

Abya Yala (part of the world)	see La Dorada, Abya Yala is a name recently defined by the Mazonian people who try to organize a resistance to the conquerors and slave hunters from Sunland
Afaria (part of the world)	the continent that is located to the south of the Mediterranean Sea, most creatures here (be it animal or man or in-between) have an absolutely black skin (even the zebras have no white stripes), what looks like a curse is actually a good thing since the black skin protects from sunburn with an amazingly high efficiency and makes the wearer as good as invisible in the dark
Amour Language (current language)	this language is spoken by the Orcs frénétique and all other people who have adopted their culture
angel (magic being)	champion of the light god, appear as winged being of light of immense power
anti-cultists (current political faction)	a small faction from the horned people who strive for peace and who misprize the devilish rituals of the cult
anti-thinkers (current political faction)	a small faction among high elves who see things differently and reject the concept of non-violent cilization
Armada (current famous military)	see Sunland-Armada
Arrakia (part of the world)	a region east to the Kemet and south to Wargistan, with several rulers and people, but almost always with the same religion (worshipping of Yallah)
Arrakians (race)	Arrakians mainly live in the Arrakian lands as well as in the Kemet and desert regions, they have brown skin and are well adapted to living in deserts and hot regions
Atlantia (current realm)	strange realm in the Sea of the 10,000 Isles, is inhabited by very mighty magicians and scientists
Attic fire (ammunition type)	see unquenchable fire, this is a similar substance which is being used in the Mediterranean Sea area
Attica (current realm)	metropolis and political system (democratia) that spans several islands of the Mediterranean Sea, people who live here claim that they sailed through a thick fog and arrived at Weristan but were originally living on a world called "gi" or "gaia"
Atz-Laanii (race)	the Atz-Laanii inhabit the Tec-Tic-Laan, a realm in the Cactus Desert of La Dorada
Birdland (part of the world)	name of the southernmost (arctic) land mass, is being inhabited by several birds and giant birds who reacted very aggressively to dwarven hot air balls, aside from birds it's only inhabited by some shipwrecked persons and a few explorers who try to survive there
Black Land (part of the world)	see Afaria, Black Land is the common name for it
black skin orcs (race)	a kind of orcs that have black skin and used to live in Afaria but can be found in several regions of Weristan today
Blackbeard's Fortress (current realm)	large island between New-Found-Land and Dorada, has many rough mountains and is under the control of the black dwarfs, Blackbeard is their leader and they sell weapons and serve as mercenaries on one of the many pirate ships of the Chayribique
blessed people (race group)	several winged creatures (mostly humans) that have a stunning resemblance to angels (but are only of a similar, but lower descent)
blood ghost (magic being)	a mighty vampire-like being that is also an able shapeshifter and often has other kinds of magic as well
boar men (wereling race)	weremans with pink pig skin, pig's head (similar to the one of domestic pigs), have hands and can walk upright, sometimes they are ring-tailed
Boarianism (current religion)	the belief of the wild boar men around Härrborg Hinkeltorkler, who call themselves "Boarians"
Boaic Schwarzenschnitzel (current celebrity)	a very muscular and tall boar man of the Monarch Lands
Boat of the Lost Souls (part of the world)	large and rocky island near the Ice Devil's Shoulder
bone avatar (magic being)	an undead being which is controlled by the magic of a magician (who projects his/her own mind into the body of the undead), since no demons or ghosts aren't involved, the undead can walk even in direct sunlight
bone ghost (magic being)	a ghost that resumes an unfinished task, using its former body which becomes an undead (often called a revenant), since it's a ghost, it can only act during the night (getting a bonus during the ghostly hours) and must leave the body to hide elsewhere when exposed to sunlight
bone marionette (magic being)	an undead being which is controlled by the magic forces of a magician (who must always have at least a peripheral vision of the ongoing action – or else the marionette just stands around or blindly works/attacks a spot where perhaps there is no goal/target at this point in time), since no demons or ghosts aren't involved, the undead can walk even in direct sunlight

bone raven (magic being)	a higher demon that temporarily inhabits the heart of an undead creature and very intelligently controls the undead body with a strong force, overriding any other controlling instances, since it's a demon, the undead will suffer from sunlight – usually by slowly being disintegrated
bone soul (magic being)	a lower demon that inhabits the skull of an undead creature and intelligently controls the undead body with the head of the undead being the anchor for the lower demon, since it's a demon, the undead will suffer from sunlight – usually by slowly being disintegrated
boomerang (item: weapon)	see tripwood, boomerang is the word that the natives use and tripwood is used by those who can't speak their language
Borglin City (former city)	a former name for Monarch City until the end of the reign of Härrborg Hinkeltorkler
Bridge of Asuka (part of the world)	a land bridge that connects the Kemet to the Arrakian peninsula
Bushi (rank or designation)	see Samurai, this is the own designation of the Samurai in their language
Cactus Desert (part of the world)	a region on the continent of La Dorada, there are many cactuses, agave, aloe vera plants, etc. here, the Cactus Desert is located in the northwest of Dorada, here is also the center of Tec-Tic-Laani which is inhabited by the aggressive Atz-Laanii
Captain Chaos (current celebrity)	one of the many pirate captains, at some times he has only 1 boat and at others times it's 20 ships, the number varies depending on his success, which (due to his strange personality) seems to be totally random
Catapan (current realm)	see Katapan, is a malapropism of that country's name
Catmandan (current realm)	see Katmandan, is a malapropism of that country's name
centaurs (wereling race)	weremans that have the body of a horse (without neck/head) and on top of that the upper body of a human
changeling (magic being)	a being that imitates other creatures/objects, related to "shape shifting"
