

**The Report of**

**The**

**Second**

**Expedition**

**to 61 Cygni**

**People and Places**

The fictional world of Kassidor at 61 Cygni and the premiss that the 'Hippy' culture of the 1960's originated there is a creation of Lee Willard.

This Pamphlet is a companion to the trilogy

## **The Second Expedition**

and is a reference of the character and place names encountered in those tales. All other volumes of The Second Expedition are copyrighted.

# Guide to People and Places

## **Some notes on the translation:**

The standard translation rules apply to The Second Expedition as all other accounts of Kassidor as on the language reference page. This happens mainly in the Zhindu basin and that will change the translation of some social behaviors a little bit because the norm is a bit rowdier in this basin.

The spelling of these names is usually what will result in the closest correct pronunciation to a speaker of English, Portuguese or Centish. If the pronunciation looks difficult, it probably uses sounds that are not in your native language. Also remember that in Kassidorian, as well as y and w; r, l, n, and m can sometimes be vowels. However you pronounce it is correct enough.

## **Coverage:**

This was done when the story 'Wizard Run' was told by Luray to her fellow passengers on the Lhar. Those names are still in here. There may be some characters or locations in here that have been removed from other parts of the story. There has been some effort to keep this up to date as the story was updated.

# The Guide

**Alore** - Woman living in Yoonbarla. Very caught up in occultism.

**Allotta** - Older daughter of the farmhouse where Luray sought help in Wizard Run.

**Althart** - One of the circle of Dempalan Elves. He played a pivotal role in the wars of magic. Also the main engineer of the lake.

**Althay** - Woman living in Yoonbarla. A pixie only 4' tall. Pixies are the daintiest females of the Megnor family of races. Her ancestry is in the Tduun.

**Angmin** - Inventory guard at Jaignvin Photochemicals. He was responsible for interviewing everyone who would have access to company stores and attempt to determine if they are trustworthy. He has his post because he's a good judge of character.

**Apalaise** - A series of outdoor courtyards and plazas up in the buildings at the top of the slope of northern Rankor Hill in downtown Zhindu. Frequented by painters and sculptors with occasional street performances in the more open areas.

**Arne** - Chensa's daughter who grows up and moves out while they know her. She's naturally quiet and graceful, a trifle selfish and aloof but quick witted.

**Atlon's** - A small but well equipped recording studio in Rankor Hill of downtown Zhindu.

**Athnuu** - Crewwoman on Vyingaa's ship that was lost on the Ttharmine.

**Axioseengya** - An intense fortified yaag from Zhindu. Probably the most potent pure larorlie intoxicant you can find in the

Zhlindu basin.

**B'heiva** - A commercial khume under the Eastern Slope of downtown Zhlindu.

**Bal't'notire** - Chief of state security for king Doeslon in the late 34<sup>th</sup> century. Wantonly cruel and pompous, nearly ineffective.

**Bandor** - A hearty, dark-haired guy who runs a little stage lighting business in lower northeast Rankor Hill, downtown Zhlindu. He gave Alan his first paid job on Kassidor and a few jobs every year for a few thereafter. They stayed friends.

**Bathal** - Small cargo company located in the south harborwall, downtown Zhlindu. Also a guy by the same name who is the owner of that cargo company.

**Bensrie** - Amateur chipponga player from Yoonbarla.

**Betakka** - A small commercial khume in South Fastness, downtown Zhlindu. Mainly professional service offices, geneticists, bankers, etc.

**Bikeyaida** - A famous band from Dos in the late 53<sup>rd</sup> century.

**Binat** - A game played by tossing a knotted shirt or some such object around in a hexagonal lattice where the object is to get to and stay in the center cell. Differs from Torrock in that people thrown over may also move up if it is caught.

**Blanth** - Large herbivorous herd animal with a gentle disposition.

**Blarch-Ig** - A large stairway/atrium in downtown Zhlindu leading from the western edge of the North Fastness down to the eastern edge of the Hyadrain Valley near where the upper and lower valleys meet at the last chimney. It is one of the great drops of the city. It's wide spiral steps are an easy climb and

there are 3 elevators with 30-story shafts.

**Blartn** - A commercial khume near the western side of the upper Hyadrain valley in Downtown Zhindu. Desa bought her yandrille at Kniydi's when it was on Blartn Khume.

**Blentish-diddle** - A mixture of vegetables, heavy on sprouts, in a mild white sauce. Diddle (shredded fine) is any mixed vegetables in that sauce. Blen = sprout, ish = any, various, etc the pure Kassidorian would actually be 'diddleblendal'.

**Blibaing** - Major retail khume in south central Rankor Hill, downtown Zhindu.

**Blighnitentide** - Popular big time band in Zhindu in the 54<sup>th</sup> thru 103<sup>rd</sup> centuries. They bring a little livlier, body-moving sound than the classic Zhindu style of music.

**Blinta** - A guy Desa lived with a few weeks who pretended to be a musician but really wasn't.

**Bliyig's Kastle** - A large concert hall in the north central part of Rankor Hill in downtown Zhindu. Tends to have trendy, poppier bands.

**Blumox** - Commercial/industrial khume deep in the Karthuum Valley of downtown Zhindu.

**Blux** - Commercial/industrial khume deep in the Karthuum Valley of downtown Zhindu. Blux and Blumox are in the same neighborhood and 5½ floors apart.

**Bneikion** - A town on the Lhar who's name means literally 'Harvest Bunker'. An agricultural trading center.

**bnHagee** - Crewman on Vyingaa's ship after Lastriss.

**Bnath** - A floating animal in the same phylum of life as lon, enthora and rinko. Something like a Portugese Man-of-War but with a photosynthetic hard shell and paddles to swim with.

**Bordzvek** - The 5<sup>th</sup> largest human settlement in the world. 8.4n 61.1e Bordzvek is a dynamic center of learning and commerce. It's citizens are often wealthy and cultured. It's setting includes a spectacular canyon enhanced with lots of daring crystal architecture. It is a new city founded by the first wave of Silvan Elves in the late 23<sup>rd</sup> century [1911bc Earth]. 66.2m urban, 5.4m nuclear.

**Borgoth** - An ethnic group of the far west of the Knidola basin and the passage lands of the old far east. The Borgoth culture prized strength and athletic prowess, sports and competition. They were one of the last groups to give up violence in the 45<sup>th</sup> century. Since the advent of genetic science many have increased their strength greatly.

**Borinactivide** - A heavy-duty blast-pound metal band from Zhindu.

**Borlunth** - Currently one of the smaller basin cities. 59.7s 74.6e. Borlunth is known for the pirates of the late 35<sup>th</sup> and early 40<sup>th</sup> centuries who captured women to use as sex slaves. Today's Borlunth is a gritty city of commerce and industry, but still has a lively sex entertainment scene. 24.3m urban 6.4m nuclear.

**Bostok** - Small city in central Wescarp on the Lita river in a very scenic setting. .02m urban.

**Brancettrabble** - Ancient wizard from the Trenst basin, originally from the Lumpral. He has been many things in his long life. He is the only non-Elf to survive from before the fall of Dempala II.

**Braneen** - Woman living in Yoonbarla. Thought to be the oldest person in town, born in the mid 40<sup>th</sup> century. The natives of Yoonbarla did not know the age of Luray.

**Bron-Geiet** - A foundry in the Central Fastness of downtown Zhindu. They do contract work for various companies making precision ceramic and plastic parts.

**burRaf** - Cook working in the Hyadrain Valley of downtown Zhildu.

**Buron** - Villager where Luray and Oliar were accused in Wizard Run.

**Buthar** - Small industrial khume in the northeast slope of Rankor Hill in downtown Zhindu.

**Buv** - A net and racquet game more like badminton than tennis. Named for the noise the racquet makes hitting the light foam ball.

**Byiatrida** - Woman, originally from Bordzvek, half owner of the ship Vikenvor.

**Calbine** - A soldier in Revan's command in Wizard Run.

**Caro** - An ancient Zhindu native only working on about 40-60% reality (she says). She big and blond and a little bit freckly. Yarin's been staying with her more than half a decade before Alan landed on Kassidor.

**Chaldot 'im Klidoreen** – Farmer near the western edge of Doeslon's realm. Owner of the farm where Luray sought help during Wizard Run.

**Charraspa** - A type of calling inglethor with an annoying, grating call. Found in the old lands and some lowland areas in the new

basins.

**Chartor** - Youngest daughter at the farm where Luray sought help.

**Chatuum** - A woman that Desa's son Dara was living with in the late 55<sup>th</sup> century.

**Chefiyaiya** - Little river town on the Lhar at the mouth of the trans-lantis canal.

**Chefyet** - A cook in Yoonbarla. Doesn't have a great reputation for cleanliness.

**Chensa** - A woman living in Zhindu in the home below Alan and Desa's. She's slender and quiet, eager and tender at love, deep and meloncoly of thought. She and Alan were 'variety' lovers during their whole time as neighbors.

**Chernocka** - A variety of lumin named for their sound. Common in the Zhindu basin.

**Chesenvyaiya** - A port on the Lhar near Zhindu.

**Chezervizhod** – 6<sup>th</sup> week of the year. Spring in the southern hemisphere.

**Chian** - Girl living in the house Desa burst into during an escape.

**Chiggeed** - Cook in Yoonbarla specializing in feasts. His big event is the annual logging party.

**Chiggle** - A slimy member of the chileeth phylum which infests dead meat and wet vegetable scraps. They can complete a life cycle in a single week.

**Chileeth** - A phylum of mainly aquatic non-nuclear life. They are characterized by an ephemeral life cycle, scaly external

covering, an even number of eyes and separate sexes. The bulk of things called 'fish' are a bewildering number of different kinds of chileeth, as are a lot of things which could be called 'insects'. There are two whole families of creatures that can fly in air but must descend and stick their noses in the water to breath.

**Chilliiss** - Middle daughter at the farm where Luray sought help.

**Chippongga** - Musical instrument with some aspects of percussion and some of keyboard. There are numerous pads arranged around the player. The technique is usually bare handed but some play with sticks or mallets. There are usually pedals, fingerboards and patch panels provided. Most Chippongga players will choose to provide the chord via the pedals if they are providing the chord.

**Chirla** - Sex entertainer living in Yoonbarla who got herself modified to fit Mappu.

**Cho** - Unit of money. A small iron bead, worth about one shift of heavy unskilled labor in Zhindu or a fine meal for four in a sit-down place.

