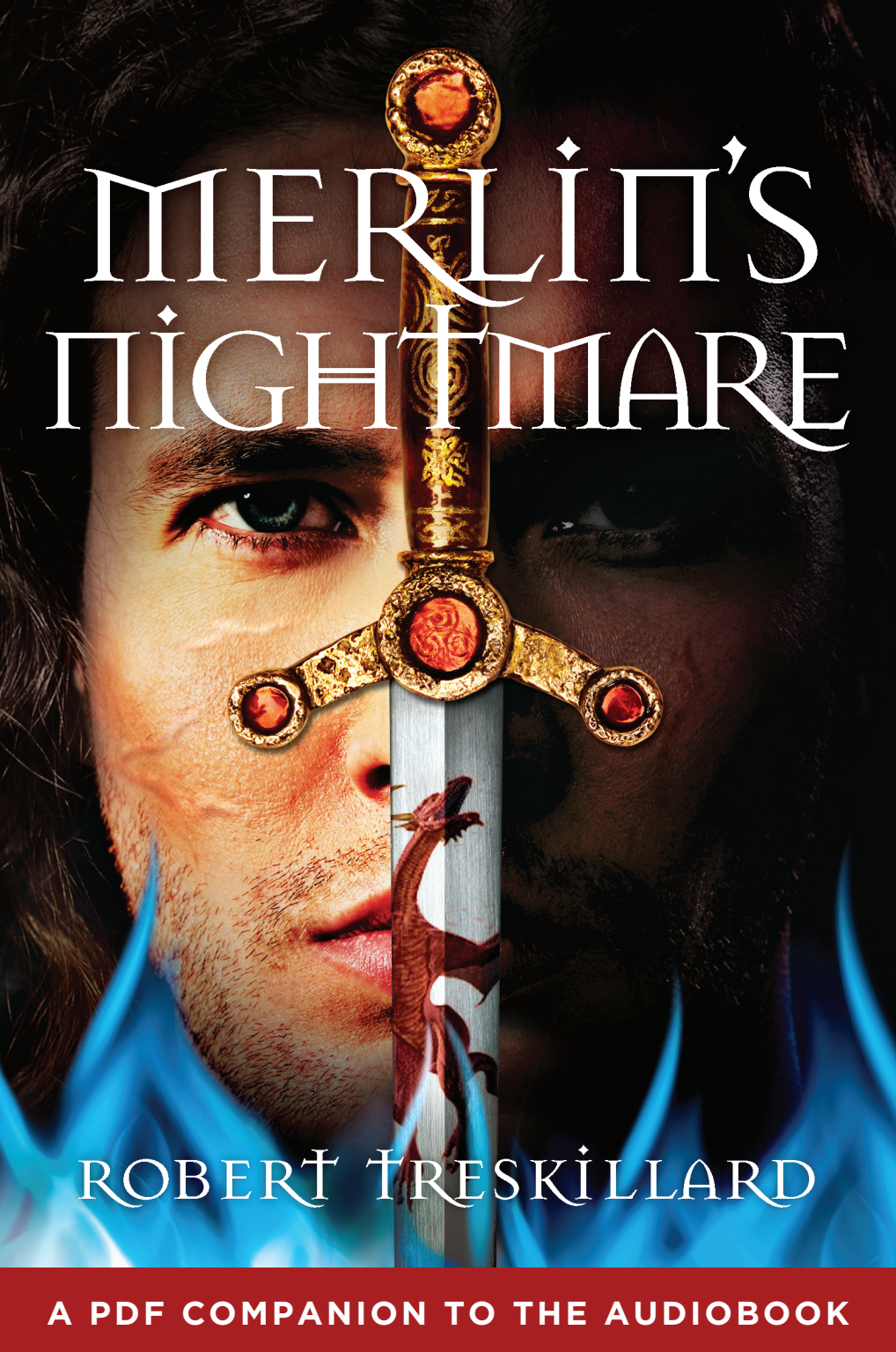




MERLIN'S NIGHTMARE

ROBERT TRESKILLARD

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Merlin's Nightmare

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All Scripture paraphrased by the author to approximate a fifth-century cultural context.