Chayribique (part of the world)	pronounced "cha-i-ree-bic", a region where trade ships and slave ships often follow important routes, e.g. to the Tobacco Coast or on their way to Marika, many pirate ships and ships from both the royal navy and the Sunland-Armada are cruising these waters
Clouded Bowl (part of the world)	a strange island, which is called the "Clouded Bowl", since it is surrounded by mountain chains and always covered with a thick layer of clouds inside these mountains, dwarf crews who flew there didn't return from their travel, so all later map maker crews were instructed to only view, never land there, whoever discovers the secret below the clouds seems to stay down there, one man returned from there but lost all memory of what he had seen (no magician was able to bring back that memory)
cobold (magic being)	a fairy being that seems to have the ability to "duplicate" (seemingly random) items
Coca Mountains (part of the world)	mountain chain on Dorada
Colombia (part of the world)	see Marika
Cubanna (part of the world)	biggest island of the Chayribique, some plantations (mainly sugar cane) can be found here, apart from that it's primarily the typical island jungle
cyclorc (race)	special cyclops that have a horn on their forehead, usually are cannibals too, their roars can only be understood by the howlers and wargokks (it's similar to Wargish)
Dagger Island (part of the world)	island in the Mediterranean Sea, "home of the organized crime"
dark elves (race)	see elves, this is a race that lives in Afaria and (like all beings there) has a completely black body color
daywalker (magic being)	a rare kind of half-vampire (a mother was bitten by a vampire shortly before giving birth to her child, the daywalker), also there is that desire of every vampire lord to turn himself into a daywalker by using powerful magic
demon (magic being)	demons are said to live in the demonic circles, they are magic beings and creatures of the dark
demonic circles (otherworldly place)	demon conjurers claim that there are seven demonic circles, it is not clear whether these circles are deep below our feet or in a otherworldly domain, but it seems that the higher the circle the mightier the demons (the seventh circle is inhabited by the ruling demons)
demonic hybrids (magic being)	semi-demonic being (e.g. an infested servant or demon-human offspring)
desert elves (race)	see elves, this race lives in the desert areas near the Kemet and has very long and pointy ears

Desert of Hunger (part of the world)	a desert that separates the Kemet from the inland of Afaria, there is really not much to eat here (and most of it is poisonous)
Desert of Thirst (part of the world)	a desert that is in the northern area of Afaria, even though there is some water here almost all of it is extremely salty or defended by a mysterious god-like being, so travelers will have to rely on special types of plants or well organized water supplies in order to survive here
Devil's Mountain (part of the world)	a rough mountain, located to the south-west of Monarch City, it is unknown who or what lives inside
dhampir (magic being)	the child of a vampire and a human, has better resistance against sunlight (and other vampire weaknesses) and often has some or all powers of a pure vampire, but must also drink blood to survive
dideroo (item: art / music)	wind instrument which is played by the natives of Terra Australis
Dorada (part of the world)	see La Dorada
dragon (magic being)	reptile-like creatures, usually with wings, often able to spit fire, have hot blood with magic powers, most dragons are intelligent and collect treasures (often gold)
Dragon-Tail Islands (part of the world)	a chain of islands that reaches from Afaria into the Sea of the 10,000 Isles, most of them have steep coastal rock slopes and are covered with jungle like in central Afaria
Dragon's Claw (part of the world)	an island between the Ice Hood and the Land of the wild peoples, looks like a foot print of a dragon
dryade (magic being)	female nature spirit, a kind of nymph (see nymph) that hides in trees and usually lives in forest areas
Dwarf Mountains (current realm)	the eight mountains near Monarch City, home of the seven dwarf clans, the central mountain contains the ancient mountain hall, which is said to be the origin of all dwarfs, the king who lives here is called mountain king and is elected by the seven dwarf peoples and lives here with his family and members of the six other clans, the people who dwells here is called "dwarfs from behind the seven mountains", since there are seven other mountains around this mountain
dwarf powder (ammunition type)	highly explosive black powder, used for drilling and blasting (for mining operations) and also for bombs, grenades, cannons and firearms
dwarfire (ammunition type)	see unquenchable fire, this version of the recipe was developed by dwarf alchemists
dwarfs (race group)	Dwarfs are usually a bit smaller than humans. There are many different races of dwarfs, but almost all of them prefer to live in subterranean dwellings to protect themselves from their sworn enemies, the dragons. These enemies are after the riches and precious inventions of the dwarfs, which these (in their untiring striving) dig out of the stone and invent in their chambers.
tinker dwarfs (race)	Tinker dwarfs have small hands and are more dexterous than other dwarfs.
builder dwarfs (race)	Builder dwarfs have medium-sized hands and are robust and strong.
war dwarfs (race)	War dwarfs have medium-sized hands and are very robust and strong.
depth dwarfs (race)	Depth dwarfs are heat resistant and very robust and they have two horns on their head.
spiked dwarfs (race)	Spiked dwarfs are similar to war dwarfs but they have spikes all over their (thick) skin and they are very aggressive.
mini dwarfs (race)	Mini dwarfs are similar to tinker dwarfs but their body is of smaller size.
giant dwarfs (race)	Giant dwarfs are similar to tinker dwarfs but every detail of their body is of bigger size and they are very intelligent.
jungle dwarfs (race)	Jungle dwarfs seem to live on the island of Jiindonsaan and all of them have brown skin.
aqua dwarfs (race)	Aqua dwarfs have an upper body similar to stone skin dwarfs and the lower body of a crab or lobster.
magma dwarfs (race)	Magma dwarfs seem to consist of lava and stone and are able to resist even the most extreme heat.
stone skin dwarfs (race)	Stone skin dwarfs are similar to war dwarfs but have a thick stone skin (earth element component).
mechanical dwarfs (race)	Mechanical dwarfs consist of (hollow) iron and are mago-mechanical automatons that are fueled by magic energy or booze.
ancient mech dwarfs (race)	Ancient mech dwarfs are a variant of mechanical dwarfs that have a bronze body instead of an iron one.
gold skin dwarfs (race)	Gold skin dwarfs have a shiny golden skin and belong the wider class of metal skin dwarfs.

