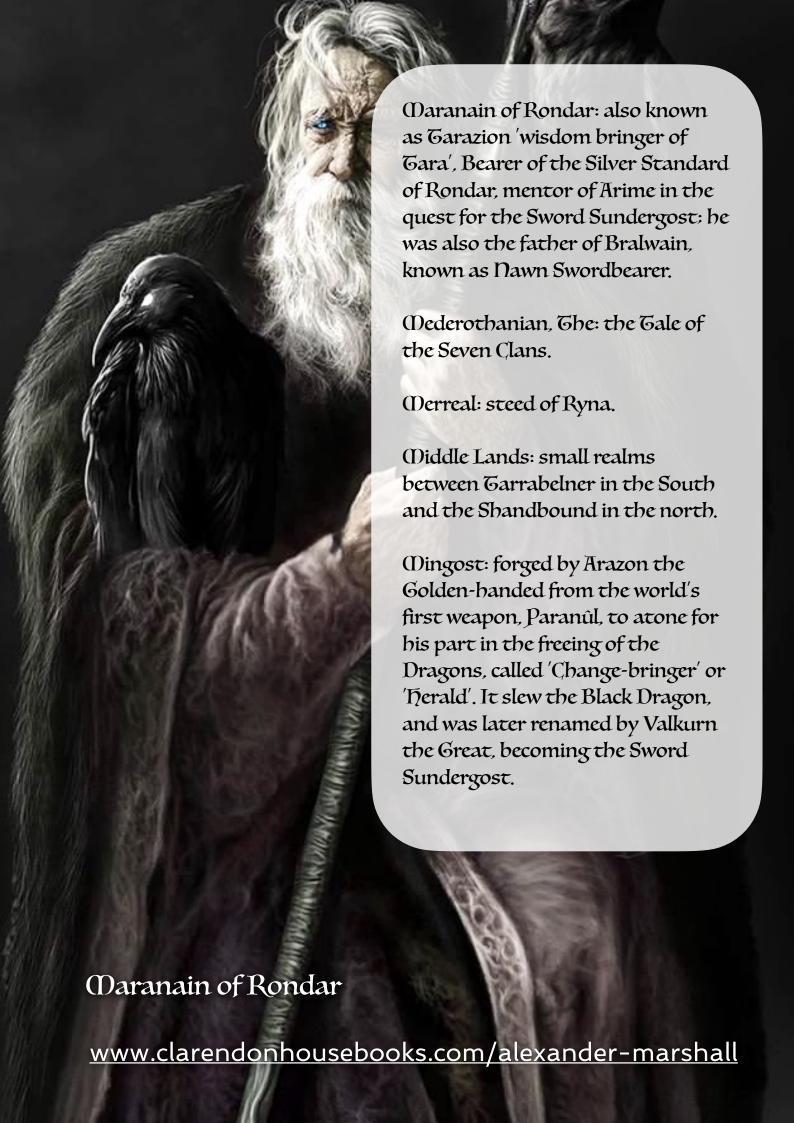
Maedris of Valadria: loyal servant of Ranatar, Emperor of Gurgal, who captured Ryna in the Guardian Mountains.

(Dalamirne: Land of Living Light, the (Deadow of Flowers which fell in the cataclysm know as the Westbane.

Mallakurn: son of Valkurn (also Lord Vorn, King of Vampires) Πeir of Shadows, also called the Black Usurper, Valkurn the Great's son by bewitchment, born in the Black Vale and brought to Valkurn in the night as his Πeir of Shadows but rejected by him.

(Dantle of the Heralds: seen in a vision had by (Daranain of Rondar, passing to him from Estran the Herald of Raendu.

Malamirne



(Diria: the north westernmost of the Four Kingdoms of Shand.

Oirror of Alagar: a hand mirror belonging to Alagar of Valadria, lost to the Carthog Wunderalga, the fragments of which he eventually used to slay himself.

(Dirror of Kaela: a silver glass which revealed truth to any who looked in it, held by the Queen of (Dalamirne long ago.

Morndred, The: the Dark Circle of wizards, led by Dare-kor who called himself Dragonlord, they dwelt within the Citadel of the Four Winds upon Wormstone.

Mountains of Morning: the range of mountains betwixt Gara and the Western Realms, extending from southern Valadria in the north to the great Pass of the South.

Oyroc: the king of Prundria, a tall, old man who met the second Crimson Company on their journey south.

Mirror of Kaela

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Nawn Woodwarden: Sword Bearer, also called Bralwain, he journeyed with Arime and, using Sundergost, freed the Ghird Drake, bringing about the downfall of Wormstone and the end of the Oorndred.

Neberon the Derald: uncle and dear friend of Vorandor.

Nesandor: Digh King of Vildon, who built the Dall of Raendu, journeyed to Fretravorn but was betrayed by Shadowed (Den at Randack, where Gon-runin was worshipped still, and was mortally wounded and left Gandria over the Sea, leaving the Sceptre of Gandria to his four sons.

Mall of Raendu

Nesandor's ħarp: an instrument created by Nesandor, ħigh King of Vildon, which had the power of putting to sleep any who listened to it except its player.

Nilnie of the Shadows: Lady of the Night, one of the Great Ones, companion of Raendu.

Nilnie's Wheel: the spinning wheel upon which are spun the tapestries of shadows created by Nilnie.

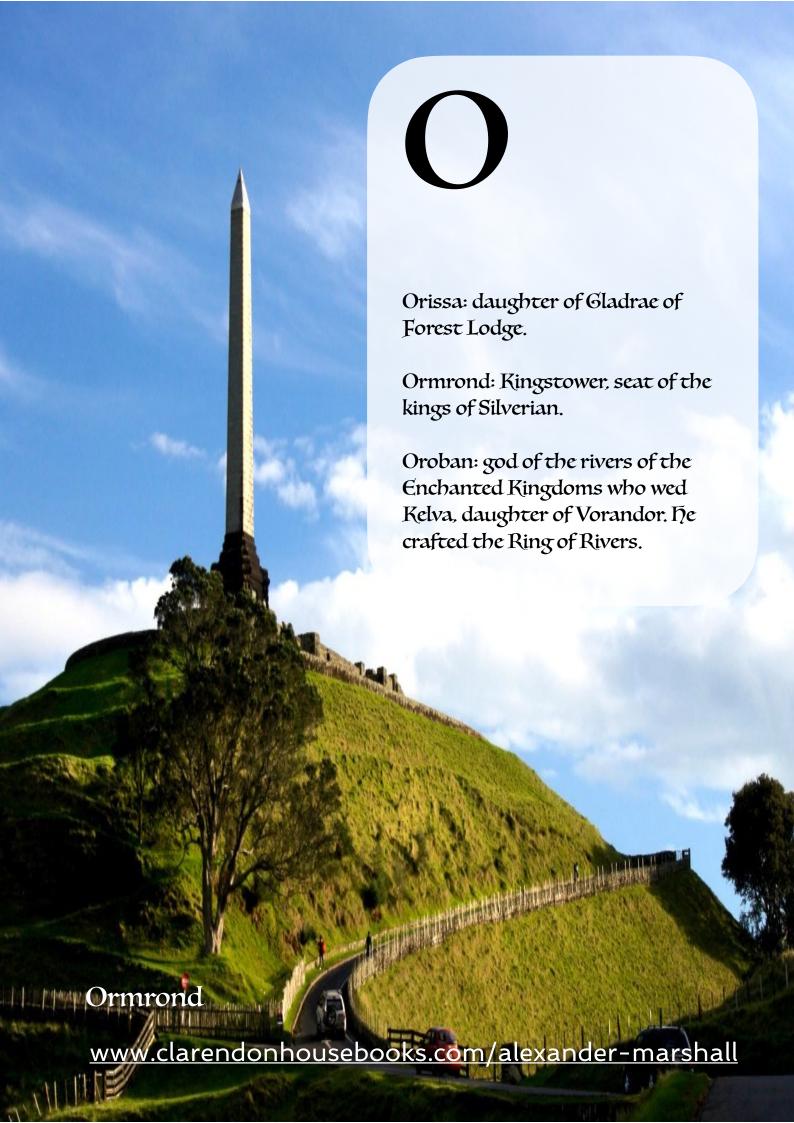
Nimonmoor: easternmost of the Enchanted Kingdoms of Vildon.

Ninth Race: Shadowed (Den, Carthogs, created by Aradu in the Underworld,

Northern Wastes: the vast lands of the North where the Great Ice reigns.

North Gower: the abode of Garazion in the high houses of Gara.

