

I



Drandai Mountains, 18  
 Drastaki, 29  
 Draume, 72  
 Draume's Crown *See* Mastery  
 Dread King Malor, 35  
 Dread Prince *See* Orliiss  
 Dreams; children of the Sea Dragon called by, 30; Dream-Realms, 66; legends of dreaming after the Skyfall, 6  
 Dredjer the Locksmith, 57  
 Dreed, 14; admiration for Centaurs and use of Centaur imagery, 71; exclusive source of giant emeralds, 27; map of southern shores, Ca12; ripple-stone folklore, 76; settlement of Temphis, 30; source of pine, Ca6; Yila is state rune of, Rg3  
 Dreed (Language), 14  
 Drethan Pools, 65  
 Driev, 22  
 Drova Nor, 20  
 Drue Laich (Language), 35  
 Drugs; prices, 87; use in Boru, 10-11  
 Druids; capstones as teaching-game, 42; Harasthenes, 32; Shaelites, 37  
 Drumhammer (Clan), 25  
 Duandralin, 9; magic, 81  
 DuBrow Coronet, 43  
 Duchy of Laments, 31  
 Duchy of Naille, 30  
 Duchy of Throle, 85  
 Ducks (Hramath), 18  
 Duir Chore (Language), 35  
 Duke of Unwald, 31  
 Dukes *See* Nobles, and individuals by name  
 Dunrundle, 28; Dunrundle Society For the Preservation of Rare Beasts, Sp1  
 Duskan Lake, 21  
 Dwarves, 72; as employers of Iron Slimes at sea, Ca11; belief that Humans were originally their servants, 73; carving-craft magic of (referenced on map), 7; clans of the old kings, 25; contrasted with Minotaur, 18; Dwarvish railroads, 22; Dwarvish terms dominate delver culture, 62; Elf-trade through Corinne, 32; naming conventions, 94; opinions of Temphis, 31; Orgaltish barbarians, 25, 78; presence in Celar, 12; presence in Coatestown, Co3; presence in Temphis, 30; races of, 72; respect for boundaries, 22; special senses, 72; strippers, 52 *See also* Laöch, Orgalt, Rego Corunda  
 Dweomercraft (titter, titter), 66

## E

East Corner (Neighborhood), 52  
 Edar, 20  
 Edar Family, The, 42  
 Edia; Steelraven, 43  
 Elders (Currency), 23  
 Elementals (Planes and Spirits), 66  
 Elendric, 28  
 Elf-Coin, 32  
 Elksdraven, 12  
 Elsa Dondertys, 13  
 Elu Islands, 16  
 Elves, 72; distress over longevity, 33; Drethan Pools (Elvish holy site), 65; elf-coin not shared with outsiders, 32; Elf girls extinguishing fire by whispering to it, 85; Elvish features common in Creesh, 18; excluded from the Shadow Club, 50; in Boru, 10; in Koval, 20; much of Elf-lore really beast-lore, 8; naming conventions, 95; Nectar's Garden

## The Uresia Master Index

This is an all-in-one reference for **Uresia: Grave of Heaven** and its supplements. Here you'll find topical references (marked by alphabetical code) for the following works:

- ◆ **Uresia Grave of Heaven:** The All-Systems Library worldbook on which the other works depend. Page references to **Grave of Heaven** comprise the bulk of the Master Index, and appear without any special letter-codes.
- ◆ **The Temphis Runes (Rg):** References prefixed with **Rg** refer to the **Rune Guide** included with this Uresia-themed font set. This document (the first Uresia title ever published) punches its weight in terms of insights into heaven's grave, including some of the pre-Skyfall legends that live on in the runes.
- ◆ **Caravel (Ca):** Entries with the **Ca** prefix refer to **Caravel**, a mini-supplement examining Uresian shipboard life through the lives of the crew of *Poison Pepper*, a caravel of Temphis.
- ◆ **Spider Meat (Sp):** References prefixed with **Sp** refer to this free file available to the members of the Uresia Mailing List, which sheds some light on mercantile espionage, the silk trade, and the many ways delvers might be killed by giant spiders.
- ◆ **Coatestown (Co):** Entries with the **Co** prefix refer to the reports of Emissary Orin, a bonus file included with every copy of **Caravel**. This brief work is an epistolary window into the dragon-siege of Coatestown, its aftermath, and the machinations of King Slanc.

Note that some Uresia resources (such as system-specific adaptation articles, the Q&A archive on the website, and **Uresia Arcana**) are not included. All entries refer to the most recent Cumberland Games & Diversions edition of the work in question. This Master Index is a living document, and will be updated at need. Suggestions for improving and expanding it are always welcome.