**Chofa** - Oldest son at the farmhouse where Luray sought help during Wizard Run. The one she fell in love with.

**Choi** - A vegetable looking a little like a radish but softer. Usually rendered into a sauce which is something like deep red Russian salad dressing.

**Chubat** - Younger son at the house where Luray sought help.

**Clagg** - A net game, think of tennis with a big rubber ball and bare hands.

**Clan Gvovich** - A musical group, originally from Lumpral, who

had moved to Zhindu in the previous century. They did folksy, semi-religious songs in the ancient language of the Falzon, an ethnic group in the Lumpral basin.

**Clanda** - Kegman at Haikon Plaz in downtown Zhindu

**Colucor** - A large tape factory in northern Rankor Hill, downtown Zhindu.

**Concidenabla** - 'Trip' in northern Rankor Hill, downtown Zhindu. Provides a multimedia entertainment experience which is best appreciated while in a well-altered state of mind.

**Congfruit** - A half translated word. A large hard fruit with a large seed in the center. Very starchy and used as a thickener in sauces.

**Corguf** - Crewman on Vyingaa's ship that was lost on the Ttharmine. The only other survivor.

**Cthanthan** - Owner of the 3<sup>rd</sup> home grown above the foundation Knume's house is built on. Like Nalu, he keeps a keda.

**Cynd** - 61 Cygni C. Not really a star, not really a planet, it orbits about once every decade and is a bright star in Kassidor's sky. Under magnification it is quite beautiful, looking like a more chaotic Jupiter with glowing patches and swirls.

**D'nore** - Crewman on the Vikenvor.

**Dactyl** - Already a translation, from pterodactyl, to which it has a superficial resemblance. The animal in Kassidorian is called 'koz' and it is the second most feared of all beasts after the theirops. (Third, after theirops and stryder before stryders were exterminated.) In the lowlands creatures fly who can carry a human back to their nests high in a clawed-bare tree. The smaller members of the class are more widespread with

common varieties having 10-foot membranous wings and 25-lb. bodies and heads. These animals are from the kedoid phylum and not the ksaroid, though there are many strong resemblances.

**Daiko** - A class of trees characterized by tall straight trunks and layers of horizontal branches. Some species can reach 300' in height in Kassidor's 1.14g gravity. Commonly translated as 'shaftwoods'

**Dalzor** - Lumberjack and mountain man from Yoonbarla.

**Danip** - Lumberjack and mountain man from Yoonbarla. Currently involved with Marcue and starting a country tree-home above town.

**Dara** - Desa's only biological child, a son, born to her and Rendrak in 55,33,42.

**Darceen** - Kassidor's 7<sup>th</sup> largest city. 6.7n, 27.4w. On the shores of the Ttharmine, this city has the hottest climate of any major city. Inhabited by 'hotbloods' who are people with modifications to their metabolism that enable them to live where temperatures routinely top 130 degrees. The city has many unique foods which produce very high yields in the hot steamy conditions where the city is located. 60.3m urban, 8.4m nuclear scattered along 100 miles of waterfront.

**Dartiss** - Crewman on Vyingaa's ship after Lastriss. Brought the kegs.

**Darva** - River in the Zhindu basin, runs from the eastern steppe to the south side of the city during the time of this story. It is later re-routed to the north side of the city for water power. 1211mi.

**Delthonis** - A large vang which starts between Rankor Hill and the

Central Fastness in downtown Zhindu. It appears to widen out to be the Karthuum Valley. Alan passed over it on a streetcar but never knew it's name.

**Dempaal** - A brand of bottled green yaag local to the east south Fastness in downtown Zhindu.

**Dempala** - Megalopolis of the 14<sup>th</sup> thru 22<sup>nd</sup> centuries. 12.8s 21.0e  
It stretched for up to 700 miles at it's greatest extent along the then southwest shore of the Ttharmine, centered on Valinor. It was a city of a type not possible today without high speed transportation. Large estates and sprawling business centers with wide grounds. Such a large urban area today would hold 700 million people or more, but it probably housed no more than 100 million. It was the center of an empire that encompassed the whole world. Dempala II on what was then an island. It became a brutal and hated military dictatorship based on high technology weapons. It ended in a bloody world wide revolution known as 'The Fall'. The bad ending tarnished an otherwise brilliant culture that established the Elves as the great magicians and kings of men. Among the achievements this culture produced was the cure for aging, uniting the planet with high speed track-guided ground effects vehicles, inventing the root of today's nearly universal common language.

**Demrin** - Lumberjack and mountain man from Yoonbarla.

**Dencah** - Woman living in Zhindu who met Alan, Luray and Desa on Vyingaa's ship. She's another who loves group sex but is not as raunchy as Nlara.

**Dengdetta** - An important man and company in the West Beachwall in downtown Zhindu. He owns many retail complexes and built most of the stairs over a mile long section of the middle beachwall.

**Desa** - The teacher living in Yoonbarla that Alan follows to Zhindu. She's cute and well educated and with a rather outspoken personality. She teaches him much about the world he has come to and feels a lot of responsibility for his upbringing.

**Dinko** - A family of trees, a branch of the Keltoid phylum. Their leaves have an antifreeze and are able to stand frost so they can live at elevations where frost is possible.

**Djinzuk Tackle** - A ship fitting company in Lastriss.

**DkanisCourt** - A small atrium in Twoonstairs at the northeastern end of Kigata Spine on the northern edge of Rankor Hill in downtown Zhindu.

**Doeslon** - King of a small nation during the 34<sup>th</sup> century. A petty tyrant, his nation was soon absorbed by its neighbors after his demise.

**Donerektide** - A small city in the Zhindu basin on the Imoneea about 400 miles south of Zhindu. 1.3m urban, .1m nuclear.

**Dongol** - A recording studio in the southern end of Rankor Hill in downtown Zhindu.

**Dorcaikin Toz** - The great lake. The lake was built over the centuries with the east southern arm not completed until the 52<sup>nd</sup> century. It is the largest construction project undertaken by mankind to date, and the largest economic project undertaken by mankind to date. The lake is now over 12,000 miles long and has changed the climate over a 30,000,000 square mile area. Many sagas have been written about parts of its construction. In its basin the lake's construction was the defining force of the troubled times. The financing of its construction was the biggest part of its basin's economy during the 30's and 40's.

**Dos** - The 16<sup>th</sup> largest human settlement in the world. 44.1s 17.6e  
Dos sprawls thru beautiful wooded valleys around dozens of large lakes built for hydropower on a cleft in the Dos Escarpment. It is a renowned center of wealth and learning. It is a new city with little history predating the modern age. 48.7m urban, no significant nuclear.

**Dromeedia** - The land between the main lake and Yakhan's arm. Most of the dwarves who settled in early Kassidor settled in the hills of this area.

**Dtair** - Bug. Small members of the non-nuclear life. Four different phyla are lumped in the term 'bug', this is an actual Kassidorian phylum in the non-nuclear life. There are ingethors this small, but they are called ytith.

**Duma** - Some guy who left a cup at Bandor's shop ages ago. Alan inherit's the cup and names it Ebenezer.

**Dundorada** -The heaviest band in Hazorpean. They have been together for centuries but gradually change members.

**Dyinhholm** - A cook that's a friend of Klowaa's.

**Ebnaiyah** - A research/teaching corporation from Kln. They specialize in astronomy and meteorology with a fine observatory less than 100 miles from the city.

**ed'Shenale** - The oldest standing building in Yoonbarla, built during the troubled times, it is now about 2500 Earth years old.

**Eelon** - Man, originally from Bordzvek. Half owner of the ship Vikenvor.

**Eknar** -Woman living in Yoonbarla, Larneh's neighbor on the downhill side.

**Ekendosa** - 3<sup>rd</sup> week of the year. Late winter in the southern hemisphere.

**Elarika** - A process of purifying rord to strengthen it's effects.

**Elevnos** - A Texas-sized area of lovely highlands with a fertile humid southwestern side and picturesque dry northwestern side. Located to the west of the Kimoneea river between Zhlindu and Kyeb and north of Wescarp.

**Elok** - Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Enra** - A type of tree which is actually an archwood (keltoid) but can grow a tall straight trunk like a shaftwood (daiko)

**Ensal** - A class of aquatic life actually in the Cellulose kingdom. They are water beathers without limbs, believed to be more primitive than most other forms in the kingdom.

**Entheedis** - A commercial/retail khume in the western part of the Central Fastness in downtown Zhlindu.

**Enthora** - A water plant related to lon and rinko. A high-yield, important crop in the Zhlindu area.

**Envitta** - Desa and Valla's mother.

**Eylore** - Actually a translation of 'Vempal'. Nalu's largest keda. He is named for the belief that kedas can communicate with the motions of their eyes. He is older than anyone knows, but does not predate the Energy Age because that is when the modification for one or two extra sets of legs was done.

**Fallos** - downy-soft textile crop used as cotton is on Earth. It grows anywhere.

**Fendaveermon** - 4<sup>th</sup> week of the year. Early spring in the southern

hemisphere.

**Fmaya** - Neighbor of Alan and Desa in Zhindu. She lives with Parmu and Lurain, plays lween and is also a norrot addict.

**Fmarling** - One of Nonik's co-habitants and a friend of Klowaa's. She's a quiet but deep person who works with Nonik on his movies.

**Foemong** - Floater pilot that Klarrian knows.

**Ftara** - Woman living in Yoonbarla across the street from Pneika and Yhomaire.

**Fyasin** - A farmer Nlara picked up for a ride to Hazorpean and back.

**Fyuranuran** - The only non-Elf in the circle of Dempalan Elves which runs the Kassikan. He is a Dwarf who served with honor in the wars of magic and was taken with the Elves on the great pilgrimage back to the Old Lands from the Old Midlands

**Gardir** - Shared Nlara's mast and affections after Lastriss on Vyinga's ship.

**Garibivlast** - 10<sup>th</sup> week of the year, high summer in the southern hemisphere. Larorlie may start to bloom in Zhindu this early.