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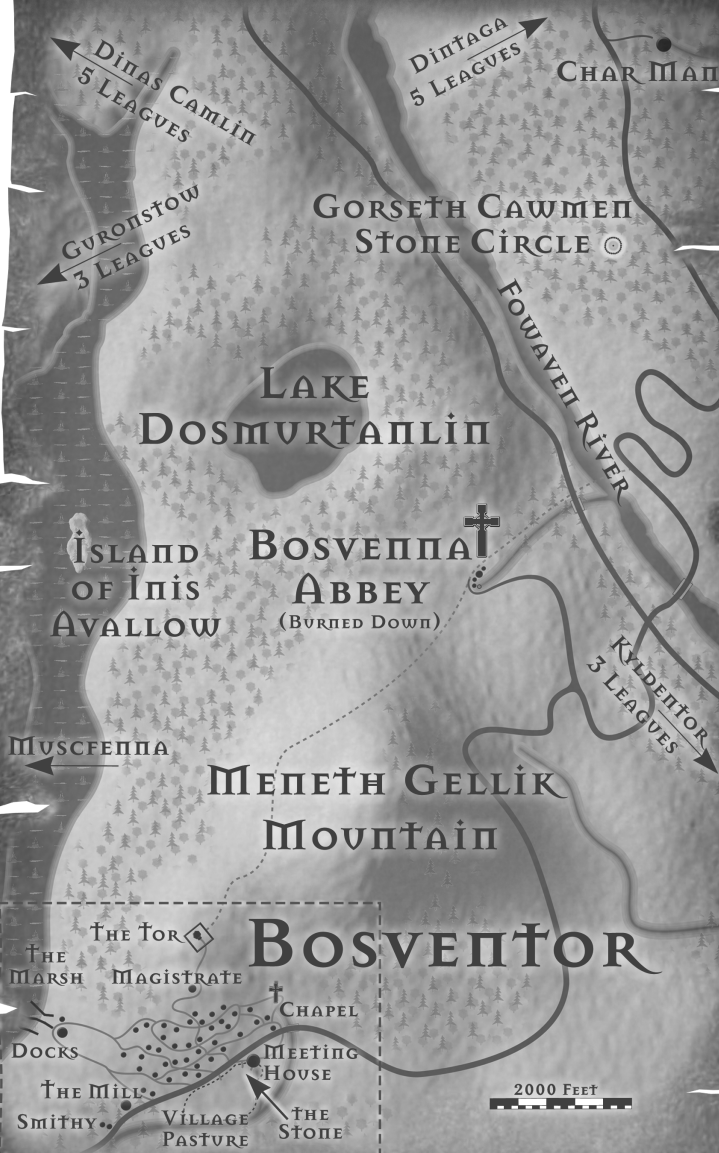
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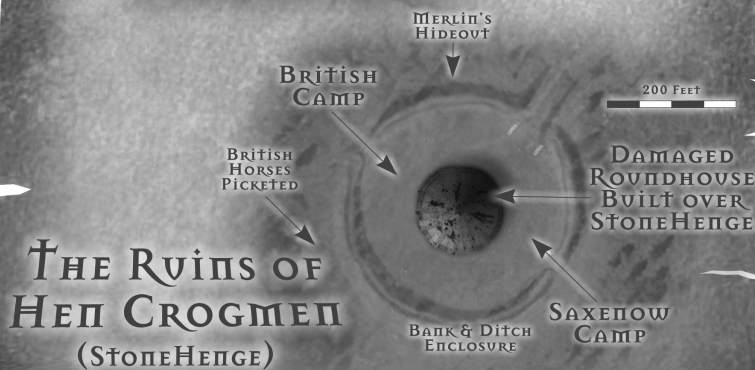
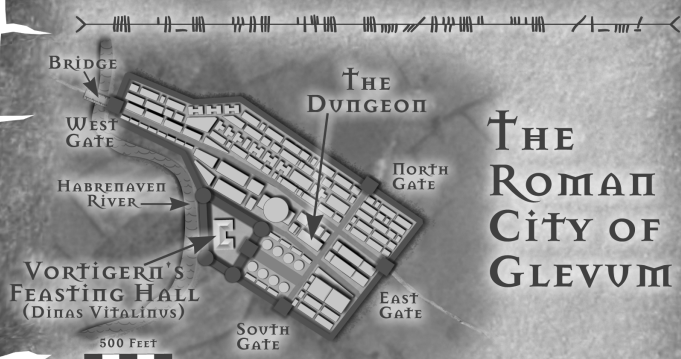


THE MAPS OF MERLIN'S NIGHTMARE

A PORTION OF BOSVEPPA MOOR, BRITAIN



THE VILLAGE OF DINAS CRAG, THE CITY OF GLEVUM & HEN CROGMEN



GLOSSARY

Pronunciation Note: The goal is for you to enjoy reading *Merlin's Nightmare*, and so, where possible, easier spellings have been chosen for many ancient words. For instance, the word *gorseth* would more properly be spelled *gorsedd*, with the “dd” pronounced similar to our “th.” This is also true of the decision, in some words, to use “k” instead of “c.” The goal is readability. A pronunciation suggestion has been provided for each word. Again, please relax about how you say the names. If you are a language purest, then indulge the author, knowing he is well aware of the depth, history, and complexities of the Brythonic and Goidelic languages represented here.

Also, since this spiral of Arthurian stories begins and ends in Cornwall, Cornish has been chosen as a basis for many of the names and places. Though Welsh, Irish, or Scots Gaelic could have each served for this purpose, Cornwall is the nexus of the story line.

Historical Note: Although many of the following explanations are based on history and legend, they are given to aid your understanding of *Merlin's Nightmare* and thus are fictional. If you feel inspired, you can research Roman, Celtic, and Arthurian literature for a deeper appreciation of how they've been uniquely woven into the entire Merlin Spiral series. An asterisk has been placed next to those words that will yield a wealth of information.

Abransva — (ah-BRAWN-sva) The meaning of the word is simply “eyebrow.”

Àille Fionnadh — (EYE-la fi-OH-neyg) Natalenya's pet name for Merlin, which Ector teases him with. It means “handsome hair.” This is the author's version of the name Elffin*, who was the father of Taliesin in legend. Some think Elffin is based upon Aill Fion*, which means “bright rock.”

