

Terraqua

GLOSSARY

PLACES

FAEDAMIR

Known as the Western Isles, Faedamir is a kingdom encompassing several key locations.

- Aquasia – The capital, a breathtaking coastal city renowned for its magical beauty and strategic importance.
- Forge Peak – A hub of Dwarven craftsmanship, specializing in magical weapons and rune-forging.
- Crystal Reef – The mystical home of Sea Dragons, where Sirens undergo sacred bonding rites.

ORLONDIA

The oldest kingdom in Terraqua, with vast territories and rich history.

- Orlandia Center – The kingdom's stronghold and capital.
- Silverthorn Range – Mountain lands that define the northern border.
- Cape's Crown – A major port city.
- Lumina Lake – A massive body of water serving as the natural border between Orlandia and Negall.

NEGALL

A unified kingdom formed after the first war, composed of:

- North and South Negall – The two original territories that merged.
- Atteris – The capital and a center of political power.
- Silverwoods – An ancient forest with deep magical ties.
- Grimscar Ravine – A treacherous canyon rumored to be cursed.

KINGDOM OF FROSTSPIRE

A ruthless northern kingdom known for its icy climate, necromancy, and militant rule.

- Banberg Port – A vital hub for trade and military transport.
- Shadow Outpost – A secretive military base used for launching attacks.

SYLVAN ENCLAVE

A reclusive fae land on an isolated continent, known for its untouched natural beauty and deep connection to magic and nature.

THE SOUTHERN REACH

A small desert city known for its lush oasis, luxury trade, and thriving black market.

GOLACIA

A Dwarven mountain range and homeland of the Dwarven mines, known for rich mineral deposits and deep-rooted alchemy and rune magic.

TERRAQUA

The overarching world where the story takes place, divided into warring factions and alliances.

RACES

SIREN

A magical race with strong ties to water. Sirens possess:

- Foresight Dreams – Prophetic visions granted by their connection to the sea.
- Siren Song – A powerful ability of attraction and persuasion, capable of charming or controlling others.
- Sacred Bonding – Sirens are ritually bound to Sea Dragons, forming a lifelong magical connection.

DWARVES

Master craftsmen and miners with earth-based magic:

- Rune Crafting – The ability to inscribe magical runes into weapons and armor.
- Alchemy – The art of transmuting minerals into powerful enchantments.

FAE

A nature-bound race with deep magical abilities:

- Tree Magic – Fae draw power from the forests and ancient groves.
- Shape-shifting – Some Fae can alter their forms, blending with nature.

SEA DRAGONS

A god-like race tied to water, possessing immense elemental and arcane power.

- Sacred Rites – They form lifelong bonds with Sirens.
- Ancient Guardians – Protectors of Faedamir and the seas.

HUMANS

A race with no inherent magic, relying instead on:

- Runic Magic – Used through enchanted artifacts.
- Blood Rituals – A forbidden practice that allows humans to temporarily wield stolen magic.

EXTINCT ANCIENT RACES

SKY DRAGONS

Once masters of storms and wind, and are the dragons of myth and legend.

LAND DRAGONS (THREE-HEADED HYDRA)

Massive, three-headed creatures of unmatched strength and endurance, now lost to history.

MAGIC & ABILITIES

FAE MAGIC

Centered around nature, allowing them to manipulate trees, plants, and animals.

SIREN MAGIC

Drawn from water, granting abilities like Foresight Dreams and the Siren Song.

SEA DRAGON MAGIC

Vast, divine magic, tied to oceanic forces.

DWARVEN MAGIC

Harnesses minerals and ores, manifesting through alchemy and rune crafting.

HUMAN MAGIC USE

- Runic Artifacts – Humans can use pre-enchanted items but cannot create their own magic.
- Blood Magic – A dark practice involving sacrificial rituals to steal or amplify magic.

COMMON LESSER MAGIC

Accessible to all magical races except humans, includes:

- Basic Elemental Manipulation
- Minor Healing
- Illusions and Glamours

ORGANIZATIONS & FACTIONS

CULT OF THE FROST VEIL

A dark sect worshipping King Malachor Frostbane, believing him to be the earthly avatar of Valethor, the Shadow in the Mist.

- Cultists use blood-inked runes to enhance strength and agility.

THE FROSTSPIRE FORCES

A militant force composed of:

- Dark Wielder Acolytes – Users of forbidden magics.
- The Shadow Guard – An elite warrior class.
- The Dreadmages – Fae corrupted by the Cult of Frost Veil.

DIPLOMATS OF THE ALLIANCE

A coalition of peacekeepers navigating political tensions and war.

ORDER OF THE GOLDEN ROSE

An anti-magic religious cult seeking to eradicate all magic users.

- Use blood magic runes to siphon power from their enemies.

FAEDAMIR COUNCIL

The governing body of Faedamir, responsible for ruling and maintaining balance.