**Garvaskul** - A tide-control canal in central Zhindu.

**Gasyan** - A man living in Zhindu, sometimes with Mingalle. A hardware worker.

**Gat** - A vegetable which grows on a large shrub with the look of a small eggplant and the taste of a spicy carrot.

**GazaggaStairs** - The nearest public stairway to Alan and Desa's home in Zhindu.

**Geheiba** - A small tape duplicating shop on Khume Kimoneea.

**GianGazol** - Gian on yandrille and leen, Gazol on chipponga. A very melodic but experimental musical act. Rather low volume for Zhindu but not staid by any means, quite dancable if you're interested.

**Glurie** - Kegman at Haikon plaz.

**Gnendvinalt** - A large agricultural sciences research center, school and factory producing extremely sophisticated crop management tubing systems with biofeedback regulation and symbiosis amplification. They are gradually sinking the urban population of Zhindu by allowing people with ever smaller pieces of land to grow more than they eat.

**Golibar** - Wasteland between the Kyeb Basin and the old lands. The extreme heights at its western end house the Kassikan's largest observatory.

**Gondin** - Crewman on the Vikenvor.

**Gonzar** - Girl tagging along with Yendee on the Vikenvor.

**Gorivizoth** - An ultra-heavy power tower blast band from Zhindu.

**Gorunda** - 5<sup>th</sup> largest city in the Zhindu basin at the time of The Second Expedition. Located in the lower basin over 1750 miles from Zhindu, over 2500 as the river flows. It is a lowland area with a seasonal but humid climate. The area is undergoing rapid growth as the wildhull swamps are beaten back. 4.1m urban .2m nuclear.

**Graag** - Soldier in Revan's command in Wizard Run.

**Haikon** - Plaza on the northern slope of Rankor Hill, downtown Zhindu.

**Haken** - Courtyard or Atrium on the northern slope of Rankor Hill in downtown Zhindu near Reshplaza Waterpark. Alan and Desa live here their whole time in Zhindu. Noted for it's torrock court.

**Hakken** - A species of theroptoid carnivore. About 300lb average size. They often hunt in packs and can be deadly to an unarmed human.

**Halakannon** - A mid-level band in downtown Zhindu that Desa liked.

**Hapentweighn** - Residential/personal retail khume on the southern slope of the Fastness in downtown Zhindu.

**Hareenduul** - First week of the year. Early winter in the southern hemisphere.

**HarvestHenge** - Another half-translation of the half-proper noun KionHenge. Kion is literally 'crop input' but should be translated as harvest. Henge could almost be translated as festival or celebration, but it is more than that. In cultures that had stricter social norms, 'henge' means a celebration where many of those rules were temporarily suspended, especially taboos against exposure, adultery and intoxication.

There is a monumental cycle of music associated with this festival consisting of 215 patterns. To play the whole thing properly takes almost 8 hours, and that is never done except in institutions of higher study. To play each pattern once thru takes almost 2, but you will find that done in concert occasionally.

**Hazenar** - A small stairway leading down from Reshplaza into the

commercial levels of northern Rankor Hill in downtown Zhindu.

**Hazen-Rikeye** - Hazen on yandrille, Rikeye on chipponga. A hard-rocking good-time band from Zhindu.

**Hazorpean** - Small city in central Wescarp valley on the Lhar. .03m urban.

**Hemnahemp** - Literally Home made Homey. A magazine from Klarrain's publishing about what you can do to and in your home. A trendy hit.

**Hengton** - The person who owned the place that Parmu, Fmaya and Lurain bought when he moved away to Quanwark.

**Hensele** - Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Hgenattas** - Khume in east central Rankor Hill, downtown Zhindu.

**HigornAlink** - Higorn on chipponga, Alink on Yandrille. A party band playing around Zhindu.

**Hkyiitn** - Smaller, short-legged relative of the kranjan. They are not large enough or strong enough, and certainly not fast enough, to take a full grown human as prey, but they are sharp in tooth and claw enough that they aren't often taken by humans as prey.

**Hmartn** - Atrium and stairway (drop) on the upper end of the Karthuum Valley in downtown Zhindu.

**Hnahta** - Stairs leading up the western edge of the North Fastness from the eastern edge of the Hyadrain valley in Downtown Zhindu.

**Hrrst** - The world's 9<sup>th</sup> largest city. 19.6s 82.2e. The grimy, marshy, hot and humid city at the southern end of the Ttharmine. Founded early in the modern age when the waters of the Ttharmine receded after the great breakthrough. It is said to be too cold for hotbloods and too hot for unmodified humans, but it is an important trading center. 57.0m urban, no real nuclear area.

**Huneen** - Woman living with Kartha on the Numondit plains above Wescarp. Originally from Lastriss, they came out to the wilds to start a keda ranch.

**Hunei** - A girlfriend of Lurain's during the party Desa had to celebrate buying the yandrille.

**Huny** - Light man with Halakannon. Bunked with Desa for a few years.

**Hyadrain** - Valley in northern downtown Zhindu between Rankor Hill and the north end of the Central Fastness. Probably the highest concentration of heavy industry in the world.

**Hyadune** - Smaller relative of the theirops. They are beautifully colored, agile and intelligent. They are large enough and strong enough to be dangerous, but can be tamed, and are no match for a skilled archer.

**hYanigooteh** - 4<sup>th</sup> largest city in the Zhindu basin, located 200 miles northeast of Zhindu on the Kimoneea. It has many settlers of Lumpralian descent. 4.8m urban, .8m nuclear.

**Hyra** - One of the 3 large concert halls in Lastriss.

**Imnotyn** - 9<sup>th</sup> week of the year. Start of summer in the southern hemisphere.

**Imoneea** - One of the 2 great rivers that run from Hrrst to Zhindu

carved when the great sea broke out in the 35<sup>th</sup> century. The Imoneeya is the eastern of the 2, and the shorter route from Hrrst to Zhindu. This is considered the main river and continues on to the Tduun Noz. 9174mi.

**Inglethor** - A class of multilegged animals in the kedoid phylum. They are characterized by 3 eyes and bodies long enough that their legs have little chance to interfere. They are generally small, often pests, and usually tasty, especially as a condiment meat.

**Isandra** - Yandrille player for the first band Desa was in while living in Dos. He was her second serious love.

**Ityay** - Crewman on the Vikenvor.

**Iyosaign** - 17<sup>th</sup> week of the year. Late fall and the deluge continues in Zhindu.

**Jaignvin** - Photochemical labs in the South Karthuum Valley of downtown Zhindu. A huge operation with 40% market share of all the basin's photo sensitive films, papers, sprays, paints and other specialty photography supplies such as developers, finishers, sealers, mounting glues etc. Zhindu's 3<sup>rd</sup> largest single employer with at least 14,000 on the floor on any given Nightday. It occupies an entire canyon on the southwestern rim of the Valley with it's own elevators taking people from as far as 40 stories away.

**Janek** - A tribe originally from the Platecivetrie basin which became famous for undertaking a long migration to the new basins up beyond Kln in the 51<sup>st</sup> century. More than 2 million members made the track and the caravan took many years to pass any one point on the route. Within a century of reaching their new homes, they settled down and blended into the general population.

**Jaymite** - A case agent who once worked for Nidon-Mlarkile but who has since gone independent.

**Jazack** - One of Klarrain's household staff.

**Jebesh** - Nlara's pet name for KangDarceen's lantern.

**Jillaroo Cook's Court** – An indoor courtyard in the Lastriss Khume with competitive seafood chefs and tables marked with destinations where travelers can interview potential traveling companions. It overlooks one of the city's 3 main halls.

**Jmory** - Woman living in Yoonbarla. Was starring in Kaha's movie till she got bored with it.

**Jotal** - Lween player for the first band Desa was in back in Dos.

**K'shitn** - 13<sup>th</sup> week of the year. Late summer, the bloom is in full swing.

**Kadak** - Woman who owns a service house of same name deep in the pottery sheds under Blumox industrial khume deep in the Karthuum Valley of downtown Zhindu.

**Kadezak** - 8<sup>th</sup> week of the year. Last week of spring in the southern hemisphere.

**KaggusDagger** - Popular new pump band in Zhindu. Literally 'meat up, drink pretty' in Kassidorian. Could be best translated as 'drink up and dance' but it isn't correct because kagg is meat in a meal, not properly live meat.

**Kaha** - Woman living in Yoonbarla who has been filming a movie about a news reporter getting used by her employer since she grew up. Very beautiful and promiscuous.

**Kalageezy** - Company specializing in large, high-tech hydraulic

fittings. Owned by Kala and Geezy.

**Kalaz** - Man from Zhindu who they met on Vyingaa's ship. He's into group sex and later get involved with sempheneet, which caused Dencah to terminate their relationship.

**Kalic** - A root plant with tough stems but a soft root almost like a lorc.

**Kaldiss** - A suntower company in Zhindu having a primary eye, 3 terminal rooms each 15 floors apart, and an image eye which can receive pictures. In a few decades such rooms will become commonplace, but before the starship age they were rare and pricy.

**Kalipaicha** - Vang in the northern slope of Rankor Hill in downtown Zhindu.

**Kalotie** - Professor of music history at Dos University and Desa's 3<sup>rd</sup> serious lover.

**KangDarceen** - Vyingaa's ship, 'Darceenian Flame'.

**Karedarzin** - Huge river arising south of Fmaklar, flowing thru the Karedarzin, Trenst and Borlunth basins, with tributaries covering the Bordzvek, Knidola, Prvest, Trastrab and Zil basins, before emptying onto the polar plain. 19,000+ mi.

**Kartha** - Currently a hermit, originally from Lastriss. He's out on the Numondit plains because he was going to start a keda ranch.

**Karthuum** - A triangular valley in downtown Zhindu. The valley floor is about 1000' above the waterfront so it's a little more residential and less industrial than the Hyadrain valley.

**Kassikan** - Literally, 'all of knowledge'. If pronounced as a

common noun, it is translated as 'university'. If pronounced as a proper noun, or the long form, Kassidor Kassikan, is used, it is the great university at Kassidor Yakhan. This is the largest business on the planet because of all the industrial concerns started from their research. It is lead by some of the heros of the Wars of Magic that have survived since the Energy Age.

**Kassidor Yakhan** – One of the 3 largest cities on the planet. -.42s 0.00w The world's greatest center of learning and technology. Founded by the last refugees of the Elven kings after the wars of magic in the late 25<sup>th</sup> century [1894bc Earth], it is the source of the lifestyle that pervades today's world. It's site is one of the most pleasant the world has to offer, a land of brisk dawns, beautiful hot and sunny Afternoondays and bracing Nightdays. It is a cosmopolitan city where many languages can be heard and varied arts and cultures are available. 103.3m (est) urban, 17.8m nuclear.

