

# Water Trilogy Lexicon

**Academy** – the school for mermyds in Atlantis; classes are informal after childhood and older mermyds can attend whenever they like to listen to lectures or use the library

**Ascension** – the rising of a mermyd to avatar status

**Atlantean Museum** – contains numerous relics from before the Sinking, as well as paper transcripts from High and Low Councils stored in dry rooms

**Avatar** – a mermyd who has been chosen through the trials and is paired with a Farworlder king; they have sun-shaped scars on their palms from the Naming ceremony

**Carmarthen** – human city over which King Vortigern rules

**Centers of Power** – places where the Earth’s energies tap directly into the unis; they were ordered to be destroyed when Atlantis sank to avoid misuse by humans, though some survived

**Dry Room** – sealed rooms located throughout Atlantis filled entirely with air and lacking water

**Dry-Lander** – mermyd term for humans

**Eikis Calli Werr** (see *Sword of Peace*) – a legendary sword created by an avatar before the Sinking; the oculus of a Farworlder is located in the hilt of the sword

**Farworlders** – an alien race of creatures with magic abilities, which allow them to sense the future; they are extremely strong

**Greater Ocean** – the area of the ocean outside of Atlantis’s dome

**Hammurabia** – potentially mythical kingdom of which Fenwyck claims to be a magus

**High Council** – composed of ten Farworlder kings; rules Atlantis with the Low Council

**Kraken** – a large monster made up of tiny red creatures; dissolves in the presence of direct sunlight

**Leviathan** (see *Farworlders*) – human term for Farworlders

**Low Council** – composed of ten avatars, chosen from the mermyd population; rules Atlantis with the High Council

**Lower Depths** – the seldom visited levels of Atlantis located below the main Great Marketplace level

**Mermyd** – a race of underwater creatures mostly living in Atlantis; their resemblance to fish varies from mermyd to mermyd with some having two legs and some having fish tails

**Merrow** (see *Mermyd*) – alternate term for mermyd

**Mouthbreathers** – mermyd term for humans

**Naming** – the sacred ritual in which an avatar and a Farworlder king are connected in a joining of minds by the Farworlder king releasing the poisonous secretions of the Farworlder’s oculus into the avatar and then healing the avatar, during the ritual the avatar shares the name by which the Farworlder king will be known; the connection formed through the joining allows the Farworlder king to express his thoughts with the avatar and share magical abilities

**Oculus** – the source of Farworlder magic

**Sword of Peace** (see *Eikis Calli Werr*) - a legendary sword created by an avatar before the Sinking; the oculus of a Farworlder is located in the hilt of the sword

**The Sinking** – the historic event during which the city of Atlantis, which had been located on land, sank to the ocean floor to escape the war-mongering humans

**Transfer Points** – places of energy built by Farworlders that can be used to enhance magical ability to fold the unis to move between locations

**Trials** – a series of seven tests to determine which mermyd will become the next avatar; one mermyd from each of the thirty-two clans is chosen to compete

**Unis** – the fabric of space and time