

Magical Terminology used in The Heir Chronicles

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AELF-AELING

(DH) Mind-burner. Burning of the mind by enchantment; a drug used to enhance powers of wizardry on a short term basis.

Source: Anglo-Saxon

ANAWEIR

Non-Weir, non-magical people. Sometimes held in disdain by the Weir. Have difficulty resisting any member of the Weir, but especially wizards. Wizards often exploit their power over others.

ANA MEMORARE

Charm used to wipe away memories.

ANAWIZARD WEIR

Have narrower, more specific powers than wizards. Do not use charms or shape magic with words. Magic often requires direct or close contact. Often more integrated with Anaweir. Tend to work in non-traditional fields or artistic fields when they work for a living.

AMULETS

Magical pieces that enhance the power of the bearer, or confer new powers

ANCHORAGE

The school and sheltered workshop established by Gabriel Mandrake to house the survivors of Thorn Hill

ARTIFACTS

Developed by powerful sorcerers in the past, these magical pieces can be used by wizards to travel across distances, go invisible although use of those talismans is little known except among students of Old Magic. Example: Dyrne sefa (trans secret heart from Saxon) Dyrne Derian; secret harm in Saxon.). Shadowslayer is one of the Seven Great Blades made by a powerful sorcerer centuries ago. The art of making these amulets has disappeared.

BEAR CLAN

Large group of mixed Weir who emigrated to the New World in the 16th century to escape the Trade and the Game; intermarried with Anaweir.

BLOODFETCHER

One of the Seven Great Blades, used by the shadehunter Alison Shaw

CLEAR

Drug to cause memories to slip away

Dragon heart - green opalescent egg shape DRAGON HEART

A powerful sefa (artifact) said to be a deadly weapon.

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DYRNE DERIAN

A magical artifact; means "secret harm" in Saxon

DYRNE SEFA

A magical artifact with multiple uses that enhances the magical gifts of the wizard who uses it; made by sorcerers long ago who were more skilled than those of today

ELICITOR

One who has no magic him/herself, but draws magic out of others; also known as an eviscerator

ENCHANTERS

Masters of mind magic, but less powerful than wizards. Ability to charm and influence, create emotion, attraction, love and passion. Not easily identifiable by wizards even when their power is brought to bear. Can change appearance in the eyes of others to enhance their appeal. Some wizards can put up defenses to avoid being overcome by enchanters. Can take a wizard unaware, sometimes can even influence or persuade an aware wizard. According to the Rules, enchanters were created for the pleasure and amusement of wizards. Many enchanters submit to a wizard sponsor or Guarantor for protection.

FADING

Gradual deterioration in Thorn Hill survivors

FRAGARACH

One of the Seven great blades, also called the Answerer; it's said that one cannot lie with this blade at your throat

GAME, the

Tournaments held between warriors to determine who becomes Head of the Wizard Council; fought a outrance, to the death.

From the Rules of Engagement (p. 394-395, WH1): The Game may also be played as personal combat between two warriors. Only hand weapons are to be used, including blades, slings, cudgels, mace, and Morningstar The outcome will depend on the weapons chosen, along with whatever personal talent, skill, and training the warrior brings to the match."

GEFYLLAN DE SEFA

Means heart killer, an artifact designed to kill wizards by destroying their stones

GLAMOUR

A sensory charm (visual, auditory, or both) that persists in the absence of a wizard

HEORTE EAGE

Stone reader, detector of Weirstones, literally heart eye. éage [] n (-an/-an) eye; aperture, hole; the eye of a needle

HEORTE SEFA

Sefa used to detect Weirstones

heart [] 1. heorte f, incofa m, innoð m, f breast; 2. adj ~y innancund thorough; close to one's ~ inméde important in one's estimation; loyal at ~ inhold; pure in ~ clænheart; 3.

LABRAT

Derisive term used by mainliners for savants

MAINLINER

Term used by savants for a member of the original five guilds

MASTER

One who has expertise in specific areas of the magical arts; acts as a chancellor who works with the head of the Council, holder of the Tournament cup

MISCHIEF

Free magic, magic unconfined to a stone

NIGHTSHADE

Secret organization of savants who put the undead to rest

OKA

Home, in the Tupi-Guarana language

OKARA

Gathering Place, in the Tupi-Guarana language, <http://tinyurl.com/6uprrb3>

OLD MAGIC

Earth magic, as opposed to the High Magic used by wizards. A more basic, tactile, environmentally friendly kind of magic. Practiced by the Founders of the Guilds before the Covenant was signed in Raven's Ghyll.

RAVEN'S GHYLL

Source of power for the Weir Guilds; traditional stronghold of wizards. Located in Cumbria in the Lake District of England

SAVANTS

Weir whose stones have been modified by potions/treatments to change/focus/enhance magical gifts; Savants are not vulnerable to conjured magic, though they can be affected by direct magic

SEERS OR SOOTHSAYERS

Can predict the future in a limited way, although prophesy is often confusing. has more than one branch. Known as Wise Counselors. Wizards often keep seers as advisors. Thought of as tricky by wizards. Prophesy is always true, but often misleading.