silver skin dwarfs (race)	Silver skin dwarfs have a shiny silver skin and belong the wider class of metal skin dwarfs.
bronze skin dwarfs (race)	Bronze skin dwarfs have a shiny bronze skin and belong the wider class of metal skin dwarfs.
reptiloids (race group)	Reptiloids comprise all humanoid or semi-humanoid beings that have a good share of reptile blood in themselves.
lizard men (race)	Lizardmen are reptoid humanoids that look a little bit like anthropomorphic lizards and share most of their features.
Iguani (race)	Leguani are reptoid humanoids that look a little bit like anthropomorphic iguanas and share most of their features.
chameleoids (race)	Chameleoids are reptoid humanoids that look a little bit like anthropomorphic chameleons and share most of their features.
Dwargor (race)	see dwarfs, Dwargor is the singular form of their own designation, meaning "dwarf"
Dwargoren (race)	see dwarfs (synonym), Dwargoren is the plural form of their own designation, meaning "(all) dwarfs"
Dwargorakk (race)	see dwarfs, Dwargorakk is the single male form of their own designation, meaning "dwarf man"
Dwargorra (race)	see dwarfs, Dwargorra is the single femal form of their own designation, meaning "dwarf woman"
Dwargoss (race)	see dwarfs, Dwargoss is the single neutral form of their own designation, meaning "dwarf being"
dragons (race)	that's how dwarfs call dragons and also the name for the (rarely used) cavalry riflemen of the dwarfs
one-who-takes-gold-and-brings-c (race)	an often used term to describe dragons which have the habit of stealing treasures and killing their owners in the process (be it with fire, ice or other nasty things)
dwarven armor (item: weapon)	see dwarven hardware, this here is the armor-only sub-category of it
dwarven bow (item: weapon)	a bow with an interesting mechanic (the dwarfs call this construction Kommpaunt), higher precision and can be kept drawn for several minutes
dwarven hardware (item: tool)	hardware made of iron (and other metals) of true dwarven production, have small engravings and reliefs made with RitzenStanzen, many imitators try to make cash with similar looking but fake metalware
dwarven powder-weapons (item: weapon)	nonsalable ranged weapons, cannons and bombs, that are based on dwarf powder, can only be bought on the black market (by raiders and orcs)
dwarven war bow (item: weapon)	a bow with an interesting mechanic (the dwarfs call this construction Kommpaunt), higher damage and has a frame consisting of a metallic alloy
dwarven weapons (item: weapon)	see dwarven hardware, this here is the weapons-only sub-category of it (but no dwarven powder-weapons – those are nonsalable, with the exception of the black market)
earth beings (magic being)	a being that consists of earth/stone/soil/sand and earth element essence
earth hybrids (magic being)	a being with strong parts of earth essence (e.g. many giant creatures with rock skin)
electric sea creatures (magic being)	several creatures of the sea (e.g. the electric ray or the electric eel), the word "electric" comes from the vocabulary of the alchemists who experimented with amber that can carry an "electric charge" or "electric energy"
Elfish Arrow (part of the world)	see Elven Arrow, this variant here is often being used by enemies of the elves, since it contains a rather negative connotation to character traits of high elves that are regarded as being bad
Elven Arrow (part of the world)	a long river that flows from Streamfall through the Elven Forests, crosses the Monarch Lands and flows into the West Sea near Loland
elven bow (item: weapon)	a magic weapon made by elves that has fantastic ballistic properties and allows for very high precision, many special items exist that are elven bows or elven quivers
Elven Forests (part of the world)	large forest area between Monarch City and the Thrakkien mountains, inhabited and defended mainly by wild forest elves
elven quiver (ammunition type)	a magic arrow container made by elves that is small but allows plenty of arrows, many special items exist that are elven bows or elven quivers
elves (race group)	old and highly developed group of races, always have magic, have slightly pointy ears (but apart from that look almost like humans) and are of rather thin body shape, their body height is often like the one of a typical human, but there are higher and also dwarf-like races too
Emir Otto (current ruler)	the founder and ruler of the Emirate of Otto

Emirate of Otto (current realm)	a small realm in the Arrakian and Mediterranean borderlands
Equatoria (part of the world)	a large island that is located to the east of Dorada
ether (otherworldly place)	a very hot and constantly burning substance that seems to make up the body of the ethereous wall
ethereous wall (otherworldly place)	a limiting obstacle that separates the seven demonic circles from other worlds (like Weristan)
Everswamps (part of the world)	famous swamp area in Marika
evil fairy (magic being)	a fairy that has been "changed" or "altered" (by who is unknown but demons are the prime suspects) and is now somewhat dark or evil, they are able take away good traits and physical advantages from characters, may also grant wishes that have a negative effect on the world
fairy beings (magic being)	powerful otherworldly fairy beings (e.g. fairy or evil fairy or cobold or gremlin)
fairy hybrids (magic being)	lesser earth-bound fairy beings (e.g. satyr/faun or nymph/dryade or pixie)
faun (magic being)	see satyr (synonym)
fire beings (magic being)	a being that consists of fire and fire element essence
fire hybrids (magic being)	a being with strong parts of fire essence (e.g. most dragons and lava creatures)
Fjordland (current realm)	a mountainous region in the north-west area of the northern continent, has lots of Fjords, mainly inhabited by humans, Wotaanii and horned people
flask (item: tool)	a small flask, mostly used for alchemy (a wide variety of flasks exists that all vary in certain important details – those flasks are called "laboratory flasks" by alchemists), a flask can also be used as a small container for water
forest elves (race)	Forest elves live in forests and have a green skin and they usually are very good hunters. They are usually allied with fairies. Their ancestors, the high elves, regard them to be a corrupted (close to degenerate) offspring and seem to be afraid of their savage (and unbounded) nature.
jungle elves (race)	Jungle elves live in jungles and have a chameleon skin and they usually are feral/wild. One of their main habitats seems to be the inland of the jungle island Siat'Nam.
