

Glossary of *Telaria River: IncurSION of Chaos*

Being an informal author's reference and compendium to accompany the translated story from Elesindra

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The author welcomes suggestions or requests for glossary entries from readers! jeffk@ardentimages.us

SENTIENT / SEMI-SENTIENT RACES and CREATURES of TALIS

Animaloid or 'anifolk'	Category of sentient and intelligent (or semi-intelligent) animal species that do not <i>channel</i> srin or control it exactly, but have at least some elemental srin. Talis may have many more species than Elie mentions, but these are some she described.
Delphin/ Delphinnea (pl.)	These sea creatures look very similar to earthly dolphins in memory-images Elie gathered from Shika. But delphinnea are either more sentient than dolphins, or perhaps Shika was just more successful communicating with them than humans have been with our dolphins.
Drega	Sentient creatures akin to our legendary dragons, some able to communicate and perhaps extremely wise and powerful. It is unclear if all have drega can produce fire. Some generations before the time of Elie's story, the drega and the fire mountain sylphid tribe had close ties and alliances, in part to help each other avoid being drawn into the Sylmanni-Chismanni Conflict. Over time the drega migrated out from the fire mountains and their bonds to the sylphids faded.
Firewing	Small flying insect-like creatures inhabiting the Fire Mountains possessing an intelligence that may be limited but impressive for their size; they also have elemental srin including some form of telepathy. They thrive in the superheated environment and are very numerous.
Sturgor	Dreadful little predators that sometimes haunt riverbanks and swamps along the TRV. About the size of a large frog, they use crude elemental powers to hide in the silt and mud, and even travel slowly through the soil to surprise a stray fish or other pray. Small and slippery but strong for their size, they can use their six bony arms and many claws to entrap their meal. Fortunately they are not too numerous, and unable to stray far from the river's water.
Humanoid	Elie's word for this category was hard to translate, but there seems to be a category for humanoid races with no srin-channeling ability at all (not even elemental techniques). Although some seem to have other skills or abilities to harness energies, it is unclear if those are different ways of accessing srin, or perhaps entirely different energy types.
Khalnah'	Named for the "Khalnah' Territories" egion they mainly habit—valleys entering the Giant Mountains and along the streams feeding the far upper TRV. These folk do not seem well-known to Elie; she labeled them on her map information but I could find no details about them from her words. They seem to live simple but well-organized lives.
Terixen/ Terrixenni (pl.)	There was little information about the terrixenni in Elie's account except comments relayed from Zhivasa. Others on Talis refer to them