WAR COUNCIL OF ORLONDIA

A military advisory council responsible for overseeing Orlandia's war strategies, defenses, and military operations.

- Comprised of seasoned generals, strategists, and advisors.
- Works directly under Orlandia's ruling authority to coordinate armies, fortify strongholds, and manage wartime resources.

LORE & HISTORY

THE GREAT WAR OF TERRAQUA

A historical war that shaped alliances and fueled long-standing conflicts.

AUQARUNE RITE

A sacred bonding ceremony where Sirens merge their lifeforce, and magic with Sea Dragons.

THE TREATY OF ALLIANCE

A crucial marriage agreement that established an alliance between Faedamir and Orlandia in the war against Frostspire.

ENKINDLING

A coming-of-age process for Sirens marking a critical point in a young Siren's life, symbolizing their transition into adulthood and full membership in their magical community.

- Rite of Passage - A highly anticipated and celebrated event, often accompanied by elaborate ceremonies, feasts, and rituals to honor the individual's new status and power.
- Full Realization of Powers - During the Enkindling, any dormant or underdeveloped magical abilities surge to their peak, revealing the full scope of the individual's potential.

RUNEBIRTH

The Dwarven term for the process when a young Dwarf's magical abilities fully manifest during a significant age change or rite of passage.

- **Profound Earth Connection** – During Runebirth, the individual experiences an intense bond with the minerals and ores of the earth, allowing them to sense, shape, and manipulate raw materials with greater precision.
- **Awakening of Alchemical & Runic Abilities** – This is when a Dwarf's innate talent for rune-crafting and alchemy reaches its peak.

THE MYTH OF CREATION

According to ancient legend, the world of Terraqua was forged by three primordial forces—the Sky, the Sea, and the Earth, each giving life to different races.

- The Sky birthed the Ancient Sky Dragons, beings of wind and storm, who ruled the heavens.
- The Sea created the Sea Dragons and Sirens, entrusting them with the balance of the oceans and tides.
- The Earth formed the Land Dragons. Out of the death of the sister of the Land from her magic came the Dwarves, Fae, and humans binding them to mountains, forests, and the key lines of magic. However, humans didn't receive magic.

Harmony existed until the Sister of the sky sought power and dominion. With her betrayal leading to wars, and the extinction of both the Ancient Sky Dragons and Land Dragons.

TERMINOLOGY & ITEMS

SIPHON RUNE

A forbidden blood magic rune that drains magical power from its victim, transferring it to the rune user.

- Used primarily by Dark Wielder Acolytes, the Cult of the Frost Veil, and the Order of the Golden Rose.
- Causes loss of magic, including bonded magic, and can render the target paralyzed. Its effects only persist while direct contact is maintained.
- Can only be removed through a counter-ritual performed by a skilled enchanter or healer.

RUNE INK

A specialized magical ink infused with essence-charged minerals that allows for the inscription of runes directly onto the skin.

- Used for permanent magical enhancements, protection wards, and binding spells.
- Blood-infused versions are used in dark magic rituals, creating cursed runes.

THE ENCHANTED FORGE

A legendary smithing site in Faedamir, where Dwarves, Sirens, and Sea Dragons work together to craft legendary weapons and magical artifacts.

- The only place where multi-magical weapons can be forged.
- Hidden deep within Forge Peak, protected by runic wards and ancient guardians.

REBOUNDER

Magical defensive artifacts designed to absorb, redirect, or nullify magical attacks, making them essential for combat mages, warriors, and enchanters.

- Can be forged into shields, armor, amulets, or weapons to provide protective countermeasures against magic attacks.
- Advanced Rebounders can store absorbed energy and release it in a controlled counterattack, often with devastating effects.
- Requires regular recharging and recalibration by an Enchanter, ensuring the artifact functions at full strength.
- Used primarily by elite spellcasters, enchanted warriors, and royal guards, but also found in the hands of black-market mercenaries.

NIGHTSHIFT

A versatile undergarment worn beneath outer clothing, commonly used in daily wear, sleepwear, and as the foundation for medieval-style outfits.

- Layering Essential – Functions as a base layer for both casual and formal attire, providing comfort and modesty.
- Sleepwear & Loungewear – Many wear NightShifts for sleeping, as they are made from soft, breathable fabrics suited for comfort.

ERURIC WINE (EH-ROO-RIK)

A potent and exquisitely rare Dwarven specialty, Eruric Wine is crafted from the crystal fruit that grows exclusively in the Mountains of Golacia. The Dwarves of Golacia have perfected its fermentation process, creating a smooth yet incredibly strong drink that is highly sought after across the kingdoms.

RUNIC ITEMS

Specialized runic artifacts infused with magic, granting their users various enchantments and abilities.