Fortress of the Afterlife (religion: place)	mystic place to where the souls of the Fjordlanders will go if they fought brave and were killed in action
Foxar (wereling race)	see Foxari, male Form
Foxara (wereling race)	see Foxari, female Form
Foxari (wereling race)	weremans with fox head, reddish fur, have hands, walk upright, have a long balance tail
Frêne (current realm)	a region (and also a realm) that is located to the west of the Devil's Mountain and to the north of the Sunland, home of the Orcs frénétique
frenetic orcs (current people)	see Orcs frénétique
frost giant (magic being)	Frost giants (and related races) are ancient beings that possess a fathomless state of wisdom, but are sometimes naive like children. Their women are extremely beautiful whereas their men combine in themselves extreme physical strength with repellent ugliness. They are living sporadically scattered in distant glacial landscapes. In the mythology of the Fjordlanders they are the enemies of the gods.
ghost (magic being)	insubstantial haunting entities that haunt the places of their former existence, is always related to a "soul"
giant marble (part of the world)	a term coined by the dwarfs, it's another word for the globe of "Weristan's body"
Giantstein (current fortress)	a fortress that seems to have been built for and by giants a long time ago, is now being ruled by changing owners (mostly warlords of the Wotaanii or Russbjaarn), has a hidden system of labyrinths beneath its basement which is obviously inhabited by dwarfs and/or goblins and many other small creatures
good fairy (magic being)	a fairy that is able to "overpaint" bad traits and physical disadvantages of a character, may also grant wishes that have a positive effect on the world
Great Wall of Quina (border defence wall)	a long wall with guard towers and lots of Pandari soldiers, covers the border of Pandaristan and is used as a defence against the Wargolians (west) and the wild peoples (north)

Greedy (religion: item of gods)	see Wotaan, this is one of his animals (a wolf) that is of help during hunting
green skin orcs (race)	a kind of orcs that have green skin and are well adapted to living in forest or grassland areas, they used to live in Sunland but now mostly live in the Frêne
gremlin (magic being)	a fairy being that is blamed for the mysterious disappearing of (seemingly random) items
Hammerfest (current fortress)	one of the few installations in Fjordland that are made of stone – it is said to have been built by giants that ascended as demigods into the Fortress of the Afterlife
Hammerstein (current fortress)	northern fortress of the order of Hermannic knights
Hand of the Samurai (part of the world)	third largest island of the Samurai Islands
Härrborg Hinkeltorkler (former ruler)	also known as "Härrmann the Herrenschein", evil wild boar man and racist who ruled the Hermannic realm for a short period of time until the other pig people united with refugees in order to found the new free state of the Monarch Lands
Härrmann Himmelskanzler (former ruler)	the self-given name of Härrborg Hinkeltorkler, since he didn't like the word "borg" in his name and he also changed his last name which means "chancellor of sky/heaven" (which was also his self-chosen title)
Helmet of the Samurai (part of the world)	second largest island of the Samurai Islands
high elves (race)	see elves, this race mainly lives in Streamfall, their magic is very strong and they always strive for higher standards of civilization and moral, also they have strong traces of light in their heritage
higher demon (magic being)	a demon (from one of the higher demonic circles), usually very powerful and don't need an anchor to stay in Weristan, but are also far more chaotic than lower demons
horned man (race group)	see horned people, male form
horned people (race group)	a humanoid race, that deviates from humans because of the two horns on their head (can't wear normal headdresses because of that), has heat vision
horned woman (race group)	see horned people, female form
Hot Creek (part of the world)	a warm little river that is able to melt down the ice sheet and that allows for a little plant and animal life in this small strip of land
Howler-Orcs (current people)	a people of orcs (and other beings) who follow a very barbaric wolf-like way of living, have a deep relation to the Wargokk (big, rideable wolfs) and who use the Wargish as their language (sounds like wolf howls)
humanlings (race group)	see humans (humanlings is a rather insulting term, often used by werelings and werebeings)
humans (race group)	common and often seen race in Weristan, has humanoid body shape and is of medium size, have clinging ears at both sides of their head
Hut-Ka-Hor (current realm)	see Kemet, Hut-Ka-Hor means "place/home of the soul of Hor"
Hyaniths (wereling race)	weremans with hyena head, fast runners, the front paws are hand and foot at the same time, scavengers, barely visible differences between men and women
Ice Anomaly (part of the world)	unusually far south reaching ice sheet landscape, covered in snow and glaciers, with old ruin cities and mass graves in a mountainous landscape
ice being (magic being)	a being that consists of ice/snow and ice element essence
Ice Devil's Hand (part of the world)	region and peninsula on Birdland
Ice Devil's Nose (part of the world)	region and peninsula on Birdland
Ice Devil's Shoulder (part of the world)	region and peninsula on Birdland
ice dragon (magic being)	Ice dragons are (in contrast to fire dragons) consuming heat instead of exhaling it. They are not only able to drain the heat from other bodies but also can fire bursts of ice-cold air towards their enemies.