Allun — (AL-lun) The name of Bosventor's miller in *Merlin's Blade*.

Aquae Sulis* — (OCK-way SUE-liss) The modern day city of Bath*, which includes hot springs and many Roman baths. This city is near to Glevum, and is Vortigern's third-most important city.

Arthur* — (AR-thur) The orphaned son of Igerna and Uther, and heir to the High Kingship. He is being taken care of by Merlin

and Natalenya. His sisters are Eilyne and Myrgwen. He is eighteen years old.

Atle/Atleuthun — (AT-lee/at-lee-OOH-thun) The king of Guotodin in the far north that Merlin visited in *Merlin's Shadow*, his fortress was at Dinpelder. He is Gwevian's father and Merlin's grandfather. In legend he is known as King Lleuddun*.

Aurelianus* — (ow-rell-ee-AH-noos) the former High King, Uther's father, and Arthur's grandfather. He slew Vitalinus Gloui to revenge his father's murder.

Bank and Ditch — A simple method of making a fortress harder to attack by digging multiple ditches around it in concentric rings and throwing the dirt up on a bank. Sometimes wooden spikes are placed in the ditches.

Bedwir* — (BED-weer) A former chieftain under Vortigern, he is pledged now to help raise, protect, train, and serve Arthur.

Bélre Cèard — (BEL-rah KAIRGE) This is the "Speech of the Tinsmiths," which Gogirfan, Gwenivere, and Gwenivach speak. As a cant language*, the Walkers use this speech as a secret way of speaking with each other using a twisted form of the common language in Britain. Today it is known as Beurla Reagaird*.

Bors The Elder* — (BOARS) A king of Silures, Kembry, he is a distant relation of Culann.

Bosvenna Abbey — (bos-VENN-ah) An abbey of the Celtic church in Kernow, which was destroyed by fire in *Merlin's Blade*. Bosvenna* (or Bos-menegh) means "the abiding place of monks."

Bosvenna Moor — (bos-VENN-ah) The highland area in central Kernow, covered with forests and marshes. Before the monks came, it was known as Tir Gwygoen, "land of the woodland moor." Today it is called Bodmin Moor* and is cleared for grazing.

Bosventor — (bos-VEN-tore) The village and fortress where Merlin grew up. It was built upon the slopes of the Meneth Gellik mountain six years after the abbey. South of modern-day Bolventor*, Cornwall, an actual iron-age village and fortress existed at this exact location.

Brewodwyn — (breh-WODD-win) Modern-day Broadwoodwidge*.

Brihem — (BRIH-hem) The order of judges within the wider order of the druids. Normally spelled brithem* or brehon*.

Britain — (BRIH-ten) The land occupied by the people who speak various forms of the ancient Brythonic* language south of the River Forth*.

Brittania Prima — (brih-TAN-ee-ah PREEMA) The area of Britain bordering the southern coast, generally south of Lundnisow / London.

Brythanvy — (brith-AHN-vee) The same as modern-day Brittany*, France. This was a Celtic-populated area.

Bysall — (BY-sall) A small coin, usually a ring of brass or iron. *Bysallow* is the plural.

Casva — (COSS-vah) Arthur's black stallion.

Cathures* — (kath-OO-ress) A village of southwest Scotland on the Clyde River that began with the church that Garth planted. Modern-day Glasgow*.

Caygek — (KAY-gek) A former druid who has become one of Arthur's warriors and protectors. He is named Cai* in the Arthurian legends.

Colvarth — (COAL-varth) The former chief bard of Britain; he passed away before the beginning of *Merlin's Nightmare*. His given name is Bledri mab Cadfan, and he is known as Bleheris* in Arthurian literature.

Constans* — (CON-stans) A former High King. He is Arthur's great-grandfather and father to Aurelianus. Murdered by Vitalinus Gloui for the throne of Britain.

Corinium* — (core-IN-ee-um) Modern-day Cirencester*, and a former Roman fortress. This city is near to Glevum, and is Vortigern's second-most important city.

Coynall — (COIN-all) A single-sided coin made of silver. It is worth eight bysallow, and it takes three coyntallow to make one screpall.

Cradelmass* — (crah-DELL-mass) The haughty king of Powys, he is distantly related to Vortigern.

Crennig — (CREN-nigg) A fifth-century roundhouse. They are normally made of wooden timbers staked into the ground to form a circle, but sometimes they are made of stone if it is readily available. The roof is conical and typically woven from thatch. On occasion they are built out in a lake for easier defense. Cren means "circular," or "round." Spelled Crannog* outside of the Merlin Spiral.

Culann — (KULL-lann) One of Arthur's friends who goes journeying with him. He is the son of Llachau, and in legend he is known as Lancelot*.

Derwent* — (dare-WENT) One of the streams that runs through the Nancedefed valley, down a series of falls, and into Lake Derwentlin.

Derwentlin, Lake — (dare-WENT-lin) The lake just north of Dinas Crag. Called the Derwent Water* today.

Deva — (DEH-vah) More properly called Deva Victrix, which is modern-day Chester*, England.

