



*The Legend of the Dagger Prince*  
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*Annals of Adamah, Codex I*  
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## *Annals of Adamah Indices*

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Version: 1.0.1. This set of indices will be updated as additional books are released. Please take note of the version number to ensure that your version is current.

NOTE: These indices are intended as a resource. Effort has been made to avoid “spoilers,” but at times may provide information that hints at something you have not yet read.

### INDEX OF ADAMEAN TERMS

<i>Aral</i>	A small, partially-covered boat similar to a large kayak, designed to transport two–five people.
<i>Brokk</i>	[Plural <i>brokken</i> ] A powerful ox-like pack animal.
<i>Elish hare</i>	A large rabbit populous in forests and mountains, thought to originate in the lowlands of Elit.
<i>Glattoth</i>	A yellowish vegetable similar to a potato, but softer and with a more marked flavor.
<i>Girdeshet</i>	[Plural <i>girdeshin</i> ] A weapon worn upon one’s wrists, equipped with retractable circular blades.
<i>'Or</i>	Heaven.
<i>Quarle</i>	A slender member of the deer family, known for its agility and speed.
<i>Vailant</i>	A stretch of rapids characterized by substreams and countercurrents.
<i>Vive</i>	The highest holiday in Adamah, celebrating the return of life in Spring.
<i>Vroddil</i>	Shallow-bottomed boat designed for coastal travel, usually with capacity to hold anywhere from 15–60 people.

## INDEX OF PEOPLE, POSITIONS AND PLACES

<i>Adamah</i>	A landlocked country in the heart of the Central Quint.
<i>Addrich</i>	Dubbed “Addrich the Wise.” King Tsedecc’s younger brother, Commissioner of Maylkoth.
<i>Adraans</i>	Chancellor of Miidbarim, influential member of the Council of the King’s Peace.
<i>Archind</i>	A small, tough member of the Sheqqim.
<i>Areonani</i>	A great painter of Vaclé in the time of Mordecani’s father.
<i>Ascanth</i>	Chief city of the remote northwestern province of Liile.
<i>Astrith</i>	The rich and powerful province on the eastern border of Adamah.
<i>Avgayl</i>	Mordecani’s wife.
<i>Avire</i>	A horse presented to Prince Korbin by Chancellor Menador. “Avire” is an archaic term meaning trusted friend.
<i>Barith</i>	Adamah’s most southeastern province.
<i>Benani</i>	Mordecani’s son and Prince Korbin’s closest friend.
<i>Boehew</i>	Nephew of King Tsedecc, one of Tsid’s twin sons.
<i>Borzzin</i>	A military guardsman of Graitlord.
<i>Brescc</i>	Southernmost country of the Central Quint.
<i>Bulottir</i>	The great port city in the country of Lur, on the west coast of the continent of Raqqya.
<i>Central Quint</i>	A landlocked group of five nations on the continent of Raqqya, including Frersdland, Vaclé, Adamah, Vovvil, and Brescc.
<i>Chancellor</i>	A provincial representative chosen to serve on the Council advising the King of Adamah.
<i>Chesheq</i>	The rugged province in Adamah’s southwest, dominated by the harshest terrain in the White Mountain range.
<i>Commissioner</i>	Provincial governor.

<i>Council of the King's Peace</i>	The main central governing and advisory body of Adamah, made up of the Guardian of the Throne and the Chancellors of the Provinces.
<i>Delodecc</i>	A very old royal guardsman, to whom Prince Korbin was particularly close.
<i>Difforqq</i>	A guard for Prince Korbin in Adamah.
<i>Doddrach</i>	"The Colossal." Brother of Hoddrach, and the most physically powerful man in Adamah.
<i>Dubruq</i>	A city of Bruq, north of Adamah beyond the northern turn of the River Orb.
<i>Duce</i>	Chancellor Astrith, an expert in the laws of Adamah.
<i>Elit</i>	A sparsely-populated but vast country to the northwest of Adamah, beyond the Central Quint.
<i>Frersdland</i>	Westernmost country of the Central Quint, on the western border of Vaclé.
<i>Ferldidin</i>	King Tsedecc's closest counselor next to Mordecani.
<i>Fflq</i>	Quartet guardsman assigned to protect Avgayl and Benani when they were forced to flee Maylk.
<i>Fioyrgin</i>	Mordecani's best friend and brother of Avgayl.
<i>Glaidl</i>	Now an aged man of seventy, but once the greatest swordsman in all the Central Quint.
<i>Gorgge</i>	A military subcommander for Liile as well as deputy to the civil Commissioner.
<i>Guard Quartet</i>	Units of four men assigned to protect royalty.
<i>Hoddrichal</i>	Adamah's greatest warrior, nearly five cubits in height. Originally from Vloqqlef, but moved to the area of Maylk when pressed into full-time royal service.
<i>Karridin</i>	First son of Tsedecc.
<i>Kerrgg</i>	Herald for the Commissioner of Maylkoth.
<i>Korbin</i>	Prince of Adamah.
<i>Lechte</i>	Mordecani's personal guard.
<i>Maatlord</i>	Province of Adamah lying between Graitlord to the south and Aeggis to the north.