**Kava-ka** - A fruit, very delicious but a lot of work to peel and seed. Grown in most temperate lowlands and tropical highlands. Produces year round but will not survive a hard freeze. The shrub makes a good dense hedge which is easily trained.

**kaZambli** - Translated as Green Monster, a thick green commercial yaag popular in many parts of the Zhindu basin and city and available on tap at many locations.

**Keda** - Draft animal. Up to 20' in total length with up to 12 legs and weighing at least 500lb, up to in excess of 2000lb. They have 5 eyes on short tentacles and may have longitudinal stripes or manes which end in the eyestalks. Like all members of their phylum, which includes theirops and Inglthors to name a couple, they have a coat of soft curly fuzz or wool, 2 toed feet and transversely articulated jaws.

**Keh** - Primary sleeping partner engaging in sex. Bedmate or spouse.

**Keithying** - The only member of the Circle who ever left the planet. He was a crewman on the upper sky forts at the end of the Dempalan age.

**Kelkar** - Man living in Yoonbarla. Owns a team and wagon and does a lot of hauling back and forth to Hazorpean.

**Keltoid** - A form of trees characterized by arching branches, large frond-like leaves and tough, resilient wood. Usually translated as Archwoods. This form has been extensively modified by humans to form housing.

**Kendaid** - Mountain range in central Wescarp. Known for challenging climbs.

**Kendre** - A picturesque, touristy, highland area 700 – 1900 miles east of Trenst.

**Kenduul** - 19<sup>th</sup> week of the year, occurring about once every 3 years, sometimes 4. When this week occurs it is normally a winter week in the south, but the deluge in Zhlindu has been known to continue into this week.

**Kevenotta** - Khume in east central Rankor Hill, downtown Zhlindu.

**Khatum-Ttha** - One of Zhlindu's major manufacturer's of mass-market audio tapes.

**Khiynian Well** - A large stairway 'drop' in the Central Fastness of downtown Zhlindu.

**Khudea** - Khume in the north slope of Rankor Hill in downtown Zhlindu. It goes under Reshplaza waterpark and has an entry there near the stage.

**Khume** - A public indoor throughfare or hallway. An avenue will

still be called a khume even if an occasional atrium reaches down to it.

**Khyungee** - Amateur yandrille player from Yoonbarla.

**Kigata Spine** - Relatively new megastructure between Kalipaicha Vang and the Hyadrain Valley on the northern slope of Rankor Hill in downtown Zhlindu.

**Kigeea** - A way-heavy pound and stomp band from Zhlindu.

**Kimeena Pinnacles** – A group of megastructures to the east of Morlain Vang a little ways south of Lartess Plaz in the South Fastness of downtown Zhlindu.

**Kimoneea** - One of the 2 great rivers which run from Hrrst to Zhlindu that were carved when the great sea broke out in the 35<sup>th</sup> century. The Kimoneea is the western of the two, the one which goes thru Kyeb. 5103mi.

**Kinsheeta** - Desert between the Dos and Zhlindu basins.

**Kion** - Harvest

**Kiteia/Cutaiyaa** - River running from the lake into the Kimoneea at Kyeb. In the 55<sup>th</sup> century the Elvish pronunciation was still popular but in later ages the old Dwarven pronunciation regained popularity. An important trade route from the lake and it's basin to the Kyeb, Zhlindu and Hrrst basins. 4271mi.

**Kivara Shig** - Last outdoor streetcar exchange on the north end of downtown Lastriss.

**Kivete** - Man living in Zhlindu. Friend of Mingalle who moved in with her while Desa and Alan lived next door to her. A quiet partier and casual norrot user, he went well with Mingalle's volubility.

**Kivundeer** - 11<sup>th</sup> week of the year. High summer in the southern hemisphere. The bloom usually gets started this week.

**Kladdanzak** - An old concert hall in the Hyadrain Valley of downtown Zhindu that was torn down in the early 55<sup>th</sup> century.

**Klaidstairs** - A stairway in the Central Fastness of downtown Zhindu.

**Klarrain** - Wealthy publisher living in a castle on the rim of the North Fastness in downtown Zhindu.

**Kleggain Block** – A monumental landslide caused with an ancient weapon which dammed up the Dorcaikin Toz from the Dos basin in 35,24,44 and added another large arm to the lake.

**Klegnif** - A pretty good chipponga playing woman from Yoonbarla. Lives with Varniss and is half owner of Myimapden.

**Klehymnehorn** - Megastructure on the southern slope of the Fastness above South Harbor in downtown Zhindu.

**Kleindort** - Large crystal-framed building that Klowaa's neighborhood is built against. Western South Fastness of Downtown Zhindu.

**Kliack** - A large kingdom of the 32<sup>nd</sup> and 33<sup>rd</sup> centuries in the Old Midlands. Known for mistrust of all things Elvish or Dwarven. Started the spread of fundamentalist Kortraxian religion in the Old Midlands.

**Klikenstra** - Manufacturer of professional audio amplification and synthesis blocks. Their gear is noted for it's punch and crispness. They have branched out into doing over old halls with their gear and then renting them out to tape companies.

The company is over 2000 Earth years old in the 55<sup>th</sup> century.

**Klinton** - A bottom-dwelling scavenger important in cleaning urban rivers and streams. They multiply rapidly and may be harvested in some numbers.

**Klizhorn** - An animal of sumoid life with 7 tentacles and one leg with a round fuzzy body. It is kept as pest control in most gardens.

**Kln** - World's 20<sup>th</sup> largest city, 172.7e 6.1s, the queen city of the new upland basins, Kln was actually founded as a spiriual retreat by rejectionists from Norbin in the 34<sup>th</sup> century. The climate and scenery of these basins proved irresistible and by the end of the 40<sup>th</sup> century the land rush was on. Today Kln is a bustling modern city with industry, respected centers of learning and a lively arts scene. 43.5m urban 6.4m nuclear.

**Klowaa** - Detective with the Nidon-Mlarkile agency in South Central Fastness of downtown Zhindu.

**Kluboeb** - The religious belief that life is but a test for a spiritual life after death. This has mainly fallen out of favor since aging was cured, but there are still some believers left, even some whole tribes of them in the Lumpral Basin.

**Knmonawweep** - 18<sup>th</sup> week of the year. End of fall in the southern hemisphere. The deluge may continue into this week.

**Knidola** - 26<sup>th</sup> largest city in the world. 29.3s 57.7e. First of the new lands settled by the Sylvan Elves after The Fall, it is more a collection of pleasant country towns and lively ports on a large beautiful lake than a single large city. Known for beautiful woodcraft, harmonious music and elaborate festivals, it's basin harbors many modern tribes including the Tragoth and Borgoth. 31.6m urban, no significant nuclear.

**Kniydi** - Owner of the company where Desa's yandrille was invented and manufactured.

**Knume** - Old lumberjack mountain man in central Wescarp village of Yoonbarla. Desa lives in his house at the start of the story, while she gets ready to go to Zhindu. He's lived with Desa's sister/child Valla for the last few decades.

**Kobal** - Small city in the Zhindu basin. For a brief time, starting when it was a seaport, it was the capital of a small kingdom. Today it is an agricultural market center and festival site in the suburbs of Lastriss. .4m urban.

**Kolaf** - A recording engineer living in Zhindu.

**Kolay** - Sells 'slaps' in Yoonbarla. This is a drink milder than speed, stronger than caffeine.

**Kolot** - Shared Vyingaa's nest and affections after Lastriss.

**Kolub** - Small cargo company in Zhindu handling specialty these products.

**Konchidrain** - A great, half mile long bridge connecting the northern slope of Rankor Hill with the North Fastness across the waist of the Hyadrain Valley in Downtown Zhindu.

**Konfar** - One of the steersmen on Vyingaa's ship.

**Koochess** - An industrial khume in northern Rankor Hill, downtown Zhindu.

**Korbatch** - Village in Doeslon's realm during the 34<sup>th</sup> century. Where Oliar and Luray lived at the start of Wizard Run.

**Kordrain** - One of the great halls of Zhindu, there main stage has been blasting with stops only for equipment repairs and

remodeling since the late 53<sup>rd</sup> century (about the time of the American Civil war) nonstop, 84 hours a week. Located at the very top of the Hyadrain Valley where both valley's, the hill and the fastness come together. Kordrain has recently opened several smaller stages in courtyards in various parts of the city.

**Korenzol** - Large concert hall located near the intersection of the hills and valleys right in the center of downtown Zhindu in the same neighborhood as Kordrain. A serious music hall where YarsImoneeya played often during their most active years in the 52<sup>nd</sup> century. Renowned for its acoustics, it is still an important fixture on the Zhindu scene.

**Kortrax** - 61 Cygni A, the sun of this world. It glows orange and looms large in the sky, its lacy purple bands of sunspot plainly visible to the naked eye. It is revered as a God or a symbol of a God by the majority of the world's devout even today.

**Kostya** - Originally a student of Desa's in Dos, he was Desa's main partner for longer than anyone else in her life, the better part of a century. It was a loose and broken relationship punctuated by numerous serious affairs, but it endured because of the band Yiheeng they were in. He left Desa for her mother Envitta, leaving Desa with Valla to raise. That parting was utterly final when Desa left the Dos basin with Rendrak two decades later.

**Kota** - A keda Desa boarded in the late 55<sup>th</sup> century.

**Kovar** - Literally, 'wake time while [Kortrax is] descending', translated as Afternoonday. The second waking period in the Kasidorian week.

**Kovinga** - Counselor of the Military under king Doeslon.

**Krajik** - Woman living in Yoonbarla

**Kranjan** - Enormous and ancient predator of the plains. It's a huge, constantly-moving mountain of flesh that opportunistically feeds on whatever it can devour.

**Krono-Weilem Consortium** – An organization in downtown Zhindu to which the water power users of the Imoneea belong. It is a voluntary organization, but wields considerable influence of the use of the Imoneeya because a shutoff of 40% of the city's compressed air supply would impact the city's economy disastrously. Many hydraulics companies such as Kyovike have memberships.

**Ksarid** - Usually translated as 'bird', they are a class with an even number of eyes and odd number of legs, usually just 1. They are of the non-nuclear life and in the same sub-phylum as chilleeth.