- Lesser Runic Items – Magical items that are race-specific, requiring attunement to their creator's magic.
- Forge Peak Crafting – The only place where Dwarves, Sirens, and Sea Dragons collaborate to forge multi-magical artifacts, blending their unique magic into powerful enchanted weapons, armor, and relics.
- Faedamir Runic Items – Magical artifacts that can be used by anyone, regardless of magical ability. Once forged in Forge Peak, they only require periodic recharging by an Enchanter to maintain their power.

BONDING SIGNET

A sacred magical bond between a Sea Dragon and a Siren, symbolized by a magical insignia that appears during their Augarune Rite.

- Represents lifelong connection, trust, and power-sharing.
- Can only be activated and strengthened through the Siren's song magic.

SEA DRAGON MATE BOND

A sacred and eternal bond between a Sea Dragon and their chosen mate.

- Single Mate for Life – Once formed, this bond is unbreakable, lasting until death.
- Sealing Requirement – The bond cannot be sealed unless the Sea Dragon's bonded Siren attunes them first through a special Siren Song.
- Enhanced Powers – Once the mate bond is formed, the Sea Dragon gains heightened magical strength, resilience, and telepathic connection with their mate.

ENCHANTERS

Skilled magic-wielders specializing in imbuing objects with enchantments and recharging runic artifacts.

- Can infuse weapons, armor, and tools with long-lasting magical properties.
- Highly sought-after for maintaining Runic Items, which require periodic magical recharging.
- Some rogue enchanters work in the black market, selling forbidden enhancements to mercenaries and criminals.

DREAMAGES

Fae corrupted by dark magic, serving as elite spellcasters within the Frostspire Forces.

- Specialize in Siphon Magic, allowing them to drain magical energy from their opponents, weakening their abilities while empowering themselves.
- Use Rune Ink-infused spells to trap or suppress the magic of their enemies.
- Often serve as tactical warcasters, leading Shadow Knights into battle and crippling enemy magic-wielders.

SHADOW KNIGHTS

The ruthless elite warriors of the Frostspire Forces, trained in both physical combat and dark magic.

- Sworn to King Malachor Frostbane, they act as his enforcers, assassins, and battlefield commanders.
- Wear enchanted black armor, reinforced with blood-forged runes, making them incredibly strong.
- Known for their merciless tactics, brutal efficiency, and unwavering loyalty.

TERRAQUA CALENDAR

1. NIMLOTHIEL (JANUARY) -

Fae Sign: Ilmarië (Capricorn)

Symbol: The Mountain Faun

Element: Earth

2. GWATHREN (FEBRUARY) -

Fae Sign: Aithilë (Aquarius)

Symbol: The Celestial Weaver

Element: Air

3. LINDORIL (MARCH) -

Fae Sign: Lirith (Pisces)

Symbol: The Water Sprite

Element: Water

4. AEARMÍRĚ (APRIL) -

Fae Sign: Uinith (Aries)

Symbol: The Fiery Ram

Element: Fire

5. LOTHLÓRIEL (MAY) -

Fae Sign: Loriel (Taurus)

Symbol: The Blooming Dryad

Element: Earth

6. ANORON (JUNE) -

Fae Sign: Anoriel (Gemini)

Symbol: The Twin Flames

Element: Air

7. LAERTHAR (JULY) -

Fae Sign: Faerun (Cancer)

Symbol: The Nurturing Crab

Element: Water

8. DOROTHON (AUGUST) -

Fae Sign: Thalador (Leo)

Symbol: The Harvest Lion

Element: Fire

9. NIMROS (SEPTEMBER) -

Fae Sign: Nimras (Virgo)

Symbol: The Wise Owl

Element: Earth

10. LUINITH (OCTOBER) -

Fae Sign: Ithildin (Libra)

Symbol: The Silver Scales

Element: Air

11. RINGILOTH (NOVEMBER) -

Fae Sign: Gurthanel (Scorpio)

Symbol: The Shadow Scorpion

Element: Fire

12. FAELIVRIN (DECEMBER) -

Fae Sign: Faeleth (Sagittarius)

Symbol: The Snow Stag

Element: Water

DAYS OF THE WEEK

1. Lunara – Moon's day, dedicated to reflection.
2. Terran – Earth's day, focused on agriculture.
3. Aqua – Water's day, associated with trade.
4. Pyros – Fire's day, symbolizing energy.
5. Aeris – Air's day, devoted to knowledge.
6. Myster – Star's day, a time for family.
7. Solus – Sun's day, a day of rest.

