



# BLOOD-CLANS OF JORIKK



SKARRN:  
the Tongue of the North

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While differences may be found in the local dialects of the many and varied Fhokki clans and tribes of the Wild Lands, more remarkable is their consistency. Indeed, the similarities of the three primary Fhokki dialects offer clear evidence of a shared kinship between all Fhokki peoples.

The three primary Fhokki language dialects are distinct to the regions that use them. The Fhokki of the Middle Wild Lands, stretching from the eastern slopes of the Byth Mountains to the Great Eastern Steppe beyond the Jorakk River, primarily speak Hargg. The Torakki, who have dwelt upon the northern tundra for untold generations, hold to the old forms of the Torakki tongue, and do so proudly. The Skarrns and the Dunnvigr speak Skarrnic Fhokki. Within these three primary dialects some local variations may be found, especially within Hargg, but for the most part those concern differences in accent, idiom and slang.

Hargg, Torakki and Skarrn hold much that is similar. Indeed so much so that a Torakki, for example, first entering the southern lands can hope to hold immediate and passable discourse with a native of Drhokker, though some misunderstandings may occur, and more complex constructions be difficult. With time it is reasonable that a Fhokki of average intelligence could pick-up on the subtleties of any of the other two non-native dialects, and with some determination come to speak them fluently with much greater ease than one might ordinarily hope to learn a new language.

The Fhokki dialect with which we concern ourselves here is primarily Skarrn, the tongue of the folk of Skarrna, and the Dunnvigr. Emphasis has thus been placed upon Skarrnic constructs and usages, as a treatment of the Fhokki tongue as a whole stretches beyond the scope of this work. Italics indicate words entirely unique to the Skarrnic tongue.

As to written forms, our understanding of Skarrn must come entirely from the Skarrns, for the Dunnvigr still regard quill, ink and the scribbling of words onto the semi-permanent medium of paper as a thing to be wondered at, distrusted, sometimes feared and, for the most part, ignored. The Dunnvigr, and indeed many Fhokki, see writing as, on average, a waste of time and, at worst, a sort of rune-magic used by foreign sorcerers to trap the essence of a person or reality. More moderate and reasonable Dunnvigr view writing with some reluctant acceptance, even regarding it as a sort of oath-making, where thoughts and spoken words are made concrete and thus bound un-breaking in the world, much as is done in a blood-oath ceremony.

Interestingly, where Fhokki is written throughout the Wild Lands it is done with remarkable uniformity, likely owing to the fact that literacy was unheard of anywhere east of the Byth Mountains until five score years past - meaning that a mere three generations of men have had opportunity to impose their creative license upon the source.



Laetimus of Furz

## Major rules of the Skarnnic dialect

▶ “r” is rolled when following a vowel. When following a consonant (such as in Aedhr), it takes an “uh” sound. Aedhr is thus pronounced (AYE-thuh). Narr would be pronounced (NAR-uh) with the first “r” rolled. There are some exceptions.

▶ “j” always takes a “y” sound. Thus “mjorl” is pronounced (myorl).

▶ The addition of an “n” to the end of a word generally makes it plural. For example, the plural form of Gult is Gultn.

▶ “dh” signifies a voiced dental fricative “th” sound, as in the English “this, that and the.”

▶ “th” signifies a voiceless dental fricative “th” sound, as in the English “theory.”

▶ “ae” signifies a diphthong sounding like “eye.”

▶ “y” generally signifies an “ee” sound, as the English “yuh” is accounted for in Skarnnic with the “j.” Thus “Byth” is pronounced (beeth).

▶ “kk” signifies a hard consonant sound made with the throat, as though saying “yuck” with guttural vehemence. Many Skarnnic “kuh” sounds are spoken thus.

▶ “w” always takes a “v” sound in Dunvig Skarnn. All other Fhokki peoples, including the Skarnns themselves, have room in their language for “wuh” sounds at the beginning of words. That the Dunvigr alone do not speaks to the long and lasting impact of their relationship with the northern Dwarf clans of the Jorakk Mountains, who also shun the “wuh.” So, for example, in the mouth of a Dunvig clansperson, Wyrd is pronounced “veerd,” though from all other Fhokki tongues it would issue forth as “weerd.” Where a “vuh” could be a “wuh,” spelling with a “w” has been retained, though the Dunvig pronunciation is shown in parentheses.

### Numbers

One - nyr

Two - tyr

Three - tal

Four - fun

Five - taeg

Six - sol

Seven - soltr

Eight - ors

Nine - tymn

Ten - tekI

### Directions

North - nart

South - sur

East - twyd

West - swyd

## Skarrn Vocabulary

**aedhr** (EYE-thuh)– *oath.*

**aedhvigr** (aith-VIG-uh)– *blood-oath.*

**Aegisfjaenr** (EYE-JEES-feeyai-nuh) – *“awe of foes”.* Most commonly the prominent figurehead adorning a hall or ship, usually carved in the likeness of the Great White-Wyrm Veglthoos, and often painted white in homage of that great creature. Aegisfjaenr are said to strike fear into evil spirits and demons, and protect a dwelling or ship from such ills. Wealthy halls boast truly impressive Aegisfjaenr worth hundreds of silver pieces.

**Aegisjalnr** (EYE-JEES-yall-muh) – *literally “helm of awe,”* but has come to also mean “Protector.” The first Aegisjalnr was Hafflstolt Krymsonr, who became Duumbaynr after taming a Gryffn and then slaying the Hoar-Frost Giant Duumvolbr. He was named Aegisjalnr of the Dvergdungolfr after that deed. The word Aegisjalnr likely derived from the manner in which Hafflstolt killed Duumvolbr, which is said to have stricken witnesses with awe at its violence. After Hafflstolt followed a succession of Aegisjalnr, about one per generation, who came as heroes to rise above seeming insurmountable challenges and become protectors of the Dunnvigr. They are said to have been specially imbued with the spirit of Jorikk Unslld, acting as a sword of his hand in protection of his living people. An Aegisjalnr has not been seen, however, since the Sundvulkkr kin-war, which, the Dunnvigr say, is proof that the benevolent influence of Jorikk over his people was greatly weakened by the curse of that atrocity.

**Aeurk** (AYE-urk) – *an Orc tribe of significant size dwelling in the southern and middle Jodlutt Forest.*

**akk** (eck) – *a descriptive modifier which when used as a suffix has the same effect as the English “ous” in “mountainous.”* For example, Jork means “mountain,” and Jorakk means “mountainous.” Also, Torr means “ice” and Torakk means “icy” (though Torakk would culturally translate more accurately as “land of ice”).

**Angitish** (ANG-git-ish) – *a remote wilderness region east of the Dunvaggr. Despite multiple attempts by the Dunnvigr to settle this region, it has never been wrested from the grip of its violent and prolific Orc tribes.*

**Aptgangr** (AHP-TUH-gang-guh) – *Haunt. See the Hacklopedia of Beasts.*

**Athrr** (ATH-ur-uh) – *One of the lost Dunvig clans, the last of which were slain in the Sundvulkkr kin-war. The last lord of Athrr is famous for his bloody and treacherous deeds during the Sundvulkkr, which are said to have so sullied his soul that he was cursed to haunt the world as a Morkl, or wraith. Some say he dwells still in the Nornaelth, or Dark-Hills, region. For more, see Morkl.*

**Augurn** (AWE-gurn) – *“Smoke-Acher.”* A formally initiated Shaman, or Seer, who has devoted his life to stretching through the sacrificial fire-smoke of the “the veil between worlds” to peer into the other-realm of gods, demons and spirits. He is called “Smoke-Acher” because his path is tiresome, painful and dangerous. As a Dunvig social class, the Augurn are a law unto themselves, being respected and feared for their power as the “mouth-pieces of the gods,” and sought out by all for ceremonies, oaths, sacrifices and the reading of omens. See also **Gotsbrul**.

**balnvjur** (BALLIN-vyur) – *equal-return. This is an all-too common type of reprisal which exchanges injury for equal injury. It has a way of starting feuds without end.*

**baynr** (bine-uh) – *ruiner of.*

**Berserkr** (bur-SUR-kuh) – *This word has come to carry somewhat different meaning throughout the Wild Lands. For the Dunnvoigr, a berserkr is a rare individual closely touched by the favor of Falkkr - God of Rage and Slaughter – and able to summon at-will, and without the use of herbs or alcohol, transcendent states of vigrlykt (see also Vigrlykt), becoming seemingly immune to pain or fear and, some say, able even to shape-shift into the form of beasts. Such a man is worthy of awe, and wisely kept at good distance if not a friend.*

*However, throughout the greater Wild Lands, the term berserkr has become almost synonymous with those wild and violent war-tribes of the untamed barrens who seem to cultivate blood-lust as a singular cultural ideal, and who rarely interact with outsiders except to war against them. These war-tribes are renowned for going into battle worked up into an alcohol and Mabluk induced frenzy, exhibiting characteristics similar to those of the berserkr. Unlike most other Fhokki, these berserkr tribes hold no blood-allegiances and swear few longstanding oaths, and many say they are but bands of oathless warriors, exiles, criminals and madmen. They necessarily make a home of the wilds, and are largely nomadic, for their kind are unwelcome neighbors.*

*To the Dunnvoigr, the individual berserkr is quite different from these wild and warlike tribes of the same name. Indeed, the Dunnvoigr have little love or respect for the berserkr tribes, and attempt to engage them peaceably only in great necessity. Neither do they admire the tribal berserkr's frenzied form of vigrlykt, which the Dunnvoigr recognize as mostly herb and alcohol induced. See also **Vigrlykt**.*

**bjirrg** (BYIR-ug) – *peninsula*

**bjorg** (byorg) – *bear.*

**Bjorgroh** (bee-ORG-UH-roh) – *literally “Great-Bear.” Otherwise known as the Grizzly Bear. See the Hacklopedia of Beasts.*

**Bjorgtegg** (bee-ORG-teg) – *“Bear-Folk.” A reclusive, nature loving Fhokki folk who dwell in the deep woods in halls covered in moss and ferns and make a living off of berries, meat and the keeping of bees. Many say they are magical, and make close friends with the Fae.*

**bjorrir** (BYOR-ir) – *threatening*

**blarr** (BLAHR-uh) – *black*

**Blarrskegg** (BLAHR-UH-skeg) – *Black Forest. Wilderness region bordering the eastern shore of Lake Adesh.*

**bonn** (BO-nen) – *supplication of prayer. This is a request made of the gods, or of one's oath-lord, and is always of a very serious nature.*

**Bonnfyr** (BO-NEN-feer) – *“Supplication-Fire.” A highly ritualized sacrificial rite made during the Spring and Autumn Equinoxes, and the Summer and Winter Solstices. The Augurn perform Bonnfyr.*

**bold** (bowl-lud) – *road.*

**Brekwyl** (BREK-veel) – *one of the lost Dunvoig Blood-Clans. The last lord of Brekwyl is said to have been a powerful Aegisjalnr who enthralled the Wyrn Gjaldmal and led it in victory against the hosts of Grevan (see Niflym), which had come to very shores of Old Dunvdal in such ferocity that they seemed poised to annihilate the Men of Jorikk utterly. It's told that soon after Brekwyl's epic feat against the Grevan, he took the ancient sword Veglorr into hiding, to keep its power from destroying the Dunnvoigr. Some say Brekwyl's heirs dwell still in the uncharted east, beyond the Vegglas glacier. Those mythical warriors are called the Kardhrvigl, which means Demon-Guard.*

