

Glossary for *A Cast of Stones* and remaining books in *The Staff and the Sword* trilogy:

Major Characters

Errol Stone – a young man of 19 (at the beginning), orphaned and alcoholic

Cruk – A captain of the watch who came to Errol's village of Callowford

Martin Arwitten – A priest of the church who lives in the hills outside Errol's village

Luis Montari – Martin's servant who lives with him

Liam – A young man of Errol's village who does everything well

Archbishop Bertrand Canon – Leader of the church, headquartered on the green isle, Erinon

Captain Reynald – The oldest of the captains and the de facto leader of the Watch

Rale – A farmer outside of the city of Windridge who teaches Errol how to use the staff

Enoch Sten – The first of the conclave, called Primus

Adele – A healer (herbwoman) who lives just outside the village of Berea (close to Callowford) and sister to Radere

Radere – A healer (herbwoman) who lives in the village of Callowford and sister to Adele

Merodach – a captain of the watch, and the most deadly fighter in the kingdom

Rodran – King of Illustra, old and without an heir.

Naaman Ru – A trader and caravan master who is reputed to be the best swordsman in the kingdom

Rokha Ru – Naaman's daughter and an accomplished sword fighter in her own right

Adora – The last princess of Illustra and niece to King Rodran

Minor Characters

The list of caravan guards for Naaman Ru – The Fifteen

- 1 **Gram Skorik** – Naaman Ru's protégé' and head of the guards
- 2 **Sven** – a Soede who is very large
- 3 **Diar Muen**
- 4 **Kajan Vujic**
- 5 **Jhade** – a woman from east of the steppes
- 6 **Rokha** – Naaman Ru's daughter and a medic
- 7 **Jesper**
- 8 **Conger** – An ex-priest working as a caravan guard. He reads church history constantly
- 9 **Onan**
- 10 **Vichay A'laras**
- 11 **Santosh Carmona**
- 12 **Hiram Abiff**
- 13 **Brelan Domiel**
- 14 **Norad Endilion** (killed in the raid)
- 15 **Errol**
- 15a **Loman Eck** – the 15th Errol defeated to join the caravan

Antil – The priest of Callowford who has tried unsuccessfully to beat Errol sober

Lord Weir – The son of Duke Weir, the most powerful noble after the king, and a suitor for Princess Adora's hand

Anomar – Rale's wife

Myrrha – Anomar's daughter

Warrel – Errol's adopted father (deceased).

Cilla – Cruk's sister and the owner of the inn in Callowford.

Knorl – the blacksmith in Callowford. Liam's adoptive father

Ailsa – Knorl's wife, Liam's adoptive mother

Beran – a man who owns stables in Callowford

Minor Characters, continued

Oren – Berea’s priest.

Braen – the innkeeper in Berea

Anya – Braen’s daughter

Paolo – a basquon merchant

Jarl Pencivik – a soeden ice merchant

Pater Oren – the priest at Berea

Mara – Pater Oren’s cook

Dirk – an assassin that tries to kill Errol outside of Berea

Seamus Quentin – the nuntius who brings the messages to Errol’s village

Goff – the thatcher in Callowford

Prince Jaclin – Rodran’s brother, Princess Adora’s father, who died years before

Brother Fenn – Morin’s servant in Windridge

Morin – The abbot of the Windridge cathedral

Jarel and Koran – members of the watch assigned to Morin

Benefice Guillame and **Benefice Worthan** – Two benefices whose assassination led to the division of the watch

Odene – the herbwoman Morin imprisoned

Captain Balina – Morin’s captain and the chief guard of Morin’s prisoners

Karma – the name of the woman in the cell who is taken by a Laris

Hallye – the innkeeper of The Dancing Man in Windridge

Cantor – a villager in Callowford who works in the quarry

Ben-Ad – the swordmaster in Merakh that Naaman Ru challenged

Ambra – the factor of Stelton house in Dronfeld

Kedar Willam – the head factor of Stelton house in Dronfeld

Anoth – Rokha’s stallion

Jonas Grim – Captain of the Redoubt. The man who takes Errol to Erinon

Lieutenant Garrigus – the lieutenant of the watch that receives Errol’s challenge

Sergeant Olwen – the first man of the watch that Errol must beat

Indurain – one of the ten captains of the watch

Master Quinn – the instructor and teacher of the conclave

Aden – one of Enoch Sten’s guards, a watchman.

Lakken – one of Enoch Sten’s guards, a watchman.

Duke Escarion – the most powerful of nobles in Illustra after the king

Derek and Darren – the sons of Duke Escarion

Gillis – A sergeante of the Watch

Oliver Turing – the king’s chamberlain

Will – Oliver’s assistant

Charlotte – Oliver’s assistant

Ian Thorsund – A healer in the royal compound at Erinon

Kernan and Terani – two of the watch who go with Errol to Sarin Valon’s rooms

Kyra – a girl who flirts with Liam

Liselle – dark-haired, olive-skinned beauty who flirts with Liam and Errol and granddaughter to Lorelle

Healer Norv – the healer Adora sneaks to as Dorrie

The Provinces of Illustra

Avenia – The province immediately to the West of Sorland where the city of Windridge is located

Bellia – The province north and on the coast. Steadham is the major city and port

Basquon – the province to the south of Gascony that borders the western ocean and forms the forbidden strait

Einland – the province to the West of Avenia where Steadham and Landhollow are located

Erinon – the island that is the source of rule for the kingdom

Gascony – the province to the west of Einland that borders the western ocean

Soeden – one of the two far northern provinces

Sorland – Errol's province that sits on the eastern edge of the kingdom against the Sprata mountain range

Talia – the province to the south of Einland that borders the Southern Sea.

Points of Geographical Interest

- **Madera** is a city in Basquon
- The name of the forbidden strait is the **Harridan Strait**
- **Escadrill** is a city south of Windridge
- The **Ladoga Pass** in the north is where the morgols swept through twenty years ago to attack the kingdom.
- The **Perik River** in the north is the route Cruk took to get to the battlefield
- **Haven Mirk** is a village to the west of Windridge 2 days ride
- The **Keralwash** is the river that runs through Windridge
- The village of **Rivenwash** is thirty miles downstream from Windridge along the Keralwash river
- West of Rale's farm is **Longhollow**. A trading center at the confluence of trading routes and rivers
- West of **Longhollow** is the city of **Dronfeld**. It's on a river
- **Corwin** is a village west of **Dronfeld**. It is on the way to the three main cities on the mainland.
- **Four Crossings** is in the middle of **Ambridge**, **Scarrit**, and **Leister**
- **Port City** is at the western edge of the mainland and is the main shipping access to Erinon.
- The name of the strait between Port City and Erinon is the **Beron Strait**.
- **Goran** – a little village in the province of **Lugaria**

OTHERS NATIONS AND STATES

The Shadow Lands – an independent province cut off from the kingdom by mountains and home to excommunicates

The Steppes – Home to the country of Morgol, the horse people on the east side of the Sprata Mountain range.

Merakh – The kingdom across the Southern Sea and the forbidden strait that is home to the Merakhi.

Herbs

Crimsonweed, moritweed yellowthorn, hemsting plant, bracken root, lemonleaf

Veritmoss – makes people tell the truth

Urticweed – helps stop bleeding and speeds the healing of wounds

Healall – an herb that helps wounds heal more quickly

Zingiber Root – helps prevent seasickness

Papaverine sap – a narcotic, heavily addictive that healers give to dying men in great pain.

Styrich – poison that produces convulsions that lead to death.

Cardamom – a spice that horses smell and love

Sleepwell – a sedative