Difnonia — (diff-NO-nee-ah) The kingdom to the east of Kernow, today called Devon*. Ruled by the Roman-established town of Isca Dumnoniorum (modern-day Exeter*).

Dinas Camlin — (DINN-ahs CAM-linn) A large hill fort. Old Pelles is the chieftain, and his grandson is Gwalahad. The fortress has a large, circular, two-story feasting hall. Situated on the western side of a bay fed by the Camel* River. Modern-day Padstow*.

Dinas Crag — (DINN-ahs CRAIG) A rocky hill fort in Rheged, north of Kembry, which protects the Nancedefed valley where Merlin and Natalenya live with Arthur, Taliesin, and Tingada. Merlin's father grew up here, and Merlin's uncle Ector is now the chieftain. Modern-day Castle Crag*.

Dinas Hen Felder — (DINN-as HEN FELL-der) An iron-age hill fort at the site of modern-day Launceston Castle*. In *Merlin's Nightmare* it has been given the name of "Old Watchful." Also known as Dunheved* in later times.

Dinas Marl — (DINN-ahs MARL) An aging fortress that Vortigern is defending against the Saxenow, it is built on an ancient mound around which modern-day Marlborough* sits. "Marl" means "marbled clay," and "bar" means mound, or barrow.

Dintaga — (din-TA-guh) The fortress of Gorlas, King of Kernow. *Dintaga* means "the strangled fortress," and is modern-day Tintagel*. It is on an island separated from the land by a narrow causeway that is inundated with water when the tide comes in.

Dosmurtanlin, Lake — (doss-mur-TAN-lin) A lake north of the village of Bosventor, on the other side of the Meneth Gellik mountain. Legend says that when a portion of the Dragon Star fell, it gouged out the earth, and the water filled it in, forming the lake. *Dosmurtanlin* means "the lake where a great fire came." It is the same as modern-day Dozmary Pool*. Merlin's mother, who was changed by the Stone into a water creature, is confined to this lake.

Downtam River — (DOUR-tamm) Known today as the Tamar*, it flows south past Dinas Hen Felder and spills into the ocean at modern-day Plymouth*.

Dragon Star — The comet that Muscarvel saw in the night sky seventy years before Chapter 1 of *Merlin's Blade*.

Druid* — (DREW-id) The order of priests within the wider order of the druidow. They also carry out the laws as set forth by the Brihem judges.

Druidow — (DREW-i-dow) The plural form of druid, this term can sometimes refer to the wider order of all the druidow, filidow, and Brihem judges combined.

Dubrae Cantii* — (DEW-bray CAN-tie) Dubrae is a city among the Cantii tribe south of Lundnisow. This is the primary area the Saxenow were invading. Some of Uther's warriors came from this area. It is modern-day Dover*.

Dwin — (DWIN) Based on the Arthurian warrior Bradwin, or Bradwen*. His name means "pleasant and agreeable."

Dybris / Dybricius* — the only monk left who still works in the village of Bosventor. He was the one who originally brought Garth, the orphan, with him from Porthloc, a small village on the northern coast of Difnonia. He is known in modern-times as St. Dubricius*.

Dyfed* — (DIE-fed) A kingdom in southwest Kembry.

Dyslan — (DIE-slan) Natalenya's younger brother.

Ector* — (ECK-tor) Merlin's uncle and the chieftain of Dinas Crag. He has traditionally been shown in Arthurian legend as fostering Arthur during his growing-up years. Ector's wife is Eira, and his younger brother is Owain, Merlin's now-deceased father. Ector and his wife are childless.

Eilyne — (EYE-line-uh) The oldest orphaned daughter of Uther and Igera, and sister to Myrgwen and Arthur. When she was young, she and Myrgwen were pursued by Vortigern and fled into the marsh. No one has seen her since. In the legends, she is Elaine of Garlot*.

Einkorn* — (INE-corn) An ancient form of wheat.

Eira — (EYE-rah) Ector's wife at Dinas Crag, and Merlin's aunt. The word in Welsh means "snow."

Eirish — (EYE-rish) The people from Erin, which is modern-day Ireland.

Elmekow — (EL-meh-cow) A coastal British kingdom southeast of Rheged.

Erin — (ERR-in) The island of Ireland west of Britain.

Ewenna — (ee-WHEN-ah) Gorlas's companion at Dintaga.

Fairyglove — Foxglove*.

Fili* — (FILL-ee) The order of sages and poets within the wider order of the druidow. Filidow is the plural, and they are led by the arch fili.

Flavia Caesariensis — (flah-VEE-ah see-zar-ee-EN-sis) The area of Britain north of Lundnisow / London, westward to the border of wales, and as far northward as modern-day Manchester.

Fodor — (FOE-door) An envoy of Vortigern who carries news to Dinas Crag. He wears a gaudy hat and is always concerned with knowing one's proper ancestry.

Fossa — (FOSS-ah) A Roman road leading from Lindum (Lincoln*) all the way down to Isca Difnonia (Exeter*). Currently called the Fosse Way*, the road was built up by digging up the soil at its side to form a ditch. *Fossa* means "ditch" in Latin.