**brod** (buh-RODE) – *brother.*

**brodfjulkk** (buh-RODE-fyulk) – *brother-feud.*

**brrodh** (buh-rothe) – *literally band, but so synonymous with war that it essentially means war-band. Brrodh has direct roots in the word for brother, which is brrod. Dunvig brothers-in-arms share a special kinship, and talk of each other as family, often giving more for each other in practice than their own blood. The inter-connectedness of Dunvig battle-brothers touches even on the sexual.*

**Brrodnvigr** (buh-RODE-EN-vig-uh) – *Brothers of Blood. These are the first-lords who swore blood-oaths with the near-mythical Jorikk Unslld upon their arrival at the shores of Lake Jorakk. Originally they were 11 in number until the battle of Elyfftimorkkl wherein Driffr and all his family were slain. All told they were Jorikk, Vigurdr, Krym, Varrgut, Gothr, Olfarr, Driffr, Hanuk, Athrr, Dimkkl, and Brekwyl. Only four clan-descendants now remain: Vigurdr, Krym, Varrgut and Gothr. By tradition the lord of those clans bear the name of the original, and the clan is named for him also.*

**brruyn** (buh-REW-een) – *brown.*

**Brruynrbjorg** (buh-REW-EEN-UH-byorg) – *Brown Bear. See the Hacklopedia of Beasts.*

**Bynarriat** (bin-AR-ee-at) – *see Felhold.*

**byt** (beet) – *cut.*

**Byth** (beeth) – *A major mountain chain which separates the Wild Lands from the Kalamaran Empire and its historical kingdoms in the west.*

**cluusti** (cluh-OOS-tee) – *A coin which came into wide usage after the somewhat recent Pact of Tharokken, where it was deemed favorable by the merchant families of Drhokker to reach agreement on a standard form of currency, among other things. The cluusti is a coin of copper weighing 1/4th of an ounce, which is about as big as a man's thumbnail. It is commonly used in most of the riverside towns east of the Byth Mountains, in Narr'Rytar, and other smaller outlying settlements that see some degree of regional trade. (In game terms this is a Copper Piece).*

**cuulm** (COO-ulm) – *horn.*

**cuum** (COO-um) – *valley.*

**dagl** (DAH-gul) – *hello. A greeting which recognizes the other as a respected and worthy individual.*

**Dakkar** (DAH-kar) – *God of Subjugation and Slavery.*

**dal** (dall) – *home. A region deemed the rightful living place of a people, which honor demands one defend. Loss of one's "dal" carries a penalty of shame - a fact which makes the current situation in Narr'Rytar, built upon the bones of old Dunvdal, quite problematic for the Dunnvigr.*

**Dalnyr** (DALL-neer) – *first-home. For the Dunnvigr, this is all of the Dunvaggr and its surrounding forests. It's called the Dalnyr because it was their first lasting home on the lake, and also because they see it as their foremost priority in terms of stewardship.*

**Deshada** (desh-AH-da) – *A major range of the great Byth Mountain chain. For the Dunnvigr, these mountains are most famed for being home to the depraved tribes of Slen.*

**deurg** (DEH-ur-ug) – *a docile breed of Torakki reindeer. Also a Dunvig pejorative for the tribal folk of the Torakk.*

**dhaen** (thine) – *fate.*

**Dhelkk** (duh-HELK) – *Owlbeast.*

**Dhelkkroh** (duh-HELK-UH-roh) – *Great Owlbeast.*

**Dhourrin** (THOO-uh-rin) – In Dunvig myth and world-lore, this is the hall-world of Falkkr and Vorr; a paradise for warriors, wherein the soul of a man tested true and worthy in war will go to feast, hunt, consort with many fair maidens, and fight epic battles on behalf of the gods themselves. It is said that these warriors may at times return to the world of men to aid those with whom there is shared strong kinship and connection. Indeed, the ancient and famed horn Dhourrinmel is said to summon a host of Dhourrin's warriors.

**Dhourrinlydhr** (THOO-RIN-leeth-uh) – “Daughter of Dhourrin.” Dunvig warrior-women who dedicate themselves heart and soul to battle-lore, in much the same way as do their Gult brothers. However, the Dhourrinlydhr swear lifelong blood-oaths to the gods Aydharra and Vorr, unlike the Gult whose devotion is to clan and clan-lord. The Daughters of Dhourrin are so named because they have, by bloody honor, earned the right to enter the warrior-halls of Vorr and Falkkr when they die.

**Dhourrinmel** (THOO-rin-mel) – see “**Dhourrin**.”

**dhrrum** (thuh-ROO-um) – *thunder*.

**Dimkkl** (DIM-kuh-kull) – one of the lost Dunvig Blood-Clans. The Dimkkl joined with the Hanuks in the Sundvulkkr kin-war, and after defeat in that terrible conflict were exiled from the Lands of Jorikk forever. There is some evidence to suggest that they ultimately settled along the northern shore of Reanaaria, and are, along with the Olfarrs, distant descendants to the present-day Skarrns.

**donir** (DOHN-eer) – *woman*.

**Dragr** (DRAH-guh) – *Spectre*.

**Dragrir** (drahg-RIR) – *Zombie*.

**Dragrmjund** (DRAH-GUH-myund) – *Ghoul*.

**Draugvosr** (DROW-GUN-vos-uh) – *Water-Ghost. Water Elemental*.

**Drhokker** (DROH--kur) – a wide sweeping expanse of the Middle Wild Lands, defined mostly by prairie lands interspersed with small copses of trees, and crisscrossed by rivers and streams. These lands are contested by disparate Dejy plains-tribes and Drhokkeran warlords and minor clans and families who share distant Fhokki kinship. On the whole, Drhokker is a lawless and violent land known for bitter feuding over territory, resources and past wrongs. Though outsiders often refer to the Fhokki of the Middle Wild Lands as the Drhokker, few ties bind the clans of that land beyond a shared landscape. The same can be said of its nomadic Dejy tribes.

**Driffr** (DRIF-uh) – one of the lost Dunvig Blood-Clans. All the line of Driffr was lost in the ancient battle of Elyfftimorkkl.

**dul** (dull) – *glory*.

**dun** (done) – *man*. While mjund is the word for man in most Fhokki dialects, Dun is found only among the Dunnvigr. For them it means “man” but bears a superlative connotation making it more closely translate as “true man.” This form of the word is used to refer only to members of their own lineages, the “Men of Blood.”

**dunn** (DUH-nen) – literally “men.” Also used to signify “people,” or “clan,” which highlights the paternalistic Dunvig view of things. As dun carries connotation of “true man,” dunn carries connotation of “true people,” or even “The People.”

**Dunnvigr** (DUH-NEN-vig-uh) – *Men of Blood*.

**dunr** (DUN-uh) – *man of*. Dunr is used as a suffix to denote clan membership (Eg, Dunstvor Gothdunr would be the man called Dunstvor of the Gothr clan). This moniker is reserved for full descendants of the Dunnvigr who can boast both paternal and maternal clan membership.

**Dunrjorkk** (DUN-ER-york) – *Mountain-Man*. An epithet given to the presently reigning lord of the Vigurdr clan; a leader of true ability and cunning. The name Dunrjorkk holds special significance as it is a direct allusion to the epithet borne by Jorikk Unslld himself, who was the Mountain, and the Mover of Mountains.

**Dunvaggr** (DUN-vahg-uh)– *the Bay of Man*. This is the great bay which collects the flow of the Jorakk River and feeds it into Lake Jorakk. It has long been the Dalnyr, or first-home, of the Dunnvigr, and is said to have once had many strong Great-Halls along its shore, the ruins of some of which may still be found in the deep dark of the boreal.

**dunvalkk** (DUN-valk-uh) – *clan-lord*. This is the lord of one of the four Dunvig clans, and uses the same name as the original Brrodn from which he is supposed to have descended, and for which the clan is named. For example, the lord of the Gorr clan, which is descended from the original families of the brother named Gorr, would be referred to simply as Gorr.

**Dunvdal** (DUNV-dall) – *the Home of Man*. The first permanent settlement built by Jorikk Unslld and his folk on lake Jorakk. It was sacked several generations ago, and Narr'Rytar has since grown up over its ruins.

**Dunvig** (DUN-vig) – *Man of Blood*

**Dunvignyr** (dun-VIG-neer) – *First-Man of Blood*. Name for one of the original Blood-Brothers who swore oaths with Jorikk Unslld.

**dutt** (duh-tet) – *The*. Usually used only with a proper noun needing particular emphasis for its seriousness.

**duum** (DOO-um) – *doom*.

**Duumbaynr** (DOO-UM-bay-nuh) – *“Doom’s Bane.”* A heroic figure who was born Hafflstolt Krymsonr, but became Duumbaynr after slaying the giant Duumvolbr.

**Duumvolbr** (DOO-UM-vol-buh) – *“Doom’s Strength.”* A Strolgtikkt Juttnorr, or Hoar-Frost Giant, that antagonized the folk of the Dvergdungolfr for several years during the Valkkorosnyr, until he was destroyed by Hafflstolt Krymsonr, who thereafter was called Duumbaynr, or Doom’s Bane.

**Duzgolttvaggr** (DOOZ-golt-vahg-uh) – *Duzgoltt Bay*. A deep cliff-walled inlet cutting deep into the central Jorakk Mountains, where was built the Dvergdungolfr many centuries ago as a center of commerce between the old Dunvig clans and the Garonakk Dwarves. The Dvergdungolfr was overrun by Orks in the second century F.C., and still remains abandoned to the lasting shame of the Krym clan, who swore long ago to hold it.

**Duzgolttvolvn** (DOOZ-golt-volven) – *Duzgoltt River*. A major river running out of the Valley of Krrusgdorz high up in the Middle-Western Jorakk Mountains, and feeding ultimately into the Duzgolttvagr, or Duzgoltt Bay, wherein is found the remains of the ancient Dvergdunn'Golfr stronghold.

**Dvergdungolfr** (DVERG-dun-gohlf-uh) – *“the Bond of Dwarf and Man.”* A strong fortress built at the mouth of the Duzgoltt River where it feeds into the Duzgoltt Bay. It's said to have been begun by Jorikk Unslld himself as a permanent testament to oaths sworn to the Garonakk Dwarf clans. It was overrun by Orks in the early part of the first century F.C.

**Dverghalkkr** (DVERG-halk-uh) – *“Dwarf-Hall.”* A stronghold built on the western rim of Lake Jorakk, and on the edge of the Wyrdr, north of Norr'Bharr. It is garrisoned by Dunvig warriors who keep the northwestern passes open, even throughout the terrible winter months. The Dverghalkkr represents the final linkage between the Dunnvigr (and indeed all men-folk) with the surviving Jorakk Mountain Dwarves.



**Dvergr** (DVERG-uh)– *dwarf*.

**Dvergmelgr** (DVERG- melg-uh) – *Dwarf-Metal*. Also known as *stal*, or *steel*. Few *Fhokki* know the process of making steel, and most view it as a uniquely *Dwarven* substance entirely separate from iron, gifted to the *Dvergr* by the gods. *Dvergmelgr* is perhaps the most coveted substance in the *Wild Lands* next to gold, and has made its *Dwarven* owners and *Dunvig* traders exceedingly wealthy. See also *Sttal*.

**Dvergr'Skryhuundr** (duh-ver-ger-SKRY-huh-oon-duh) – *Dwarven War-Hound*. A great-breed of war-dog.

**dwil** (dwil) – *gift*.

**dymonr** (dee-MAHN-uh) – *reckoning*. A righting of wrongs or bringing to justice. The return of things to "how they should be."