	as “witch people”, though not necessarily with derogatory intent. They apparently tend to dress nicely, and are viewed respectfully among at least some of the other residents of the up-river domains. There is reason to suspect the terrixenni are a small and disorganized race, but seem to have loose associations or guilds used to advance the art and science of srin-crafting.
Torg	The torg are a notoriously proud people despite their lack of srin, and tend to be physically large and sturdy folk—physically strongest among Talis humanoids. While not especially war-like, their strength in battle is legendary and both sides of the Sylmanni-Chismanni conflict tried to enlist them as mercenaries. In the end the only army they raised was for the purpose of preventing either side from harassing their villages. Still, they make formidable warriors. Ironically the torgs’ most stalwart allies are the most srin-powerful race, the faedren. Faedren kings and queens have often appointed torgs to positions of rank. They are especially known for incredible endurance and sustained speed when walking great distances.
Srinmanni	Category of non-winged humanoids with srin-channeling ability.
Chismanni	The chismanni comprised one of Talis’ most powerful and advanced civilizations up until a couple generations before the time of Elie’s story. From descriptions and memory-images they are physically similar to our humans, and larger and stronger than most Srinavia. The Sylmanni-Chismanni conflict left their civilization, along with their castles and villages, broken. To prevent their return to power and potential renewal of conflict, the peace agreement ending the conflict prohibited them forming more than small rural villages or from openly practicing their elemental forms of srin-channeling. Most chismanni were reduced to roaming hunters, trappers, fur traders, merchants and the like—living off the land and trading economies of other races. While their domain formerly stretched across much of the TRV and between Sylmannia and the Halo Mountains,
Dridenni	Mentioned only briefly in Elie’s chronicles, dridenni are apparently humanoids that are larger than sylphids but no larger than chismanni. In my estimation, they may be relatives of the chismanni but in a sub-race that split from them many generations prior. The region they inhabit is unclear, but is probably up-river.
Shrisen/ Shrisenni (pl.)	These creatures are only ‘barely humanoid’ -- highly intelligent but in a very different manner, and humanoid in form only when they choose to be. As described in the story, shrisenni have an amazing ability to harvest and “re-use” pure srin energy and tend to drift lazily about in vaporous, sometimes luminous forms. It is said to be terrific luck, or even a blessing, to be entreated to a rare encounter with a shrisen.
Srinavia	Category of winged humanoid races capable channeling srin, a particular form of which they can utilize in order to fly.
Arborfae	Small in number but great in power and wisdom, the arborfae are nearly human-sized faerie creatures with an intense connection to the life of trees and plants. They are described as having large beautifully colored wings, and a tendency to carry or wrap themselves in fabrics richly dyed to complement their particular wing colors. Arborfae are respected for their wisdom and uncanny ability to communicate with their brethren over vast distances, and most especially for their ability to “treefade” – to temporarily merge with the life force of a tree, and learn it’s elemental wisdom and secrets. As fliers they are not terribly

	<p>fast, but agile enough to gracefully navigate through the forest. Like the faedren, with whom they may be related, arborfae can have very long life spans.</p>
Faedren	<p>Probably the most ancient sentient race of Talis, the faedren pioneered the channeling of srin. Over the ages their civilizations grew more advanced and more intertwined with nature at the same time. Many faedren are capable of incredibly powerful channeling feats, but they practice the utmost discretion and restraint in the exercise of such power. Having brought many of Talis' best advances in srin techniques, medical science, astronomy, literature, and the arts, the faedren are often accorded special respect by other sentient races. In fact, although Talis has only minimal political structure the currently appointed king or queen of the faedren is usually looked upon as the closest thing to a de facto leader of all Talis. While apparently uninterested in political power for its own sake, the ruling faedren usually accepts the responsibility of bringing coordination between tribal leaders and leading responses to natural disasters or other matters affecting all the races. The vibrant look of their large wings, white and seeming to pulse with flight srin, attests to the purity which they can control channelings. The faedren are concentrated mainly in scattered communities within the Faedren Forest, as well as small communities near the upriver TRV and Giant Mountain foothills.</p>
Pixen/ Pixenni (pl.)	<p>The littlest of the Talis humanoids; by no means the weakest or least intelligent. Standing perhaps 1/3 the height of a human, their large beautiful wings look not unlike flower petals – with the visible addition of veins carrying their srin-rich wingblood. Keeping to temperate areas along the TRV and nearby forests, the pixenni live off the land with little need for clothing or possessions. In their case this is not a sign of savagery, but the fact their tiny size and resourcefulness make it possible to live simply. As children, pixen are carefully instructed in the techniques and control of srin by their parents and elders, and despite material simplicity they develop sophisticated rituals and games. Peaceful and fun-loving by nature (and sometimes a bit mischievous), pixenni folk live in clans that are loosely organized around extended family groups to help each other with food-gathering and other matters. After coming of age and completing their First Flight Ceremony, most pixen become excellent fliers.</p> <p>--River Clan: Largest pixenni group, comprised of several large extended families along the central Telaria. Typically unadorned, most live in forests or thickets right near rivers' edge. Known for terrific storytelling and songwriting.</p> <p>--Painted Clan: Also a large clan, its members are easily recognized by the colorful designs painted on their faces and bodies, often in schemes to complement their wings. The designs are usually cheerful and whimsical, but their painting rituals are serious business and it would be considered breach of etiquette for a pixen to go about their day unpainted. These pixenni are known for artistry and design.</p> <p>--Star Clan: This small group earned their well-deserved name through generations of work studying and mapping the heavens, and their attempts to understand the origins of srin. These pixenni also tend to have designs painted upon themselves, but in subdued colors and designs that are simple but precise. Each is painted to symbolize specific groupings of stars or other objects above. Star Clan pixenni are sought by navigators and scientists for their knowledge. They tend to live on the edges of large clearings, where they can readily access</p>