ice elves (race)	see elves, a dwarfish form that lives in the inland of the Ice Hood, in combat they use their magical powers only and always travel in groups
Ice Hood (part of the world)	the northern (arctic) ice sheet and snow-covered landmass
ice hybrid (magic being)	a being with strong parts of ice essence (e.g. an ice dragon or frost giant)
Ice Islands (part of the world)	a few islands between Fjordland and Ice Hood

Imperium (current realm)	see Imperium Remanum
Imperium Remanum (current realm)	an old and mighty empire with advanced infrastructure and military tactics
Innunites (race)	a race of humans that is native to the arctic coast regions
Inseccthr (current language)	the common base for insectoid languages, contains many clicks and sibilant sounds
invertonist (current political faction)	interventionists are a faction in Loland and Venetia that aim for war and strikes against both the Fjordlanders and the Rain Island queen to foil their actions
Jiin-Dao (part of the world)	a small continent, located to the east of Afaria, partly populated by Neshari
Jiindonsaan (part of the world)	long and quite woody jungle island near Siat'Nam
Katana of the Samurai (part of the world)	largest island of the Samurai Islands
Katapan (current realm)	island realm near the far east coast, also sometimes called Samurai Islands, frequent signs of volcanic activity (earth quakes, tsunamis), inhabited by Meowari and humans that belong to the Katapanese culture
Katmandan (current realm)	realm of a deeply religious mountain people, with several tempels and many monks, located next to Pandaristan
Kemet (current realm)	Kemet (land of the black river mud) is the own designation of the realm surrounding the great river of Ne'el
Kemikatzi (current famous military)	wild berserker-like zealots that are part of the Kemet army and sometimes groups of them are seen together with desert raiders too
Kraken Islands (part of the world)	chain of islands, most certainly of volcanic origin, several large and unusual sea creatures live nearby
La Dorada (part of the world)	big continent to the south of Marika
Land of Spider Ghosts (part of the world)	small continent to the west of Dorada, it's unknown what lives there, but dwarfs claim that they have seen "ghosts that look like spiders"
Land of the wild peoples (part of the world)	a northern region with lots of forest, inhabited by several barbarian tribes and weremans (mostly Russbjaarn and Wotanii)
Latinium (current language)	the older language of the Imperium Remanum, that is spoken by most academic people and military leaders, seems to have influences on demons and makes summoning them a little bit easier, is being understood by the horned people as well
lava creature (magic being)	magic beings whose bodies consist of lava (they are fire hybrids and also earth hybrids)
Le Bois des Frênes (part of the world)	see Frêne, this means the region (the forest itself)
light being (magic being)	a being that represents sun light or heaven (e.g. an angel)
light god (religion: deity)	the mighty force of light seems to actively fight all creatures of the darkness such as vampires, demons, undead and so on, in many cases angels have been reported that managed this fight, but also mighty beams of light and similar phenomena
light hybrids (magic being)	a being with strong parts of heavenly/unearthly light energy (e.g. the high elves or the blessed people)
lightning beings (magic being)	a being that consists of electricity/energy and lightning element essence
lightning hybrids (magic being)	a being with strong parts of lightning essence (e.g. weather-witch or electric sea creature)
Lokan (religion: deity)	in the religion of the Fjordlanders: helper and trickster to the other gods, powerful shapeshifter, negative character
Loland (current realm)	a realm on the northern continent, opposite to the Rain Islands, people living here had to live with swamps and a lot of river water and sea water, they are very proficient cannal builders, the Grachtenmensen who live here are known for their very liberal political system and their mostly non-violent sea expeditions
Lost Hand (part of the world)	island near the eastern coast of Pandaristan
lower demon (magic being)	a demon (from one of the lower demonic circles), usually these have less power and need an anchor to stay in Weristan, but also are far less chaotic than higher demons
Mahanasa (religion: deity)	the main god of the Nagas and Nagak'waan
Mahanasha (religion: deity)	god from the religion of the Jiin-Dao continent, depicted with elephant head, known for removing obstacles and for wildly crushing enemies

Maharajistan (current realm)	currently the biggest realm on the continent of Jiin-Dao
Mahasiva (religion: deity)	high god from the religion of the Jiin-Dao continent
Marika (part of the world)	name of a continent on the other side of the giant marble
Marnok-Dragoon (rank or designation)	honorary title or job designation among dwarfs, means "dragon slayer", may in fact be a person who killed a dragon (usually together with others or by using some kind of trap)
Mazonas (part of the world)	a giant river in the jungles of the continent of Dorada, is formed by several other, confluent rivers
Mazones (rank or designation)	female warriors from the people of the Mazonians, more of a legend to others, but do exist on the south side of the Mazonas and are carefully watching the goings-on in the north
Mazonia (part of the world)	the jungle lands that surround the Mazonas river, the Mazonians and Mazones live there
Mazonians (current people)	inhabitants of Mazonia, often jaguar people, who live together with humans and escaped slaves in the river basin of the Mazonas and defend their jungle against the conquerors from the distant Sunland
Mediterranean Sea (part of the world)	a sea between the northern continent and Afaria, the west passage is guarded by a very large bronze colossus who keeps any powerful warships outside by throwing magic rocks at them
Mejahgoo (wereling race)	weremans with jaguar fur, jaguar head, jumping legs and balance tail, have hands and can walk upright
Meowari (wereling race)	weremans with cat fur, cat-like head, jumping legs and balance tail, have hands, can walk upright, are the size of average humans
Meowarr (wereling race)	see Meowari, male form
Meowarra (wereling race)	see Meowari, female form
Meowpatra the beauty (current ruler)	rules the Kemet
metal beings (magic being)	a being that consists of some metal and metal element essence
metal hybrids (magic being)	strong parts of metal essence (e.g. many creatures with metallic skin)
Mjolnir (religion: item of gods)	in the religion of the Fjordlanders: a war hammer and the magic weapon of Thoran, is a fearsome weapon that is said to have the power of pulverizing whole mountains
Monarch City (current city)	Monarch City is the capital of the Monarch Lands and a cultural hotspot in the center of the northern continent. In that town there are many refugees and also a lot of missions and job offers.