**Kubeina** - Small village in central Wescarp about 7 miles south of Yoonbarla.

**Kufonteer** - A medium-sized herbivore in the Kedoid phylum.

**Kunae** - The lesser sun, 61 Cygni B. It is a nice bright orange star in the sky, wandering once around the heavens every 3½ centuries.

**Kutaiaa** - Undercommander in Doeslon's army during Wizard Run.

**Kuna** - A guy who sometimes helps Alan with his business.

**Kuthra** - Woman from Kassidor Yakhan. She worked as a guide at the university. She's well meaning but pursues notoriety. She latched on to Alan because he was known to the circle, but stayed with him for a few decades.

**Kuthra** - Building in the center of Yoonbarla.

**Kuthreim** - Village on the Lhar that Luray and Olier claimed to be from during Wizard Run.

**Kuumore** - An aging megastructure built in the late 44<sup>th</sup> century on the northwestern edge of the North Fastness in downtown Zhindu. Alan recovered parts from an abandoned area underneath it.

**Kvar** - A root plant, tough and stringy but quite spicy.

**Kvarit** - An animal that lives on sewage and garbage genetically engineered from an intestinal flatworm. They processes over 90% of the sewage and garbage in most cities and provide over 40% of the animal protein consumed by humans in Zhindu.

**Kveshnat** - 2<sup>rd</sup> week of the year, winter in the southern hemisphere.

**Kwanitoe** - Literally 'home of writing', library.

**Kwitainia** - The low highlands between the Hrrst, Kyeb and Zhindu basins. It has a lush tropical southern side and an arid, scrubby northern region.

**Kyagi** - Guy living in Yoonbarla. Likes to mix exotic alcohol shots.

**Kyeb** - One of the smaller basin cities, 31<sup>st</sup> largest in the world. 32.7s 20.1w. Kyeb is the beach city, located on a deep, wide portion of the Kimoneea river, it has the best known beach scene in the world. 27.2m urban, 11.4m nuclear.

**Kyebenwae** - 15<sup>th</sup> week of the year. Fall in the southern hemisphere. There may be a deluge this week, or the blooms may linger.

**Kyiteen** - Crew woman on Vyingaa's ship that was lost on the Ttharmine.

**Kyngza** - Accountant at Kalageezy's Hydraulics.

**Kyovike Hydraulics** – The heavy in Zhindu's heavy industry. They make huge water turbines, irrigation pumps, lock fittings and parts of that nature. They have made virtually all of the basin's very large fiber-reinforced castings. Their shop floor in the depths of the Hyadrain Valley is one of the largest indoor spaces on the planet. The beams of that roof are 300x60x4' carbon fiber-reinforced glass beams on 20' centers. The shop floor is 300x1000' and has its own indoor canal capable of loading a 300' ship.

**Laleet** - A family of small flightless ksarids which frequent dwarf reed-beds and water grass. Their call is easily distinguished from lumins by its harshness and lack of melody.

**Lappranile** - Small concert hall in Yoonbarla. It is the only 'real' music hall in town.

**Larishin** - A form of ribbonleaf producing edible orange flowers. They grow only in high meadows and thus have little commercial value over most of the planet.

**Larneh** - Old lumberjack and mountain man from central Wescarp village of Yoonbarla.

**Lartess** - A plaza in the South Central Fastness of Downtown Zhindu. Has a small waterpark with swimming pool.

**Lartok** - A kegsmen at Lartess plaz, downtown Zhindu.

**Lastriss** - City in the western Zhindu basin at the confluence of Lita and Lhar rivers. Agricultural market center and urban center of central Wescarp. 1.1m urban .2m nuclear.

**Lbront-Nevn** - 13<sup>th</sup> largest city on the planet and the last to join the modern world. 111.8w 29.4s. It is in a basin which is almost

totally isolated from the remaining world. It's culture dates back to the time of Dempala II and it retained a militaristic culture until it's troops finally crossed the desert and encountered the modern world in the far east of the Trenst basin. The city is a gleaming marble port on a deep blue lake set against a background of distant snow-capped peaks. In spite of losing the ability to use military force, much of the ancient culture of honor and obligation remains. 52.0m urban, no nuclear.

**Leecandrain** -A strong, concentrated, thick syrupy green yaag.

**Leera** - A steersman on Vyingaa's ship.

**Leese** - A carnivorous aquatic animal of the non-nuclear life related to the lek. They dig wallows that fill with lon which animals think are shallow. The leese is alerted by their struggles to get out of the undercut bank and devours the prey.

**Lenchandai** -A village in central Wescarp about 30 miles west of Yoonbarla in the foothills of the Kendaid.

**Lenchei** - Woman living in Yoonbarla.

**Lenkiin** - Desa's first serious love, she stayed with him nearly four decades the first time and off and on for another decade a decade later.

**Lenko** - A soft-stemmed plant which cooks like asparagus and tastes more like sweat peas.

**Lensa** - A large herbivorous inglithor raised for canned meat.

**Lentosaur** - A large herbivore related to the keda. Like kedas they are members of the lentos family which have nostrils per leg. That along with other adaptations make them able to run very long distances to escape determined predators. They are an

important food source, slightly smaller and plumper than thongaas, but with longer lower legs.

**Lesahr** - Chipponga player from Zhlindu of high Elven ancestry. He has good knowledge and talent at his instrument and his serious personality is focused on the success of his bands.

**Leshin** - A shrub which grows edible leaves with food stored in their middle layers.

**Lhar** - River in the Zhlindu basin. It's tributaries arise in central Wescarp and it flows down to Zhlindu where it joins the Kimoneea just a few miles from the city's center. 1858mi.

**Likenstrake** - A small trip in the Karthuum Valley of downtown Zhlindu.

**Lingkhan** - Guy living in the house Desa burst into during an escape.

**Linkenstar** - The name of Vyingaa's ship that was lost on the Ttharmine.

**Lisain** - Woman originally from Quanwark, living in Zhlindu.

**Lita** - River in western Zhlindu basin arising in central Wescarp and joining the Lhar at Lastriss

**Lmonteira** - 16<sup>th</sup> week of the year, fall in the southern hemisphere. Expect a deluge this Afternoonday in Zhlindu.

**Lmore** - Old herdsman who brought Nuran on her first trip to the city.

**Lmuthra** - A large knume in north central Rankor Hill, downtown Zhlindu.

**Lon** - A water plant related to Enthora and Rinko. A high yielding crop important thruout the world today.

**Loria** - One of the great kingdoms of the ancient Yondure basin, it used to stretch for 500 miles along the coast back when the dry sea had water in it.

**Lorisaur** - A mid-sized tree-dwelling animal. They are beautifully-plumed claw-climbers living on small ksarids and other insect-like pests.

**Lorovin** - Maker of fine carriages in the industrial flats of Zhlindu. Many models ranging from plain to very fancy. High tech, light weight and well suspended, these are the choice of those rich enough to afford them. The plainer ones are sometimes available for hire.

**Lorv** - A root plant with wide leaves but a creamy interior which tastes almost like maple-vanilla ice-cream.

**Lorvin** - Wild lorv. Actually much smaller, not much taste but biologically related.

**Luchai** - 2<sup>nd</sup> Yandrille for Dundorada.

**Lumin** - A term used for any inglethor which sings incessantly for mates. There are many species and their songs can range from terminally annoying to beautifully melodic. Different species live in different areas and are active at different times of the week.

**Luminaire** - A yaagatoria in ancient Yoonbarla.

**Lumpral** - 4<sup>th</sup> Largest city in the world. The most ancient, religious, varied and poorest of the world's great cities. Lumpral is the only great city where one normally hears several languages in an average day. It's site is a maze of

rivers, swamps, lakes, canals, islands, all reconstructed, laced with layers of ruins everywhere, disconnected, non-centric and in disagreement with themselves as to what's part of their city and what isn't. The residents identify none of the areas which make it up as 'Lumpral'. 73.0m urban, .051 nuclear.

**Lurain** - Neighbor in Zhindu. Son of Parmu and norrot addict. Also plays a little yandrille.

**Luray** - An ancient Elven woman, daughter of the wizard Oliar, born at the end of the 33<sup>rd</sup> century.

**Lusanne** - Someone who was supposed to be up prospecting on the desert rim above Wescarp.

**Lvataiya** - An industrial khume in the Central Fastness of downtown Zhindu.

**Lween** - A musical instrument played with the mouth. You more whistle into it than any other common technique, but there's a lot of control you can get with that. There is a fingerboard on the barrel which can usually be patched thru to whatever a fingerboard can do on the sonic block the musician is using.

**Mappu** - Sex entertainer from Yoonbarla with an enormously modified cock. He and Knume have an animosity that goes back so far neither can remember what it's about.

**Marcue** - Woman living in Yoonbarla. Good friend and former neighbor of Desa. Currently involved with Danip.

**marFah** - Woman living in Yoonbarla.

**Margotty** - A vine growing what look like tiny butternut squashes that taste more like cucumbers.

**Maron** - A ribbonleaf root vegetable looking and tasting a little

like a cross between a carrot and a beet.

**marVan** - 'Navigator' on the ship Vikenvor.

**Methuun** - An official in the administration of Kassidor Kassikan, the great university in downtown Kassidor Yakhan.

**Mindune** - Smallest common relative of the theirops, about 3 feet in length and 30lb in weight max. They are easily tamed and often kept to check vermin. The word has been translated as 'cat' in many accounts from Kassidor's history. They fit into the same social position and are beautiful animals but they have 6 legs, claws like a lobster, plumed tails and 5 eyes on short stalks.

**Mingalle** - Woman living in Zhindu, neighbor of Alan and Desa. Very talkative and quite lusty.

**Mingyon** - A apple sized and textured fruit with a more cirtusy flavor. It has seeds that most people spit out.

**Minok** - Small river in central Wescarp, tributary of the Lhar.

**minTar** - Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Mish** - A racquet game a bit like tennis or buv, but played more like frisbee, without a net.

**Mlak** - A family of large, slow-moving photosynthetic animals. Some species will be found in most savannah landscapes.

**Mlarkile** - Owner of a detective agency in the South Central Fastness of downtown Zhindu with partner Nidon. Keeper of the stable of bait girls.

**Mlorngai** - A sound man who toured with Sarsawuf when Desa

was playing with them.