(all-Elf brothel), 54; pre-Skyfall beliefs, 32; presumed creators of the Lenthian Gates, 65; ripple-stone folklore, 76; special senses, 73  
*See also* Anandriel, Birah  
 Elvish (Language) *See* Imuel  
 Em-Garja (novice of the Ga-Shu), Co4  
 Emerald Armor, 26; battle-ready suit on display at Sir Hadel's, 54; Cloudscreamer, 45; price of, 90; suitable emeralds found only in Dreed, 27; tactical use of stress on small emeralds, 86  
 Emerald Knights; "victory company" at the end of the Koval Wars, 13; raid on Stokai, 24; the emerald orders, 27  
 Emeralds, 86; Burnout, 86; Fogport largest emerald market outside Dreed, Ca14; giant, 14; giant emeralds exclusively from Dreed, 27; importance to Dreed, 14; in Orgalt, 23  
 Emerald Slimes; legends of, Ca11  
 Emerald Worms, 12  
 Ephemeran Ocada, 34  
 Espionage; and the Cult of the Sea Dragon, 30; and the silk trade, 68, Sp1; Boggs' Balloon hired for, 51; ghosts used as spies, 82; Mezaan's use of spies to seek out High Dreamers, 66; Orin of Medra's mission to Coatestown, Co1-Co4; spies settled in Rogan's Heath, 43; vernia-related beliefs during the Koval Wars, 49  
 Etheric Prison-Planes, 66

Ever-Crumbling Mansion of Vanity, 77  
 Explosives; alchemical coals, 23; military, 53  
 Ezarn, The Third Song, Rg2

## F

Fabric *See* Textiles, Cosmology  
 Faem (Duke of Shadows); helps maintain the Bells out of pocket, 48; moved the Shadow River gallows, 51  
 Faithful Bay *See* Passion (City)  
 False Men *See* Trolls  
 Far Princes, 21  
 Father Elo, 41  
 Féal, the second Whisperer, Rg4  
 Feemerlund, 78  
 Feirag, 29  
 Fharior *See* Lord Fharior  
 Fighters *See* Warriors  
 Firebox (Cooking Tool), Ca11  
 Fire Cluster, The, 81  
 Fishing: Being A Chronicle of Fishing Practices of Middle Temphis Catchers of Fish And The Character and Properties of Those Fish and Sea-Beasts They Hunt and Harvest In The Course of Their Daily Catching (Book), 93  
 Flicker Street, 57



Floods; and the destruction of Xan, Rg4; sentient, 77  
 Flori (Legend), Rg4  
 Flotilla, The, 16  
 Flying Islands *See* Vernia  
 Fog Parade, Ca15  
 Fogport, 30, Ca14-Ca15; banner of, Ca9; map of, Ca15  
 Fogport Treaties, The, 67  
 Folk Magic, 82  
 Food; at sea, Ca11, Co1; B.L.T. equated to primal magic (and Yila rune of), Rg3; prices, 87  
 Food Gods, 15; Goddess of Dumplings, 15; God of Baguettes, 15; God of Black-Onion Goulash, 15; God of Pork Noodles, 15; God of Stew, 15, Sp3; relationship with Magic Maids, Ca14  
 Forever-Abandoned Road, The, 31  
 Fortresses *See* Castles  
 Fortune-Telling *See* Divination  
 Foxgravel, 18  
 Francesca Arturi, 77  
 Frostbite Grip, 74  
 Fumakta Ravarr (Gandi Troll concept of mankind), 11  
 Funda and Loga, 29  
 Funeral Parades, 21

## G

Ga-Shu, The, 56, Co4  
 Gallkor of Koval, 68  
 Galon; temple of (slave-masters of Temphis), 51  
 Galtish (Language), 23; spoken in Yem, 35  
 Games, 42; Mizzenjib, Ca16; prices, 89 *See also* Mastery  
 Ganburys, The, 42  
 Gandi, 10; homeland of Trolls in Incense Park, 59; only place in Uresia where Trolls are "normal", 78; southernmost (swamps and spider-orchards), Sp2-Sp5; Troll settlements, 11  
 Ganrodor *See* Blind Owl City  
 Gator Claude, Sp5  
 Gator Gravy, Sp5  
 Geam Hill, Ca15  
 Gehm-Kholar Monastery, 18  
 Gerda the Swamp Witch, Sp5  
 Ghost Flax, 9, Ca11-Ca12; and the rain-sprites, 17  
 Ghosts; and Rinden standing-stones, 44; as Player Characters, 73; guarding the Drethan Pools, 65; population in Yem, 35; Poros rune strong for communication with, Rg4; used as spies & soldiers, 82; within enchanted sails, Ca7  
 Giants, 64; as Player Characters, 78; two-headed song-healing ones, 70; wrestling Trolls for wagers, 47  
 Gloom, The, 63  
 Glorn (Rune, the Fifth Duke), Rg5  
 Glossy Dawn Weaver, Sp1  
 Gnomes, 72  
 Goble Edar, 42  
 Goblin Cathedrals (Standing Stones), 44  
 Goblins; believed to be responsible for the murder committed by Burle's father, 43; Kakar Grool, 43; no relation to "Goblin cathedrals", 44; who can speak with birds, 85  
 Gods, Goddesses *See* Deities  
 Gods of Cookery *See* Food Gods

Gold; and necromancy, 35; currency, 87; plentiful in Laöch, 23; scent of (to Dwarves), 72; units of account (pounds), 59; Yila is rune of, Rg3  
 Golems; soul golems of Koval Wars, 24  
 Golu: Shadow of Drunkards *See* The Wine God  
 Goor Ironfur, 18  
 Gottle House, 55  
 Gragero Fyria, 24  
 Grail Park, 50  
 Gram Obel, 54  
 Grandma and Grandpa Ganbury, 42  
 Grandma August, 60; map, 61  
 Gravulus (Lake), 20  
 Great Contests *See* Sports (National and Local)  
 Greentown, 30  
 Gresha (Currency), 20  
 Greywald Mountains, 43  
 Grieving Mountain, 13  
 Grivna (Currency), 22  
 Gruentalyn (Clan), 25  
 Gryphon Rock, 30  
 Guilders (Currency); as default Uresia currency, buying power of, 87; used in Dreed, 14; used in Rinden, 26; used in Temphis, 26  
 Guilds; Lyric Brotherhood, 27; Malbarion Hospitality Guild, Ca13; of Shadow River, 48; Sailtender's Guild, Ca7; winery guilds of Dog-Hole, 61  
 Gum and Wendy Hogan, 45  
 Gumbo, Sp5  
 Gumdrop Palace of Feemerlund, 78  
 Gun-Meal, 53  
 Gundel Horad, 19  
 Guns; laws, standards and technology, 53; naval, 9  
 Gunwar (Clan), 25  
 Gunwar Deeps, 64  
 Gustigus "The Petulant", 64