Fowaven River — (foe-AY-vehn) The stream that lies east of the village of Bosventor. It generally runs southward through Bosvenna Moor and, fed by many springs, it soon becomes a river, known today as the Fowey*.

Fowavenoc — (foe-AY-vehn-ock) A major town on the southern coast of Kernow where the Fowaven River spills into the sea. Modern-day Fowey*.

Gaff — (GAFF) Goffrew's female pup

Gana/Ganieda* — (GAH-nuh / gah-NYE-dah) Merlin's half sister, who became Mórdana in *Merlin's Shadow*. She is the daughter of Monda and granddaughter to Mórdanhu.

Garth/Garthwys* — (GARTH / GARTH-wiss) An orphan who used to live at the abbey with Dybris when he was young. His father, Gorgyr, was a fisherman at Porthloc in Difnonia, and so Garth was raised on the sea.

Gladius* — (GLA-dee-oos) A stout Roman-style sword, generally of medium length.

Glevum* — (GLEH-vuhm) The Roman fortress of Glevum, and the seat of Vortigern's kingdom. Modern-day Gloucester*.

Goffrew — (GOFF-rue) Ector's hound who had two puppies, Gruffen and Gaff.

Gogirfan Gawr* — (go-GIRR-fan GOW-er) A giant tinker who is the father of Gwenivere and Gwenivach. He is a Walker, and is descended from the first peoples to settle the island of Britain. Some scholars think that the name Gogirfan is related to the word for "crow." Gawr means "giant."

Gorlas* — (GORE-lass) The crazed king of Kernow, whose fortress is Dintaga. He and Uther were rival suitors for Igera's love. In the last third of the book, it can be said that he is a merging of the traditional Gorlas* and the Arthurian character Garwlwyd*.

Gorseth — (GORE-seth) A meeting place of the druidow, typically denoted by a circle of stones. In ancient times it would have been spelled

gorsedd, the double-d pronounced like our *th* sound. In the Merlin Spiral it is spelled, like many other words, phonetically.

Gorseth Cawmen — (GORE-seth CAW-men) The stone circle northeast from the village of Bosventor. Literally means “the meeting place of giant stones.” On modern maps it is shown as the Goodaver Stone Circle*, though the Merlin Spiral describes it as having larger stones.

Gourvlyth* — (goor-VLITH) An ancient word for werewolf.

Grannos* — (GRAN-nos) The Celtic god of water and healing. Represented by Saturn in the night sky. The Latin form of the name is Grannus*.

Gruffen — (GRUFF-en) Goffrew’s male pup

Guotodin* — (goo-OH-toe-din) The northernmost Brythonic kingdom. It was ruled by Atle when Owain, and then Merlin, visited, and it lies between the two walls built by the Romans, just south of the land of the Prithager. Its principal cities are Dineidean (modern-day Edinburgh*), and the fortress of Dinpelder (which was destroyed by Necton and his Picti at the end of *Merlin’s Shadow*).

Gwalahad — (GWALL-a-had) Pelles’s grandson, he lives at Dinas Camlin. In legend he is known as Galahad* (or Gwalchavad* in Welsh).

Gwenivach — (GWEN-ee-vach) Daughter of Gogirfan, fraternal twin to Gwenivere, and sister to Melwas. She is a Walker, and has reddish-blond hair. Nowadays, her name is more typically spelled Guinevach*. Since Gwenivach is the younger twin, she has “-vach” on the end of her name, meaning “the lesser.”

Gwenivere — (GWEN-ee-vere) Daughter of Gogirfan, fraternal twin to Gwenivach, and sister to Melwas. She is a Walker, and has blond hair. Nowadays, her name is more typically spelled Guinevere*. Since Gwenivere is the elder twin, she has “-vere” on the end of her name, meaning “the greater.”

Gwevian — (GWEV-ee-ahn) Merlin’s mother, the daughter of King Atle. She supposedly drowned in Lake Dosmurtanlin when Merlin was young, and her body was never found. Merlin discovered her alive at the end of *Merlin’s Blade*, changed by the Stone into a water creature to serve it when it was in the lake. She is now the Lady of the Lake*, and a merging of the legends of Vivian* and St. Theneva*.

Gwyneth — (GWIN-eth) A major kingdom in northwest Kembry. It includes the isle of Inis Môn, which is sacred to the druidow. Spelled Gwynedd* in Welsh.

Habrenaven River — (ha-bren-AY-vehn) The modern-day Severn* River. In later Welsh, the word is Hafren*, which comes from the name of a legendary British princess who drowned in the river.

Hand — A measurement for horses approximating four inches.

Harp of Britain — The harp that has been passed down through the ages from one chief bard to the next, now possessed by Merlin as given him by Colvarth before he died. The druidow desire to take it back.

Hen Crogmen — (HENN CROG-men) Modern-day Stonehenge*, which some scholars think was originally a very large roundhouse. Etymological sources say that Stonehenge literally means “stone gallows,” thus Hen Crogmen is a Brythonic way of saying “the Old Stone Gallows.”

Hengist* — (HEN-gist) The co-leader of the Saxenow army along with his brother, Horsa. They have invaded Britain and are slowly taking over the southeast.