Nesandor's Narp



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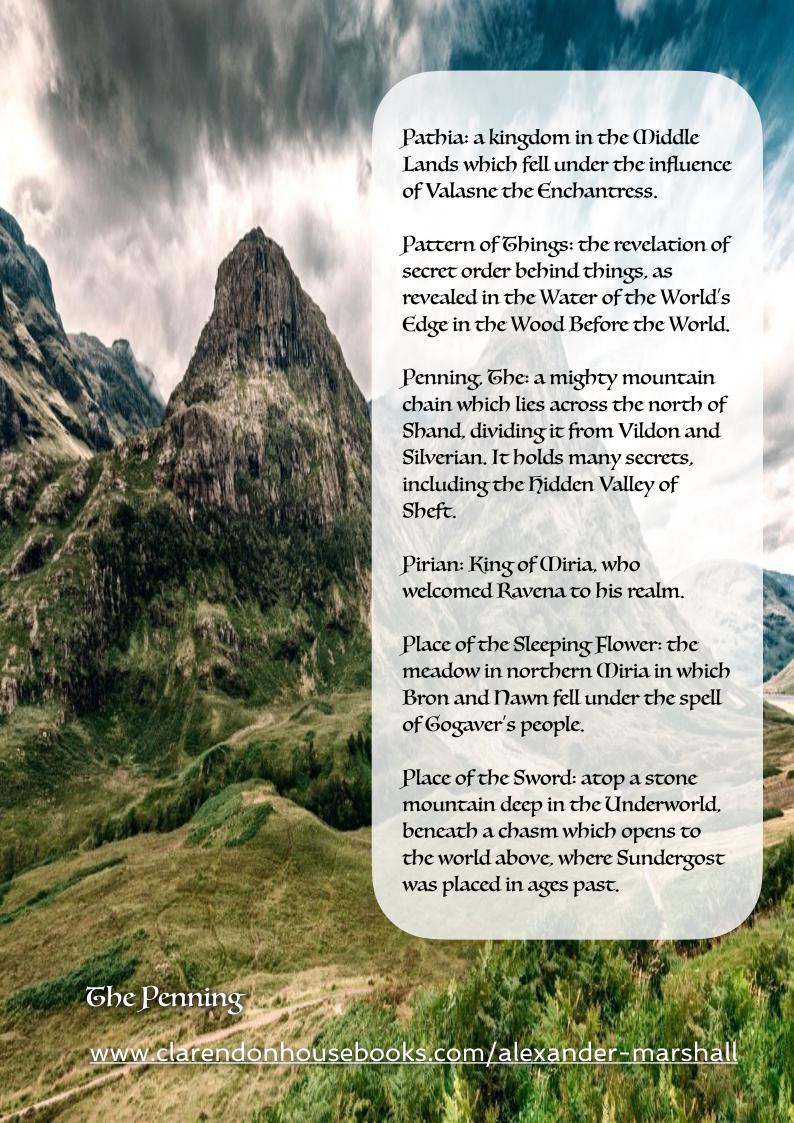
Palace of Ice: a palace made in the Far North by Aradu as a home for Arasha, his second wife.

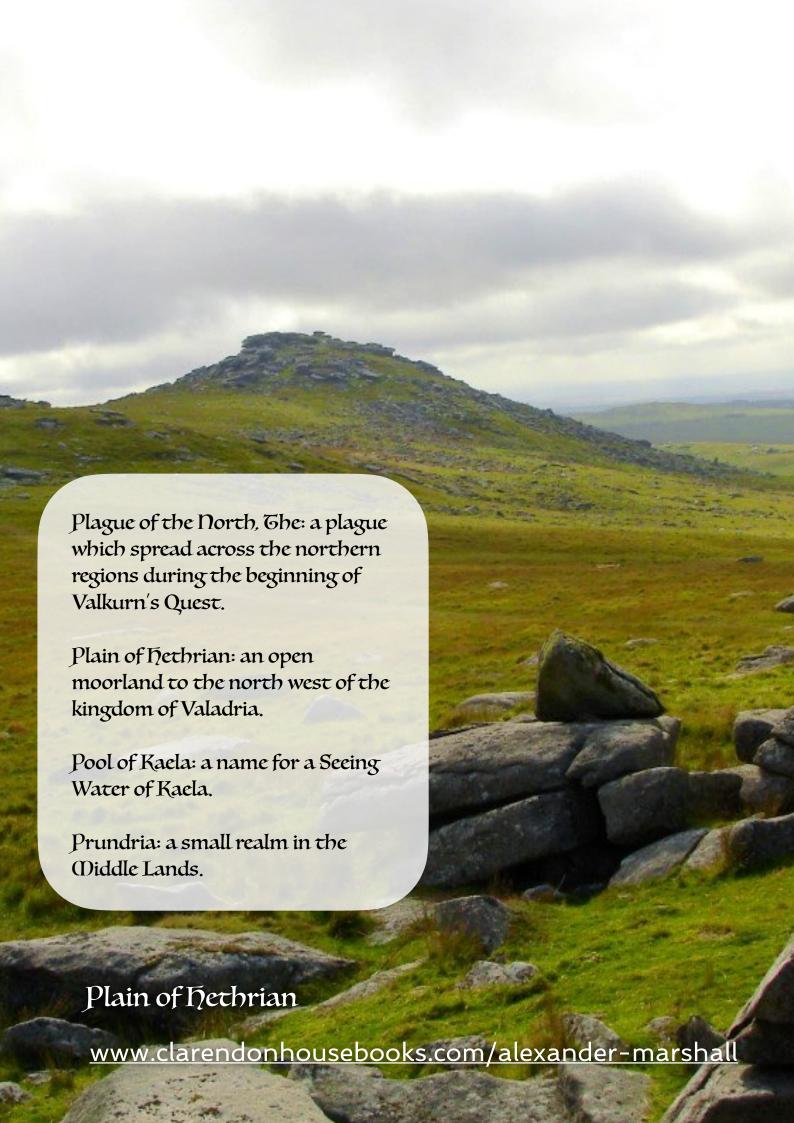
Paranûl: the world's first weapon, made from a tooth of Kaleakar, Father of Dragons, it was the Sword with which Garmon drove Aradu out beyond the Wall of Ice, after which the Sword Paranûl and the ħorn Gulinol were put into the sea.

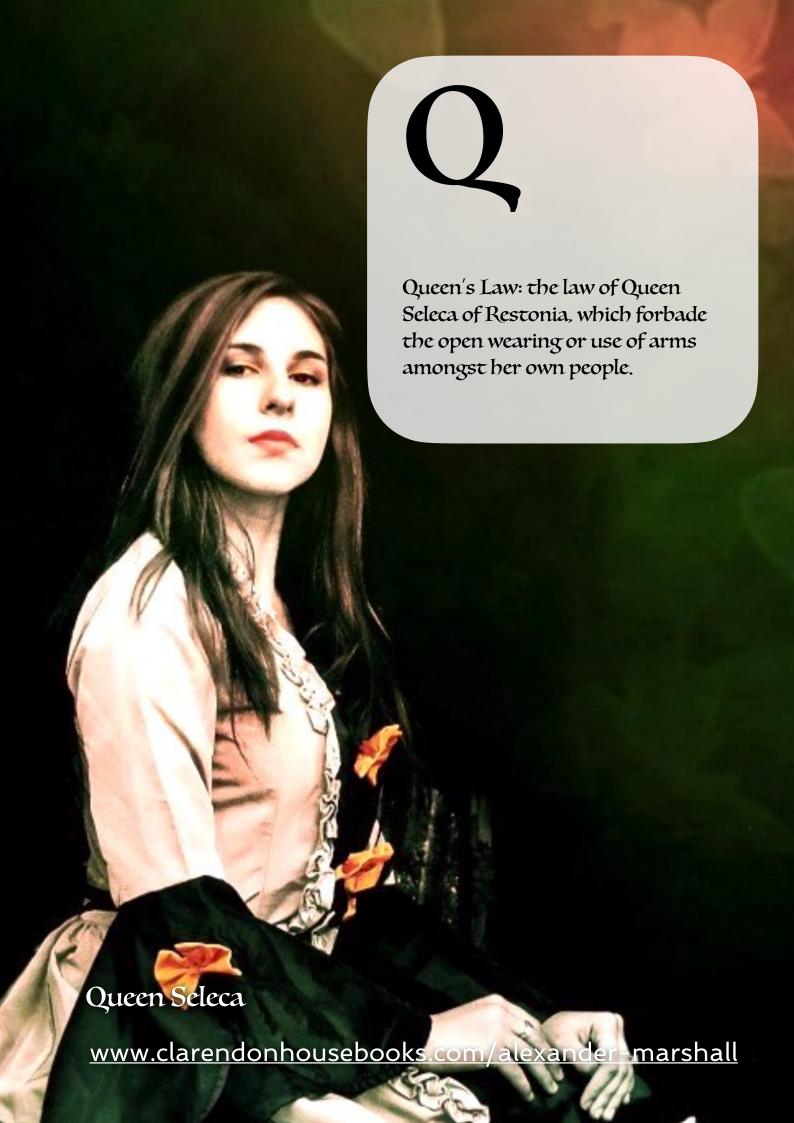
Parthen Goldenbrow: leader of the Valley of Sheft at the time of the incursion of Garathel Nightfang.

Pass of the South: the great gap that lies between the (Dountains of (Dorning and the Guardian (Dountains, opening passage from the Western Realms to Gara and the North Sea.

Palace of Ice









Raegarth: King of Valadria.

Raelle: the Green Rider or Green Lady, she was one of the Seven Companions of Raendu before the beginning of the world. She rode with Ryna in the Kirratamon.

Raendar: the Sun, Raendu's Star,

Raendu the Dreamer: leader of the Seven Companions, he dreamt the dream which became the world.

Raendu's Dance: a dance which takes place outside time.

Raendu's Dream: reality as it is experienced in Gandria, as created by Raendu.

Raendu's Father: the being who created Raendu and the Wood Before the World, and who made the wall around Raendu's Dream.

Raelle

Ranatar: Emperor of Gurgal, father of Galatar and Baladac. Randack: a settlement in Fretravorn, where Nesandor was betrayed by Shadowed (Den. Ravathar: Captain of the high Guard of his Imperial (Dajesty Galatar III of Gurgal Ravena: mother of Alagar, daughter of high King Vallamor of Shand Reavers: pirate warriors of the East, servants of the (Dorndred of old, the Dark Circle that ruled the Dark Isles. Redellan: the Great Flower, created by Kaela, source of a great part of the power of (Dalamirne, it was poisoned by Arata with the aid of Valasne the Enchantress, former bandmaiden of Kaela. Remskillieth: a village in the northernmost part of the realm of Miria.

Rengalian, The: the Song of the Silver Marp, the chronicle of Mesandor King, who built the Mall of Raendu in Vildon.

Reskille, Lord: a nobleman of Restonia, whose castle lay on the southern borders of that realm.

Restonia: south-eastern kingdom of Shand.

Rifts, The: abysses which opened up in the land of (Dalamirne, leading to the Underworld.

Rinaean: sister of Bellacost, King of Restonia.

Ring of Ravena: an heirloom of the house of Shand, which passed to Ravena as heir and which was passed on to Alagar and came into the hands of Wunderalga the Carthog upon her death.

The Rifts

Ring of Rivers: made by Oroban with long labour, working with water and stone: it was a silver ring, smooth but with the appearance of being rough-hewn: and that ring held part of the spirit of the rivers of the Enchanted Kingdoms and would give to the wearer the gift of speech to the things of the wild, beasts, birds and fishes. It was given to Kelva, daughter of Vorandor, as a wedding gift, and was buried with her after she was slain.