## H

Habalt Ginnerly, 93  
 Hair; clue to demonic heritage, 72; Drethan pool-water used to restore, 65; magic of red hair stronger than magic of frogs, 79; of elderly Elves, 73  
 Hammers (Currency), 23  
 Hangdesh River Gorge, 10  
 Harasthene Druids of Koval, 32  
 Harpertown, 8  
 Harridan (Duke, "Iron Hook"), Ca5  
 Harrows, 17  
 Heavens, The, 66  
 Helm and Dagger, The (Weapons Boutique), 52  
 Helt, 18; Heltish Grizzly in the Lenthian highlands, 64; Heltish method (calendar), 16; Heltish script, Rg2; Heltish Weather Shrines in Shadow River, 48; know the Wine God as Tom Beer, 6; Lie-Crafters, 19, Ca10; Peninsula of Rare Beasts, 19; Skalsa was last human-dominated realm in, 67; source of oak, Ca6; source of slaves to the Temple of Galon, 51  
 Heltish (Language), 18  
 Heltish Jewel *See* Vasalt  
 Heltish Weather Shrines, 48  
 Hevel, 26  
 Hideout, The (Tea-House), 54  
 High Dreamers, 66  
 High Tembrian (Language), 26

Hirschjarta, 32  
 Holgeist (Harbormaster, Coatestown), Co3  
 Hot-Air Travel, 51  
 Hote (Duchy of), 31  
 Hotestown, 30  
 Hourgohne, 28  
 House of Micus (Pottery Shop), 56  
 House Ordelsweiss, 12  
 Hramath, 70; in Temphis, 30 *See also* Helt, Lochria, Wise Beasts, and individual Hramath race listings  
 Hudicus, 11  
 Hughart (Troll Valet), Co1-Co4  
 Humans, 73; one of many races of Men, 6  
 Hundreds (Unit of Time), 16  
 Hunters of the Nameless; Bjorgald Drumhammer, 31; Hunters' Embassy, 59

## I

Ice Spectres *See* Snowmen  
 Igrilan, The Fifth Song, Rg3  
 Imp Assassin Zumi, 12  
 Imperia (Currency), 34  
 Imuel (Language), 8, 32  
 Incense; alternative form for alchemical wares, 84; and Boru spirituality, 10; Boru sorcerer preference for alchemical, 81; prices, 91  
 Incense Park, 59  
 Indifference Elementals, 66  
 Indulgence (City), 14  
 Inner Sea; number of islands in, 7; tales of Emerald Slimes in eastern waters, Ca11; the Mermen present in all parts of, 63; the Sea Dragon's intentions regarding, 30  
 Iron Feather Duster, Ca13  
 Isaacsburg, 26  
 Islands, 7; emerging from the water, 64; legendary, 17; of Lake Gravulus, 20 *See also* Vernia, and individual island listings  
 Isle of Afton, Ca5  
 Isle of Krytus, 20  
 Islyver, the Dawning Princess, 8

## J

Jabroch, 18  
 Jacks (Currency), 35  
 Jeremiah Grace, Sp3  
 Jesra (Rune, the Third Duke), Rg5  
 Jesters; at sea, Ca8; Igrilian is rune of, Rg3  
 Jewelry-Money (Boru), 10  
 John Crode, Ca16  
 Jongleurs *See* Jesters, Minstrels  
 Jovanos Imps, 53  
 Jubilance (City), 14  
 Judac, Duke of Emeralds, Ca14  
 Jumping Bone Spider of Celar, Sp1

## K

Kahlstone, 18  
 Kakar Grool, 43  
 Keddlegum's, 56  
 Keryx Royal, 21  
 Kesra, the fifth Whisperer, Rg4  
 Kettlefish, 45  
 Keyroe, Duchy of, Ca13  
 Kingdoms; invisible (undefined), 7, 78; as random result, 14

Kings *See* Nobles, and individuals by name  
 King Timberfell's Favorite Recipes (book), Ca7  
 Kle Vosta, 20  
 Knife House (Shadow River), 60  
 Knight's Beacon, 60  
 Knights; activities on the Feemerlund Chair, 79; and the New Hope Faire, 27; Knights of Rogan, 44; Knights of the Easthills, 24; Knights of the Moon, 60; Loreseekers, 29; Ormu rune considered the mark of chivalry, Rg3; ransom value, 92; Rinden known for, 26; role against Brovor XXII in Temphis, 47; Sir Hadel's School of Knighthood, 54 *See also* Emerald Knights, Warriors  
 Kobolds *See* Adlet, Hramath  
 Kopan (Currency), 28  
 Koval, 20; Abra is rune of, Rg2; Harasthene Druids of, 32; impact on Birah's culture, 8; source of teak, Ca6; Talarian hostels in, 21  
 Kovalese (Language), 20; in east-Temphis dialects, 30; possible ties to Savolese, 34  
 Kovalis Emperors and Empresses; Brovor XXII, 47; Empress Zora, 68; Gustigus "The Petulant", 64; Madwoman Voriis, 8  
 Kovalis *See* Koval  
 Koval Wars; Birah lost on the Celembrian battlefields, 20; Emerald Knights spread across Uresia since, 27; potion politics during, 84; role of Magic Maids in, Ca14; role of Rinden knights and Sindran sorcerers in, 47; role of Shadow River in, 47; Stokai's role in, 24; thunderships' role in, 13; vernia in, 49  
 Kran (Currency), 23  
 Krank, the Dragon of Iron, Rg5  
 Kreuzinger, 12  
 Kuna (Currency), 22  
 Kurastrian Communes, 32