**Dythnruh** (DEETH-en-ruh) – *Smilodon*. See the *Hacklopedia of Beasts*.

**Edenaefl** (ed-en-EYE-ful) – in some woodland myths, *Edenaefl* was a beautiful dryad of the forest who loved it so much that she became a mountain after her death in order to watch and protect it.

*Kwylyg'Fel*, in his all-consuming love for *Edenaefl*, became a bear that he might always dwell at her feet and protect her. See also **Kwylyg**.

**Edlyff** (ED-leef) – *waiting time*. A period of age between roughly 13 and 16 years old, being a gap in development where the individual is not fully child, but also not fully adult. After their *Edlyff*, an individual is allowed to partake in all adult activities, without exception.

**Elyfftimorkkl** (eh-LEEF-TIH-mork-ul) – the second battle waged by the *Dunnvigr* after their arrival at the lake. The *Driffr* clan was entirely annihilated in this battle, and the number of *Blood-Clans* reduced to 10.

**Eosttr** (ee-OST-uh) – A *Fertility-Feast* taking place during the *Eosttrmandr*, or *Month of Eosttr*, which is the last month of winter. This is thought to be a time of special fertility, and is associated astrologically with the *Vernal Equinox*.

**Eosttrmandr** (ee-OST-UH-man-duh) "Eosttr-Month." 2nd month of the year, which marks the end of winter.

**eskkeg** (ES-keg) – A display of contempt wherein someone refuses to acknowledge another's presence.

**fadorm** (FAD-orum) – A measure of distance equal to about seven feet, which is based off of the average measure of a man (a *Dunvig* man, at least).

**Fae** (fie) – *Fay*. As a group the *Dunnvigr* call them the *Faetegg*, a classification used to describe *Elves*, *Gnomes*, *Brownies*, *Dryads*, *Ents*, *Pixie-Faeries* and the like. In *Dunvig* worldview they are respected as the servants of forest gods and spirits, but the *Dunnvigr* do not necessarily trust or seek out their company. As much as the gods are feared and revered, so also are their *Fae* servants. See also **faeynir**.

**Faerri** (FIE-uh-ree) – *Pixie-Faerie*.

**Faeyn** (FIE-een) – *Great-Foe*. A collective *Skarnnic* name for the *Evil* and *Malicious* gods of the pantheon, who are said to be foes of all good things. Among their number are counted *Dakkar*, *Takkariaekae*, *Wymaekkl*, *Nythrr*, *Kennad*, *Larr* and *Jhekkarr*. Though there are others, many *Dunnvigr* consider these the greatest.

**faeynir** (FIE-neer) – *Little-Foe*, or *Demon*. As a group they are *faeynirtegg*, or *demon-folk*; magical and otherworldly terrors who often act as servants to the *Great-Foes*, or *Faeyn*. In *Skarrn* *faeynir* has close similarity with *Fae*. Indeed the *Dunnvigr* see the *faeynir* as much the same sort of creature as the magical *faerie* servants of the wood-gods, with the only difference between the two being whom they

*serve, and thus the tenor of their spirit and attitude. The Dunnvigr, and most Fhokki, do not see the Fae as particularly good, believing them prone to mischief and evil of their own right, though all agree they are clearly more benign than the faeynir. See also Fae.*

**Faeyniri** (fie-NEER-ee) – *Imp. See the Hacklopedia of Beasts.*

**Falkkr** (FALL-kuh) – *God of Rage, Battle, Courage and Slaughter. Known as the Battle-Rager and the Red, this god figures prominently amongst the Dunvig warrior classes, especially the Gult brotherhood.*

**Faltarkk** (FALL-tark-uk) – *howling winter winds which sweep from out of the northern arctic and across the Torakki plain to buffet and freeze the western rim of Lake Jorakk, making areas directly in its path all but inhospitable through the coldest six months of the year.*

**fel** (fell) – *field.*

**felgg** (felg) – *a hilly land.*

**Felggholz** (FELG-holz) – *roughly Field-Hold. The word “holz” is likely borrowed here from the Kaidelz Dwarves clan of the western Kakidelas, which in their tongue has similar meaning to Stregghalkkr in the Skarnic Dunvig dialect. Both words mean stronghold, or fortress.*

*The Felggholz was built by the now-lost Athrr clan, being finished around -75 F.C. It was a mighty fortress, likely one of the greatest of its time, and made possible as much by close friendship with the Kaidelz Dwarves as by the great ring-hoards of wealth taken in tributes from the Thar tribes of the southwestern Wild Lands. For two generations, the Athrr used the Felggholz as an impregnable base of power from which they ruled over much of the southwestern Jenshyta River Valley. The fortress was abandoned during the Sundvulkr kinwar and forever lost to the Dunnvigr.*

*Afterwards the Thars competed violently for rule of the Felggholz, but it would not see a permanent ruler for over three hundred years until King Tharggy the Greater succeeded in bringing all the disparate tribes under his unifying control. Tharggy called himself king of all Thars, and renamed the Felggholz “the Bynarriat,” which means “The Jewel of the Land.” It acted as the base of power for his dynasty’s 80 year reign, until it was destroyed, along with Bynarr (a sizeable city grown up below the Bynarriat and along the Jenshyta River) during the Doderan sack of 386 F.C.*

*After the Tharggy Queendom established itself by defeating the Doderans two years later, they began reconstruction of Bynarr and of a new stronghold upon the Felggholz’s ancient ruin. Construction on the new Bynarriat continues today.*

**Fenrigwulff** (FEN-rig-voolf) – *A massive wolf-like monster said to inhabit the deepest regions of the Lokknwyldr, or Wild of Lakes. Its true likeness and attributes are shrouded in mystery. Many call it the demon-hound of Nythrr, and say that its breath and stare mean death. Some say it’s more of a reptilian creature, or that it takes such form at night. Others say it flies, though this is usually disagreed with. Common lore has it that the Sturmwulfn were spawned from Fenrigwulff.*

**Fhokki** (FOH-kee) – *This term, the meaning of which is unclear, but could be construed to mean something akin to “those who wander,” is used as a general classification for that race of men long ago descended from the Torakki tribes of the icy Torakk, but since influenced both culturally and genetically by other forces. Their kind dwell mostly in Drhokker, Skarnna and the Lands of Lake Jorakk. Those referred to as Fhokki do not themselves much relate to the classification, and are generally mystified by outsiders who talk of a greater “Fhokki People.” The term, and any notion of cultural commonality shared by those blanketed under it, thus remains largely Kalamaran.*

**Fitvek** (FIT-vek) – *a lawless and wild settlement at the mouth of the Sakktvolvn which represents the most remote toe-hold of civilization in the Lake Jorakk Wilderness, and quite possibly the whole of Tellene.*

**fjaen** (fyine) – enemy or foe. Though this word is closely linked with Faeyn and faeynir, this “foe” is of the mundane variety. A neighboring clan long hated because of blood-feud could be called fjaen, or fjaenn, which is the plural form.

**fjulkk** (fyulk) – feud. This is a war of revenge, and usually characterized by passionate, blinding emotion. There is a connotation of binding, as “fjulkkel” is a strong reed used for rope or twine.

**fjulkkmjund** (FYULK-myund) – man-to-man feud. A feud between two people, rather than a whole clan or tribe.

**Flenmandr** (FLEN-man-duh) – “Month of Flies.” The 8th month, which marks summer’s end.

**flottnar** (FLOHT-nar) – seafarer, or sailor. Men who make their primary trade upon boats.

**fok** (fohk) – to wander.

**fonn** (FOE-nen) – strong wind. The strong winds that regularly kick up off the greater lake are called fonn. They are especially wicked in the winter, where winds over a hundred miles per hour are not unheard of, but in all seasons the fonn can come without warning. During these terrible wind storms, nothing productive may be done, and unfortunate are those souls out of the lake during a Fonnror, or strong wind storm.

**Fonnror** (FONEN-rore) – Strong Wind-Storm. A storm of epic proportions.

**Fraefyr** (FRY-feer) – Frost-Fire. A spirit said to haunt the shores where its body drowned. Thought to be most prevalent in marshes, where waters stagnate and so cannot carry the spirit onward to the underworld. Known in other lands as a Will-O’-The-Wisp.

**fraer** (fry-er) – frost.

**Fraermandr** (FRY-ER-man-duh) – “Frost-Month.” 11th month of the year, which marks winter’s beginning.

**frottr** (frotuh) – feast.

**fryth** (freeth) – fear

**frythralkk** (FREETH-ralk) – fear-slavery. A state of full possession of fear, or panic, where a man has become incapable of reason, and cares only for his immediate physical safety. Essentially incapacitation by fear. This is a state most dreaded by Dunvig warriors.

**Fukut** (fuk-UT) – a lawless and wild settlement at the mouth of the Olfrar River. This settlement is only a few years old, and its prospects for long-term survival are said by many to be poor.

**fun** (fun) – four

**funn** (FOO-nen) – ways, or traditions.

**furd** (ferd) – inlet

**Fyly** (FEE-lee) Leprechaun. See the Hacklopedia of Beasts.

**fyr** (feer) – fire.

**Garonakk** (GAR-oh-nock) – A great Dwarven clan which dwelt in the Jorakk Mountains north of the Duzgolttvaggr for a hundred generations and more, before their deep-hold of Garondol was overrun by Orks in the first century F.C. The last of the Garonakk now dwell as exiles with their Dwarf-Cousins the Volgurnakk, as well as in the settlements of the Dunnvigr, and dream of someday recapturing their old halls in the central Jorakks. See also **Volgurnakk**.

**Garondol** (GAR-un-doll) – Ancient city of the Garonakk Dwarves, now abandoned.  
See also **Garonakk**.

**Gartukk** (GAR-tuck) – *A Fhokki name for the Confuser of Ways, who the Dunnvigr also call Wymaekkl.*

**Gastt** (GAS-tet) – *Ghost.*

**Gettslaffr** (GEHTS-laf-uh) – *literally, Gett's Leaf. A medium-sized war-boat with shallow draft, a single sail, and oars which are traditionally manned by its warriors. Can take a complement of 30 men with enough provision for about 4 months. This is by far the most common choice for Vorsdeng as it balances size with remarkable efficiency while being oared against the current of the region's major rivers. It was likely named after a shipwright whose birth-name was Gett.*

**Gjaldmal** (GYAHL-mall) – *Name of a Great-Wyrm who was enthralled by the last of the Brekwyl clan, who was also the last Aegisjalnr, during the Skrygotsdymonr. By Brekwyll's command, Gjaldmal laid waste to a great host of Grevan, who would have otherwise destroyed Dunvdal and extinguished all the Dunvig lineages forever.*

**Gyolrr** (gyoh-LOR-uh) – *Eagle.*

**Gyolrrroh** (gyoh-LOR-UH-roh) – *Great-Eagle or Giant-Eagle.*

**Gotr** (GAH-tuh) – *goblin.*

**Gotrbjorg** (GAH-TUH-byorg) – *Goblin-Bear. Also known in other lands as the Bugbear. These fearsome, powerful and extremely warlike cousins of the Goblin-Kind inhabit the far western forests around Lake Adesh in some number, though in the last two decades less of their kind has been seen, possibly owing to major successes on the part of the warriors of Varmorr against them some years ago. The Gotrbjorg are understandably respected, and feared, by all the Men of Jorikk.*