Ring of Shand: an heirloom of the Four Kingdoms, passed from heir to heir.

Risaean: son of Visaean, member of the second Crimson Company.

Rolkurn of Miria: King of Miria, who wedded Valadria and was the father of Valkurn the Great.



The Ring of Rivers

Rolkurn the Strong: seventh Migh King of Shand.

Rolkurn II: the Short-Lived, who drowned in Gellenwater when still a child.

Rolkurn III: (1140-1179) King of Restonia.

Rondar: the western realm, where minstrels are held in great honour, chief ally of Shand.

Ryna: Firehair, (Distress of Gara, born in Kirratamon the Haunted Wood, reared by the Wanderers who dwell there, given to Lord Lisaean as a child, brought up in Ŋelca's Castle in Restonia, she accompanied the second Crimson Company on their quest and later voyaged to the Citadel of the Four Winds upon Wormstone, where she lay claim to the Jewel Sterreth and with it ruled the Province of Gara: here she gave birth to Syra and Arime, before withdrawing from the world and returning to the Kirratamon, to divest herself of Sterreth and die in peace.



Ryna



Salmanar the Swift: one of the Seven Great Ones, companions of Raendu.

Sceptre of Gandria: an ancient heirloom said to have been crafted by Arazon the Golden hand in **Malamirne**, passed to the high Kings of Vildon after the Westbane.

Seat of Stonehammer: a crag of exposed rock which points like the finger of the earth itself towards the sky, called the centre of Shand.

Seat of the Sun: the golden imperial throne of Gurgal, in the palace in Thorondimar-Waslak in Gurgal.

Secondpeace of Shand: established by Valkurn the Great upon his return to the Throne of Lond, it lasted for almost a thousand years.

Sceptre of Gandria

Seeing Waters of Kaela: in the ancient world, Kaela, the Lady of the Flowers, wandered, blessing lakes and pools with her gifts, so that it is said that a Seeing Water can empower someone looking into it to perceive things far away in time or space, or to gain wisdom. Such waters include Gellenwater, and Starwater Pool, and the pool in the depths of the Kirratamon, and Vorandor's Pool in the hidden Valley of Sheft.

Seleca: ancient queen of Restonia, who fell under an evil enchantment and forbade the use of arms in her kingdom, despite the growing threat from the south.

Selevie: wife of (Daranain, mother of Bralwain, also called Dawn.

Serpent King: a title of Arata Gonrunin

Serpent Queen: a title of the Enchantress Valasne.

Seeing Waters of Kaela



Shadowed (Den: creatures created by the (Dorndred, whose minds were full of dark fire and who did not speak.

Shalporia: Valadron's sister. Regent for Rolkurn's brother Umdorn

Shand: founded after the Fall of (Dalamirne, greatest of the mortal realms, consisting of the Four Kingdoms, (Diria, Valadria, Restonia and the South Vale or Vales.

Shandbound: the river which flows from Gellenwater in (Diria to the Garrabelner far away, marking for most of its length the boundaries of the Four Kingdoms of Shand.

Shandcrown, The: when the Four Kingdoms of Shand chose Rolkurn the Strong as the seventh Tigh King of Shand, the first Shandcrown was made: when Valkurn returned to the Throne of Lond, a second Shandcrown was made from the four crowns of Water, Wood, Fire and Stone.

The Shandcrown

Shandhall: see also ṇigh ṇall, where rests the Golden Ghrone of Lond, in the heart of the kingdom of Shand, north of the Seat of Stonehammer.

Sheft, Valley of: the hidden valley in the heart of the mountains of the Penning, founded by Vorandor of Vildon; there bloom fields of Farndonath, the dragonflower.

Shining Stair: also called Wraith Stairs, a huge waterfall in which one of the rivers of the Valley of Sheft plummets for thousands of feet from the ice of the mountains above, part-carven, part- natural. Great mists of fine water rise up continually around it, like giant phantoms about the cliffs.

Sildavoll: daughter of Umdorn, known as the White Queen because of her passion for the North, mother of Valkurn II the Venturer.

Silverian: the bright realm of the north, between Vildon and the plains of Nethrian, the home of Ormrond, Kingstower.

The Valley of Sheft



Silver Standard of Rondar: a shining silver pennant which represents the realm of Rondar in battle.

Slaying of the Sun: a ceremony held by the (Dorndred at the height of summer on Wormstone.

Solveer: Arata's lieutenant, who the (Dorndred had set up to rule the Enchanted Kingdoms of the north; he put Lifdell and hushgold to fire, and cut the Ring of Rivers from the hand of Kelva, daughter of Vorandor, before she died; he was challenged by Vorandor in his silver armour but fled before him, losing all authority.

Song of Ryna: the chronicle of Ryna, (Distress of Gara.

Song of Sundergost: the tale of the Sword Sundergost, as told by Colombian of Rondar.

Song of Valkurn: the chronicle of Valkurn the Great

The Silver Standard of Rondar

South Vale or South Vales: the southernmost region of Shand, which took no king for its own but was ruled by a council of lords.

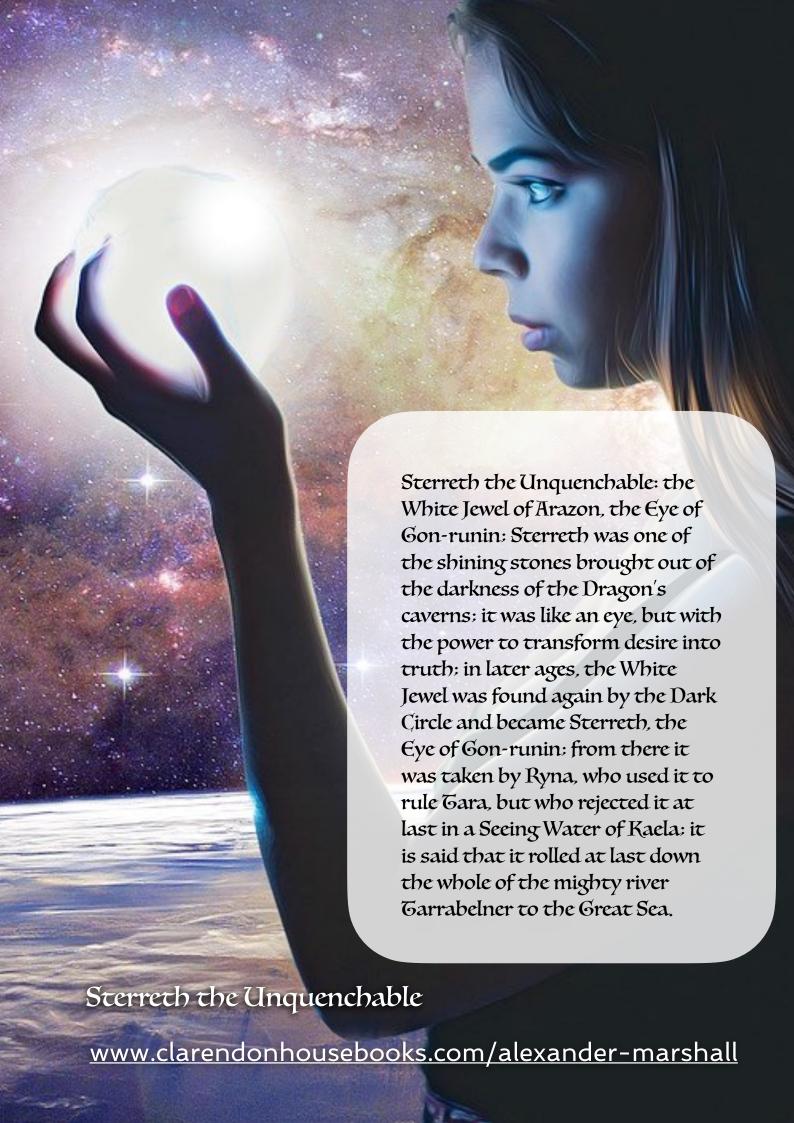
Staff of Life: Raendu's Staff in the Wood Before the World, which was broken by Aradu who cleaved from it the Wand of Winter.

Star Chamber of Gara: the uppermost council chamber of the high houses of Gara, with a crystal roof through which the stars of night may be glimpsed.

Starjewel of Silverian: an heirloom of the Kingdom of Silverian, passed from heir to heir until it was lost when Lundron fell asleep somewhere in the high passes of the Penning.

Starwater Pool: a lake said to be a Seeing Water, on the western fringes of the kingdom of (Diria, into which Valkurn the Great cast the Sword (Dingost that it might be cooled and blessed by the powers of the water..