Monarch Lands (current realm)	Monarch Lands is the new name for the territories around Monarch City and behind the outer walls of the Monarch's Land.
mud beings (magic being)	magic beings whose bodies consist of mud (they are water hybrids and contain a certain amount of earth too)
Naga (wereling race)	see Nagas, male form
Nagak'waan (wereling race)	weremans with the head of a cobra and the body of a human (with reptile skin and agile movements)
Nagak'waana (wereling race)	see Nagak'waan, male form
Nagas (wereling group)	weremans that have the upper body of a human which ends in a snake body
Nagasiva (wereling race)	see Nagas, male form with four arms
Nagi (wereling race)	see Nagas, female form (a bit taller)
Nagik'waani (wereling race)	see Nagak'waan, female form
Nagini (wereling race)	see Nagas, female form
Nagisiva (wereling race)	see Nagas, female form with four arms
Ne'el (part of the world)	great river between the Desert of Hunger and the Bridge of Asuka (that leads to the Arrakian Peninsula)

Neshapatra (wereling race)	see Neshari, big and female form
Neshara (wereling race)	see Neshari, small and female form
Nesharapatra (wereling race)	see Neshari, very big and female form
Neshari (wereling group)	weremans with elephant head and two elephant legs, able to walk upright and have hands that work like human hands, origin: continent Jiin-Dao
Nesharina (wereling race)	see Neshari, very small and female form
Nesharino (wereling race)	see Neshari, very small and male Form
Nesharo (wereling race)	see Neshari, small and male Form
Nesharopatro (wereling race)	see Neshari, very big and male Form
Neshopatro (wereling race)	see Neshari, big and male Form
New-Found-Land (part of the world)	big island, located to the east of the Marika, the white dwarfs have a strong subterranean presence here, at the coast of New-Found-Land there are several outposts of the royal navy
night elves (race)	see elves, this is a vampire race which can cast spells and often has unearthly erotic attractiveness
Nuk'vanau (part of the world)	see Ice Hood, this is how the Innunites call it
nymphs (magic being)	female nature spirit, usually they hide in beautiful environments (be it mountains, forests or fountains), are usually helpful to people, but free spirits that obey to fairies only (out of respect, not because they are servants)
O'Pandari (wereling race)	see Pandari, big form
O'Rea (part of the world)	also the name of two warring kingdoms
Odan (religion: deity)	see Wotaan
Oinky-Boinky (company or bank)	see Wiggy-Piggy
orcs (race group)	orcs are a humanoid race that can be distinguished from humans by their sharp pointy teeth and their somewhat pointy ears, usually they have green skin but races with other skin colors have been found too
Orcs frénétique (current people)	the remains of the former cultur from the time of the (old) Sun-King (Roi-Soleil), is focussed on frenetic worshipping of amorous and culinary delights, uses the Amour Language as their means of communication
Orcs of Howls (current people)	see Howler-Orcs
Ornithorra (part of the world)	see Birdland, Ornithorra is the scientific name for it
Ottomaniac Empire (current realm)	see Emirate of Otto, Ottomaniac Empire is a pejorative term (the term was coined due to the very high ambitions of the Founder, Emir Otto)
panda powder (ammunition type)	inflammable and somewhat explosive dark powder, used for fireworks and light rockets, is mixed with metallic powder to produce colored light of different shades
Panda-Dwarfs (wereling race)	see U'Pandari
Panda-Trolls (wereling race)	see O'Pandari
Pandara (wereling race)	see Pandari, female form
Pandari (wereling group)	weremans with panda fur, panda head, can walk upright and use their hands like humans do
Pandaristan (current realm)	a realm at the outer east region of the northern continent, inhabited by Pandari and humans
Pandaro (wereling race)	see Pandari, male form
Persidonia (current realm)	region and remains of a realm, located at the southern part of the peninsula of Arrakia, new parts of the (transformed) realm are called Persidia and there the worshipping of Yallah has already begun

pig people (wereling group)	several races of weremans that look like a mix of humans and pigs
pixies (magic being)	fairy hybrids, very small (mite) with wings of a dragonfly or butterfly, most of them are female, but some males exist
poison beings (magic being)	a being that consists of poison/oil/tar and poison element essence
poison hybrids (magic being)	a being with strong parts of poison essence (e.g. poisonous creatures or a swamp being)
poisonous creatures (magic being)	poisonous beings are being regarded as poison hybrids, some of their poisons do even break the law of the free will (all other magic is subject to this law) – these "mind poisons" may confuse the mind of victims
Quina (current realm)	see Pandaristan
Rain Islands (current realm)	the Rain Islands is the realm of the Rain Queen (her royal majesty), the inhabitants are mainly humans and Foxari
Rain-Marine (current famous military)	the fleet which is under the command of the queen of the Rain Islands
Real O'Rea (current realm)	name of a kingdom on the land of O'Rea and U'Rea
Rem (current city)	capital of the Imperium Remanum
Remanic (current language)	the new language of the Imperium Remanum, that is primarily used by the simple people and chefs/cooks
revenant (magic being)	see bone ghost (synonym)
Riverland (current realm)	see Kemet
royal navy (current famous military)	see Rain-Marine
ruling demon (magic being)	a demon (from the highest demonic circle), usually they have the power to appear in Weristan whenever they want (not in sunlight) and seem to follow different angendas (every ruling demon stands for one evil aspect or concept)
Russbjaar (wereling race)	see Russbjaarn, male form
Russbjaara (wereling race)	see Russbjaarn, female form
Russbjaarn (wereling race)	weremans with bear head, paw legs and strong human arms, very massive body shape with fur, like candy and honey, very dangerous if drunk
Samurai (rank or designation)	designation for the knights and officers that belong to the caste of the military nobility of Katapan
Samurai Islands (part of the world)	see Katapan
satyr (magic being)	male nature spirit, often with ears and tail similar to those of donkeys/horses, often have legs of a he-goat, they often appear squiffy (slightly drunk), dancing, making music and being sexually aroused (for no reason)
Sea of the 10,000 Isles (part of the world)	big ocean with a lot of small islands, isles and islets