**gjudd** (gyud) – *father.*

**gjuddnldr** (GYUD-nul-duh) – *father-name.*

**gjultt** (gyult) – *tribute. This is a payment specifically linked to war, either come about as an outcome of victory in war, or as a way of preventing further war from occurring as a sort of extortionist protection arrangement. Gjultt defined Dunvig relations with southern tribes and clans for several centuries after the death of Jorikk Unslld.*

**gjur** (gyur) – *any weapon specifically forged for war.*

**gjurdonir** (GYUR-doe-nir) – *armswoman. Any woman who bears arms into battle. In the Lands of Jorikk, most women are considered such, for necessity requires all know how to at least defend themselves.*

**gjurmjund** (GYUR-myund) – *armsman. This term refers to any man which can, and does, bear arms into battle, but who is not honored highly enough to be considered a Warrior, or Gult. Many are freemen called to service by their lord. Some are also free-warriors and foreign armsmen who sell their sword-arm at a price.*

**glaed** (glide) – *to earn*

**glaedr** (GLAI-duh) – *the common trade coin used east of the Byth Mountains. It came into wide usage after the Pact of Tharokken where it was deemed favorable to reach agreement on a standard of currency, among other things. The glaedr is a coin of brass weighing 1/5th of an ounce, which is about as big as a man's thumbnail. It is commonly used in most of the riverside towns east of the Byth Mountains, in Narr'Rytar, and other smaller outlying settlements that see some degree of regional trade. In game terms this would be a Brass Piece, or Trade Coin.*

**glaidh** (glithe) – *that which is earned*

**glaidhsmrr** (glithe-SMUR-uh) – *earned right*. Glaidhsmrr typifies Dunvoig belief that certain deeds earn by their very nature certain rewards, and thus the man who has done them need not ask or negotiate for his due, or even show gratitude when receiving it. If glaidhsmrr is insufficiently met, a man is said to have justification for reprisal. Indeed, if such a man does not enforce his glaidhsmrr he then loses it. Glaidhsmrr comes into play most commonly between a lord and his warrior-vassals, where he owes them reward for services rendered and deeds done. However, glaidhsmrr may be invoked between any two parties for any reason, as long as something is thought to be owed by-right.

**glas** (glahs) – *Glacier*

**glyf** (gleef) – *marriage*. The formal bond between a man and woman uniting them as one person (under the man), capable of having children that will carry forth their combined personage and the father's name.

**Golbbi** (GOAL-bee) – *a common cattle bred on the northern plains of Drhokker*. This massive, long haired animal, closely related to the muskox, has a hearty constitution bred to survive harsh northern winters. Like the buffalo it is built to plow troughs through the snow all winter long to get at the short grass beneath. It is used for its meat, its thick hides for leather and as rugs and clothing, and also as a draft animal.

**golff** (gohlf) – *bond*. Used to describe the weld between two metals, and also the permanence of a strong friendship.

**Golffnstreggr** (GOHLF-EN-streg-uh) – *Fortress of Bonds*. This is the fortress of the Dvergdungolfr.

**Golffvigr** (GOHLF-vig-uh) – *blood-bonding*. An oath sworn between two parties, with blood being drawn between them and used as a seal of testament before the gods that the friendship or agreement should not be broken. These bonds are seldom made, for their solemnity is sacrosanct, and their breaking seen as an abomination. The most well-known Golffvigr was the first bonding of the original ten Brrodn with Jorakk, when they became the Brrodnvigr.

**golsh** (golsh) – *bucket*

**Gothmerr** (goth-MARE-uh) – *bitter-memory*. This is the name of the major settlement along the northern Jorakk River just south of the beginning of the Rytarr Forest.

**Gothr** (GOTH-uh) – *one of four remaining Dunvoig clans, who rule in Gothmerr*. Many generations upon the middle plain have estranged the Gothr from their ancient brother-clans in Rayl, and conflict between them and the Vigurdr and Krym has been somewhat common in the last few hundred years. The Gothr are famed as powerful horse-lords and warriors. Their woltrjalm, or clan-helm, symbol is the horse.

**Gotsbrul** (GOTS-brul) – *god-hand*. These are collectively the men who devote their lives to the Ways of the Gods, and intercede for the Dunnvigr with sacrifices, prayers and readings of omens. They form a separate class in Dunvoig society, being in large part a law unto themselves. Individually they are called Augurn. See also *Augurn*.

**Gotshalkkr** (GOTS-halk-uh) – *Hall of the Gods*. In Dunvoig myth this is said to be the Great-Hall where all the gods have rooms, and where by oaths and treaties forged amongst them no war is allowed. Though hatred burns deeply amongst them, it is said that they sup together there, though much is carried forth in the way of scheming. The misery of the gods to dwell together in hatred without ability to act upon their needs of vengeance because of deeper oaths formed at the beginning of time is said to be their curse resulting from kin-war.

**Gotsmundhalkkr** (gots-MUND-EL-halk-uh) – *Middle-Hall of the Gods*. This was the Great Hall built in Dunodal in the honor of the gods during the Third Cycle of Rule. It was a joint effort between

*the Dunnvigr and the Dwarf clans of Garonakk, whose king Melgiidiborn Helgdfuhz is said to have gifted much wealth that it should be finished. The Gotsmundlhalkkr is said to have been a structure of great beauty such as has not before or since been seen, and was supposed to replicate the true Gotshalkkr, thus representing a standing invitation for the gods to come and dwell amongst the Dunnvigr on earth. It's likely that the present-day Gotsbrul class came out of the construction of that hall, as there is no reference to the "God-Hand" before its construction, though after the Third Cycle they began to play a major role in Dunvig politics. Unfortunately, the Gotsmundlhalkkr was burned to the ground in 339 F.C., along with the rest of Dunodal.*

**grahz** (grahz!) – roughly, "thanks." It is used often as a toast, and in that sense means "thanks for your companionship, and for this fine drink." It is also used as an exclamation of approval, meaning "thanks for doing, or saying, that," or as a farewell, meaning "thanks for our time together."

**Gretvig** (GRET-vig) – literally sick-blood, an oft used pejorative for Orc-Kind.

**Griffrn** (GRIF-en) – the mythical First-Gryffn, said to have become Jorakk Unslld's companion after he slept with the Goddess of Vostmjorla. The lesser gryffn of today are said to have been born of Griffrn's tears after Jorikk's death.

**gryffn** (GREEF-en) – Gryffyn. Flying beast with the head, talons and wings of an eagle and the body of a lion. The Dunnvigr revere these creatures, seeing them as direct descendants of the original Griffrn. They are said to inhabit some of the peaks of the northern ranges.

**Gryffnirsaer** (GREEF-NIR-sair) – Sea of Gryffn. A sea of Lake Jorakk bounded by its eastern rim. Few venture here, for it is exceedingly remote, plagued by violent storms in winter and summer, and said to be the resting place of the Krakknroh.

**Gult** (gult) – warrior. Taken together, they are the elite martial sect of society, enjoying a level of honor, respect and wealth just under the rulers. Some are land holders, and quite powerful. They are a band of brothers steeped in love of battle, being entirely devoted to a life of war in service of their oath-lord. Their life-expectancy is short.

**Gult'Funn** (GULT-foon-en) – Ways of a Warrior.

**Gunttrhaem** (GUNTER-hime) – The ancestral sword of the Vigurdr Clan, now born by Vigurdr Dunrjorkk.

**gwottr** (gwhoa-tuh) – goat.

**Gwottrjutn** (GWHOA-TUH-yuht-un) – Giant Goat.

**Gwyndlwydh** (guh-VIN-del-veethe) – The High Realm. In the Dunvig myth, this is the Land of the Gods wherein all the pantheon dwell, many in perpetual enmity of each other. Many halls are said to exist there to house the faithful of the gods.

**Haedhril** (HIE-thrill) – Rusalka. See the Hacklopedia of Beasts.

**haem** (hime)– blade, or sword. Is often used as a suffix to a named sword. For example, Vigurdr Dunrjork's ancestral sword is called the Gunttrhaem.

**Haettir** (HIE-tih-teer) – “Sorceress,” though closer translation would be “dangerous power-woman.” Haettir are women who, by sorcery or divination, gain direct access to the otherworld, using alliances with spirit guides to increase knowledge and affect common reality. They are both revered and feared throughout the Wild Lands, being secretly sought out for their wisdom, sight, charms and powerful healing, but also brutally burned or drowned if their work becomes linked, even by mere perception, to ill-fortune, kidnapping, or dark curses. Many say their power is greater than that of the Augurn, or Smoke-Achers, who are male Seers. Common folktales regularly associate them with Hags; a likely unfounded parallel.

**Halkfaer** (HAHLK-fire) – Hall-Fay. A name for Brownies.

**halkkr** (HALK-uh) – hall, house, or hold. Used by itself “halkkr” simply refers to a primary dwelling of a family or clan. However, when buildings are spoken of they are almost always done so in relation to their owner, and so the name of any given building would be “the Hall of such and such.” For example, the Vigurdrhalkkr is the Hall of Vigurdr, located in Rayl and well renowned for its strength of construction and beauty of design.

Most halls are constructed in a traditional longhouse style, being rectangular, with long timbers laid horizontally to form the walls, and massive timbers laid upon the walls and internal structure to form an a-frame roof. The word Halkkr is thus largely synonymous with longhouse, though forms of construction in the newer city of Narr’Rytar have begun to depart from the traditional design.

**Hanuk** (HAHN-uk) – one of the lost Dunvig Blood-Clans. The Hanuks are famous in tale for their longstanding feuds with the Vigurdr clan, which conflict culminated in the Sundvulkkr kin-war. The Hanuks were destroyed in that war, with the last lord of Hanuk being slain by Vigurdr in single combat.

**hap** (hap) – good, well.

**haptilsuvr** (HAP-TILL-soo-vuh) – well-said. This is a statement used to recognize a particularly profound saying, verse or tale.

**Hargg** (harg) – a Fhokki dialect spoken by most of the Drhokker of the Middle Wild Lands. It can be viewed as the etymological link between the other two Fhokki dialects, Torakki and Skarrn, as it has more in common with each than Skarrn and Torakki have with each other (though all three are remarkably similar).

**harr** (HAR-uh) – tall.

**Havvnagr** (HAV-nag-uh) – a birth which is painful. This is said to have been the first settlement of Jorikk and his kin when they arrived upon the western shore of Lake Jorakk. Though nothing can be found there today, descriptions in the sagas would place it somewhere between the lower Byth and the eastern Wyrdr.

**herffligr** (HAIR-flee-guh) – bitter.

**horrd** – (HORE-ud) – a trove of wealth.

**hrungr** (huh-RUNG-guh) – ring.

**Hrungrmorkl** (huh-RUNG-GUH-mor-kul) – Ring-Wraith. See also **Morkl**.

**huntt** (HUN-tet) – elder. This word bears connotations of great age, wisdom, and also stubbornness stemming from a lack of interest in the world that sometimes develops in those who have seen too much of life.

**Hunttwyldr** (HUN-TET-veel-duh) – “Elder-Wild.” An extremely remote wilderness region between Lake Adesh and the Lokknwyldr, or Wild of Lakes.

**hurrnr** (HUR-uh-nuh) – braided beard.

**huund** (HOO-und) – hound, or dog.

**huuntr** (hoo-UN-tuh) – winter.

**hvvar** (huh-VAR) – wall.

**hyrdn** (heerd-en) – armor.

**iggly** (iglee) – life, or existence.

**igglyvodlr** (IGLEE-vohd-luh) – life-debt. This is a concept fairly unique to the *Dunnvigr*, though some *Skarrnic* and *Dhrokkeran Fhokki* also have it. *Igglyvodlr* is the notion that saving another's life creates a spiritual debt that can only be repaid in-kind. The debt is very strong, so much so that in a sense the life-saver actually owns the life of the other, because without his action that man would have died. Because of this, *Igglyvodlr* in some ways transcends all other oaths. See also **Throllvodlr**, **Vodlvalkkr**, and **Vorsunglifelokkt**.