The Starjewel of Silverian





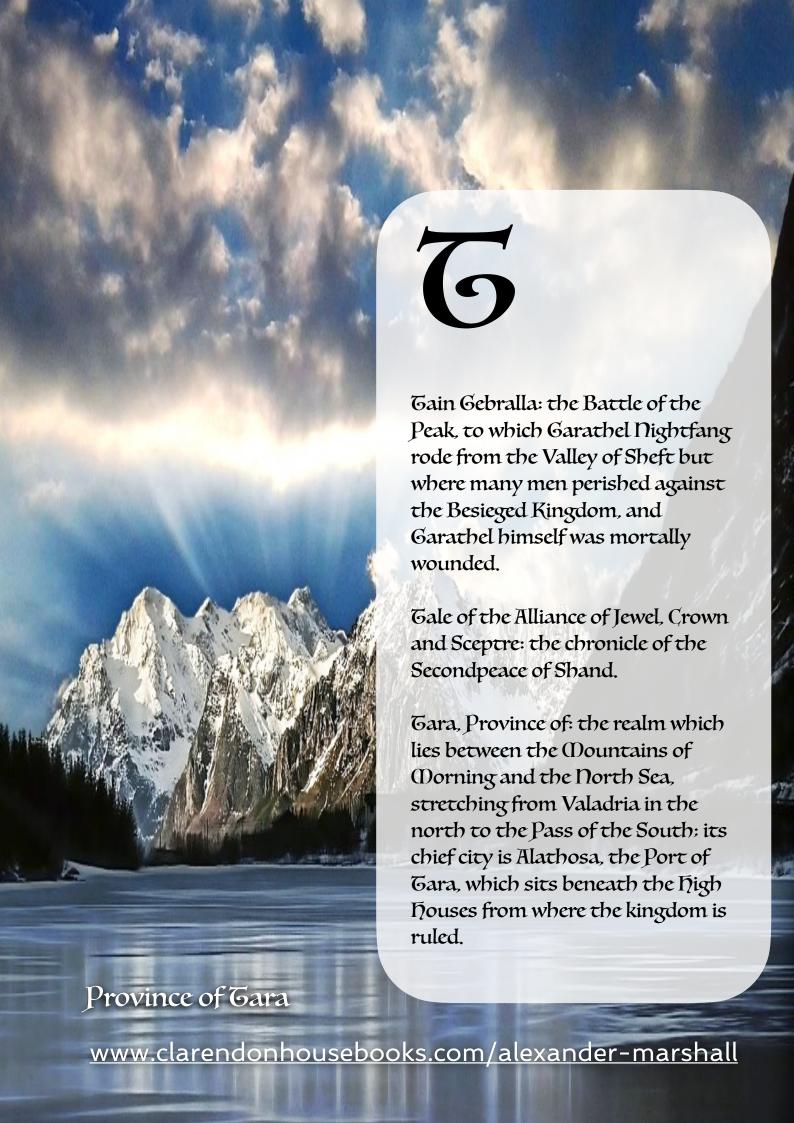
Suruastor Igrignor: the Proud One, Dragonlord, companion of Arazon the Golden Hand, who was overturned by dark things he saw in the Underworld.

Sushsilver: the southernmost of the Four Enchanted Kingdoms, nestled in the northern valleys of the great Penning mountain range.

Sword of Restonia: King ħelca I's sword, an heirloom of Restonia.

Syra: born in 1297, sister of Arime, daughter of Ryna, she sought to rule Gara and journeyed in secret to the Serpent Gower from where she summoned the forces of the Dark Isles and Gurgal, led by Baladac the Usurper, to whom Syra was wedded and whose child she was supposed to bear as the new incarnation of Arata Gonrunin; she perished when she fell from the battlements of the Ŋigh Ŋouses in Gara.





Garrabelner: the Great River, which flows from Lake Lendrim in the east along the footbills of the Guardian (Dountains to finally reach Gordalra, the Great Ocean, in the west,

Garthos: a swift-running river near the edge of the Wood of Seven, where was built a mill; ħelca II, who wed a lady of the Wanderers, Curinshaeal, dwelt near the old mill of Garthos; Lisaean and Alagar dwelt there as newlyweds and there it was that Ryna found Galatar, usurped Prince of Gurgal.

Gellenwater: a lake in (Diria in which Rolkurn II the Short-Lived died while swimming.

Gerime: the first mortal woman, who refused the temptations of Aradu and was mortally wounded by him.

Gerime



Ghird Drake: third of the three mightiest dragons of old, held enchanted by Dare-kor who deemed himself Dragonlord, feeding from the blood of the huge beast until it was freed by Sundergost, wielded by Nawn Swordbearer.

Thirdpeace of Shand: that era ushered in by Arime, Tigh King of Shand, returning to the Throne of Lond with the Sword Sundergost.

Ghorondimar: the Cracked Ghorn, called Dendark, two black peaks of rock that curve out like the bones of the earth revealed.

Ghorondimar-Maslak: chief city of Gurgal, where sits the imperial throne called the Seat of the Sun, in the golden hall of the Emperor, and more splendid than any in the world: the peak of Ghorondimar was worshipped as one of the homes of Raendu in ages past.

Thorondimar-Maslak

Ghrone of Flowers: the seat of Kaela, Lady of (Dalamirne, from where she ruled that land, it was composed of vast living flower petals.

Throne of Lond: the Golden Digh Throne of Shand, raised from the floor of the chamber by many steps, draped with a cloth of deep blue, woven with gold. Seven golden statues stood between the cloth and the back of the Throne.

Girith's Bridge: a bridge over the Shandbound river in the south of Restonia, where lies Lord Reskille's castle.

Golly: father of Alween.

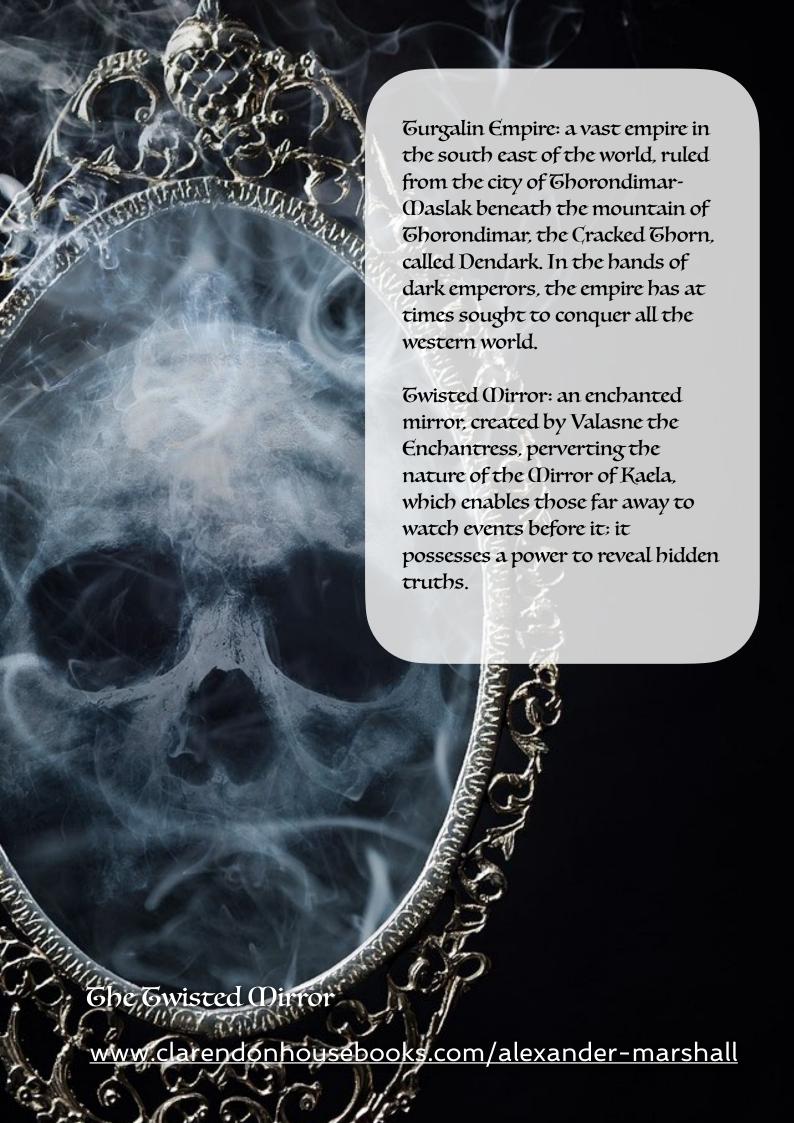
Gordalra: the Far Western Sea, Great Ocean.

Gurgal: a vast land at the centre of a large empire to the south and east of Gandria.

Gurgalin: a native of the land of Gurgal, centre of the Gurgalin Empire.



Ghrone of Flowers



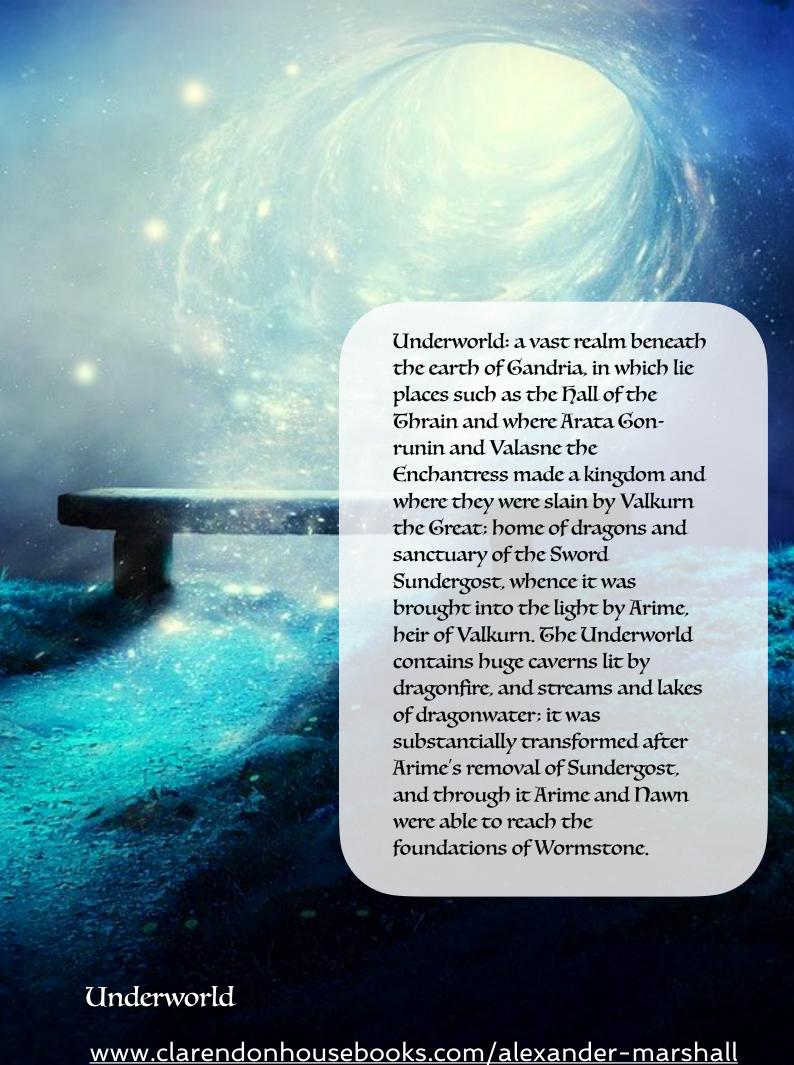


Ulforth: Lord of the South Vale, captain of the second Crimson Company, the mightiest man-atarms and leader of men in the South Vale, a tall man with fierce yellow hair, a yellow beard, and sharp blue eyes, robed in deep blue with sashes of red, stern of voice; a gentle man, he lost his first wife and children to a raiding party of Shadowed (Den on the borders of the South Vale; he wielded a sword with no joy, but with a cold precision.