Seafarer's Rest (part of the world)	a large bay with a river mouth and a back country that can be described as "taiga with hills that have snow caps", it is not certain whether the name stems from the possibility to shipwreck here and rest forever or because here is a perfect opportunity for a short rest
Shield of the West (part of the world)	mountain chain on Marika
Shoe of the Samurai (part of the world)	fourth largest island of the Samurai Islands
Shogun (rank or designation)	high ranking Samurai and usually the ruler of a medium-sized territory on one of Katapan's islands
Siat'Nam (part of the world)	big and woody jungle island with a long coast-line
Siegesmund von Bristlefield (current ruler)	he is the current ruler of the Monarch Lands (former "Hermannic Realm" or "Härrmann's Reich") and has granted several refugees a permanent right of residence
Siegfried Hammerhewer (former celebrity)	it is not sure if this person really existed since the adventures that are accredited to him seem to be quite out of proportion in relation to what a man can accomplish
Sivapatra (wereling race)	see Sivari, big and female form

Sivara (wereling race)	see Sivari, female form
Sivari (wereling group)	special humans with four arms and often with gray or blue skin, origin: continent Jiin-Dao
Sivarina (wereling race)	see Sivari, small and female form
Sivarino (wereling race)	see Sivari, small and male form
Sivaro (wereling race)	see Sivari, male form
Sivopatro (wereling race)	see Sivari, big and male form
Snow Turtle (part of the world)	see Ice Hood, this is how the Marikan natives call it
Snowflake (part of the world)	small island near the Ice Hood, between Marika and New-Found-Land
South Stone (part of the world)	the South Stone is a mysterious big rock with an underground site that is like a labyrinth, dwarfs who wanted to uncover its secret claim that it allows for travelling to distant worlds, mirror worlds and other eras
Sparta (current realm)	metropolis and political system (military caste system) that spans several islands of the Mediterranean Sea, people who live here claim that they sailed through a thick fog and arrived at Weristan but were originally living on a world called "gi" or "gaia"
steppe elves (race)	see elves, this race lives on the continent Marika and is a horse people
Stone-Mazonians (former realm)	lost realm on the continent of Dorada, several giant stone pyramids and jungle cities remained of it
storm giant (magic being)	giant and fast creatures that are able to breath out a strong wind (which causes a little storm if groups of them work together), they are wind hybrids
Streamfall (current realm)	home of the high elves who live high in the mountains and control a small plateau, the river Elven Arrow has its source here
sun god (religion: deity)	see light god (synonym)
Sun-Marine (current famous military)	see Sunland-Armada
Sunland (current realm)	the Sunland is the realm of the Sun King (El Rey del Sol), who controls the Sunland-Armada and frequently sends conquistadors (conquerers) to La Dorada, the inhabitants are mainly Taurs and humans
Sunland-Armada (current famous military)	the fleet which is under the command of the king of the Sunland
swamp being (magic being)	magic beings whose bodies consist of rotten plants and swamp water (they are poison hybrids)
Tabacco Coast (part of the world)	a coastal strip of Dorada, near the Chayribique, where the conquerors from Sunland have established several colonies and plantations (mostly tobacco, cocoa and bananas)
Taigari (wereling race)	weremans with (massive) tiger head, tiger fur, strong, can use tools, talk (and roar) and walk upright
Taigarr (wereling race)	see Taigari, male form
Taigarra (wereling race)	see Taigari, female form
Taigon (current city)	big city at the coast of Siat'Nam, is ruled by tigermen (Taigari), a certain degree of control over the surrounding jungle and the coastal waters is given, differing relations to the other countries (sometimes good, sometimes bad), the current expansion efforts concentrate towards the own island
Taiwoo (current realm)	realm of pirate pandas and refugees on the Lost Hand island
Taura (wereling race)	see Tauri, female form
Tauri (wereling race)	weremans with bull head, two hoofed legs and strong human arms, are vegetarians
Taurs (wereling race)	see Tauri
Taurus (wereling race)	see Tauri, male form

Tec-Tic-Laan (current realm)	the realm of the Atz-Laanii extends mainly over the area of the Cactus Desert
tentacle cap (item: weapon)	several kinds of tentacle caps turn the tips of tentacles into weapons similar to swords, sabres, clubs, axes, they are often designed and/or manufactured by tentacle cultists
tentacle cult (current religion)	a cult that worships tentacle monsters and tentacle demons and strive for world domination under a tentacle god
tentacle cultists (current religious faction)	the followers of the tentacle cult, which can be found all over the world, but most often near the Chayribique, the Kraken Islands, in Katapan and (most recently) the Devil's Mountain, they often summon and feed tentacle monsters or tentacle demons and want to change their own body so that it has tentacles too
Terra Australis (part of the world)	small continent to the west of Dorada, mostly dry desert land with strange animals and natives who perfected the art of throwing the tripwood, also they have very interesting art and ideas there
Terra Nigra (part of the world)	see Afaria, terra nigra is the scientific name for it
The Ash Tree Forest (part of the world)	see Frêne
the Himmelskanzler (former ruler)	see Härrmann Himmelskanzler
the lady of the lake (magic being)	a powerful nymph or fairy (uncertain) that was reported to provide powerful items to the most honorable heroes and leaders in times of need, magicians speculate that the lady is a water hybrid and a fairy hybrid
The Lonely Hand (part of the world)	peninsula in the far north
the northern continent (part of the world)	a central part of the world where many important realms are suited, despite of its importance there seems to be no other name than "the northern continent" for this part of the world
Thoran (religion: deity)	in the religion of the Fjordlanders: Protector of humans, god of thunder and lightning, weather god for seafarers and farmers, bears the Mjolnir
Thrakkia (current realm)	a steppe between the Thrakkian Mountains and the Imperium Remanum, the inhabitants are from the horse people known as Thrakkians
Thrakkians (current people)	a group of clans and tribes that all favor horses as their means of travelling, many of them are centaurs
tripwood (item: weapon)	a special kind of throwing stick, only used in Terra Australis, if used correctly it will return to the throwing person after a miss, the natives call it boomerang