	<p>plenty of open sky at night.</p> <p>--Flower Clan: The most capricious of the clans, pixen of this group tend to live in flowerbeds of meadows and clearings near the river. While all pixen have connections to flowers—including as part of their diet—they are especially studied and revered by this clan. If you can get one of their members to sit still long enough, they would tell you all manner of things about flower and plant breeding and qualities. They are known as some of Talis’ best gardeners and growers, and even weave flowers into beautiful clothing designs and hair accents.</p>
Sylmanni	<p>The most advanced people of Talis at the time of Elie’s story, at least in terms of political structure, architecture, and metallurgy. My sense is that those things are not as important there as they have been in human history. Slight but nearly as tall as humans, the sylmanni are categorized as Srinavia because of tradition only. Sadly, they have no flight. During the Great Violation, some unspeakable weapon or accident rendered the sylmanni unable to charge their wingblood with srin, and not even their offspring could regain this ability. Beautiful feathered wings in combinations of black and/or gray still grow from their backs, but without working flight srin they are effectively useless. Sylmanni civilization nevertheless remains great, having gradually recovered from their conflict with the Chismanni a couple generations earlier. Based on Elie’s information they have the closest thing on Talis to a full government structure, cities, and robust buildings. Their approach to srin development is methodical, enabling development of advanced techniques over the generations—though not necessarily more so than other races overall.</p>
Sylphid/ Sylphaen (pl.)	<p>Petite and graceful, the sylphaen are a subtly powerful folk in their own right and considered by some to be Talis’ best fliers overall. Brilliant iridescent wings grow from high on their backs, and as they are naturally prone to overheating they often keep them raised to help cool their bodies. In flight, these relatively small wings give them control and balance but would not be strong enough on their own to carry them aloft – flight srin is needed as well. Their tribes are well-organized for the exchange of knowledge, for trade, and for mutual benefit in things like materials-making, the healing arts, and srin research. But they tend to leave it at that, favoring an existence close to nature. They do study and advance srin-crafting extensively, however, and have accumulated a wealth of expertise on topics like the use of talismans to control and amplify srin. There are four tribes, some more reclusive than others but all apparently able to get along peaceably with the others.</p> <p>-- <u>Sea Island Tribe</u>: seeking escape from the growing Sylmanni-Chismanni conflict and to deepen their connection with the sea, a group of coastal-dwelling sylphids developed the ability to cross the Gulf of Talis and began to colonize Star Island a couple generations back. They eventually prospered enough to settle a growing tribal community that is self-sustaining, and uniquely bound to the underwater life surrounding them. Many sylphids from this tribe have remarkable abilities to establish communication with creatures.</p> <p>-- <u>Woodland Tribe</u>: The oldest known sylphaen tribe, having grown and prospered over many generations within the dense woodlands flanking the Telaria. Many are agile fliers, skilled hunters, and adept at camouflage. Though not to the extent of the arborfae, the Woodland Tribe sylphaen are known for deep connections to the life force of the forest and have innovated many srin techniques that connect with it.</p>