Ultundria: a small kingdom in the (Diddle Lands.

Umdorn: King of Shand, brother of Rolkurn the Short-Lived.

Umdorn







Valadria: the Northernmost Realm of Shand.

Valadria the Valiant: Queen of Shand, (412-420) who brought down and imprisoned Valasne, ending the Great Winter.

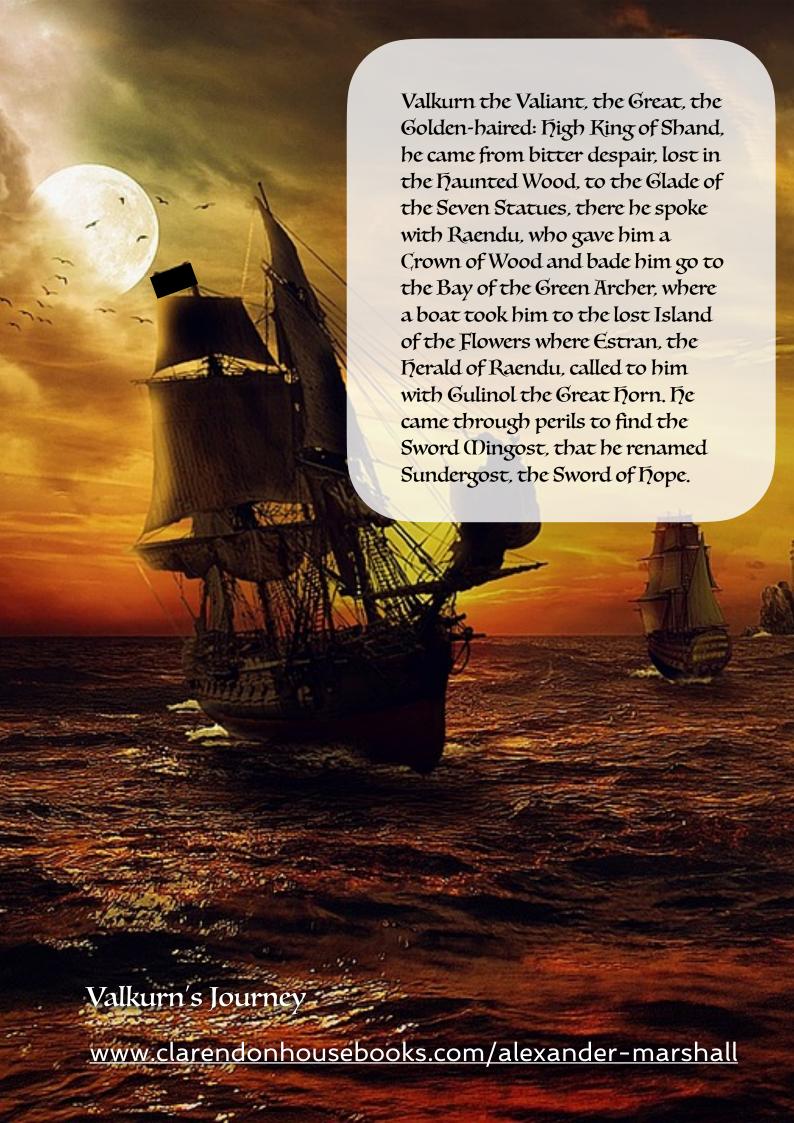
Valadria II: Queen of Restonia, (871-905) who wed Oromain of Rondar.

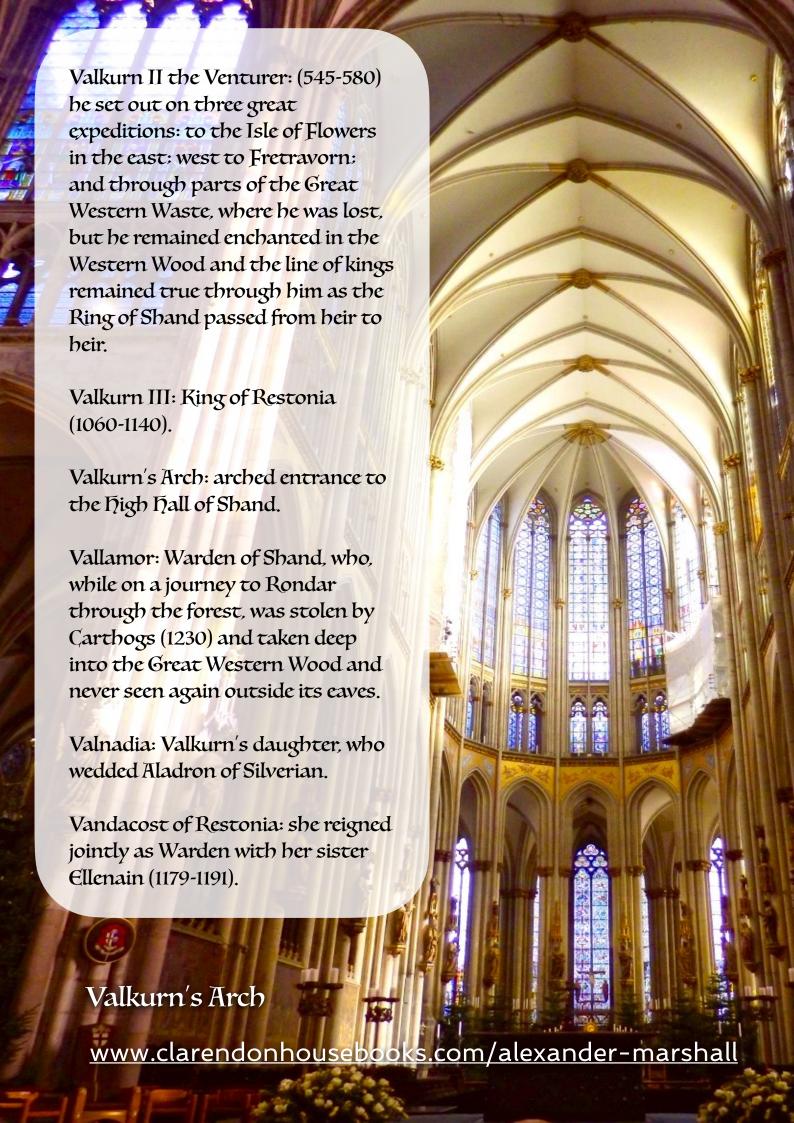
Valadron: son of Aladron and Valnadia, King of the United Kingdom of Silverian and Shand

Val-akaya: descendant of Valkurn II in the Western Wood.

Valgor: Wolf of the Snows, Ryna's wolfhound.

Valadria the Valiant







Varandolia: Isle of the West, settled after the Fall of (Dalamirne)

Varn's Peak: the Sacred (Dountain in the Land of Stars to the east.

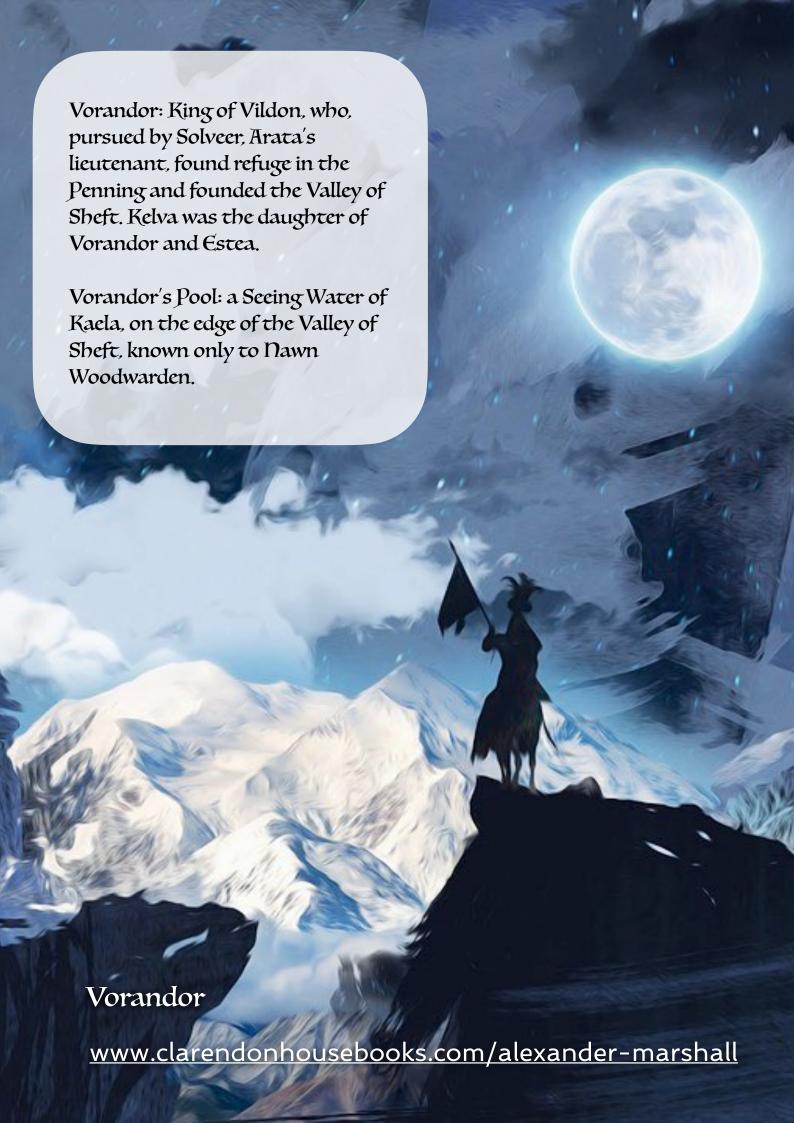
Vildon: a kingdom to the north of the Penning consisting of the Four Enchanted Realms of Nimonmoor, Lifdell, Sushsilver and Mushgold. It was struck down by Valasne, wielding the Wand of Winter, and frozen into the lands of Fawnsnow and Winterwood.