## L

Lailu, 11  
 Lake Gravulus, 20  
 Lake of Starlight, Rg5  
 Lake Rund, 18, 67  
 Lan, 8, 35  
 Languages; assumptions in kingdom listings, 8; Boru Handsign, 36; Celar, 12; dragon song, 19; Dreed, 14; Galtish (Dwarvish), 23; Heltish, 18; hot food and cute underwear, 14; Imuel (Elvish/Fable), 8, 32; Kovalese (Kovali), 20; Laöchrian, 22; Laöchrian Rune-Song, 36; Merchant Crude (the Common Tongue), 36; of magic, 36; Old Draethic, 12; Orgaltish, 23; Paldu (Zuramese), 10; Savolese, 34; Sindran, 28; Slime, 36; Tembrian (& High Tembrian), 26; Temphisian, 30; Temphis Runes as link between most, Rg2; "Troll-Speak", 36; Yemish (Drue Laich, Duir Chore), 35 *See also* listings for individual languages  
 Laöch, 22; differences from Orgalt, 25; Laöchrian coin used in Anandriel, 32; Laöchrian Thick-Beer, 87; source of higher-quality metal goods, Ca6; source of pine, Ca6; studies of temperature contrasted with those in Boru, 104  
 Laöchrian (Language), 22  
 Laöchrian Rune-Song, 36  
 Laöchrian Vocationalists *See* Radnika  
 Lasqua (Currency), 20  
 Lateen Rigging, Ca6  
 Laughing Bob, 44

Laughingwater, 8, 9  
 Launderers; Igrilan is rune of, Rg3  
 Leaf House, 55  
 Leagues, 104  
 Leather; a good deal of it worn in Celar, 12; armor (prices), 90; dragon-wing, 93  
 Lederel, 31  
 Lederel II, 31  
 Lemna, 20  
 Lenthia, 63  
 Lenthian Gates, 64; exception to some ordinary rules regarding teleport magic, 37  
 Leyn, 11  
 Liberty Brotherhood, 12  
 Lie-Crafters, 19  
 Links (Currency), 26  
 Lira (Currency), 34  
 Literacy; of Trolls in Boru, 11  
 Lizard Lord, 18  
 Localona; Batigua, Fifth Lord of, Ca13; maid training center in, Ca13  
 Lochria, 18; coast described, Co1; friendliness to pirate vessels, Co3; sunstone in, 64; sunstone moved from, 65  
 Locomotives *See* Trains  
 Loga, 29  
 Logantown, 54  
 Longport, 16, 17  
 Long Week, 16  
 Lord Fhario, 16; experiments with his own coinage, 17; Ezarn is the rune of, Rg2  
 Loreseekers, 29; "questing scholars" of Orgalt, 25; banded from Thuriad victors, 28; tasked to investigate Nonathor's claims, 29  
 Lorings (Currency), 28  
 Lorm, Ca12  
 Love Magic Hug, 76  
 Lowbunter Street, 48, 52  
 Lukesport, 26  
 LuMay Family, 45  
 Lupus (Mariner), Ca9  
 Lusa, 11  
 Lyrica, 27; praised in "Blood on the Vine", 93  
 Lyrican Lyre, 27  
 Lyric Brotherhood, 27  
 Lyssa's Talismans, 51

## M

Madame Ona's School for Girls, 58  
 Mad Maze, The, 64  
 Madwoman Voriis; and the printing press, 93; attacks on Birah inspire the Wild Pact, 8; death of, 68  
 Mages *See* Magic, and listings for various mage-types (Necromancer, etc)  
 Magi (Currency), 28  
 Magic, 79-84; as sport (the Thuriad), 28; "black" and "white" distinction regarded as artificial in Sindra, 29; Boru's native sorcery glyphs, Rg2; Boru arts recognized as, 10; carving-craft magic of the Dwarves (referenced on map), 7; crude sailor-magics, Co1; demonology as courtly sexual hobby in Winnow, 34; dream-realm magics, 66; folk-magic, 82, Ca9; frontiers/limits of, 37; in Birah, 9; inherent in music, 8; plus in everything besides music, 79; languages of, 36, Rg2; Laöchrian, 22; Love Magic Hug, 76; magical nature of Sindra, 28; magic items & industry, 80; Maid magic, Ca13-Ca14; Orange Slime Burrowing, 76; Orgalt home of rune carving, Rg2; pain magic, 24;