	<p>-- <u>Fire Mountain Tribe</u>: Various creatures, including drega at one time, have evolved to manage survival in this incredibly harsh environment. But no humanoids, with their fragile bodies, had succeeded at this task -- until this sylphaen tribe. By studying patterns of wind and lava and developing specialized srin techniques, they have learned to dwell in safe sections of the basin, adapt to intense heat, and to navigate frightfully close to zones that would incinerate most of us. No other people of Talis know the workings of stone and earth better, nor can manipulate those elements as well as these sylphids can. Their tribal structure is very loose, and although usually friendly some members are even reclusive. In earlier generations the tribe formed strong alliances and bonds to the dregas that used to live nearby.</p> <p>-- <u>Meadow Tribe</u>:</p> <p>-- <u>The "Fifth Tribe"</u>: migrated from TRV area to somewhere around herdlands</p>
Srinmalia	Animal-like, srin-channeling (some flying, some not)
Pralen	
Skitrid	
Uninviteds	
Spectrasaurs	I had difficulty translating Elie's word for this but it had to do with color(s) and ancient creatures, so I borrowed from earthly terms

PLACES / FEATURES

Alakrea, Ikrea	
Calbrooke	Former castle-like compound, one of several Chismanni strongholds before the Sylmanni-Chismanni conflict
Decision Point	
Desert Wastes	
Faedren Forest	Wide expanse of forest stretching from the up-river TRV to the Giant Mountains; the primary domain of the Faedren (usually only the lower reaches are frequented by other races)
Fire Mountains (and basin)	The basin is the relatively level 'floor' enclosed by the Halo Mountains. The basin is punctuated by Fire Mountains, unusual cone-shaped mountains formed by gradual bubbling up and hardening of lava. Some are dead/cold/solid because their feeding volcano stopped or shifted. As the lava inside cools and shrinks, it leaves behind a complex pattern of caves and tunnels. The basin is part of a long elevation, between Sundown Telaria and Sunup Telaria
Giant Mountains	Large wall-like bank of high peak mountains above TRV, spread across about ¼ of coastline and descend into ocean – generally impassible and too high for most Srinavia to fly
Great Prairie	

Gulf of Talis	
Halo Mountains	Range of mountains and foothills ringing the Fire Mountain basin. They were formed by tectonics and glaciers, and make a rough circle around the basin but also extend in a ragged line toward the south before tapering off toward the coast (like the letter 'P')
Herdland Wilds	Beyond the desert plains and across the River Saldarin lies a wide expanse of steppe roamed by massive herds of 3 or 4 species of grazing animals. Water and shelter are difficult to manage, but there are a few independent tribes of people with ancestry in common with those of the TRV. There are hints of a possible sylphaen "fifth tribe" living out that way, but it is difficult to confirm from the material Elie sent. There is such a distance and difference that they may rarely interact with the races referred to in this story.
Leaders' Crypt	Complex of stone burial crypts built for Faedren and other leaders of Talis. Located midway between Telaria branches, a short distance below Decision Point
Lower Peaks	Range of small, sparse mountains following the coastline
River Saldarin	Talis' other main river, actually much larger than the Telaria – at least during rainy seasons. It gathers runoff from the plains and herdlands, and passes mostly through desert and prairie.
Ryeland	Main settlement and 'center' of prairie tribe sylphids
Second Citadel (ruins)	One of three Chismanni bastions from previous generations (all three are now in ruins, destroyed by the Sylmanni during the conflict)
Star Island - Estuary Cove	
Stoney Falls	
Sundown/ Sunup Sides	
Sylmannia	Expanse of land inhabited (and generally claimed) by the Sylmanni
Sylma Core	Largest city (by far) of the sylmanni people, population about 40,000. The city is wedged between the TRV and the rocky foothills of the nearby mountains. It serves as the hub of Sylmanni power and trade, and is roughly central to Sylmanni sprawl. Architecture favors tall closely-spaced towers and lots of spires, inspired by and designed for flight (the towers have landing platforms and porticos up high). Since the sylmanni lost their flight capability, the design is much less practical but is still favored for reasons of tradition. It does, however, have the 'accidental' benefit of offering easy defense against roaming creatures and other dangers. Most towers have small spiral stairs, and larger ones contain simple pulley-type hoists in their center. These were originally intended for cargo and special purposes. Nowadays they are over-crowded and often modified/fortified to accommodate more traffic since all sylmanni must navigate on foot.
Talis	
The Tangles	Stretch of Sundown Branch mostly overgrown with underbrush, vines, etc and home to the furtive skitrids
Thickwood	Dense forest between Sunup and Sundown branches
Traders' Trail	Network of footpaths traditionally used by traders and