Villinan: a region between Silverian and Valadria, where the golden flower Farndonath blooms.

Visaean of the Silver Mair: a lord of Restonia, guardian of Ryna, to whom she was brought as a child.

Vision Unbroken: the seeing of the Dream of Raendu as a whole.

Vondandor: Nigh King of Vildon at the time of The Farndonathian.



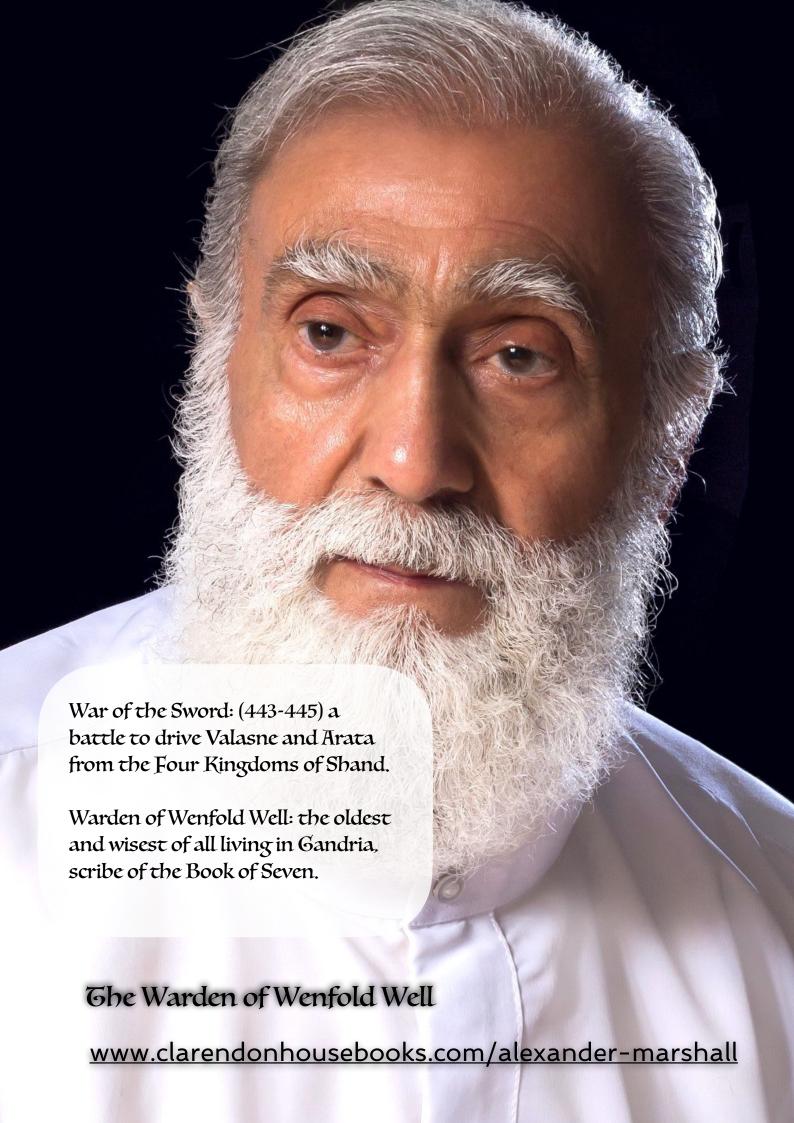


Wall of Ice: an impassable wall made by Garmon around the world of the Dream,

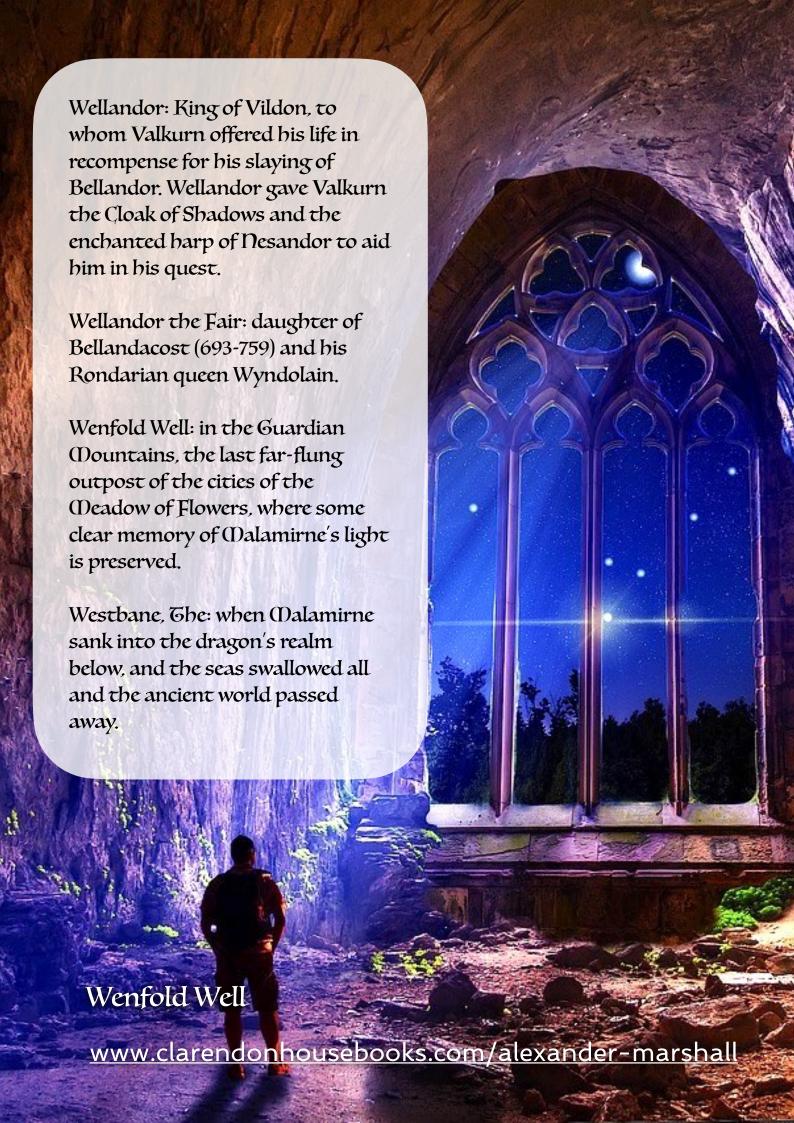
Wand of Winter: that splinter from the Staff of Life, with which Valasne froze all the North, decimating Vildon.

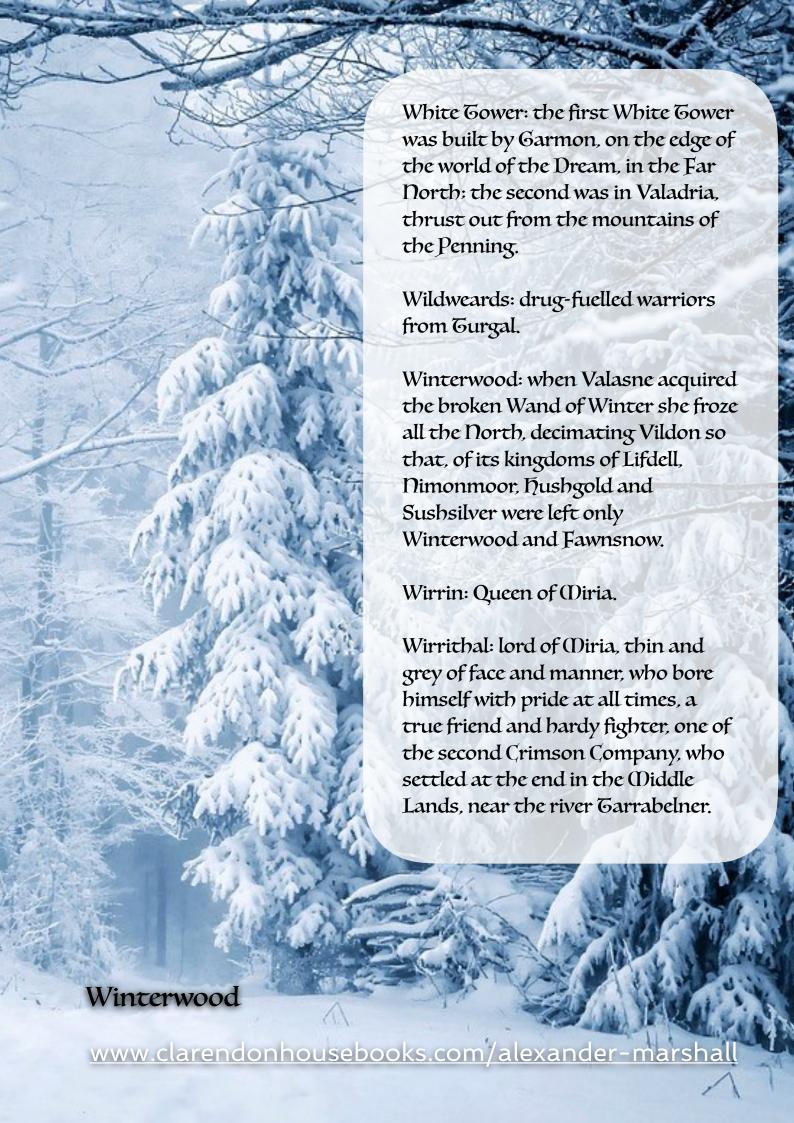
Waranu: second wife of Aradu, who did not bear a child but fled from Aradu into the east of the world of the Dream and hid herself.