**jalm** (yahlm) – helm. This can refer to a warrior's helmet, but also to protective runes of power, such as the *Aegisjalmr* and *Vydhrjalm*. In this way, "jalm" takes the greater meaning of "protector." In the more mundane sense it protects a warrior's head from injury, while in the metaphysical sense it protects the owner from other-worldly harm.

**jalmjund** (Y AHL-myoon d) – roughly, helms-man. This is effectively a bailiff or marshal in the lands of *Drhokker* and *Jorakk*. In settlements ruled directly by a battle-lord the duties of this office would usually fall to a first-warrior or first-steward, though in some cases a battle-lord will employ a *jalmjund* to look after more distant holdings. In the latter case, a *jalmjund* is almost always a highly honored *Gult*. However, in frontier settlements relatively free of official oversight, such as *Dhruyl*, *Thijy*, *Mayl* and even *Narr'Rytar*, a *jalmjund* is usually elected and paid by prominent local merchants and stakeholders to keep the peace. In such places the *jalmjund* is notorious for putting the interests of his patrons first, being thus a sort of legitimized strong-man on behalf of the more powerful elements of a settlement.

**Jermynjutt** (YER-me en-jut-et) – Giant Weasel. See the *Hacklopedia of Beasts*.

**Jhekkarr** (jek-AR-uh) – God of Hate and Discord.

**jingla** (YING-glah) – tongue, as well as speech and language. The *Fhokki* make little distinction between an organ (such as the tongue) and the purpose for which it was intended by the gods.

**Jingljorikk** (YEENGUL-yorik) – Tongue of *Jorikk*. This is the *Skarrnic Fhokki* dialect unique to the *Dunnvigr*. It is almost identical to the *Skarrn* of *Skarrna*, though some slight variances in usage and meaning exist. The dialect is also called *Nartr'Skarrn*, or *Northern-Skarrn*.

**joinkl** (YOINK-el) – An exclamation of jest at something embarrassing someone did. For example, if a man gets up to ask a woman to dance only to have her go off with another man just as he reaches her side, those watching might shout, "Joinkl!" and join in a good laugh.

**Jodluttskegg** (yode-LUT-skeg) – *Jodlutt Forest*. A long and narrow swath of untamed wilderness running between the *Lokknwylldr* and the *Mundthaeln* regions.

**Jorakk** (YORE-uk) – mountainous, or "Land of Mountains."

**Jorakkjorkn** (YORE-UK-york-en) – The *Jorakk Mountains*

**Jorakklokk** (YORE-UK-lock) – *Lake Jorakk*.



**Jorikkcludn** (YORE-UK-lud-en) – *Jorikk-Lands. All the lands over which Jorikk Unslld was said to have been given rule by the gods. The Dunnvigr still claim patrimony over these lands, and look forward to the day when they shall rule them all.*

*The Jorikkcludn include all of the lands surrounding Lake Jorakk, including all the southern reaches of the Jorakk Mountains, excepting those valleys and rivers claimed by the Dwarves of Garondol. They also include, rather incredibly, all the lands which feed Lake Jorakk's tributary rivers, meaning essentially the entirety of the central and western Wild Lands.*

*Dunvig control of the Jorikkcludn was nearly achieved around -90 F.C. when the Athrr clan defeated the Dejy tribes of the eastern Kakidelas and built a stronghold at the root of the Jenshyta River. However, the Sundvulkkr kinwar, around 1 F.C., caused the Dunvig clans to lose their grip over all southern and western holdings, and today they control only a few pockets around Lake Jorakk, as well as Gothmerr and Varmorr.*

*It is said that full unification of the Jorikkcludn will precede the return of Jorikk's heir and usher in a new golden age for the Dunnvigr. Achieving real control of this perceived patrimony will thus likely always remain a dream for ambitious Dunvig clan-lords and warriors. By the same token continued lack of control over those lands is seen as a lasting shame, albeit one to which they have grown rather accustomed over time.*

**Jorakkvolvn** (YORE-UK-vole-ven) – *Jorakk River.*

**Jorikk** (JOR-uk) – *Mountainous One. Name of the near-mythical hero and first-lord of the Dunvig Blood-Clans. His full name is Jorikk Unslld, which means the Mountain-Mover. His clan-line ended upon his death, as he is said to have abdicated earthly lineage when he lay with the Goddess of Vostmjorla. However, his line on earth is supposed to be rekindled with the return of his heir sometime in the future.*

**jorkk** (york) – *Mountain.*

**Jotunn** (YO-tun-nen) – *Troll. See the Hacklopedia of Beasts.*

**jraff** (yer-ahf) – *long*

**Jraffhuuntr** (yer-AHF-HOO-un-tuh) – *“Long-Winter.” 1st month of the year, and second-to-last of winter.*

**Jul** (yull) – *12th month of the year centered around the Winter Equinox, when the sun is the furthest from the Lands of Jorakk. It is a month of darkness, and the feast a celebration of life in the presence of death.*

**julkk** (yulk) – *tool.*

**Juttaulym** (YOOT-ow-leem) – *meaning uncertain. Juttaulym figures in Dunvig myth as a massive giant which formed much of the known world, and birthed races such as the Dwarves, Giants and Niflym, or Grevan. In Dunvig myth, Juttaulym created the Niflym, or Grevan, to destroy his first creations, the giants. The Niflym tricked Juttaulym into making for them a weapon of his tooth, which they then used to slay him. His body fell to the earth with such force that it carved out the bed of Lake Jorakk and rent a chasm into the underworld, known today as Juttaulym's Mouth. Where his body rested grew up the Jorakk Mountains. See also **Niflym**.*

**Juttaulym, Face of** – *A vertical cliff face in the eastern Jorakk Mountains that rises dramatically up from the surface of Lake Jorakk some 2200 ft. It's over a mile wide, and home to the famous chasm Juttaulym's Mouth.*

**Juttaulym, Mouth of** – *an enormous fissure in the Face of Juttaulym, into which is continually sucked*

hundreds of thousands of tons of Lake Jorakk's water. It's the only discernible drainage point for the lake, and its current can be felt a mile out. The Dunnvigr say that the chasm leads into a vast underworld sea, where dwell giant serpents and monsters great as mountains, all of which are servants of Nythrr, the Lord of the Dead.

**juttnorr** (YOOT-nor-uh) – Giant.

**jyrngly** (yeer-UNG-gee)- beer. This word has roots in *jingla*, which is “tongue.” The Men of Jorikk also call beer the “draught of speech,” or *ugglisjnglr*. Beyond being just an enjoyable intoxicant, the Dunnvigr believe that beer is also a gift given to man by the spirits of speech, poetry and song, or in other words, the spirits of the tongue. If used liberally it will set the tongue free to wagging, and in the hands of a poet may call forth the breath of inspiration and even prophecy. But if used excessively it will gain full control of the imbiber's tongue so that he speaks gibberish, and makes of himself a fool as a *jyrnglythroll*. See also *Jyrnglythroll*.

**jyrnglythroll** (yer-ING-gee-throhl)- beer-slave. This is a drunkard, or alcoholic, who cannot control his drink, but rather lets the drink control him. It is also used for someone that has allowed himself to become intoxicated to the point of slurring his speech or speaking like a fool, to signify that the beer has gained mastery over his tongue.

**Kaidelzg** (kay-delzg) – Ancient Dwarven clan of the Kakidela Mountains which figure prominently in the tales of western Dunvig expansion after the retreat of Fulakar from the Wild Lands. The Kaidelzg are a lost race of Dwarves, and though some traces do point to their passed existence, the greater holds spoken of in Dunvig legend have never been found.

**Kakidela** (kakh-ih-DEL-uh) – Major Mountain Range situated in the middle-southern extent of the greater Byth Mountain chain.

**Kalykk** (CALL-EEK) – see *Kennad*.

**Kardhrvigl** (karth-uh-VEE-gull) – demon-guard. A warrior-cult of myth said to live beyond the mighty Vegglas glacier, guarding the eastern vast against Demons and Wyrms and protecting the ancient Veglhorrd, that long-lost hoard of the Vegls and the supposed birthright of Jorikk Unslld. Common tale has it that they ride Gryfn, wear the armor of slain dragons, stand over nine feet tall, and wield swords of great power. Few Dunnvigr today believe that they actually exist, though most agree they will come with Jorikk's heir in the last days of the world. Some say, perhaps more cynically, that such are nothing more than Grevan made more terrible (if that were possible) by old women's tales.

**keld** (keld) – kind, or type. Usually used as a suffix to denote a racial grouping. Eg., the Rukkeld are the Orc-kind.

**Keldrroh** (KELD-uh-rohh) – Great-Kind, referring to Trolls, Ogres and Giants.

**Kennad** (ken-ad) – God of Suffering, Torture and Cruelty. The Dunnvigr also call him Kalykk. This terrible god is principally worshipped by the Slen tribes of the Deshada Mountains.

**Kentaurr** (KENT-hour-uh) – Centaur. Specifically the Northern Centaur of the far eastern Rytarr Forest; so reclusive their existence is more rumor than fact. They are said to be at least 30% larger than their southern cousins and to be highly clannish and aggressive.

**kotl** (kotl) – cauldron. Can also mean “cirque” in a geographic context.

**Krakknmandr** (CRACK-EN-man-duh) – “Month of the Kraken.” 7th month of the year, marked by feasts and sacrifices to the Krakknroh.

**Krakknral** (CRACK-en-rahl) – Arm of the Kraken.

**Krakknroh** (CRACK-en-roh) – *The Great Kraken of the Lake, said to have come from out of that dark abyssal underworld sea into which flow the waters of Lake Jorakk through Juttaulym’s Mouth. None know the true size of the Krakknroh, as its bulk has never been seen out of water, though many witnesses attest to seeing its arms, or Krakknral, reach above the water as high as tall trees while surfacing to feed. The Krakknroh is the only creature which the Dunnvigr could be said to shamelessly fear, for they see it as a lesser god, and thus beyond mortal power to confront. It is revered to such an extent that some outsiders say the Dunnvigr worship it. This is, however, not technically true.*

**Kredhdragr** (CRETHE-drag-uh) – *Skeleton. See the Hacklopedia of Beasts.*

**Krym** (KREEM) – *One of the four remaining Blood-Clans. Their clan-halls are found in Rayl alongside the Vigurdr, who have been their allies for many generations. The Krym are most famous for their blood-oaths against all the Ork-Kind of Lake Jorakk, which are said to go back to the first Blood-Brother who lived alongside Jorikk Unslld. They are also well known for having been stewards of the Dvergdungolfr from its completion until its fall in the first century F.C. Their woltrjalm, or clan-helm, symbol is the boar.*

**Kyrstreggr** (KEER-stray-guh) – *Eyre-Fortress. A small but mighty fortress built high above the Dvergdungolfr. It is said to have been constructed as a gift from the Garonakk to Jorikk Unslld, though it fell to Orks along with the Dvergdungolfr in the first century F.C.*

**Kwylyg** (KWEEL-leeg) – *refers to Kwylyg’Fel, who figures in some woodland legends as the first man made by the gods, who came into the world to watch it and guard it from evil. See also Kwylygtegg.*