<i>Marach</i>	One of the Quartet guards.
<i>Master of Equity</i>	A regional chief judge.
<i>Maylk</i>	Capital city of Adamah, located at the southwestern corner of Maylkoth.
<i>Maylkoth</i>	The powerful and wealthy province of Adamah, adjoining the capital to the north.
<i>Menador</i>	Chancellor of Maatlord.
<i>Meresy</i>	A middle-aged woman in the Sheqqim camp who later serves as a nanny in the royal household.
<i>Miidbarim</i>	Province of Adamah lying between Maylkoth to the south and Liile to the north.
<i>Morashi</i>	Mordecani's brother; former educator and mentor of Karridin, now a recluse on the White Mountain.
<i>Mordecani</i>	Guardian of the Throne of Adamah; the King's most trusted advisor as well as educator and mentor to Prince Korbin.
<i>Nabbl</i>	King of Brescc, the powerful country to Adamah's south.
<i>Nattan</i>	Prince Korbin's son, born in Ascanth.
<i>Nattanah</i>	A girl Prince Korbin met briefly in Ascanth, mother to his son.
<i>Niqqolo</i>	A famous philosopher who taught that the greatest good is power.
<i>Orb</i>	A great river whose source comes from various underground springs and streams high on the White Mountain; it travels underground until just north of Maylk. The Orb derives its name from the great circular route it takes around the White Forest.
<i>Oorinn Sea</i>	The great ocean surrounding much of the continent of Raqqya.
<i>Orrin</i>	Retired commander of Liile's militia.
<i>Periforis</i>	Master of Equity for Maylkoth.
<i>Phos</i>	Chancellor of Maylkoth.
<i>Plissd</i>	Commissioner of State for Frersdland in the days of Mordecani's father.
<i>Plotus</i>	Chancellor of Staqqoth.

*Qccesed the Great* Founder of Adamah's royal dynasty.

<i>Qeres</i>	Head of a ruthless band of raiders who have been ravaging Adamah and neighboring regions.
<i>Raccanith</i>	Next to Maylk, the most populous and powerful city in Adamah, located on the eastern border in the province of Astrith.
<i>Radrin</i>	Commissioner of Astrith; a large, powerful man.
<i>Ragnus</i>	Commissioner of Zuth.
<i>Range of Gor</i>	A great mountain range to Adamah's north.
<i>Roald</i>	A carpenter from Ascanth whose family died in a raid by Qeres.
<i>Rohaqqlord</i>	Adamah's frontier province in the northeast.
<i>Rotchardin</i>	King Tsedec's much younger half-brother, trained by Mordecani himself in his early years.
<i>Sheq</i>	Leader of the Sheqqim band living in the White Forest.
<i>Sqqirgen</i>	The great market city and capital of the province of Aeggis.
<i>Thula</i>	Daughter of Hoddrach.
<i>Toehew</i>	Nephew of King Tsedec, and one of Tsid's twin sons.
<i>Tok</i>	An abandoned Vacléan town where Karridin quartered his mercenaries prior to his coup.
<i>Tqech</i>	A town in western Graitlord.
<i>Trel</i>	Commissioner of Graitlord.
<i>Trittin</i>	Chancellor of Liile.
<i>Tsedec</i>	King of Adamah, father of Korbin, seventh generation from Qccesed.
<i>Tsid</i>	King Tsedec's insane elder brother.
<i>Vaclé</i>	Mordecani's native homeland to the west of the White Forest, now largely depopulated and deserted.

- Vloqqlef* A remote settlement in northern Maatlord, home of Doddrach the Colossal.
- Vovvil* Easternmost country of the Central Quint, on the eastern border of Adamah.
- White Forest* The area encircled by the River Orb, popular with imposing everwhite trees, gaining altitude toward the range of White Mountains in the south.
- White Mountains* Range of mountains beginning at the southern end of the White Forest, and running through Chesheq and northern Brescc. White Mountain in the singular refers to the northernmost peak of this range.

## THE CALENDAR OF ADAMAH

This is the year in Adamah. Notes in brackets help provide a chronology in a given book. (DP = *The Legend of the Dagger Prince*)

1. *Char*            First month of the Adamean year. Corresponds roughly to our May. Vive lands in Char. [DP: *The Celebration of Return* occurs during Char.]
2. *Flililus*        Cf June.
3. *Endriqq*        Cf July.
4. *Santor*         Cf August.
5. *Trosstis*        Cf September.
6. *Ascor*          Cf October. [DP: *The month the company returned from the White Mountain to Ascanth.*]
7. *Ild*             Cf November.
8. *Aald*            Cf December.
9. *Prosstor*        Cf January. [DP: *Date of Liile's and Aeggis's formal declaration of the restoration of the royal house. Avgayl and Benani arrive in Ascanth late in Prosstor, as does Meresy.*]
10. *Larkis*         Cf February. [DP: *The month of the embassy to Astrith.*]
11. *Quartis*        Cf March. [DP: *The month after the return of the Orrin embassy to Astrith. Radrin secured the support of Zuth, Graitlord and Staqqoth by the end of Quartis.*]
12. *Fraan*         Cf April. [DP: *Prince Korbin's birthday is on the 30th of this month.*]