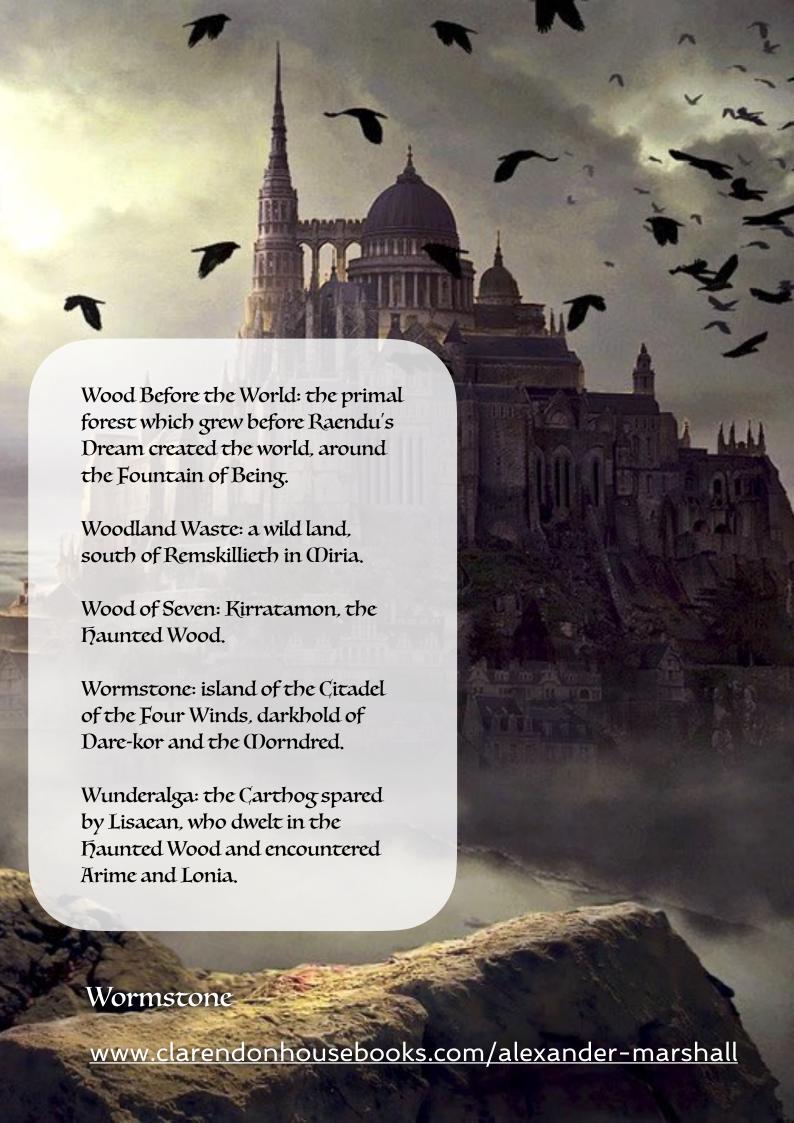
Wall of Ice

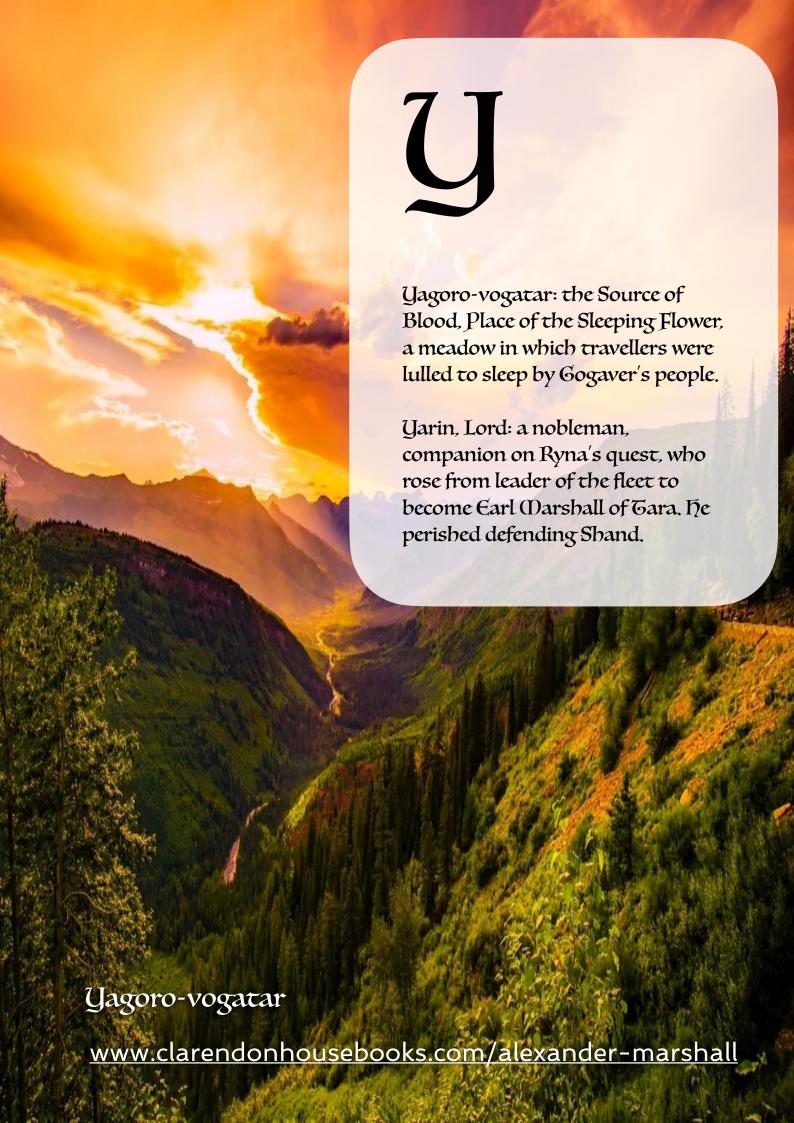


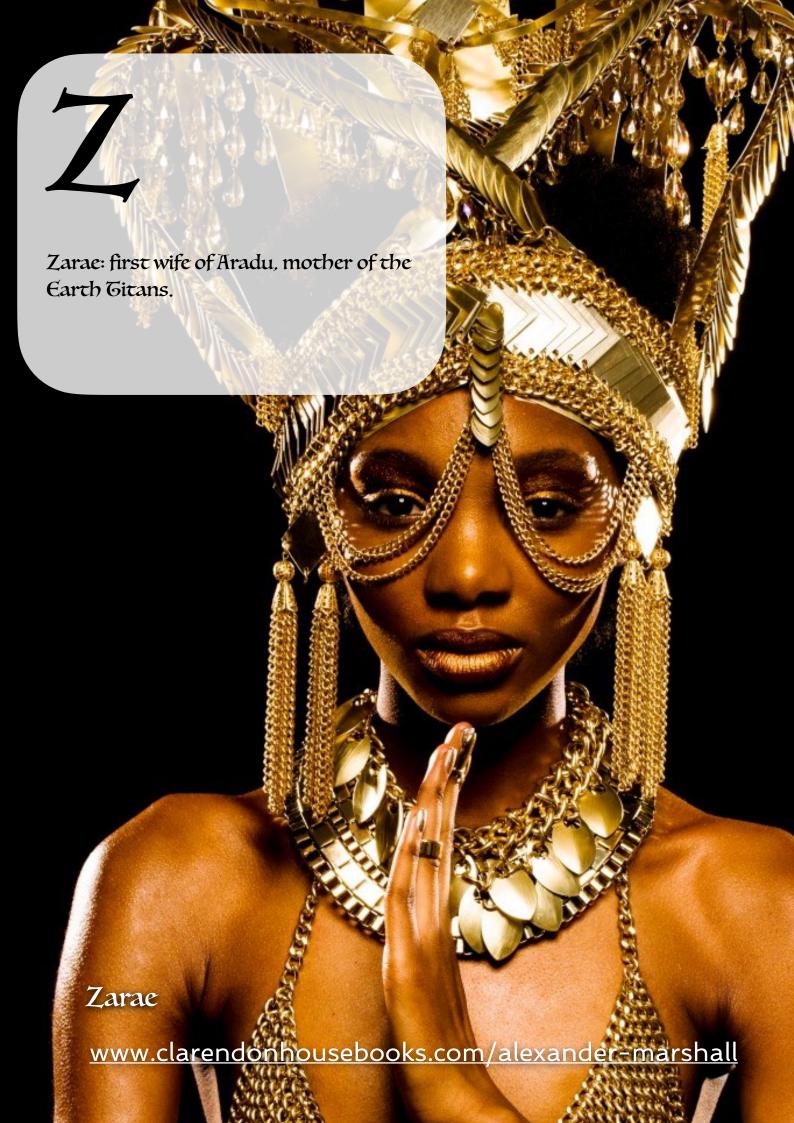


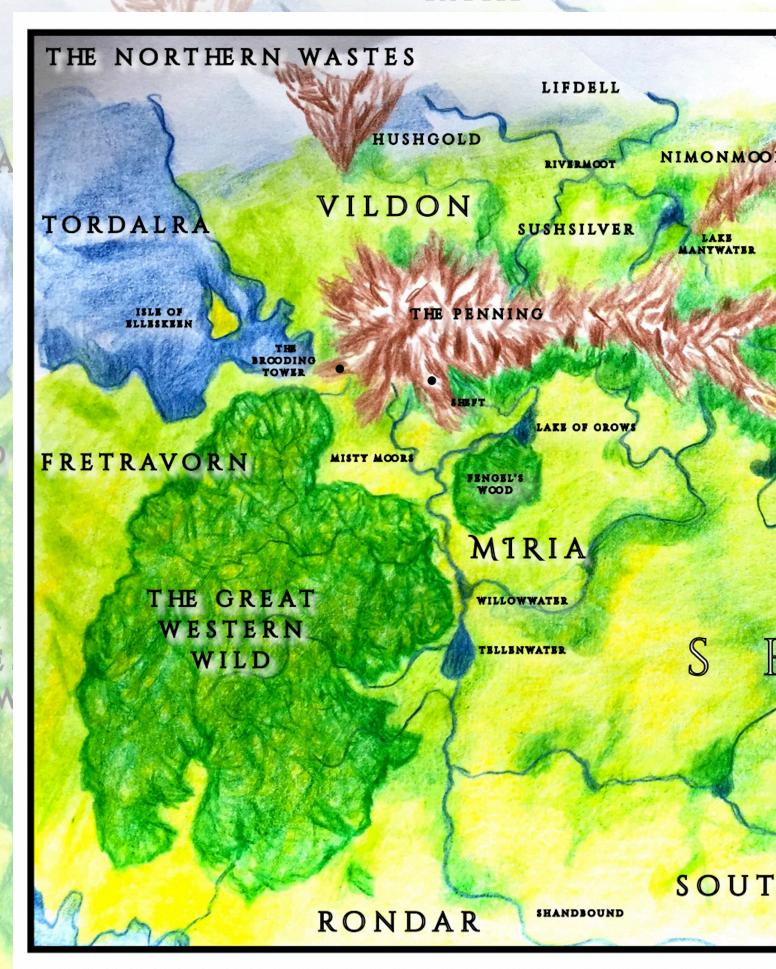








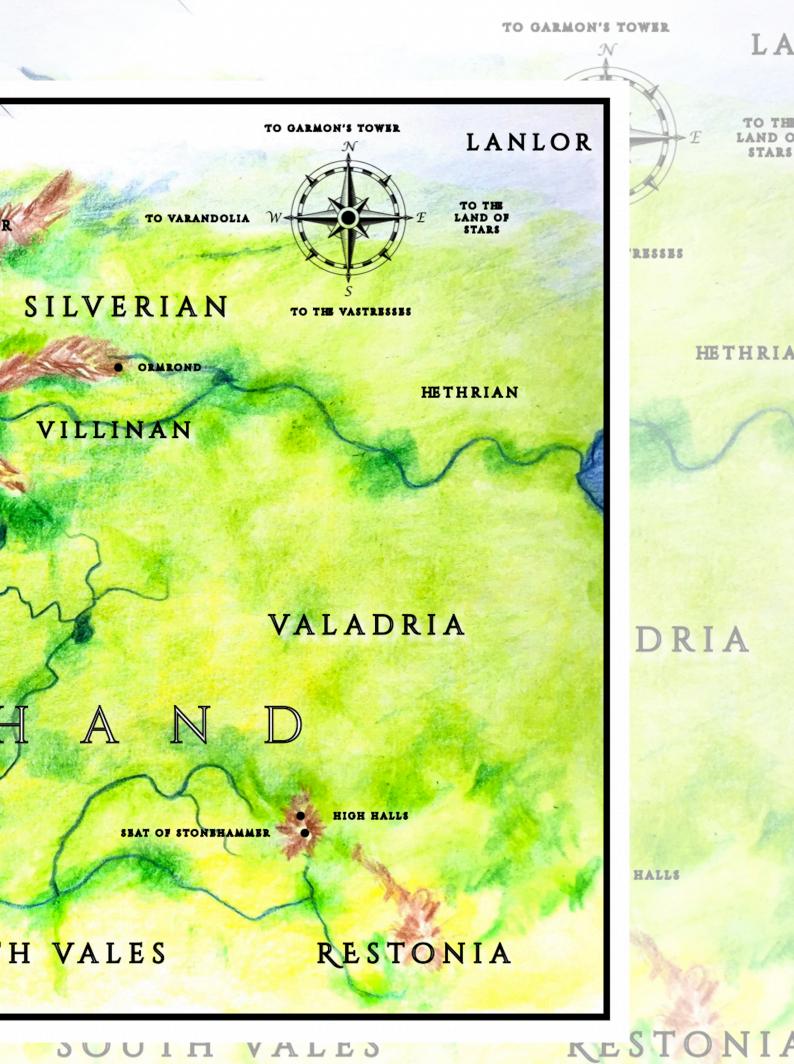




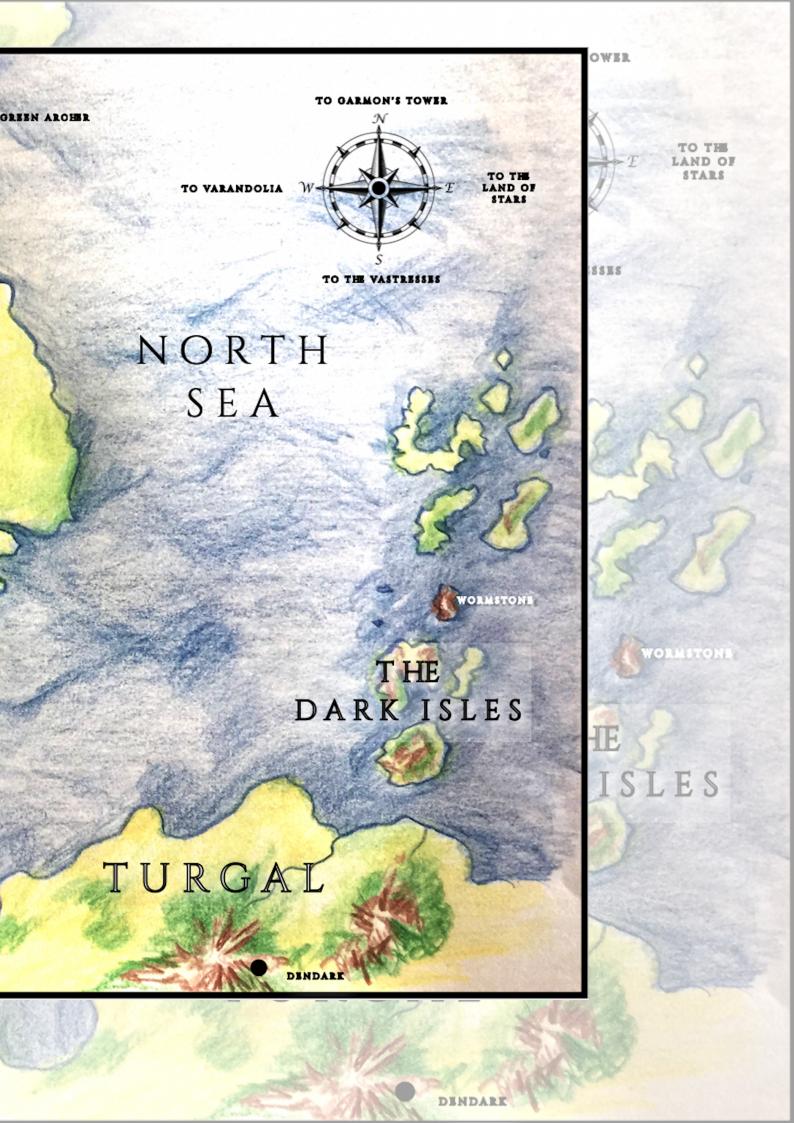