	merchants, mostly in the forest region between Sundown Branch and the Great Prairie
Telaria River - The TRV - Central Telaria, - Sunup Branch, - Sundown Branch - Little Sundown	Comprised of several feeder streams/ivers in the mountain highlands that join to form Central Telaria (fairly large/wide). The CT picks up speed before hitting a rocky outcropping known as Decision Point, where it divides into two legs that both continue on to the sea. Sunup Branch is the larger (west) branch, and the smaller Sundown Branch (east) leads to a rocky valley and Stony Falls (Elie's ceremony). Lining the river's main sections, especially in the highland and midland section, is the Telaria River Valley or "TRV" as some call it.
<i>Zhivasa's Stone</i>	

OTHER TERMS

First Flight	
Giver's Blessing	When a talisman is bestowed upon someone, the presenter offers a blessing to go with it
Great Violation	Period of several days near the end of the Sylmanni-Chismanni conflict, a couple generations ago, when both sides unleashed dreadful weapons of twisted srin
memory-image	photograph-like images created from memories and storytelling
River Common	
Technical Guild (of Star Island)	Association formed by some of the sea island sylphid tribe's most experienced and talented srin masters, builders, fishermen, and others to help solve the challenges of feeding and protecting the remote island population
talisman	Types referenced: - Star-fire stone
thought-sound	Type of telepathic words, voices, messages
treefade	
wingblood	

INDIVIDUAL/FAMILY/CLAN NAMES

Alakir Pelennin (Alakir)	Pixen male of the River Clan, the older of Elie's two younger brothers. I'm guessing named after the moon Alakrea.
Alarisse Delvadoch (Rissa)	Sylphid female of the Meadow Tribe, a princess (daughter of clan leader Lysenne Delvadoch)
Bragenar	Torg male, appointed Courier Prime for Queen Taliana
Breendara Pelenir (Breen)	Pixen female of the River Clan, cousin of Elie
Chu'ya	Skitrid female

(Skitter)	
Dariannasil Kerasham'ach (Dari)	Sylphid female of the Meadow Tribe
Cpt. Dantira Velspach	Torg female, warrior/captain of a militia company
Elesindra Pelennin (Elie)	Pixen female of the River Clan
Elmarith	Arborfae female
Eran	Pixen male of the Painted Clan, friend of Elie's
Flarissa Stellisar (Flara)	Sylphid female of the Fire Mountain Tribe
Flutter	Pixen female of the Painted Clan, young sister of Eran
Grindor	A male drega
Kaelis	Sylphid male of the Sea Island Tribe, longtime friend of Shika
K'aibarin Megrannor (K'ai)	Sylmanni male of the low-river clan
Lt. Kreseena Mondragar (Kreseena)	Sylmanni female, officer of the sylmanni guardianship
Rebin Pelennin (Rebin)	Pixen male of the River Clan, youngest brother of Elie
Shikara Karrushenia (Shika)	Sylphid female of the Sea Island Tribe
'Speed'	A delphin female (as named by Shika)
Talianasar Padrenia (Queen Taliana)	
Tanarysil Shai'kurech (Tanara)	Sylphid female of the Meadow Tribe
Teerania Anstaren (Teera)	Sylphid of the Woodland Tribe
Tristaria Celendrefil (Trista)	Sylphid of the Woodland Tribe
'Wisdom'	A delphin male (as named by Shika)
Xalkra	Terrixen male
Yadra	Elderly Faedren with advanced healing skills, called into service by Taliana (both are from the up-river mountains)
Zhivasanna Tennethar (Zhivasa)	Chismanni female