paint on caravels as base for, Ca9; Rego Corunda arts, 22; related equipment prices, 91; slaves in Boru encouraged to study, 10; the Magical Arts, 80; Thorvald's magic axe, Rg4; Troll magics tend to be shamanistic, 64; Uaju as rune of raw sorcerous power, Rg2 *See also* Alchemy, Divination, and individual arts by name  
 Magical Girls; Madame Ona's School for Girls, 58; origins related to the Daughters, 11  
 Magic Items, 80  
 Maids (Magic), Ca13-Ca14  
 Malbarion, 28; maid training center in, Ca13  
 Malor, 35  
 Manner Rook, 22  
 Manual of Maranax, 93  
 Maps; misleading nature of, 27; most Birah maps copies of Kovali ones, 21; scale-bars on, 39  
 Mariners; and the Divide, 63; rules preferences for Mastery, 103; the Flotilla (sailors' Olympics), 16-17 *See also* Pirates  
 Mark Edar, 42  
 Martha Steelraven, 43  
 Marvo (Skyfall Remnant), 13  
 Marvo Ruins, 13  
 Mary Edar, 42  
 Mastery, 42; game rules, 102  
 Mead *See* Booze  
 Medley Cathedral, 60  
 Medra; maid training center in, Ca13  
 Men; defined, 6; fumakta ravarr (Gandi Troll concept of mankind), 11  
 Menhirs, 44  
 Mercenaries; Pale Dog Alley a hangout for, 52; services auctioned, 51 *See also* Hunters of the Nameless  
 Merchant Brotherhoods; Vasalt Company, 18  
 Merchant Crude, 36  
 Merfolk, 63; Mermaid girlfriend (Liberty Brotherhood), 12  
 Mezaan *See* Shah Mezaan  
 Mini-Dragons, 10  
 Minotaur; minority presence in Boru, 10; the Minotaur Coast, 18; one of many races of Men, 6  
 Minotaur Coast, 18; homeland of Gundel Horad, 19  
 Minstrels; at sea, Ca8; easy criminal living in Rinden, 27; Merchant Crude as the language of, 36; rate to hire, 92 *See also* Lyric Brotherhood  
 Mira, Ca7, Ca14  
 Mister Gurgle, Sp3  
 Mizzenjib (Game), Ca16  
 Mlaatuk, the Sun God, Rg4  
 Molandi II, 20  
 Money; "dragon coins", 17; assumptions in kingdom listings, 8; currency & prices, 87; elf-coin (rumored), 32; minting and minting laws, 59; units of account (pounds), 59  
 Mongites, 21  
 Monsters; a primary concern of Emerald Knights, 27; as citizens in Temphis, 31; awakened by emerald mining, 15; peaceful & intelligent Slimes mistaken for, 76; Penguin Sea, 70; sea monsters common in southern waters, 11; Sindra features many not found elsewhere, 29; some nautical charts focused on, Ca10; Troll-Landers mistaken for, 78 *See also* Wild Pact, individual monster listings  
 Moon; calendar "moons", 16; kept in Mlaatuk's pocket in pre-Skyfall legend, Rg4



Moon & Star Sisterhood, 43  
 Mooncove, 30  
 Moonstones, 64  
 Morundath Academy, 29, 93  
 Mount Brataan ruins of northern Boru, 11  
 Mount Gador, 30  
 Mourfa, 73; Mourfa Wine, 87  
 Mullanis Graff, 28; not a Mary Sue, 108  
 Mullinham *See* Rogan's Heath  
 Mummy Towns, 65, Ca8  
 Mushroom Trolls (Mushroom Men)  
*See* Mourfa

## N

Naked Danced The Warlord (Book), 93  
 Naldera, Ca5, Ca12  
 Nameless Dwarves, 25; all Draume nameless in Orgalt, 72; bounties in Temphis, 31; Gram Obel suspected of harboring, 54; "Thorvald's Playmate Among the Accursed Nameless" (book), 93  
 Nandree (Elvish Script), 8, Rg2  
 Nasho, Rg4  
 Natra, 20  
 Naumgard, 29  
 Nauzen, 22  
 Navies; military crews, Ca8  
 Navigation, Ca10; and the Divide, 7  
 Necromancers and Necromancy, 82; silver Ezarn rune common on robes of, Rg2; sorcerer-dukes, 36; differences from ordinary necromancers, 82; subtler magics vulnerable to interference from gold, 35; Winter Hall (social club for), 55  
 Nectar's Garden, 54  
 Nehamkin, 28  
 Nehamkin (Clan), 25  
 New Hope, 26; New Hope Faire, 27  
 New Town, 55  
 New Year, 16  
 Nivari, 20  
 Nobles; Anandriel (legendary princess), 32; Batigua, Ca13; Brovor XXII, 47; Cat King, 18; Deserach, 65; Dread King Malor, 35; Dread Prince Orlist, 35; Duke "Iron Hook" Harridan, Ca5; Duke "Thundercloud" Ocada, 34; Duke Faem, 48; Duke Lederel, 31; Duke of Unwald, 31; Duke Sciravan, 80; Emperor Gustigus "The Petulant", 64; Empress Zora, 68; Grand Duke Ropha IX, 30; High King Verin Bellhammer IV, 22; Isylver, the Dawning Princess, 8; Judac (Duke of Emeralds), Ca14; King Argot I, 26; King Bacho (Legendary, Probably Not Literal), Rg4; King Goor Ironfur, 18; King Molandi II, 20; King Sigurd IV, 12; King Slanc, 34, Co1; King Thorvald IV, 23; King Timberfell IV, 14; King Voghard, 28; Lady Ephemeran Ocada, 34; Lizard Lord, 18; Lord Fhario, 16; Madwoman Voriis, 8; Pirate Kings, 16; Prince Yoma, 45; Rose Princess Peri, Sp3-Sp5; Satyr Prince, 18; Shah Mezaan, 10; The Satyr Prince, Co1; Tiny the Copper Metal Slime, 75; Urleg, 47; Verin Bellhammer IV, 22 *See also* Kovali Emperors and Empresses  
 Noitan, 10  
 Nonathorian Calendar, 16, 29  
 Nonathor Levanter, 29  
 Nuvar, 51  
 Nyessa, 67  
 Nysha, Goddess of the Vine *See* The Wine God