**Kwylygtegg** (KWEEL-LEEG-teg) – *“Folk of Kwylyg.” See also Bjorgtegg.*

**laff** (laf) – *leaf, or blade of grass.*

**Larr** (lahr) – *God of Indolence, Abasement and Depravity.*

**Ledikkarthr** (LED-EE-karth-uh) – *White Demon-Bear. A white winter terror, said to stand over twenty feet tall, that inhabits the northern waste. Folk say it possesses superior intelligence and implacable malice, being wont to pursue a party for days and take members from a camp at night, as though for play as much as sustenance of flesh. See also Valbjorgr.*

**lokk** (lock) – *lake.*

**Lokknwyldr** (LOCK-en-veel-duh) – *Wild of Lakes. An extremely remote and boggy region located between the Hunttwyldr and the Jodluttskegg.*

**lostt** (lowst) – *lust. This can be sexual, but is also often used in the context of combat where a warrior has been swept away by blood-lust, or losttvoig. Dunvig warriors are known to associate sex with combat, comparing one to the other interchangeably.*

**Losttfok** (LOST-fook) – *wander-lust. A desire to wander the land and sea, for which all Fhokki are famous (and for which some say they are named), but for which the Dunnvigr are especially prone to a point of seeming cursed with it. Theirs is a struggle between deep love for their lake home and an often undeniable urge to venture to other lands and do new things, only to find themselves longing once again for familiar shores. It is Losttfok which has driven the Fhokki, and the Dunnvigr, to the ends of the known in search of meaning, or more.*

**losttregl** (LOST-reh-gull) – *power-lust. Power-lust is essentially a want for more, in terms of material possession, power, physical prowess, and favor before the gods. The Dunnvigr believe that all men should have a healthy power-lust, but that the ability to control said losstregl and bend it to one’s will is the mark of a true man. The Dunvig ideal, embodied in the mythical Jorikk Unslld, is to be compelled by ambition to reach for the stars and gain ultimate power, but be also held by the reality of the suffering which boundless ambition might create, both in himself and others. So the ideal Dunvig reaches, but also*

holds himself back, and so defines himself by both external and internal warfare. A true man is believed to be beset by almost insurmountable passions and ambitions, but to possess a strong enough will to control them, and channel them. The question, then, is not whether a man will have *losttregl*, but what he will do with it, and what it will make of him.

**losttvig** (LOST-vig) – blood-lust. A state of great excitement in battle, bordering on the sexual, where reason, including even a basic desire for personal safety, has all-but disappeared in favor of desire for slaughter. See also **Lostt**.

**lud** (luhd) – land

**lybl** (LEEB-uhl) – toe

**lydh** (leethe) – daughter. Can be used on its own, or as a suffix to denote “the daughter of so and so” in the paternalistic naming convention of the Skarrnic dialect (eg., *Letti Tolggilydhr* is Letti, the daughter of the man Tolggi).

**lygludn** (LEEG-luhd-en) – Owned Lands. A quantifying of physical space in the context of ownership or control. The root of the word is formed from *lygr*, which is a conception of distance equal to roughly 1 and ½ miles, and in fact 1 *lygludn* is equal to roughly 1 square *lygr*. If *lygludn* is used in conjunction with a proper noun it denotes the lands owned by that entity. For example, the *Gjodl’lygludnr* are the lands of the man called *Gjodl*.

**lygr** (LEEG-uh) – league. A distance of roughly 1 and ½ miles.

**lykt** (leekt) –madness, and boiling. Difference in meaning here is purely contextual. For the *Dunnvigr*, madness is seen as a state of extreme heat and passion, rather than fundamental abnormality. A literal boiling of the spirit, or personality. It’s said there are those who can touch madness and come back, and also those who stray too far, and so remain mad for life. Such folk are treated with special care, for they are thought to have close connection with the gods.

**Mabluk** (MAB-luck) – a Torakki name for the psychotropic root used by many human and Goblinoid groups of the Wild Lands. It’s said to grant its user great strength and courage, which attributes no doubt stem from the root’s ability to numb pain and dull inhibition. It is found in greatest abundance along the western shores of Lake Jorakk and around Lake Adesh, though it can be found throughout the Jorakk Wilderness wherever marshes are present. The root also possesses hallucinogenic potential, but is said to shape itself to the intentions of its user. It is highly regarded by seers, shamans and warriors.

**mand** (mand) – month.

**mandr** (MAND-uh) – month of.

**Maurrg** (MAW-rug) – Woolly Cheetah. See the *Hacklopedia of Beasts*.

**mel** (mell) – terrible. This word is often also used in names given to battle-horns. While a battle-horn is used to call and inspire allies, it is also meant to strike terror into the hearts of an enemy by telling them with the ringing cry of a hundred warriors that their doom cometh nigh.

**melg** (melg) – bind together. Particularly used in the context of metallurgy.

**melgr** (MEL-guh) – metal. This is a forged metal, transmuted or improved from its original state.

**Melirjorkn** (MEL-IR-york-en) – Terrible Mountains. The southeastern-most range of the Jorakk Mountains, which borders the *Sakktwyldr* wilderness.

**mjund** (myund) – *man*. Mjund is the only word for man in Hargg and in the southern Skarrn dialects. In the Dunvig Skarrn variant, however, it is used to refer to men other than those of the Dunvig bloodline. For the Dunnvigr mjund means “other man” or even “untrue man,” since dun carries the connotation of “true man.” A non-Dunvig Fhokki being referred to by a Dunvig as Mjund would likely take no offense, as in his dialect it would simply mean “man” and be quite right. However, if he were familiar with Dunvig linguistics and the deeper intent of meanings, he might have a different reaction. But the Dunnvigr don’t seem to mind, as they continue to use the term, and hold to its meaning, despite the potential insult. They say, “why call a bear anything but a bear?” suggesting that any non-Dunvig would be silly not to recognize reality as it is “seen by the gods.”

**mjorl** (myorl) – *island*.

**mlekki** (muh-LEK-ee) – *a bitter black root commonly chewed by the poorer classes east of the Byth. It has effects similar to those derived from tobacco and teas, though few argue it is much less pleasant in taste.*

**Mollaedhnr** (moll-AITH-nuh) – *Abeyance of Oaths. This is a temporary suspension of obligation, usually between lord and warrior. It usually lasts for a predetermined period of time, perhaps a season or a year. During this time both parties are free from those obligations which otherwise bind them together.*

**morkl** (MOR-kl) – *exact translation is unclear, though “Non-Dying” would be close. A Morkl is a terrible and powerful spirit, or wraith, driven by malicious ambition, thought to have once been a lord or great warrior who empowered himself by the intentional binding of souls through magic, or who was driven by greed to the heinous breaking of solemn god-oaths. The last lord of the Athrr clan is an example of the latter, who is said to have heaped such dishonor upon himself at the end of the Sundoulkkr kinwar that he became a Morkl after death, and is said to dwell still in the Norrthaeln, or Dark-Hills, region. Morkl are fearfully intelligent and cunning, being able to enthrall both the dead and living. Luckily they are exceedingly rare.*

**morr** (MOR-uh) – *ancient, or very old.*

**morrddh** (mor-uth) – *dead.*

**morrddhmjund** (MOR-UTH-myund) – *dead-man. These are outlaws deemed already-dead by their society because of their crimes. Such men and women have no social protection, and may be killed by any person at any time without consequence. Indeed, killing a morrddhmjund is itself considered an honorable act, as doing so fulfills the demands of fate and the gods by realizing justice and making the moniker “dead-man” fact. Such outlaws often band together for protection and mutual aid, sometimes growing into fearsome warbands.*

**morrddhnvargr** (MOR-UTH-EN-var-guh) – *“hallowed-ground of the dead.” This is the name given to sacred burial grounds, where honored Men of Jorakk are buried, usually after having been burned upon the pyre.*

**Muglyril** (MUG-leer-ill) – *A race of fish people said to populate Lake Jorakk. Tales describe them as being grotesquely featured, intelligent, and malevolent, though generally avoidant of humans. Stories tell of lesser vessels being attacked by Muglyril while vulnerable, such as during storms, and it is a common saying that if a ship does not return when circumstances should have allowed otherwise, that “the Muglyril took her.”*

**Mulksugtr** (MULK-sug-tuh) – *“Fat-Sucker.” 13th month of the year. Also called Norrhuuntr, or Dark-Winter.*

**mund** (mund) – *middle.*

**Mundlhuuntr** (MUND-UHL-hoo-un-tuh) – *“Middle-Winter.”* 12th month of the year. See also *Jull*.

**Mundlvdyh** (MUND-uhl-veeth) – *Middle-Realm.* In *Dunvig* world-lore and myth, this is the name of the earth, made by the gods for Giants and Men as a place for all the dramas of fate play out, where the gods may assert their will, and fight their battles, against one another.

**Mundlwyldr** (MUND-uhl-veel-duh) – *Middle-Wild.* Region lying east of the *Angitish Wilderness*. It is almost entirely unexplored beyond the northern shores immediately around *Fukut* and *Fitvek*, and along the *Olfrar River*.

**Mundthaeln** (MUND-thile-en) – *Middle-Hills.* A very hilly wilderness region bordering the western banks of the *Jorakk River*. It’s surprisingly untamed given its relatively close proximity to the *Dunvaggr*.

**mus** (mus) – *wet.*

**Muskkegmordr** (MOO-US-KEG-mor-duh) – *Swamp Death.* See the *Hacklopedia of Beasts*.

**muskkegr** (MOO-us-keg-uh) – *wet-forest, or muskeg.* This is a sort of bog, or swamp, occurring in boreal forests where the ground is treacherous and unstable, sometimes appearing to be solid where it is really only inches of loamy moss floating above deep pools of water. Much of this sort of ground may be found throughout the *Jorakk Wilderness*, especially along the western rim, and in regions like the *Wild of Lakes*.

**Muskkegnythr** – *Dead-Muskeg.* A bog along the eastern bank of the *Jorakk River*, stretching from about fifteen miles north of *Gothmerr* to ten miles west *Thijy*. It is all but impassable to foot traffic, being more water than ground, and is said to be the haunt of many fell spirits. None go there willingly, though legends also say a great bounty of wealth lies hidden underneath the fetid pools and sodden beds of moss.

**myl** (meel) – *mirror.*

**myr** (meer) – *memory.* Closely linked with *myl*, which is “mirror,” *myr* carries connotation of a vision reflected in the mind. Memories are thought by the *Dunnvigr* to be a figment of reality, as all that is real is flesh and blood in the here and now. Thus memories are a shadow thing, and often associated with spirits and the realms of gods and demons, only to be trusted as long as the remembered events are clearly corroborated by a handful of testimonies. It’s believed that false memories may be placed by demons and ghosts in the minds of weak men, and particularly weak women.

**Mythr** (MEETH-uh) – *Gnome.* See the *Hacklopedia of Beasts*.

**nagjr** (NAG-yah) – *vagina/womb.*

**Nagjrmorr** (NAG-YUH-more-uh) – *Hag.*

**nagnuldr** (NAHG-nul-duh) – *birth-name.*

**nagr** (nag-uh) – *birth.*

**Naeluur** (NIE-loo-uh) – *Pegasus.* See the *Hacklopedia of Beasts*.

**Narlvulkr** (NAR-UL-vulkr)– *Town-Master.* This title is roughly equivalent to a mayor, being a civil authority governing a town at the pleasure of a higher authority. The *Town-Master* is different from a lord who rules as vassal to another lord in that a *Narlvulkr* has no claim to the property he oversees other than that his higher authority deems it so. *Narr’Rytar* is the first settlement in the lands of the lake to be governed by such an individual. The current *Narlvulkr* of that city is *Tanarr Lorr*.