True O'Rea (current realm)	name of a kingdom on the main land of O'Rea
Turtle's back (part of the world)	often found name for the world as a whole, usually used by natives of the Sea of the 10,000 Isles or by jungle-dwelling peoples
U'Pandari (wereling race)	see Pandari, small form
U'Rea (part of the world)	small point of land on the opposite side of O'Rea and a secure place of refuge for the army of the Real O'Rea
undead (magic being)	not alive but not inactive – the living dead or undead, hard to kill and don't feel any pain, is always related to "bones", there are three major ways to create undead: calling a demon to possess the body / convincing a ghost to use it's old body / directly controlling the bones with magic and will power
unquenchable fire (ammunition type)	oily substance that is highly inflammable and can not be quenched with water (but with sand or heavy blankets)
Uxomy Buxomy (current celebrity)	founder of the Wiggy-Piggy company
Vampirates (current people)	these pirates are not on deck during the day and they attack other ships during the night only
Vampirats (wereling race)	weremans that are mostly humanoid, but have long and broad ears (like bats)
vampires (magic being)	a special kind of undead with fully functional consciousness (and often magic powers – especially if the vampire is very old), is always related to "blood" and "light" (sun light is especially dangerous to vampires)
vampire hybrids (magic being)	half-vampire (e.g. dhampir, daywalker or blood ghost), related to "blood"
Venetia (current realm)	very advanced metropolis and the surroundings that belong to it, mainly inhabited by Grachtenmensen and dwarfs, known for its civil trade expeditions and their modern banking system, the city itself has many canals and offers a rich cultural scene
Viking (rank or designation)	designation for coast raiders, seafarers, traders, explorers and slavemakers from the Fjordland area – it's more of a job designation, but often mistaken for a name of the Fjordlander race as a whole by outsiders

Volcano Island (part of the world)	island near the Ice Hood, due to strong volcanic activity, the whole island has a warm climate and many sources of hot water
Voracious (religion: item of gods)	see Wotaan, this is one of his animals (a wolf) that is of help during hunting
Wargish (current language)	the language of the Howler-Orcs and wargokks, often mistaken for wolf howls that is regarded to have no meaning by many outsiders
Wargistan (current realm)	large steppe area west to Pandaristan, inhabited by nomads and a horse people that uses large wolves (Wargokks) as their means of travel
Wargokkia (current realm)	see Wargistan
wargokks (species)	giant wolves that are primarily ridden by orcs instead of using horses for that
Wargolia (current realm)	see Wargistan
water being (magic being)	a being that consists of water and water element essence
water hybrid (magic being)	a being with strong parts of water essence (e.g. the lady of the lake or a mud being)
weather-witch (magic being)	powerful beings that look like normal people but have the power to influence the weather, old weather-witches may release lightnings from their hands, mouth and eyes without needing to pay magic energy
werebeing hybrids (magic being)	half-werebeing (transforms only parts), related to "silver", "shape shifting"
werebeings (race group)	human or wereman with lycanthropy, related to "silver" and "shape shifting"
werelings (race group)	see weremans (werelings is a rather insulting term, often used by humans)
weremans (race group)	a type of human-animal-chimera with constant body shape (other than werebeings who transform during full moon)
Weristan's body (part of the world)	a name for the whole world of Weristan and its (often unknown) shape
West Sea (part of the world)	a long sea that separates the east continents and the newly discovered western continents
Westbank (part of the world)	see New-Found-Land
Wiggy-Piggy (company or bank)	also known as "Oinky-Boinky", the first erotic store, founded in Monarch City by Uxomy Buxomy, has now branches in Loland, Fjordland, Sunland, Katapan, Persidonia and Jiin-Dao, forbidden in strictly religious or generally strict countries
wild boar men (wereling race)	weremans with wild boar fur, wild boar's head (with hewers), have hands and can walk upright, most of them have a wild boar's tail too
wind beings (magic being)	a being that consists of air and wind element essence
wind dragon (magic being)	wind dragons are fast dragons that "ride on the wind", some are said to be able to exhale blasts (of air), they are wind hybrids
wind hybrids (magic being)	a being with strong parts of wind essence: (dust-)cloud-being, storm giant or wind dragon
wit haar elves (race)	see dark elves, this is a variant with white hair (on the head, the eyebrows, everywhere) and white eyeballs, also, the skin is more of a dark brown than black shade, it is assumed that a group of Grachtenmensen visited Afaria and that this lead to the genesis of this race
Wolfencastle (current fortress)	a fortress which is under the control of the escaped ex-ruler Härrborg Hinkeltorkler, it is being ruled by wild boar men and has drudges/peons of many different races, each next level of the fortress is more dangerous than the previous ones, dark occult powers are being researched here too (with help from horned people cultists)
Wotaan (religion: deity)	in the religion of the Fjordlanders: Main god, father of the gods, war god, death god, god of poetry and runes, god of magic and ecstasy
Wotaani (wereling race)	see Wotaanii, the one with one i is the singular form
Wotaanii (wereling race)	weremans with wolf head, are fast and persistent runners, may bite or use weapons, the front paws are in fact hands and feet at the same time, in their typical culture (wild Wotaanii) they have a religious relation to the Fjordlanders
Wotaanstein (current fortress)	the fortress of the highest ranking chieftain of the Wotaanii in the Land of the wild peoples, a mainly wooden fortress on a very high rock
Yallah (religion: deity)	in the religion of the Arrakians the one and only god

yowling orcs (current people)	see Howler-Orcs
Zoo-M-Biarr (race group)	servants of Zoodoo priests, living zombies
Zoodoo (current religion)	a religion, mainly followed by Afarian people, several occult practices (fetishes, talismans, living zombies and more) are part of that religion
Zoodoo priest (rank or designation)	shaman or medicine man or witch that practice the occult rituals of Zoodoo, often consulted by troubled people, are able to create living zombies (Zoo-M-Biarr)