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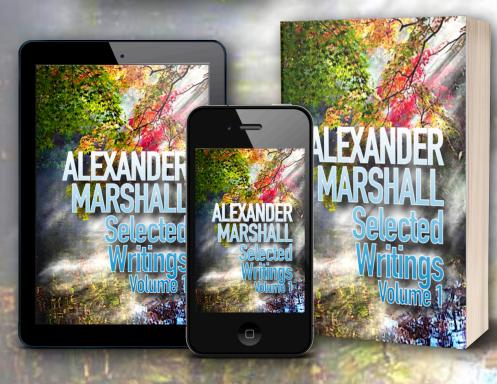


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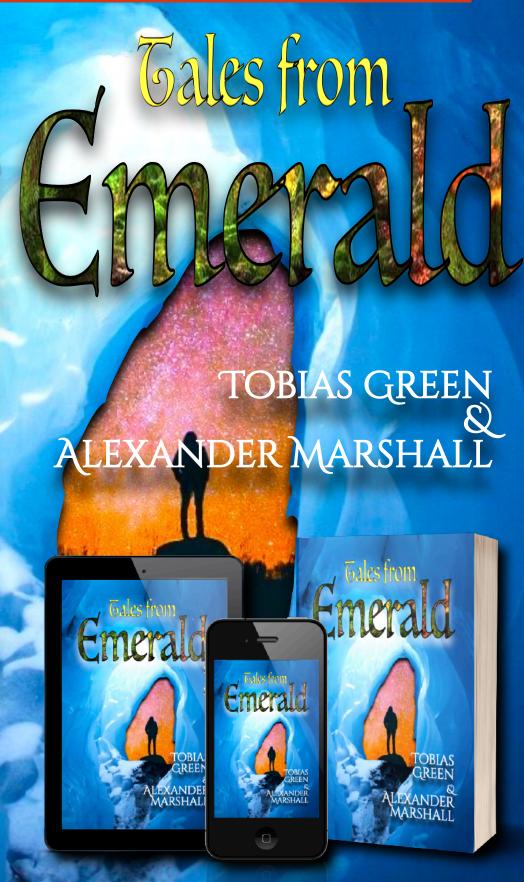


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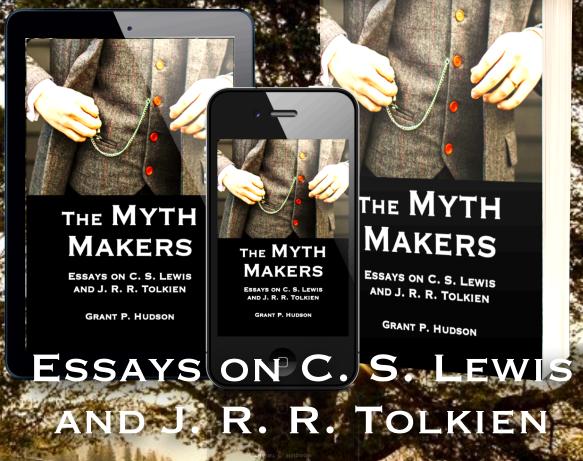
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