SEVEN GREAT BLADES

Wrought at Dragon's Ghyll by the sorcerer Althis Mac, used by heroes of the old and new age. Include SHADOWSLAYER, WAYMAKER, FRAGARACH (retaliator or answerer) SILVERTOOTH, BLOODFETCHER, BITER, and GRIMADYR

SHADESLAYERS or SLAYERS

Gabriel Mandrake's operatives who target shades—the undead casualties of Thorn Hill

SHADOWSLAYER

One of the Seven Great Blades, wrought by the sorcerer Althis Mac at Dragon's Ghyll, used by the warriors Rebecca Downey and Jack Swift; pommel is a piece of the Ravenhead

SHIV

Stake used by Shadehunters to destroy free shades; silver, covered in runes

SILVERTOOTH

One of the Seven Great Blades

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SORCERERS

Work with materials, poisons, potions, fabric, amulets. No spoken charms or through-the-air magic. Small magics, for everyday use. Unable to influence others except through materials. Perform some healing through use of herbs, hands-on treatment.

TALISMAN

An object that provides protection to the bearer.

TRANSFORMARE

The art of changing one object into another; p. 306 WH says convertare

WARRIORS

Also called Weirind. Originally were the backbone of the armies in the Wizard Wars prior to establishment of the Rules of Engagement in the 1500's. The Rules established a system of tournaments to replace the Wizard wars that had gone on since the War of the Roses. In the tournament system warriors are the ones at risk, and are often either killed in tournaments or murdered by wizards from the opposing house before the tournament ever takes place. Because of this, WARRIORS are a dying breed, and WIZARDS spend considerable time trying to locate WARRIORS to train them for the tournaments. Powers are enhanced by magical weapons, swords and armor such as SHADOWSLAYER and WAYMAKER. Powers are primarily physical (no mind magic involved). Can overcome wizards in a physical fight, but usually controlled by wizards through mind magic.

WAYMAKER

One of the Seven Great Blades, found beneath the Dragon's Tooth, given by Jason Haley to the warrior Ellen Stephenson

WEIR

A family of people with magical powers with roots in Anglo-Saxon Britain. All carry stones or crystals behind their hearts. The stone is a repository of memory and power. If the stone is removed, the Weir will die. According to legend, the stones of power were originally taken from the Weirstone, a crystal outcropping in Raven's Ghyll in Cumbria, England.

The gift is passed down through families, but not all inherit the stone, and some families are mixed, particularly in America. A family of Weir came to America in the 1600's to escape the bloodshed in Europe. They later adopted the sigil of the Silver Bear. Many of the Weir in America are unaware that they carry the gift. Wizards have established genealogical data bases to track and locate unaware Weir.

Powers can be suppressed through the use of certain potions and preparations and are not effective in consecrated buildings such as churches.

Weir are not usually identifiable by others when they are not using their powers. Use of power is usually immediately identifiable by any heir, with the possible exception of enchanters.

Powers are not influenced by sex; men and women can inherit any of the stones and so belong to any of the guilds.

WEIRBOOK

A magical and genealogical record book. Each member of the Weir has one. Traditionally, the book is commissioned from the Sorcerer's Guild by the child's parents, using the family Weirbook as a template. Where blood is mixed, the nearest Weir relation stands as godparent. Includes the specific genealogy of the child. Gifted heirs are indicated in the genealogy by the following colors:

| | |
|---------|-------------|
| Gold: | Wizards |
| Purple: | Enchanters |
| Blue: | Warriors |
| Red: | Soothsayers |
| Green: | Sorcerers |

WEIRSBANE

An extract of bracklewort, a seaweed that suppresses Weir powers.

WIZARDS

Most powerful of the Weir because of their ability to use High Magic: charms, ability to control and influence other people through mind magic. Wizards are very long-lived, and have long memories. Ability to use power over distance. Charms shape and control power and allow its sophisticated application. Can put up barriers, immobilize people. Have limited ability to heal injuries, particularly those caused by magic (use counterspells). Power varies among wizards, depending on training and genetics. Untrained wizards "leak" magic, causing bizarre events, and cannot put it to good use. Trained wizards can generally recognize each other through a kind of aura, although use of power is the most distinct sign of a stone.

The touch of a wizard has an electrical quality.

Raven's Ghyll is the traditional hold of Wizards in Cumbria, England. Members of the House D'Orsay have served as Masters of the Games for the past several centuries.

During the Wizard Wars, use of wizard power in battle was devastating. This resulted in the establishment of the Rules of Engagement in 1532 and the implementation of the Game, a series of tournaments that allocates power among Wizards.

Wizards who choose to involve themselves in the Anaweir world are often powerful politicians or very wealthy businesspeople because they can influence others so easily. They have to devote very little time to making a living, so have considerable time for Weir politics and intrigue. Wizards are even more powerful vis a vis the Anaweir than in relation to the other magical Guilds.

WIZARD STAFF

Staffs (staves?) are magical tools that enhance and concentrate the power of wizards. They are not required in order to cast spells, but may assist wizards in controlling large amounts of power.