CHARACTERS

- Princess Aurelia “Aure” Demajanio (aw-RAIL-yuh / Aure R-ree)
 - Heir to the throne of Faedamir, a magic-born Siren with a gift for diplomacy and strategic thinking. Half Siren and half human, she is deeply connected to her heritage and committed to creating unity among the kingdoms.
- Princess Orla Orlon - Heir to the throne of Orlondia, a skilled warrior believed to be of Fae descent. Raised in a predominantly human kingdom, she is known for her loyalty and determination.
- Prince Reinferd “Rein” Grathlend (REN-Ferd / REN) - Prince of North Negall, an idealist who values peace and diplomacy, even during times of war.
- Frank Lavaburn (Smithen) - A skilled fighter and sellsword, half-Dwarf, and Princess Orla’s closest friend. Renowned for his prowess in battle and unwavering loyalty.
- Cambria “Cam” Flitch- Royal Guard to Princess Aurelia, known for her exceptional combat skills and steadfast dedication to the princess’s safety.
- Kepple - A Siren-born scholar raised in Orlondia, serving as the librarian and custodian of Orlondia’s vast archives. Though unbonded and lacking traditional Siren magic, they are highly respected for their knowledge of history, magic theory, and ancient texts.
- Rielle - Enchantress and daughter of Garrick, known for her talent in crafting enchanted items.
- Alexanderia “Alex” Terrowen (al-eks-AN-der-ee-uh / AL-eks) - A trans male Half-Fae with Lowlander heritage, born and raised in Portavilla, South Negall. He now serves as the Royal Bodyguard to Princess Aurelia and Princess Orla.

- King Malachor Frostbane – Tyrant ruler of Frostspire and central figure of the Cult of the Frost Veil. A formidable opponent in the ongoing conflict.
- Queen Cliodhna (KLEE-oh-nah) – Aurelia’s mother, a legendary Siren High Priestess.(deceased)
- King Rowan Demajanio (deh-mah-JAH-nee-oh) – Sovereign ruler of Faedamir, balancing authority with compassion and wisdom. Father to Princess Aurelia.
- King Oric Orlon – Ruler of Orlondia, a formidable leader with a strong sense of duty. Father to Princess Orla.
- Queen Helena – Married to King Oric, mother to Orla, and Queen of Orlondia.
- Lady Lili – Sister to Queen Helena and a trusted member of Orlondia’s royal court. As Princess Orla’s aunt, she plays a pivotal role as an influential adviser to King Oric.
- Queen Kayla Niral Grathlend – Queen Mother of Negall, a strong ruler helping her son balancing tradition and progress.
- Zardarian (Zar-DARE-ee-an) Grathlend – King of Negall The eldest son of King Brutus Grathlend (deceased) and Queen Kayla, and older brother to Prince Reinferd Grathlend. Raised to uphold his father’s legacy, he became king at a young age after Brutus’s death in battle.
- King Brutus Grathlend (deceased) Former King of Negall and father to Reinferd and Zardarian.
- Chieftain Garrick – Father to Rielle, Chieftain of the Faedamir Dwarf Clan. High Councilor of the Dwarven Forge Guild. Renowned for his arcane mastery.

- Ambassador Thorne Meadowcroft – Skilled mediator from South Negall, fostering alliances among the races.
- Madame Koi Kole – Faedamir’s most successful diplomat and close family friend of Princess Aurelia. Experienced in negotiation and international relations.
- Duke Kinsmere – Leader of the Golacia Mountain Dwarf Clan, known for his strong opinions on war strategies and temperamental nature.
- General Roderick Magnus – Military leader of Orlondia, focused on strategic defense and planning.
- Lord Gideon Aggarth – Chief advisor to King Oric, known for his knowledge of Orlondia’s history and traditions.
- High Chancellor Malachi Veron (mah-LAH-kai) – Chief diplomat of the Alliance, coordinating efforts among member kingdoms.
- Baron Luke Rothgar – Wealthy merchant from the Southern Reach, influential in international trade.
- Baroness Lyra Aveline – Noble patron of the arts, fostering cultural exchanges.
- Sir Tristan Gareth – Knight of Orlondia, known for his devotion, and royal guard to King Oric.
- Lord Alden Gareth – Steward of Orlondia’s Royal Court, managing the kingdom’s finances and administration. Father to Tristan.
- Ambassador Corin Edevane – Representative of Orlondia in Faedamir, adept at fostering political alliances.
- Captain Rodrick – Leader of Negall’s Royal Cavalry, esteemed for his battlefield leadership.
- Captain Cole Ashford – Naval captain of Faedamir, skilled in maritime strategy.

- Voraxius Tidebreaker (vaw-RAX-ee-us) – A SeaDragon representative, committed to maintaining peace between dragons and other races. Bonded mate to Azuraitha.
- Azuraitha Mistorm (ah-zur-RAY-thuh) (MIST-orm) – A majestic SeaDragon, bonded to Princess Aurelia through the sacred Auqarune Rite. Her intelligence and power make her both a fearsome ally and a revered figure among the Sea Dragons.

Known for her deep empathy, she communicates telepathically with Aurelia, offering guidance, emotional support, and insight into the magical currents of Terraqua.