Horsa* — (HORSE-ah) The co-leader of the Saxenow army along with his brother, Hengist. They have invaded Britain and are slowly taking over the southeast.

Igerna* — (ee-GERR-nah) The deceased wife of Uther, she is Vortigern’s sister, and therefore descended from Vitalinus Gloui, a former High King of Britain. Her children are Eilyne, Myrgwen, and Arthur. Gorlas vied with Uther for her hand in marriage.

Inis Avalow — (IN-iss AV-all-ow) The largest island in the marsh outside Bosventor. It has an old tower and broken-down fortress surrounded by an ancient apple orchard. Legend says this was built by a pilgrim and tin merchant known only as the Pergiryn. Its name means “Island of Apples,” and is known in legend as Avalon*.

Jesu Christus* — (HEY-soo KRIS-toos) Latin for Jesus Christ.

Kedivor — (keh-DIH-vor) The eldest son of Vortipor.

Keelos — (KEE-los) One of Gorlas’s warriors. Literally, “gray wolf.”

Kembry — (KEM-bree) The land stretching from the Kembry Sea in the south to the isle of Inis Môn in the northwest. It is made up of multiple kingdoms. Modern-day Wales*.

Kernow* — (KER-now) The kingdom that lay on the peninsula of land in southwest Britain, between Lyhonesse and Difnonia. Ruled by Gorlas from his fortress, Dintaga, which is on an island on the northern coast. Kernewek is their local dialect of Brythonic. Modern-day Cornwall*.

Keswick forest — (kess-WICK) The forest just north of the Lake Derwentlin.

Legatus* — (leh-GAH-tus) The leader of a legion*, made up of approximately ten cohorts*, which in turn were made up of approximately six groups of eighty to one hundred men, each named a century*, around five thousand men total. Vortigern's grandfather, Vitalinus Gloui* was the Legatus stationed in Glevum*.

Loch Obha* — (LOCH OBE-ah) Modern-day Loch Awe in Scotland.

Londinium* — (lun-DIN-ee-um) A city taken by the Romans in AD 43 and named Lundnisow by the Britons. Because of its river and harbor, they made it the capital of their provinces in Britain. Modern-day London*.

Loth — (LOTH) The son of King Atle, brother to Gwevian, and Merlin's uncle. He was saved from death by Mórdana at the end of *Merlin's Shadow*.

Loyt — (LOYT) The abbot of Dinas Crag. He had formerly been a monk in Bosventor while Merlin was growing up.

Lugualium* — (lug-oo-VALL-ee-um) A hillfort north of Kembry where Urien is king. Modern-day Carlisle*.

Lyhonesse — (ly-OHN-ess) A thin peninsula of land stretching even farther out to sea from the western tip of Kernow. It is sparsely settled by the Eirish. The name literally means "the lesser." Known as Lyonesse* in legend.

Mabon* — (MAY-bonn) A guard who serves Vortigern at Glevum, and formerly served High King Uther. His name can be found in the poem *Pa Gur Yv Y Porthaur**.

Magister* — (ma-JEE-stare) Literally "master," which is the title Tregeagle has adopted as the appointed official over the tin mining region around Bosventor. A holdover from the Roman empire.

Mancunium — (man-koo-KNEE-um) Modern-day Manchester*.

Marrok* — (MARR-ock) One of Gorlas's warriors.

Mawken — (MAW-ken) Gorlas's captain. Literally, "prince of wolves."

Melwas* — (MELL-was) Gwenivere and Gwenivach's brother, and the son of Gogirfan.

Meneth Gellik Mountain — (MEN-eth GELL-ick) The mountain upon whose southern side the village of Bosventor is built. Halfway up on a plateau sits a fortress and beacon, which is familiarly known to the

villagers as the “Tor.” The mountain is over 1,100 feet above sea level, its tallest point is 100 feet above the marsh, and it is the third-highest in Kernow. Today it is known as Brown Gelly*. Literally, “The Brown Mountain.” Lake Dosmurtanlin is situated just to the north.

Merlin* — (MER-lin) The son of a village blacksmith / swordsmith. His face was badly scratched by wolves at the age of nine when he tried to protect his younger sister, Gana. This also scarred his eyes, half-blinding him. His eyesight was healed at the end of *Merlin’s Blade*, but his scars remain. At the beginning of *Merlin’s Nightmare* he is thirty-four years old and is living near the fortress of Dinas Crag. The Latin form of his name is Merlinus.

Molendinar* River — (mow-lenn-DIN-are) A river near which Garth started his ministry to the Picti. This ministry grew to become the village of Cathures*, and eventually became the modern city of Glasgow*.

Mórdred — the son of Mógana and Loth.

Mórgana — (mor-GAH-nuh) Merlin’s half sister, who used to be named Ganiada. She is the daughter of Mònda and granddaughter to Mórganthu.

Mórganthu — (more-GAN-thoo) The arch druid, and son of Mófryn. He is grandfather to Ganiada, who now goes by Mógana. His name is a merging of the name Mógant with *huder*, which means “magician.”

Muscarvel — (musk-AR-vel) An old man who lived deep in the marsh to the west of Bosventor. He was last seen at the end of *Merlin’s Shadow*.