Ogres, 64  
 Ohlahzi (Currency), 10  
 Oil; cargo value of, 91; lamps as indicator of the wealth of the Pale Dog street coalition, 52; prices of, 88; rendered from Ghost Flax, Ca12; spilled as a funeral ritual, Co4; variability in barrel measurements, 104  
 Old Bridge Road, 48  
 Old City, The (Neighborhood), 57; Old City Ghost, 57  
 Old Draethic, 12  
 Old Guardian (Fogport), Ca15  
 Olivette Family, 44  
 Omens (Currency); basic goldpiece on which others are modeled, 87; used in Dreed, 14; used in Rinden, 26; used in Temphis, 30  
 Ondro, 33  
 Ordelweiss (Noble House), 43  
 Orgalt, 23; bounties in Temphis, 31; differences from Laöch, 25; eastern Troll settlements, 78; home of rune carving, Rg2; Orgaltish Rye Ale, 87; Slime Circus of, 74; source of copper, Ca6; source of lower-quality metal goods, Ca6; sunstone in, 64  
 Orgaltish (Language), 23  
 Orin of Medra, Co1-Co4  
 Orlist, 35; and Death's Dais, 54; attitudes toward Necromancy, 82  
 Ormu, The Sixth Song, Rg3  
 Outer Sea, The, 65  
 Owl, The (Shadow River Cat Burglar), 58

## P

Paldur, 10  
 Pale Dog Alley, 52  
 Parties of Adventurers *See* Delving Troupes  
 Passion (City), 14, Ca12  
 Path of the Iron Braid, 32  
 Pedlars; chapmen as fences near Shadow River, 48; contribution to the role of alchemy, 84; distribution of gaming materials, 42; visitors to Rogan's Heath, 43  
 Peeping Tom (Ship), Ca10  
 Pelea, 18  
 Penguin Sea-Monsters, 70  
 Peninsula of Rare Beasts, 19  
 Peri (Rose Princess of Boru), Sp3-Sp5  
 Perseus Picaro, Ca10  
 Perspective (of different character types), 75  
 Phuraxis of Koval, Ca13  
 Pickles, 25  
 The Pipe & Scabbard, Co3  
 Pirate Kings, 16  
 Pirate Quay (of Coatestown), Co1-Co3  
 Pirates; and Pork Hill, 55; Captain "Barley John" Crode, Ca16; crews larger than for merchant vessels, Ca8; duck Aracor pirates on the Dolma River, 18; Elu Islands haven for, 16; infamy of the Bloody Promise, Ca5; pirate kings, 16; Satyr panty-raid ships, 77; some of the most notorious have been Slimes, 75; Temphis formerly a pirate haven, 30; the Flotilla ("Sailors' Olympics"), 16  
 Planes of Existence, 66  
 Plaza of God, 47  
 Plurt & Zumi, 12  
 Pocky; Glico trademark carefully avoided, 87  
 Poison Pepper, Ca5-Ca15

Pooky, Sp5  
 Pork Hill, 55  
 Poros, the fourth Whisperer, Rg4  
 Potions *See* Alchemy  
 Pounds (money), 15, 59; emerald price in, 86  
 Prices, 87-93  
 Priests; Boradrans, Co3-Co4; boru sex-goddesses priestesses, 45; Brothers of the God Rondo, 50; Father Elo, 41; Galonites, 51; Kakar Grool, 43; murdered one under Burle's hearth, 43; Rabulus, 43; Sister Harmony, 48; Sisters of Fair Judgment, 77; Tentacle Monks of The Dark and Living Waters, 25; The Ga-Shu, 56, Co4; Tréan Aradam, 77  
 Primal One, The, 6  
 Prince of Fogport (Ship), Ca7  
 Princes *See* Nobles, and individuals by name  
 Prince Yoma, 45  
 Prism Bright, 11  
 Prostitution; Brunley and Rika, 43; in Coates-town, Co3; in Fogport, Ca15; Merchant Crude as the language of brothels, 36; Nectar's Garden (Shadow River Brothel), 54; Poison Pepper named after a girl for hire, Ca5; price of, 92; prostitutes instrumental in measuring body temperature (Boru and Laöch), 104  
 Punitor Adagio, 24  
 Pyxis Four, Ca6, Ca8

## Q

Quain (Lord-Governor), 68  
 Queens *See* Nobles, and individuals by name  
 Queig Harbor, 26  
 Questing Scholars of Orgalt, 25