**Narr** (NAR-uh) – *settlement of. This word also carries a connotation of “northern,” and can thus somewhat mean “northern settlement.” The most significant settlement with this name is Narr’Rytar, the “Town of Rytar,” or the “Northern Town of Rytar.”*

**Narr’Rytar** (NAR-UH-ree-tar) – *City of Rytar. Name of the sprawling boomtown at the mouth of the Jorakk River, called thus for its surrounding wilderness, the Rytarr Forest.*

**nart** (nart) – *north.*

**nartr** (NART-uh) – *northern, or “of the north.”*

**Nartrmjund** (NAR-TUH-myund) – *Man of the North. A term used by folk of the Middle Wild Lands to refer to the Dunnvigr, who sometimes misunderstand this for norrmjund, and so take offense, or otherwise think the Fhokki use “mjund” as a pejorative, and again take offense. See also, Dun, Mjund and Norrmjund.*

**Nartr’Skarrn** (NART-UH-skarn) – *Northern-Skarrn. Name for the dialect of the Dunnvigr, largely indistinguishable from the Skarrn of the Skarrns. See also Jinglyorikk.*

**Niflym** (NIF-leem) – *A Dunvig name for that race known in many other lands as the Grevan. In Dunvig myth, the Niflym were one of the first creations of the giant Juttaulym, made by him to destroy his first-creations, the giants. See also Juttaulym, and for more information on the Niflym see Grevan in the Hacklopedia of Beasts.*

**Niflymrfjulkk** (NIF-LEEM – uh-fyulk) – *Feud of the Niflym.*

**nokkt** (nokt) – *night*

**Norlafr** (NOR-laf-uh) – *the principal Dunvig and Skarrnic vessel. It has undergone many structural evolutions over the years and can now be seen in many sizes, though almost always retaining its original shape reminiscent of a nearly symmetrical upside-down fern leaf.*

**norr** (nor-uh) – *dark. This word compares closely with narr, in that both carry connotation of “northern.” The north is said in myth to be home of the Lord of the Night. In Torakki, and sometimes in Hargg, norr is also used like narr to denote a settlement with literal translation being something like “dark northern settlement.”*

**Norrhuuntr** (NOR-UH-hoo-un-tuh) – *“Dark-Winter.” 13th month of the year. Also known as Mulkksugtr, or “Fat-Sucker.”*

**norrmjund** (NOR-UH-myund) – *dark-man. This is a blanket Fhokki term for any man of darker skin, used most often to refer to the Dejy tribes.*

**Norrthaeln** (NOR-UH-thay-ln) – *Dark-Hills.*

**normaelth** (NOR-nie-elth) – *darkness*

**nuld** (nuld) – *name*

**nuldr** (NUL-duh) – *name of.*

**nundr** (NUN-duh) – *dying. This is also the Skarrnic name for the Autumn season.*

**nyr** (neer) – *one*

**nyt** (neet) – *dead. This spelling is differentiated from “morrdh,” which also means dead, by its linguistic and philosophical connection the Nythrr, the Lord of the Dead. When the word “nyt” is used, it is clear that the province of the Soul-Lord (rather than, say, the god-realms of Dhourrin) is being referred to. If a person is said to be “nyt,” then he is said to be dead in Nythrr, which means forever enslaved in the underworld.*

**Nythrr** (neeth-UR-uh) – *Lord of Death and the Underworld. While the Dunnvigr do not so much*

worship this god, they do respect him and pay him due homage. In Dunvig world-view, Nythrr holds the keys to eternity, and his test is the last, and the greatest, of a man's life, which must be passed in order to avoid entrapment in the Underworld.

**nytr** (NEE-tuh) – death. See also *nyt*.

**Nytwyldr** (NEET-veel-duh) – Underworld, or Wild of the Dead.

**Ogrr** (oh-GUR-uh) – Ogre. See the *Hacklopedia of Beasts*.

**Okksus** (AWK-sus) – Skitter-Rat. See the *Hacklopedia of Beasts*.

**Olfarr** (ole-FAR-uh) – one of the lost Dunvig Blood-Clans. The Olfarr clan joined with the Hanuks in the Sundvulkkr kin-war, and after defeat in that terrible conflict were exiled from the Lands of Jorikk forever. There is some evidence to suggest that they ultimately settled along the northern shore of Reanaaria, and are, along with the Dimkkls, distant descendants to the present-day Skarrns.

**Olfrarvolvn** (OLF-RAR-vole-ven) – Olfrar River, possibly named after the Olfarr clan, which lies between the Angitish and Mundlwyldr wilderness regions.

**olmnr** (OLM-nuh) – summer. Closely linked to *olmus*, which is sun.

**Olmnr'Skrydymnr** (OLM-nuh-SKRY-dee-mon-uh) – Summer of War-Reckoning.

**olmus** (OLE-mus) – sun.

**Olmusmandr** (OLE-MUS-man-duh) – “Month of the Sun.” 6th month of the year, which marks the middle of summer.

**orrl** (ORE-ul) – the title of a landed lord, often having a liege-lord over him, but not always. Orrl are typically second in the hierarchy of landed Drhokkeran lords, with the Seifl being the lowest and Valkkr the highest.

**Orrm** (ORE-um) – common word for Dragon, or great serpent. Also used as a measure of length equal to about 50 yards, possibly because that was at one time considered the average length of a Dragon.

**Orrmir** (ORE-um-ir) – Lesser-Dragon, or Drake. See the *Hacklopedia of Beasts*.

**Orrmfurd** (ORUM-ferd) – name given to the inlet where Dunvdal was founded by Jorikk Unslld, so named because from the sky it is said to bear the shape of a dragon, a feature which Jorikk alone is said to have been able to recognize from his airy perch atop Griffn. Unfortunately none now exist who may take to the sky, and so this interesting claim cannot be tested, though perhaps cartographic skills could be so employed.

**Orrmorros** (or-RUM-oros) – Orrmorros is to the Dunnvigr at once a celestial symbol, a philosophical idea, and a mythical figure whose cautionary tale speaks to the terrible cost of boundless greed and power-lust (see *The Dunvig Tale of Orrmorros*). Fundamentally, Orrmorros symbolizes birth, death, seasons, and all cycles in nature including time itself. While few believe any of the tales of the man/serpent Orrmorros to be true, still they say something of Dunvig world-lore. Interestingly, the constellation referenced in the tale, known elsewhere as the Full Circle, is generally thought by many cultures to be associated with a cyclical occurrence of natural disaster.

**orros** (OR-UH-ohs) – cycle. This is a shortened version of Orrmorros, which is the embodiment of all cycles, such as seasons, life/death, fate, and time itself.

**ors** (oars) – eight.

**ost** (ahst) – throat.

**Pani** (PAN-ih) – thanks.

**Panimandr** (PAN-IH-man-duh) – “Thanks-Month.” 4th month of the year.



## The Dunvig Tale of Orrmorros

Orrmorros was an ancient king who ruled in the days before men were mortal. His power was great, and he used magic to increase his stature until he had become a giant as high as a mountain, and also increased his immortality so that nothing could destroy him. His power grew until there was nothing in the earth he did not rule. Indeed, so great was his greed that he turned his eyes on the gods, who in their wrath deemed it just that his body should be turned into a serpent. So was the dragon made, that embodiment of greed and avarice.

In fury at what the gods had done, Orrmorros began to devour all that lay about him until nothing was left, but with everything he ate, his hunger only increased. When all the earth had been devoured, Orrmorros was still hungry, and full of fury, and so he turned upon his own tail and ate it. Orrmorros then fell into a curse of his own making, for his magic had made it impossible to die, but the breadth of his greed was so great that he could not stop eating, even if it were from his own body. So has Orrmorros been continuing from then till now, and shall continue in that torment for eternity.

After Orrmorros had eaten all the world, and thus put into his mouth his own tail, the gods decreed that it should be good to make a new earth, but this time to rob men of their immortality so that none could become great enough to repeat Orrmorros' folly. However, the gods found that the soul of men could not be made mortal, so it was suggested that time be made cyclical for them, so their bodies at least could die and their souls be forced to migrate to another place. All the gods agreed, for this curse was appropriate to the heirs of Orrmorros.

Orrmorros still hangs in the sky eating his own tail, and can be seen as a circle glowing brightly in the night. When Orrmorros approaches the earth, his wrath may be felt by men once again, for in those times all manner of disasters of floods, earthquakes and ill-weather come.

**Ragarokk** (RAG-uh-rock) – *break-up*. Refers to the brief period of spring, usually lasting a month, characterized by snow-melt and the violent break-up of ice on lakes and rivers.

**ral** (rahl) – *arm*

**Rayl** (RILE) – *Ancient settlement of the Vigurdr clan. For over three hundred years many of the Folk of Krym have also built their halls in this settlement. It now represents the seat of Dunvig political power, though some say Vigurdr Dunrjorkk plans to remake old Dunvdal within present-day Narr'Rytar.*

**Rokkskegg** (ROKE-skeg) – *the Rokk Forest. A large wilderness separating the southern end of the Middle Drhokker Plain from the great Vrykarr Mountains.*

**ror** (rore) – *storm*

**Rukk** (ruk) – *Ork. Similar to the northern Dwarf word for Orc, which is Rukh.*

**Rukkeld** (RUK- keld) – *Orc-Kind. Term referring to the diverse kind of Orcs, Goblins, Ogres, Hobgoblins and Gjotrbjorg, or Goblin-Bear, among others, as a whole.*

**Rytarr** (ree-TAR-uh) – *name of the vast expanse of wilderness stretching from the Melirjorkn in the east to the Torakki tundra in the west. Though the name may have once had a unique meaning, it's long since become synonymous with the forest itself.*

**Saemaerril** (SIE-MIE-uh-ril) – *Siren. Sailor's tales tell of beautiful and ancient Fae women who dwell upon misty islands and call lost sailors to them, promising riches and love, but at a potentially steep*

price. They are said to mimic the Lady of Vostmjorlr (see the Sagas of Jorikk Unslld), and to even be demons intent on capturing the souls of men. See also the Hacklopedia of Beasts.

**saer** (sire) – sea.

**Sagr** (saga) – This is a narrative form of story-telling distinguished by heroic, epic or mythical subject matter. The Sagas have been handed down orally from one generation to another for over seven centuries. Sjalds, or story-tellers, are the keepers of such ancient lore.

**Sakktvolvn** (SOCK-UT-vole-ven) – Sakkt River. An extremely remote river separating the Mundlwyldr and Sakktwyldr wilderness regions. The settlement of Fitvek lies at its mouth. It has not been much explored beyond two or three days row south of Fitvek.

**Sakktwyldr** (SOCK-UT-veel-duh) – Sakkt-Wild. A wilderness region east of Fitvek which remains almost entirely unexplored.

**samnuldr** (sam-NUL-duh) – gathering

**Samnuldrmandr** (sam-NUL-DUH-man-duh) – “Month of Gathering.” The 10th month, which marks the end of Autumn.

**seifl** (SAFE-el) – chieftain. The head of a minor tribe or clan, often beholden to a greater lord, such as an Orrl.

**Shrronhuund** (shuh-RON-hoo-und) – Lesser Orkin-Wardawg. See the Hacklopedia of Beasts.

**Shrronhuundroh** (shuh-ron-HOO-UND-uh-roh) – Greater Orkin-Wardawg. See the Hacklopedia of Beasts.

**Shyol** (sh-YOLE) – Shadow. See the Hacklopedia of Beasts.

**simr** (sim-uh) – right

**sjald** (syald) – story-teller. Good Sjalds hold high honor with the Dunnvigr, for they are the bearers and tellers of great wisdom and old lore. Some are older men aged beyond their fighting years (which in itself makes them rare) and turned inward to find wisdom. But the best Sjalds are raised to it by a mentor-master, though rarely will a young Sjald enjoy much respect among the Men of Jorikk if he does not also fight alongside them. Thus most Sjalds are warriors as much as bards, fighting by day and regaling their companions with stirring renditions by night.