**Morangaa** - Vang on the northern edge of Rankor Hill in downtown Zhlindu.

**Morbuloïd** - A musical effect similar to a leslie vibrato. Used to extreme it produces a sound like water dripping into a hyper-echo-y cave.

**Morlain** - A large vang in the South Fatness of downtown Zhlindu which runs from above the Thweighnmonkt down toward the Karthuum Valley.

**Myanfyngaa** - One of the 2 females in the Circle of Dempalan Elves. She is tall and blond with a beautiful husky voice. She did the initial research on modifying trees to serve as houses.

**Myassa** - Swamp on the west side of Trenst. The inhabited parts of it are a solid-ground swamp, not floating on wildhull.

**Myimpaden** - Yaagatoria in Yoonbarla. Built as Oliar's stables in the 35<sup>th</sup> century.

**Nalu** - Knume's neighbor in Yoonbarla on the uphill side. His house is above Knume's egg store so he has no lower floor. He keeps two kedas in the field behind them.

**Napar** - Small village in central Wescarp four miles west of Yoonbarla.

**Narlong** - A small domestic animal raised for meat. Not much larger than an inglethor but related to kranjans and hkyiitns.

**Nechlee** - Cook in Yoonbarla.

**Needeen** - Yaag-brewer in east south Fastness of downtown Zhlindu.

**Nemair** - Knume's neighbor in Yoonbarla on the downhill side.

**Niklee** - Woman from the Numondit plains on the edge of the desert above Wescarp.

**Nidon** - Runs a detective agency in the South Central Fastness of downtown Zhindu with partner Mlarkile.

**Nincho** - Knume's neighbor Nalu's smaller keda, who is still larger than average.

**Nives** - A sweet berry growing on small bushes.

**Nlara** - Husky first mate on Vyingaa's ship 'Darceenian Flame'. She's lusty, raunchy and loves wild group sex.

**Nleet** - A fruit growing on a vine which is a good companion for most rinko. It looks and tastes like a small sweet sausage.

**Nonik** - Cinematographer living in South Central Fastness, downtown Zhindu. A friend of Klowaa's. He is more a camera man than producer or director, but has some of those duties on smaller productions.

**Noonitondow** - Small city in the western Zhindu basin just to the east of Wescarp's outer range. Site of the Wescarp University of Cinema. .5m urban.

**Norbin** - World's 28<sup>th</sup> largest city. 43.4n 86.5w A prosperous and growing young city founded in the 32<sup>nd</sup> century as a 'new keep', it soon developed its own more organic style. Its site is a humid temperate lowland of lush vegetation pierced by grand avenues and serenaded with some of the most sensuous music the world has to offer. 30.1m urban 7.1m nuclear.

**Norus** - A distant relative of the mlak, but herbivorous instead of photosynthetic. It has a thin translucent shell instead of leaves

which can be worked and polished into objects of great beauty.

**Nubedat** - A mountain to the north of Yoonbarla, across from Nvednmere.

**Numenvadn** - Knume's drinking cup, a great old thing of Dwarven manufacture, older than most legends and of noble size and worth.

**Numondit** - A high plains above Wescarp on the edge of the Kinsheeta desert.

**Nunda** - Keda kept by Katha and Huneen on the Numondit plain above Wescarp.

**Nuplayy** - First astronomer on Kassidor to publish a serious article analyzing the asteroid string that was Gordon's Lamp.

**Nuran** - A girl of about Alan's age, also on her first trip to the city. She has studied it in teen magazines for a decade so she feels much more an authority than he and helps tutor him in the ways of Zhlindu, shipboard romance, and Kassidor in general.

**Nuvee** - Owner of the sex den called 'Bit of Borlunth' in the center of Yoonbarla.

**Nvednmere** - Double-peaked mountain in central Wescarp near Yoonbarla. The east peak is a gentle climb and offers a spectacular view. The west peak is a challenging climb and an even better view.

**Nyobba** - A large (5-15 lb) carnivorous inglethor. There are several species in different areas. They can be tamed as pets.

**Oliar** - One of the latter day wizards. Born to Eowen and Faramir soon after the wars of magic. He is currently on the staff at

pinnacle labs in Yondure.

**Onchegeela** - The lesser moon. Actually it is half as big as Narrulla but half a million miles from the planet and thus hard to notice.

**Oninggong** - A famous band from Dos in the late 53<sup>rd</sup> century.

**Ossloa** - One of the girls at Kadak's service house.

**p'Vook** - Crewman on Vyingaa's ship that was lost on the Ttharmine. Her most serious mate and father of her children.

**Paduba** - One of Zhlindu's leading manufacturers of professional chipponga's. The company's products enjoy a reputation as the best value in a professional-grade road-tested, mighty-sounding chipponga in the world.

**Panga**- Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Parmu** - Novice chipponga player and norrot addict. Neighbor of Desa and Alan in Zhlindu.

**Pembry** - A cook on the ship Vikenvor.

**Penwry** - A recording engineer living in Zhlindu.

**Peroptoid** - A musical effect which when applied to extreme makes notes that sound like popping bubbles, hence it's name.

**Pewpspway** - A large river which empties into the southeast corner of the Ttharmine across from Hrrst. 1017mi.

**PicaDorain** - A medium sized recording studio in northern Rankor Hill of downtown Zhlindu.

**Piishain** - Friend of Kuthra who also shared Alan's quarters in the Pyramid.

**Pindarn** - Second officer under Revan in Doeslon's army during Wizard Run.

**Pkatta** - A type of small inglthor which is easy to catch because they will run up bushes only a few feet high where they become trapped.

**Plainonn** - One of the bait girls at Nidon-Mlarkile.

**Plantpaddy** - Small river in central Wescarp. Tributary of the Lhar.

**Plarons** - Tiny flying chileeth which glow in the dark like fireflies in their mating dances. They fly only a few inches over the water and turn nighttime rivers into rivers of liquid moonlight.

**Platicivetrie** - 15<sup>th</sup> largest city on the planet. 49.6s 51.7e. The basin city of a compact little basin of wide blue rivers and snug farms with a pleasant highland climate. The city is reasonably prosperous and famous for delicious chilled beers for abundant snowfall makes refrigeration possible. 50.1m urban 3.4m nuclear.

**Plauwlie** - The site of the old capital of the Dwarven kingdom of Wescarp. The old governmental buildings are in ruins but most of the town's ruins are now grown over so there are in fact more residents, about 7 thousand, than any time it was the capital, from the late 31<sup>st</sup> to the very beginning of the 40<sup>th</sup>.

**Playalite** - A commercial suntower on the southern end of the Fastness in downtown Zhindu. They have an extensive fiber and keypad network over 60 floors in extent.

**Plazmoid** - A musical effect similar to fuzztone but not as junky.

**Plazwrit** - A medium-sized carnivorous inglethor.

**Pliewilon** - Small city to the east of central Wescarp south of Noonitondow. .3m urban.

**Plimby** - One of the guys who was most into Torrock at HakenCourt.

**Plimpinmill** - A commercial/industrial khume in the South-Central Fastness of downtown Zhindu.

**Plowie** - A chipponga player from Yoonbarla who provides the background music at the 'Bit of Borlunth'.

**Pmoness** - A plant something like a banana tree which produces tough leaves which can be used as roof thatch.

**Pneika** - A nymphomaniac living in Yoonbarla. She is a kind and gentle person in spite of her obsession.

**Polypwort** - This word is already translated. The word is really 'larzbine'. It's a family of fungi and related plantlike life. Many secrete limestone skeletons.

**Pongii** - A big-time party band from Hazorpean. That city's most popular band.

**Powal** - Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Prakentoil** - A small plaza in the industrial area of southern Hazorpean.

**Prellin** - A common inglethor on the Wescarp desert rim.

**Puthreel** - Village in king Doeslon's realm. Oliar and Luray lived there in the mid 34<sup>th</sup> century.

**Qdedika** - A tiny public stairway on the back side of the pottery district in the industrial levels of the Karthuum Valley in downtown Zhindu.

**Quanwark** - The mountainous region along the southern edge of the Zhindu basin. It is cooler and not as scenic as Wescarp, and not as populated. The basin floor along here is populated and has detectable seasons.

**Quibarta** - A dangerous carnivore of the sumaid life. They have infinite endurance and run down their prey in chases that may last days. Their natural tendency was exaggerated during the troubled times by military fanatics in the Yondure area.

**Ralmu** - A neighbor of Desa and Alan at HakenCourt.

**Rankor** - A hill in the northwestern quarter of downtown Zhindu. The music industry and its spinoffs are concentrated in this neighborhood.

**Rendrak** - The man Desa followed thru the Kinsheeta pass to Wescarp. The man who's body called to hers like no other in her life.

**ReshPlaza** - An upper plaza on the northern slope of Rankor Hill in downtown Zhindu. It overlooks Reshplaza waterpark and thus has a view all the way to the northern horizon including 4<sup>th</sup> harbor and the mouth of the Hyadrain Valley.

**Resshan** - Neighbor of Alan and Desa in HakenCourt, Rankor Hill, Zhindu.

**Revan** - Line commander of the southern marches under king Doeslon in Wizard Run.

**Riggamar** - An audio tape retailer on Entheedis Khume in downtown Zhindu.

**Rikandra** - A building that was to be capped by one of the largest glass bubbles ever cast. When trying to winch it into position in the upper branches, the bubble burst into massive fragments. Two people were killed in the disaster.

**Rikannon** - Relatively recent megastructure built this century on the top of the northern slope of Rankor Hill, downtown Zhindu.

**Rikon** - One of the guys who was most into Torrock at HakenCourt. Did most of the court maintenance.

**Rinko** - A ground-cover plant with edible leaves much like lettuce. Many varieties.

**Rir** - A form of wild vedn.

**Rord** - A smoking leaf, often called 'pipe weed' with effects equivalent to cannabis. Originally grown in the Yondure basin since prehistoric times, it's use had spread to parts of the old lands by the 12<sup>th</sup> century.

**Saggothan** - A civilization of very ancient times, 25,000 BC in Earth years. It's members were close enough to kedas to leave no difference in the fossil record. They lived underground in great tunnels and actually built all the great undergrown cities which were later re-developed by the Dwarves. Their civilization lasted approximately 12 million Earth years before they were superceded by humans.