## R

Raansa, 37, 71; possible link to the sunstones, 65; ruins west of Sword Mountain, 77  
 Rabulus, 43  
 Races, Player-Character, 70 *See also* Individual race listings  
 Radnika, 32  
 Rahzi (Currency), 10  
 Rail Barons, 22  
 Railroads, Rail Travel *See* Trains  
 Rain-Sprites, 11, 17  
 Rastaban Rexus, 24  
 Rats, 14; aboard ship, Ca8; role in Dreed ripple-stone folklore, 76; social manipulation of their own image, 15; spread of Rattish society through colonies, 71  
 Rattail Gambit, 40, 42  
 Realized Motifs, 85  
 Really Large Table of Life-Altering Moments, 98  
 Reckoner (Enchanted Navigation Aid), 93, Ca10  
 Red Metal Golem, Ca8  
 Reed Hill, 26  
 Rego Corunda, 22; magic, 81  
 Religion, 79; and runes, 25; Cult of the Empress banned in Koval, 20; Galonites, 51; in Rinden, 26; Medley Cathedral, 60; religious prohibitions (sidebar), 32; satirized in "Blood on the Vine", 93; Shael, 37; the Seventh String, 27 *See also* Dieties, Priests  
 Reva, 20



Rhinomen, 19  
 Rigging, Ca6; climate and, 9; duels in, 17; price of overhaul, 93  
 Rika, 43  
 Rin (Currency), 28  
 Rinden, 26; Rinden church calendar, 16; source of jute and hemp, Ca6; sunstone in, 64  
 Rindenland; alchemical fads in, 84; source of pine, Ca6; Talarian hostels in, 21 *See also* Celar, Rinden, Winnow  
 Ripple-Stones, 76  
 Rivers; Achla Doru (Shadow River), 47; Dolma, 18; Hangdesh, 10; Scott's, 45; Vausen, 13  
 Rogan's Heath, 40; church and bakery, 41; map of, 41  
 Rogan Hoggart, 41  
 Rondo *See* The Wine God  
 Ropha (Grand Duke); reaction to Ginnerly's maps and charts, 93  
 Ropha IX, 30  
 Rose-Crystal Sword of Hudicus, 11  
 Rose Princess *See* Peri  
 Royal Necropolis, The, 35  
 Rubla (Currency), 22  
 Ruins; Dretha and the Drethan Pools, 65; Mummy Towns, 65; Raansa ruins west of Sword Mountain, 77; seemingly absent from Grieving Mountain, 13; Stokai catacombs, 24; the Buttonhole, 64; the Gunwar Deep, 64; the Mad Maze, 64; the Marvo monastery (Celar), 13 *See also* Deep, Skyfall Ruins  
 Rum *See* Booze  
 Rundle (Rangost Silver's Assistant), 53  
 Rundle (Unit of Measurement), 104  
 Rundles (Currency); used in Dreed, 14; used in Temphis, 30  
 Runes; "Adventurer's Guide to Common Runes" map, 7; children's mnemonic for learning punctuation of, Rg1; differences between Orgalt & Laöch, 25; meanings of the Lesser Runes, Rg3; meanings of the Songs, Rg2-Rg3; meanings of the Whisperers, Rg4; on the cliffs near Fogport, Ca14; ripple-stones used for runestones, 76; uses in each Uresian realm, Rg2 *See also* Scripts, Languages  
 Runi and Vungwalden, 25

## S

Sailors *See* Mariners; typical caravel crew, Ca8; wizards among, Ca9  
 Sailors' Olympics, 17  
 Sails; enchanted, 9, 39, 93, Ca7; prices, 93  
 Saitender's Guild, Ca7  
 Samaref, 44  
 Satyr Prince, 18  
 The Satyr Prince, Co1-Co4; death of, Co4  
 Satyrs, 77, Ca10; Francesca Arturi, 77; in Boru, 10; love of firelight, beacons, Co1; Nuvar, 51; one of many races of Men, 6; sex with (compared to goats, to Orin's dismay), Co3  
 Savolese (Language), 34  
 Sciravan, 80  
 Scott's Landing, 40; sugar from, 45  
 Scott's River, 45  
 Scripts; Heltish writing, 18; Nandree, 8 *See also* Runes  
 Srying *See* Divination  
 Sea Dragon, The, 6; Greentown cult of, 30; legend of her battle with Bortak and Nasho,