Muscfenna — (musc-FENN-ah) An epithet for “crazy one who lives in the marsh.”

Myrgoskva — (myr-GOSK-vah) A name that means “daughter of shadow,” a daughter who lives under the shadow of the Almighty.

Myrgwen — (MEER-gwen) The younger orphaned daughter of Uther and Igera, and sister to Eilyne and Arthur. When she was young, she and Eilyne were pursued by Vortigern and fled into the marsh. No one has seen her since. In legend, she is called Morgause*.

Nancedefed — (nance-DEH-fed) The name of the valley which Dinas Crag protects. Today it is called Borrowdale*, and its entrance is so narrow it is called The Jaws of Borrowdale*. Merlin and Natalenya live here. Its name comes from Nans-Deves, which means “Valley of Sheep,” being intentionally deceitful to hide the fact that they are

raising war horses in the valley for Rheged's use. Nancemargh, coming from Nans – Margh "Valley of Horses," would have been the actual name if they weren't trying to hide the horses. If you look at photos of Borrowdale, Cumbria online, you will find it is about as close to Hobbiton as you will find in England.

Natalenya — (nah-tah-LEAN-yah) Tregeagle and Trevenna's daughter; she is wife to Merlin and mother to Taliesin and Tingada, and foster mother to Arthur.

Neb — (NEB) A warrior who swears fealty to Arthur; he carries a bronze pike. He is the son of Kaw.

Necton Morbrec* — (NECK-ton MORE-breck) The cruel High King of the Picti, he was Merlin and company's slavemaster during *Merlin's Shadow*. The son of Erip, he has been given the title morbrec, meaning "great." He is very tall, with long red hair.

Offyd — (OH-fid) The abbot of Dinas Camlin, formerly of Bosvenna Abbey when Merlin was young.

Ol — (OLE) The son of Olwith, a young man that Arthur saves at Hen Crogmen.

Owain* — (O-wayne) Merlin's father; he grew up in Rheged, north of Kembry as the son of a chieftain. Owain's first wife, Gwevian, drowned while they were boating on Lake Dosmurtanlin. His second wife, Mônda, is the mother of Ganieda / Morgana, Merlin's half sister. Owain was the smith in the village of Bosventor prior to his death, and so was given the title of An Gof, which means "the smith."

Pace — The unit of measurement of a grown man's stride from the time the heel leaves the ground until the same heel touches the ground again. Typically five feet.

Pelles* one-ear — (PEL-less) The elderly chieftain of Dinas Camlin. His grandson is Gwalahad.

Penfro — (PEN-fro) A clan in southern Kembry.

Penmoor — (PEN-moor) Modern-day Penny Moor*.

Percos — (PURR-kos) A warrior who initially opposes Arthur's kingship. He is from Dinas Camlin and the son of Poch.

Pergiryn's Tower — (per-GIH-rin) All that is left of the fortress built by the Pergiryn on the island of Inis Avallow. Some say a light can sometimes be seen from its top-most window. The Pergiryn was an unknown tin merchant who, legend says, built the fortress and planted the apple orchard. Pergiryn means "pilgrim."

Picti* — (PIC-tie) The people who live in the wild lands of the

north. They often raid the southern realms now that Hadrian's Wall has been abandoned by the Romans, and even more so now that the Saxenow are weakening what is left of the British army. They call themselves the Chrithane. Necton is their High King.

Podrith — (POD-rith) The chief druid under the authority of Mórganthu and Mórgana who serves High King Vortigern. He also had a brief appearance in *Merlin's Blade*.

Porthloc — (PORTH-lock) The seaside village in Difnonia where Garth grew up and met Dybris. Modern-day Porlock*.

Powys* — (POW-iss) A major kingdom in east-central Kembry (Wales).

Prithager — (prih-THAY-girr) The Brythonic name for the Picti*.

Purple/wearing the purple* — Wearing purple was a sign of being in either the upper class of Roman society, a highly regarded Roman military leader, or a Roman emperor. Vortigern and Vortipor wear purple to show that they consider themselves royalty.

Reinwandt — (RHINE-want) The daughter of Hengist, the name means "Pure Kinswoman" in Germanic. Rhonwen* from legend.

Rewan — (REH-wan) A former battle-chieftain under Vortigern during *Merlin's Blade*, he was eventually demoted due to his age, and has held a grudge for it ever since.

Rheged* — (REH-gedd) A Brythonic kingdom in the north, it is situated northeast of Kembry and south of Guotodin. This is the land Owain is from. Urien is their king.

Romans* — The sprawling empire that conquered Britain and ruled it for 360 years. They never conquered the northern area controlled by the Picts, nor Erin, the island of the Eirish. In 407, Constantine III (Arthur's great-great-grandfather) took the majority of the Roman army that had been stationed in Britain over to Gaul in a failed bid to become the Roman Emperor, and they never returned.

Rondroc — (RON-drock) Natalenya's older brother.

Safrowana — (saf-ROW-ah-nah) Mother to Imelys and wife of Troslam. They are weavers, and their family took care of Myrgwen, Eilyne, and Ganiemda for part of *Merlin's Shadow*.

