

## 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 15<sup>th</sup> 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