Rg4; likely role in thundership disasters, 13; mariner's prayer to, Ca4; rain-sprites unwitting accomplices of, 17  
 Sea Monsters; off the southern coast of Boru, 11; Penguin, 70  
 Sea Witches, Ca11-Ca12  
 Serpentman, 18  
 Sevenroad, 28; Sevenroad League of Just  
 Smiting Them Instead, Sp1  
 Seventh String, 27  
 Sewers; and the spread of rattish society, 71; Igrilan the rune of sewer-workers, Rg3; Shadow River, 59  
 Sex; and the capture of David the Blonde, 45; Boradran prohibitions on enjoying, 32; Chesra is rune of, Rg4; Duke Urleg's celebration of finally having some, 48; goal of the Seventh String, 27; legendary exploits of Flori, Rg4; origins of Winnowite demons, 34; price of Satyr's Balm, 90; Satyrs judge others by performance in, 77 *See also* Prostitution  
 Shadow Club, 50  
 Shadow River, 47; and the vernia, 49; Arena, 50; auction blocks, 51; Citadel & Market, 50; Civilian Docks, 56; Gallows, 51; gallows, 51; importance, 30; map of, 46; Sewers & Tunnels, 59; Shadow River Necropolis, 48; Slave Pens, 51; Walls & Defenses, 50 *See also* numerous listings of individual Shadow River establishments, characters, and more Shaelites, 37  
 Shah Mezaan, 10; and the silk trade, Sp1-Sp5; claims about the theft of Boru's sorcery-glyphs, Rg2  
 Shamanism; Troll, 81  
 Shaporan Hills, 70  
 Shillings (Currency), 18  
 Ships; cargo, 91; prices, 93 *See also* Caravels, Flotilla, and individual ships by name Shokla, 81  
 Sigurd IV, 12  
 Silver; Homadra is rune of, Rg3; threads used in necromancers' robes, Rg2; units of account (pounds), 59  
 Silver's Warehouse, 53  
 Silver Tower (Naldera), Ca5  
 Sindra, 28; and caulk, Ca6; Bulbous Shadow Spider of, Sp1; know the Wine God as Golu, 6; Kurastrian Communes, 32; Sindran Bloodpowder, 87; Sindran Oracle (map reference), 7; Uaju rune of sorcerers in, Rg2  
 Sindran (Language), 28; spoken in Yem, 35  
 Sindran Oracle, 7, Rg2  
 Sins (Spirits), 17  
 Sir Hadel's School of Knighthood, 54  
 Sister Harmony's Blessed Lunch, 48  
 Sisters of Fair Judgment, 77  
 Skalsa, 28, 67  
 Skull's Hatch, 53  
 Skull Basin, 31  
 Skyfall, 5; Elvish beliefs, 32; not considered a myth in Yem, 35; speculated date of, 67; survivors of, 6  
 Skyfall Ruins, 62; alleged source of Boru's magical scripts, Rg2; Baltaan (Boru), 11; City of Marvo, 13; Delerain, 33; in character creation, 85; languages found in, 36; Laöchrian Secret Tunnels, 23; Mount Brataan ruins of northern Boru, 11; Vasalt, 19, 67  
 Slanc, 34; espionage against Lochria, Co1  
 Slavery; and the Galonites (Temphis), 51; Birah's years as a slave state, 8; Boru slaves encouraged in sorcery and scholarship, 10; Ormu is rune of, Rg3; presumption of

in Orgalt, 25; Prince of Fogport destroyed smuggling slaves, Ca7; slave prices, 92 *See also* Nameless Dwarves  
 Slime Circus of Orgalt, 74  
 Slimes, 74; at sea, Ca11; Black Slime powers at sea, Ca9; Fogport Slimetown, Ca15; known to many only as aggressive monsters, 76; language of, 36; phobia of squirrels, Ca10; ships shunned by Emerald Slimes, Ca11; Slime Ferries, Ca11; Slime folktales, Ca10; Sluice, 77; traumatized by jam, 45; variants of human folktales, Rg5; Yellow the most common in Human and Elvish communities, 76  
 Sluice (Slime), 77  
 Slumbercats, 17  
 Smoketown *See* Borindor  
 Snoopy Dance of Evil, 79  
 Snow Harbor, 35  
 Snowmen, 74; city of, 65; origins in Yem, 37  
 Soggy Creek, 45  
 Soldiers *See* Mercenaries, Warriors  
 Sora, the first Whisperer, Rg4  
 Sorcery *See* Magic  
 Soubrette Lynx, Ca13  
 Soul Golems, 24  
 Sour Plums, 45  
 South Monument Street, 50  
 Sovereigns (Currency); rarity, 87; used in Dreed, 14; used in Rinden, 26; used in Temphis, 30  
 Spacecraft; failed Uresian attempts at, 66; origin of Boatwain Pyxis Four, Ca8  
 Spells *See* Magic  
 Sphinxes, 19  
 Spiders, Sp1-Sp5; combat against, Sp3; Funda and Loga, 29; smallest known, Sp1; spider orchards, Sp1  
 Spidersilk, Sp1-Sp5; Boru's monopoly ended, 68; prices, 88, 91  
 Spies *See* Espionage  
 Spirits *See* Ghosts, Booze  
 Spore-Balls (Lighting), 23  
 Sporting Chefs; admission to events, 92; gathered for the wedding of the Rose Princess, Sp3 *See also* Food Gods  
 Sports (National and Local); applied sorcery (the Thuriad, Sindra), 28; archery (Localona), 34; cooking (Dreed), 15; exotic dancing (Boru), 10; fencing and brawling (Celar), 12-13; New Hope Faire tournaments (Rinden), 27; obsession with inspired by the Arbiters, 6; philosophical debate (Boru), 10; "Sailor's Olympics" (Elu Isles), 17; sour plum jam contest (Rogan's Heath, Rinden), 45; storytelling (Vasalt), 19; waterfall climbing (Vausburg), 13  
 Square Rigging, Ca6  
 Squirrels; in Slime folklore, Ca10, Rg5; Mister Gurgle, Sp3  
 Starlight Stones *See* Emeralds  
 Star of New Hope, Ca5  
 Stoat Dwarves (Draume), 72  
 Stokai, 20; Stokai Fist, 24  
 Stone (Currency), 18  
 Storm Flute, The, Co3; accused of calling Dragons, Co4  
 Storm Sprites *See* Rain-Sprites  
 Storytelling; most celebrated skill (and public sport) in Helt, 19; trials of Perseus Picaro as a storyteller, Ca10  
 Strassfein, 12  
 Streets; width, 50  
 Strike-Tokens, 17; price of, 89; ubiquity (and age) of, Rg5

T

U

V

W

# X

Y

Z


 VIII