Sangraal* — (SANN-grail) An ancient wooden bowl found by Colvarth after Uther's kidnapping in *Merlin's Blade*. At the Last Supper it held the wine, and the Pergiryn used it to catch Christ's blood when he hung upon the cross. It is also called the Sancte Gradale, and is more commonly called the Holy Grail*.

Saxenow* — (SACKS-eh-now) An invading people group from what is now known as Germany, they landed on the southeastern shore of Britain and have been slowly taking over. They are led by Hengist and Horsa. Today know as the Saxons*.

Scotti* — (SCOT-eye) A seafaring tribe of the Irish that have settled in what is now western Scotland.

Screpall — (SCREH-pall) A double-sided silver coin worth three Coyntallow.

Sevira* — (seh-VYE-rah) Vortigern wife, and Vortipor's mother.

Solidus* — (so-LIH-doo) A gold coin of the Romans weighing approximately 4.5 grams.

Stone, The — A strange stone that was found by Mórghanthu at the edge of Lake Dosmurtanlin. Everyone who sees it is enchanted by it, and so Merlin drove Uther's sword into it at the end of *Merlin's Blade* in an attempt to destroy it.

Suzerain* — (sues-EH-rain) This is an ancient term for the king of a foreign country to whom you owe fealty.

Taliesin* — (tal-ee-ESS-in) Merlin and Natalenya's twelve-year-old son, who is being trained to be a bard.

Tán Menéth Marrow — (TAN MEN-eth MARE-row) Grannos wants to send Merlin on a quest to this place. Literally "The Dead Fire Hills," it is an imaginary place invented by the author's daughter, Adele, for an early draft of one of her novels. Used here for fun.

Tas — (TASS) An ancient word for "father."

Tethion — (teth-EE-on) An archer employed by Vortigern in *Merlin's Shadow*.

Teyrnon — (TEAR-non) The younger son of Vortipor. The name means "Divine Prince."

Tinga/Tingada — (TIN-gah / tin-GAH-dah) Merlin and Natalenya's seven-year-old daughter.

"Tingada's Cloak" — (tin-GAH-dah) A song Natalenya composes and sings for her daughter. This is based on Dinogad's Smock*, an ancient lullaby embedded without explanation in the the ancient battle poem of *Y Gododdin*. The lullaby mentions the Derwent*, and thus originated from the same valley in which Merlin and Natalenya settled in *Merlin's Nightmare*.

Tor, The — The nickname for Dinas Bosventor, the fortress situated partway up the side of the Meneth Gellik mountain. It has a timber-built tower with a beacon on top.

Torc* — (TORK) A sign of authority, social status, and nobility in ancient Brythonic society. Made in the shape of a ring with an opening, it is worn upon the neck. They are usually twisted from wires of gold, bronze, silver, iron, or other metals, and have finely sculpted ornaments at the ends.

Tregeagle* — (treh-GAY-gull) The Magister of Bosventor and the surrounding tin-mining region when Merlin lived in the village. His wife is Trevenna, and his children are Natalenya, Rondroc, and Dyslan. He was enchanted by the Stone in *Merlin's Blade*.

Trendrine — (TREN-drine) Modern-day Thorndon Cross*.

Trevenna — (treh-VEEN-nah) Tregeagle's wife, and mother to Natalenya, Rondroc, and Dyslan.

Trosdam — (TROS-lum) The village weaver. Safrowana is his wife, and Imelys is his daughter.

Uther* — (UTH-er) The deceased High King of the Britons, he was descended from a long line of Roman governors and kings. His father was Aurelianus, his wife was Igerna. He had two daughters, Eilyne and Myrgwen, as well as his son, Arthur. His name in Latin is Uthrelus.

Vitalinus* — (vi-TAL-ee-noos) Usurper High King who slew Uther's grandfather Constans. His grandson is Vortigern, and his granddaughter is Igerna, Uther's wife. He was slain in battle by Aurelianus. In history he is known as Vitalinus Gloui*.

Voice, The — A shadowy figure that appears to Mógana and instructs her.

Vortigern* — (vor-TUH-ger-n) The grandson of the former High King, Vitalinus Gloui, who killed Uther in *Merlin's Blade* due to his enchantment by the Stone. In *Merlin's Shadow* he also sought to kill Eilyne and Myrgwen.

Vortipor* — (vor-TUH-poor) Vortigern's son and now the leader in the battles with the Saxenow.

Walkers — A traveling people who were the first to settle the island of Britain long ago. Most of them are tinsmiths by trade, having settled first on the Kernow peninsula. Their language is the Bétre Cèard. Gogirfan and his daughters Gwenivere and Gwenivach are Walkers. In the modern era they would be equivalent to the Highland Scottish Travelers*.

Wealas — (WEH-lass) A Saxenow term of contempt meaning "foreigner" or "slave."

Wild Huntsman — A mysterious phantasmal being who hunts on horseback through the woods with a pack of hounds.

Withel — (WITH-el) Taliesin's friend, who is fifteen winters. His name means "Lion."

Yahn, Tahn, Tethera* — (YAWN, TAWN, teth-ERR-ah) An ancient livestock counting system. There are many variants of it.