**Sandeel** - An officer in Revan's army during Wizard Run.

**Sempheneet** - Drug producing irresistible sexual desire and stamina. Examples of 100 matings during the high produced by one large dose are not uncommon. Abuse can leave genitals sore for days afterward.

**Sephra** - An egg and vedn stew that is usually made about the consistency of pancake batter. It does taste better than it sounds if properly spiced with enough yoolin.

**shaNai** - Rigger on the ship Vikenvor.

**Sharnie** - Woman living in Yoonbarla. Currently living with Larneh across the street from Knume.

**Shasie** - Crew woman on Vyingaa's ship that was lost on the Ttharmine.

**Sheizenn** - One of Nonik's co-habitants. She was a friend of Klowaa also.

**Shempala** – 2<sup>nd</sup> largest city in Zhindu basin and one of the world's largest 216. Located on the river Lhar 312 mi west of Zhindu city. It is a rollicking river city with a respected university and a thriving film industry. 8.1m urban 3.6m nuclear.

**ShenonMaina** - The most serious band Desa played in while living in Dos. They had a little heavier than average sound for Dos and all lived together in a big house owned by Jotul their lween player.

**Shinvei** - Klowaa's co-habitant when the Alan case began. She is a spectacular example of Borgoth ancestry with great strength and an incredible figure.

**Shira** - Amateur female vocalist living in Yoonbarla.

**Shovah** - Woman living in Yoonbarla. One of Knume's neighbors, 3 houses down on the opposite side of the street.

**Silinth** - A popular concert band in Dos in the 54<sup>th</sup> century. They had a very sensuous sound.

**Singlatar** - A village in the upper forests of Wescarp.

**Sinteeng** - Lighting technician living in Zhindu, usually around the Rankor Hill – Hyadrain Valley slope. Half-tundrite beer-lover with no permanent abode is none the less clean and intelligent.

**Snarriss** - A logger living in Yoonbarla in the early and mid 55<sup>th</sup> century.

**Sooeen** - One of the girls at Kadak's service house. The one who first volunteered to service the ghost machines sexually.

**Sparka** - A small carriage keda that Luray was keeping as a pet while in Yoonbarla

**Sheelunge** - Large aquatic predator sized and shaped like a crocodile with 8 flippers and 3 eyes. It is an air breather in the kedoid phylum actually.

**Springkette** - Actually a translation of Oingle, little spring. A carnivorous member of the Nakette family, it can grasp with 2 'legs' and spring forth with the remainder of it's body to nab prey.

**Staril** - A friend of Knume's who lives in the woods above Yoonbarla.

**Sumoid** - A form of life characterized by cells without nuclei using 4 nucleotides to specify an amino acid. Often used to name any small plant members of this life form.

**Sunya** - A light yellow yaag available in the northern Rankor Hill area of downtown Zhindu. It's actually a great thirst drink with a bit of a buzz thrown in and hardly more expensive than water.

**Svarloe** - Mountain man living in Yoonbarla. Maintains and picks

the south-eastern vedn field.

**Tahny's Hole** - A yaagatoria down in the northern slope of Rankor Hill in downtown Zhlindu.

**Taiden** -The male 'bait' at Nidon-Mlarkile and a successful case agent.

**Takeet** - A member of the Nakette family in the kedoid phylum. They are jointed body animals with only claws for legs. The takeet is named for it's call.

**Talmin** - An officer in Doeslon's army under Revan in Wizard Run.

**Talrin** - A large omnivorous inglethor. Kept for their egg production.

**Talthaic** - 2<sup>nd</sup> largest city in the Dos basin and one of the 216 largest in the world. Located 1050 miles east of Dos at the base of the Kinsheeta slope, it is a bustling industrial city with a highly seasonal climate. 8.8m urban .5m nuclear.

**Tarlass** - Astronomical technition working for the Kassikan at the Golibar observatory.

**Tarthis** - A small but long vang leading from southeastern Rankor Hill deep into the Karthuum valley in downtown Zhlindu.

**Tarrid** -Keltoid shrub producing tart but nutritious red berries.

**Tarton** - An officer in Revan's command during Wizard Run.

**Tdeshi** -A girl who sailed with Vatreel as far as Lastriss. This is a fairly common name in the Old North but not in the Zhlindu basin.

**Tduun Noz** - A sea down in the southeastern corner of the Zhlindu basin. Much of it is covered with wildhull.

**Teeums** - A small tape factory in northern Rankor Hill, downtown Zhlindu.

**Tellow** - An archer in Revan's command during Wizard Run.

**Tethar** - A crewman on the Vikenvor. Brought a keg aboard.

**Thainatta** - A small vang leading up out of West Harbor in downtown Zhlindu.

**Thalgren** - A coachman who makes runs between Hazorpean and the mountain villages around it, mainly for tourists.

**Thantar** - One of Desa's neighbors in Yoonbarla Vale.

**Tharvish** - An omnivorous inglethor which often preys on talrin eggs and young.

**Thebudia** - Large department store in the north Rankor Hill area of downtown Zhlindu.

**Theetisouta** - The main route from downtown Zhlindu out into the southeast tendrils of city. There is a vberl, bridge and khume by that name.

**Theirops** - Large predatory animal. The human race's most feared enemy. Fitting into fokelore as the wolf, the lion, the dragon, the tiger do in various folklores of Earth and translated to many of these words by other translators. The theirops and its close relatives are all of those for the entire world. Imagine a 2000lb velociraptor with 4 more running legs. A theirops is faster, stronger, better armed, has quicker reflexes and isn't much dumber than a human. Weapons and teamwork are all that can prevail against a theirops. The creature's weakness is

it's intelligence. It is a professional predator which weighs it's risk against it's hunger and the likelihood of other prey in the area. They can be fooled with fake weapons and bravado. One must believe one's own bravado because they can smell the markers on your sweat. Humans have reduced the absolute numbers of theirops drastically because they hunt them down wherever the humans exist in sufficient numbers to do so. Humans, even with genetic science, have been unable to eradicate the theirops so far, and it remains a rare but real danger in many parts of the world to this day.

**Thesh** - A staple food plant. It is a form of ribbonleaf that grows clumps of starchy stalks from the center of each rosette. The stalks can be used like spaghetti, but are usually pressed into mats and rolled producing a flat bread that tastes a lot like a corn torilla.

**Thlogg** - A root plant, the leaves look like ferns and the roots like ginger.

**Thlollala** - 7<sup>th</sup> week of the year. Summer may begin in the southern hemisphere.

**Thollalla** - An old cup of Knume's, once carried by Rendrak.

**Thongaa** - A large herbivore distantly related to the keda. They are members of the lentos family which have nostrils per leg. That along with other adaptations make them able to run very long distances to escape determined predators. They are an important food source, slightly larger and thinner than lentosaurs, but with shorter legs.

**Thrambaya** - Another great river of the Zhindu basin. Joins the Lhar at Sempala. 1579mi.

**Thub** - A distant relative of the blanth, semi-aquatic like a seal or penguin. Lays eggs on land like a sea turtle, looks more like a

manatee with 4 flippers on each side. The eggs are an important food source and they are raised in quantity in many basins.

**Thulin** - Owner of inn and restaurant of the same name. The main tourist hostelry in Yoonbarla

**Thulingain** - A megastructure on the edge of the Southern Fastness over South Harbor in downtown Zhindu.

**Thulitlanth** - A people of the ancient lands to the south and west of the Ttharmine from the 3<sup>rd</sup> to 12<sup>th</sup> centuries. This was a long time period with many different kingdoms and civilizations. They were gradually replaced and hybridized by pre-Elven people from the Yondure basin from the 10<sup>th</sup> century on.

**Thumor** - A shrub, actually a ribbonleaf where the leaves have become reproductive runners and the stalks have become the shrub. It can be eaten as a very, very rough thesh.

**Thurus** - A pickling and preserving spice, best for meats and soft vegetables.

**Thweighnmonkt** – Megastructure in the south Central Fastness of downtown Zhindu.

**Thweighnstairs** - The stairway on the outer side of the Thweighnmonkt.

**Timar** - Crewman on Vyingaa's ship that was lost on the Ttharmine.

**Timati's** - A little yaagatoria in the northern slope of Rankor Hill, downtown Zhindu.

**Tindairn** - Crew woman on Vikenvor. Also on her first trip from home.

**Tiytha** - A man brought on Vyingaa's ship by Luray to share their nest. Of Tundrite ancestry, Desa found him attractive and had three encounters with him.

**Tjhemra** - Woman living in Yoonbarla.

**Tmooli** - Owns the only still in the tiny Wescarpian town of Kubeina.

**Tolas** - A cook in Yoonbarla.

**Tonmar** - A cook in Yoonbarla.

**Toomda** - Literally 'bully group', government.

**Torgoth** - A deep industrial khume on southwest side of the Hyadrain valley sloping up toward Rankor Hill. Lots of bearing foundries and such along here.

**Torilite** - Probably the only true nomadic herding tribe left in the world. They practice communal marriage among band members and raise children in common. One of the Borgoth peoples.

**Torroch** - A sport which combines elements of 4 square and volleyball on a hexagonal lattice where the winner reaches and holds the center cell.

**Toz** - Any man-made body of water.

**Tpsii** - L.S.D.

**Tragoth** - An ethnic group primarily associated with the great prairies and savannahs of the southwestern Knidola basin. There were many nomadic tribes. They had a uniquely artistic culture producing some of the most beautiful carvings and leatherwork the world has ever seen. Tragoths have always

loved to adorn themselves with color and loved to display their beauty. They are the most tattooed of all Kassidorian ethnic groups.

**Trastrab** - The smallest of what are considered 'basin cities', 33<sup>st</sup> largest in the world. 91.7s 24.3e. Trastrab is a rapidly growing new city located on the edge of the southern polar plain. It stays warm under a thick blanket of atmosphere at an altitude only a couple thousand feet above the lowest point on the planet. 25.8m urban, no significant nuclear city.

**Trenst** - One of the 3 largest cities in the world, could be the largest. 178.4e 52.7s. Trenst is the city of the swamp. It is impossible to tell who is urban and who is not around the boundaries of this city, it is impossible to tell who is in Trenst and who is in some other settlement on the way into Trenst. There are on the order of 10,000 contiguous urban square miles here, but it is impossible to tell who is urban in this area because of the unique ecosystem and the natives often unique ways of interacting with it. The people of the Trenst basin did not adopt agriculture until the modern age, and in many ways have adopted modern ways more quickly as a result. 100-200m (est?) urban, 24.3 nuclear on 12 islands in 2 separate rings.

**Ttharmine** - The great sea of the old lands, now much reduced since the breakthrough north of Hrrst. It was the first ocean to become smothered by the wildhull plague.

**Tthmurng** - World's 21<sup>st</sup> largest and northernmost great city. 62.7n 134.8e. Tthmurng nearly doubles in population during the winter when millions come off the plains for the winter. This isolated basin is believed to be the home of the Tundrite race. The city has a unique and spiritual culture. 40.6m urban (winter) 25.4 nuclear (winter).

**Tuida** - A crewman on Vyingaa's ship that Luray became friendly

with.

**Tuggots** - Scrounge living in the Central Fastness of downtown Zhindu. Used by Klowaa to help in some investigations. Often incoherent with strong drugs.

**Tulie** - A girl who shared a nest with Vatreel on Vyingaa's ship.

**Tumuf** - A large but primitive animal, a herbivorous distant relative of the kranjan. It has 24 legs in 4 rows and can be trained into pulling heavy loads with simple tricks.

**Tuong** - A man living in Yoonbarla.

**Turleet** - A 'tame wizard' ie, prestidigitator, in Doeslon's employ during Wizard Run.

**Tutha** - A peppery spice.

**Twaisahi** - A girl Alan and Foemong picked up on the floater ride.

**Twoonstairs** - A small residential stairway just east of Kigata Spine on the edge between the Hyadrain Valley and Rankor Hill in downtown Zhindu.

**Vak** - One rotation of Kassidor on its axis. Translated as 'week' in most places although it is only 3 'days'.

**Valla** - Desa's sister, left with and raised by Desa.

**VallosHallow** - The literal translation would be 'A celebration of here and now'. A song by Sarsawuf when Desa was with them. A very grandiose and long thing written by Lesahr.

**Vang** - A large street of many levels in a highly built up urban area. They often come to look like narrow little valleys. Zhindu, Norbin, and to some extent the Yakhan have well developed

vangs. They are important in catching the wind and providing ventilation.

**Vanseigiss** - A world-famous white-water rafting river in northern Wescarp.

**Varga** - A soldier in Revan's command during Wizard Run.

**Varniss** - One of the owners of Myimpaden and pretty decent amateur yandrille player.

**Vatreel** - A hermit living on the Numondit plains out at the edge of the desert above Wescarp.

**Vatreel** - Incredibly over-muscled cargo man on Vyingaa's ship. Likes a good party and good sex.

**Vberl** - A large street or avenue. Typically implies an open thoroughfare with pedestrian, wagon and streetcar traffic.

**Vedn** - A grain-like food which grows from ribbonleaves somewhat like thesh. Usually cracked to a coarse flour and baked. The word is also used for cakes and loafs made from vedn.

**Vilbark** - Maker of large carriages, street cars and delivery wagons. Located in the eastern flats of Zhlindu's urban area.

**Venurat** - 14<sup>th</sup> week of the year. Early fall in the southern hemisphere. The height of the bloom in Zhlindu.

**Vimpran** - A village in the upper forests of Wescarp.

**Viti** - Chipponga player for Dundorada.

**Vikenvor** - A ship, originally from Bordzvek, owned by Byiatriida and Eelon. Larger than most riverboats in the Zhlindu area, it

is a square rigger.

**Vikhone** - Literally, ‘sleep period after sunset’, translated as Dusksleep. The second sleeping period in the Kassidorian week.

**Vindeen** - Woman who guides the astronomer to the founders when he is called to report on his observations of Gordon's lamp.

**Vistee** - Literally, ‘sleep period when [Kortrax] is high’, translated as Noonsleep. The first sleep period in the Kassidorian week.

**Visyaign Technological University** – An institution of higher education and research in the Central Fastness of downtown Zhindu.

**Viyeen** - Literally, ‘sleep period before sunrise’, translated as Dawnsleep. The last sleep period in the Kassidorian week.

**Vmikel** - Dumb athletic-type guy whom Plainonn keeps as a pet.

**Volyen** - Healer who comes to tend Oliar in Wizard Run.

**Voratainnin** - 12<sup>th</sup> week of the year. Late summer in the southern hemisphere.

**Vyingaa** - River boat captain originally from Darceen. Never wears clothing. Has a past as a nymphomaniac, but has tamed down in modern times.

**Wescarp** - A large region of forested mountains along the western rim of the Zhindu basin. It actually existed as a nation for nearly all of the 35<sup>th</sup> century, ruled by a Dwarven king who sat at Plauwlie, only 45 miles from Yoonbarla. It is blessed with spectacular scenery and is one of the most popular tourist destinations on the planet.

**Wevn** - An animal looking like a trilobyte and acting like a rat. They live on garbage, but unlike rats, they do not spread human disease, being from the sumoid life.

**Wuffs** - Given name 'Hensen', ancient lween player from Zhlindu. Good natured and jolly, he's a good musician and opinionated about his music, but really only in it for the groupies.

**Wumpyaii** - Yandrille player for the band Gorivizoth of Zhlindu.

**Xalabba** - A bedding supply wholesaler/retailer in the Rikannon which owned the former apartments across the hall from Alan.

**Yaag** - Euphoric beverage with an effect very like cannabis. The active genes from the eldritch 'pipe weed' had been transplanted to the pod of the larorlie and the steeping process perfected during the early 30's. By the 33<sup>rd</sup> century yaag had replaced the smoked form, now called rord, world-wide.

**Yandrille** - Musical instrument with many strings, 24 to 42. It is normally pitched thru some automated means, either complex mechanical 'antlers' against a fretted fingerboard, rollers on an unfretted fingerboard or tension via lever arms. The instrument is normally amplified today, but in olden times they generally had stretched skin sound boards like a banjo, and sympathetic strings like a sitar.

**Yarin** - A resident of Zhlindu. Met Desa, Alan and Luray on the ship Vikenvor. Partier.

**Yarnay** - Crewman on Vyingaa's ship who was interested in Luray.

**YarsImoneea** - Literally 'The Great Imoneea'. Famous musical group. One of the original pioneers of the 'Zhlindu sound', they have been together for 20 centuries, but Loutan, their current vocalist has only been with them since the 52<sup>nd</sup>.

**Yatair** - A mining hermit living on the edge of the desert above Wescarp.

**Yatuu** - A guy Chensa was pretty serious about early in their time in Zhindu.

**Ydlontrostl** - 29<sup>th</sup> largest city in the world, 42.7n 179.1e. The lure of the new basins, it was founded in the 44<sup>th</sup> century. So much uninhabited fertile savannah land lies open in this basin that it seems infinite. This is destined to be one of the great basins of the world and this will be one of the great cities. Today the whole area seems like a construction site as new canals and megastructures are always in progress. 29.1m urban, no significant nuclear population as yet

**YeenMartha** - Translated as 'dawnwind' except when used as the name a of song.

**Yendee** - Cargoman on the ship Vikenvor.

**Yhohonshu** - Elven Sorceress from Yondure, one of the Circle of Dempalan Elves.

**Yhomaire** - Man from Yoonbarla, currently living with Pneika. He's a quiet but helpful person.

**Yiheeng** - Vagabond country-party-tribal-festival band that Desa and Kostya toured with many times thru the late 54<sup>th</sup> and early 55<sup>th</sup> centuries.

**YingolNeerie** - Kassidorian name for the star which is our sun.

**Yingy-Marluke** - Currently one of the top 2-man music/multimedia entertainment groups in Zhindu.

**Ylipa** - A scrounge living below Betakka Khume.

**Yolay** - Crewwoman on Vyingaa's ship that was lost on the Ttharmine.

**Yompere** - Personnel clerk at Zhindu Technological University. Tall, slim and elegant person without much animated feeling. Alcoholic.

**Yoolin** - A spice, something like oregano.

**Yoon** - A type of berry which grows on a small keltoid shrub. They grow very well in central Wescarp and Yoonbarla is named for them.

**Yoonbarla** - Ancient hill village in central Wescarp. Site of wizard OIar's castle in 35<sup>th</sup> century.

**Yondure** - The 3<sup>rd</sup> largest city in the world. 43.3n 62.3e. Incredibly ancient city of learning, music and mysticism. Settlement here is so old and it's location here is so exactly opposite that of Lumpral that many believe humans were introduced to the world in these 2 places at once. It's center was originally located on an island in the mouth of a large river, but the land and sea levels have shifted many times during the life of the city. It's history is little known outside it's own basin, but is long and complex. 100(est) million urban, 18.4m nuclear.

**Yornakite Pinnacles** – Neighborhood on the Northwest corner of downtown Zhindu. It is off the mountain but still covered with city 10 – 60 stories deep. It is known for large but relatively inexpensive residences. Lot's of textile industry.

**Yshi** - Fuck. This word has almost the exact opposite connotation in Kassidorian society as it does in American. It is not even considered impolite. Yshilrasii – literally 'fuck you', is a blessing not a curse.

**Ytith** - Small members of the inglethor class which live in large

colonies bored into the stems of any plants with soft enough stems. They destroy the plant from the inside out.

**Yyleendaah** - One of the lakes of Dos. Desa lived near it as a little girl.

**Zandy** - A kegman in the HakenCourt neighborhood.

**Zara** - A man living on the Numondit plains above Wescarp.

**Zawmathii** - 5<sup>th</sup> week of the year, the first hope of spring in the southern hemisphere.

**Zhaneet** - Woman with Tuida and Yarnay on Vyingaa's ship.

**Zhaveem** - Probably the second ranking person in the house of Klarrain. Quite jealous of Luray.

**Zhlindu** - The 8<sup>th</sup> largest city in the world. 40.6s, 65.1e. Noted for heavy music, heavy industry and heavy drinking, Zhlindu also boasts advanced learning and a world-leading arts scene. Zhlindu is a relatively new city, growing large in the early 40's. It is located on and around the only mountain in a large flat plain so the city can be seen for 100 miles in all directions. It has the world's highest population density in its nuclear area. 59.1m urban population, 21.4m nuclear.

**Zlifonn** - Greeter for the Nidon-Mlarkile detective agency in Zhlindu.

**Zubonkonlombii** – A mountain on the edge of Wescarp near the Kinsheeta desert. Reaches up to air too thin to breath. Visible for 200 miles in many directions.