**Skarrn** (SCAR-un) – A Fhokki dialect spoken by the Skarrns and the Dunnvigr, as well as some scattered clans throughout the Middle Wild Lands. Skarrn shows strong Dwarven influence, having many word-roots which could only have come from the Dwarf clans of the northern Jorakk Mountains. That this tongue is spoken by both the Dunnvigr and the Skarrns strongly suggests that they were once the same people.

**Skarrna** (SCAR-nuh) – Land of the Skarrns. The Skarrns are a folk closely resembling the Dunnvigr, who dwell along the hilly and fertile northern shores of the Reanaarian Sea, as well as along the eastern slopes of the Vrykarr Mountains.

**skegg** (skeg) – forest.

**skodl** (SKOH-dl) – wealth, or bounty.

**skoggr** (SKOHG-uh) – wild beard.

**skrismr** (SKRIS-muh) – honor. This word has roots in both Skrraey, or “as-noble,” and Smrr, or “rights.” Indeed, Dunvig notions of honor can be viewed as a combination of those two concepts. A man who has Skrrie (nobility) gains Smrr (right) to Skrismr (honor). Note that it is a man’s actions which bring him honor, rather than what he says, or his station. See also *Skrraey* and *Smrr*.

**skrraey** (skuh-RYE-ee) – *as-noble*. The *Dunnvigr* believe that the noble heart remains unchanged by circumstances, and will comport itself as-noble no matter what. A person with *skrraey* cannot help but be noble and do noble things, while a person without cannot attain nobility no matter how hard he try or what his circumstances. See also *Skrismr*.

**skrrol** (skuh-ROLE!) – A toast meaning literally “drink-up!” It’s often also used as a salutation.

**skry** (skry) – *battle*.

**Skryaugr** (SKRY-ow-guh) – *Battle-Seer*. A warrior who has perfected his mind and body to become a living conduit to the warrior gods *Falkkr* and *Vorr*.

**Skryfeldmel** (skry-FELD-er-mel) – *Battle of the Terrible Field*.

**Skrygotsdymonr** (skry-GOTS-dee-mon-uh) – *Battle of God-Reckoning*. The climactic battle fought on the shores of *Dunvdal* between all nine *Dunvig* clans and the *Horde of Grevan*.

**Skryvalkkkr** (SKRY-valk-uh) – *battle-lord*. The overall commander in an engagement, but also any clan-lord in his own right (comparatively, in *Skarrna* only the highest lords of the land are called *Skryvalkkkr*).

**Skryvalkkri** (skry-VALK-ree) – *lesser battle-lord*. The suffix “ri” is a diminutive modifier adding “lesser” to “battle-lord.” A *Skryvalkkri* is second to the *Skryvalkkkr*. However, the *Skryvalkkkr* is usually just the first among equals, often voted to lead. Not that the oath-warriors of a *Skryvalkkri* would never call him such, using instead *Skryvalkkkr*. A warrior’s oath-lord is his only lord.

**skryy** (skry-ee) – *war*.

**Skryyhuund** (SKRY-EE-hoo-und) – *War-Hound*.

**slaen** (sline) – *stream*.

**Slen** (slen) – A cruel, wicked and powerful tribe dwelling in the *Deshada Range* of the *Byth Mountains*. They worship *Kennad*, the god of suffering, torture and cruelty, and are loathed by the *Dunnvigr* even more than the *Goblin-Kind*.

**smrr** (SMUR-uh) – *right*. Something which belongs to a person by self-evident virtue, and which cannot be contested.

**sol** (soul) – *six*.

**Soltti** (SOUL-tee) – “old-seer.” Southern *Fhokki* name for a sage, or seer. See also *Augurn*.

**soltr** (SOUL-tuh) – *seven*.

**sonr** (SOWN-uh) – *son of*. Used as a suffix, *sonr* denotes “son of,” as in “*Malvridsonr*,” which means “the son of *Malvrid*.”

**spodkr** (SPAWD-kuh) – *speaker*.

**spyrr** (SPEE-ruh) – *peak*. Term used to describe a particularly prominent and sharp tower of rock.

**stoggkul** (stoge-kull) – *furnace*. Large iron-wrought blast furnace built by the northern *Dwarves* for heating, cooking and metal-work, though the latter are much larger and heavier than *stoggkulhalkkr*, or hall-furnaces. All designs utilize air-flow to maximize fuel-to-heat conversion by creating a sucking draft through a small opening and which circulates air ingeniously throughout the interior of the furnace. The *Dwarves* tell of *stoggkul* built as tall as two men which roar as loud as a strong wind atop the mountains. Such aren’t found in the lands of men, however. Smaller versions (still averaging 5 ft. tall and wide) have, in the last couple of decades, become popular in the larger and wealthier northern halls for their superior warmth and efficiency during the winter. However, they are quite expensive and require *Dwarven* smithing.

**stregg** (streg) – *strong*

**Stregghalkkr** (STREG-hall-kuh) – *Strong-Hall. A fortress or stronghold.*

**strolgtikkt** (STROLG-teekt) – *Hoar-Frost.*

**Strolgtikkt’Juttnorr** (STROLG-teekt-YUT-nor-uh) – *Hoar-Frost Giant*

**Strykk** (streek) – *Strix. See the Hacklopedia of Beasts.*

**sttal** (stahl) – *steel. See also Dvergrmelgr, which means Dwarf-Metal.*

**sturr** (STUR-rum) – *winter storm, or blizzard.*

**Sturmwulf** (STUR-RUM-vulf) – *Storm-Wolf. Called the Thalnarkk by the Torakki, these are a terrible and cunning breed of great-wolf standing upwards of 5 ft. at the shoulder which inhabit many regions of the Rytarr Wilderness. Few wild things are feared by the Dunnvigr more than the Sturmwulf pack.*

**sulvig** (SUL-vig) – *little-blood. A pejorative for non-Dunvig Fhokki, referring to their mixing of blood with “littler” humans. Little in this case is a multi-dimensional idea, encompassing physical stature, god-favor, and destiny.*

**sund** (sund) – *tear apart.*

**Sundvulkkr** (SUND-vulk-uh) – *literally “tearing of destiny.” This was the disastrous kin-war of four hundred years ago which split the Dunnvigr apart and reduced their number from eight clans to four. Dunvig histories of the time are vague, obscured and little told, as they are still seen as a thing of deep shame. Do to incomplete oral traditions around the subject, dating of the Sundvulkkr is questionable, though it most likely occurred at the end of the Third Cycle of Rule, or the Valkkorostal, around the year 1 F.C. What is clear is that the Vigurdr, Krym, Varrgut and Gothr clans aligned against the Hanuk, Athrr, Olfarr and Dimkkl clans in a long and brutal brother-feud. The latter clans were defeated, with the Hanuks and Athrrs being utterly annihilated, and the Olfarrs and Dimkkl exiled.*

**sur** (sur) – *south.*

**Surr** (SUR-uh) – *southern.*

**Surrmjund** (SUR-uh-myund) – *“man of the south,” “southerner,” and also “little man,” or “less than true man.” While surrmjund is used by many folk to refer to any person living further south than themselves, the latter two translations of “little mad” and “less true man” are unique Dunvig usages describing any people of non-Dunvig blood, and especially Fhokki of mixed racial stock, that populate the southern Wild Lands.*

**Surrloknskegg** (sur-uh-LOCK-en-skeg) – *Southern-Lakes Forest. A forest region south of Narr’Rytar.*

**suuv** (soo-uhv) – *told, or said, usually in context of a tale.*

**svartr** (suh-VAR-tuh) – *black.*

**Svartrbjorg** (suh-VAR-TUH-byorg) – *Black Bear. See the Hacklopedia of Beasts.*

**swyd** (sveed) – *west.*

**Swydr** (SVEED-uh) – *western.*

**Swydr'Bolld** (SVEED-uh-bole-ud) – *Western-Road*. The wagon-trail cutting through the Rytarr Forest along the western banks of the Jorakk River between Vhith and Savvath. Ormyn, an ancient Dunvig stronghold, is the oldest settlement on that road, said to pre-date Kalamar's doomed attempt at expansion beyond the Byth Mountains. The Western-Road has been put to some use off and on over the centuries, but was little more than a warpath until forty years ago, when the founding of Narr'Rytar started a flood of trade and migration up the Jorakk River. This road is still considered quite dangerous and untamed, especially hundred mile stretch between Ormyn and Vhith which hugs the southeastern and central Mundthaeln region, an area well known for its Orc activity. Few travel the Swydr'Bolld, especially north of Ormyn, without armed escort.

**syd** (seed) – *deed*. This word is closely connected with "sydh," which means wisdom. It's thought that bold and good deeds are the beginning of wisdom, but also that such deeds cannot be conceived of without wisdom. So do the words circle around each other like Orrmorros eating his own tail.

**sydh** (seethe) – *wisdom*. See also **syd**.

**sydhrdonni** (SEETHER-doe-nee) – *wise-woman*. These are effectively the same as Haettir, but are called wise-women, rather than sorceresses, by accepting communities. A woman is called Haettir usually only once she has been accused of black magic. Wise-women all-but never refer to themselves as Haettir, for good reason. See also **Haettir**.

**Sylvntegg** (seel-vin-teg) – *Elven-Kind*. While Sylvan otherwise refers specifically to Wood Elves, in Skarrn, Sylvn is a blanket term for all elves. This is likely because, for countless generations, the only elves in contact with the Dunnvigr have been the reclusive Sylvans of the Rytarr Wilderness. Human contact with the northern Sylvans remains exceedingly rare.

**Sythrr** (seeth-UR-uh) – *God of Intuition and Wisdom*. Highly revered by the Dunnvigr.

**Sythrrmandr** (seeth-UR-UH-man-duh) – *"Month of Sythrr."* See also **Sammuldrmandr**.

**taeg** (tayg) – *five*.

**Taikk** (tike) – *a large island in the central Jorakk River within sight of Drhuyl*.

**Takkariakae** (tah-KAR-ee-ah-kie) – *Known as Takkarkk in the Torakki and Hargg dialects, she is the Goddess of Envy, Inequity and Seduction*.

**tal** – *three*.

**tegg** (teg) – *folk, or kind*.

**tekl** (TEH-kul) – *ten*.

**Thaekkrul** (THIE-krul) – *in Dunvig myth this is a great demon-servant of Nythrr, the God of Death, who betrayed his master by giving secrets to Wymaekkl. His punishment was exile and imprisonment in the world-rivers, for Nythrr knew that because Thaekkrul could not be whole without his master he would never cease in striving to return to his home in the underworld, and would thus bend all the waters to flow to Nythrr through the Mouth of Juttaulym. It's thus said that by Thaekkrul in the water is a man's soul carried to the underworld, which explains why the Dunnvigr so fear a watery burial*.

**thael** (thile) – *Hill, or Height*. This is specifically a rise of land covered in trees. It is differentiated from Jorkn, or mountains, in that Jorkn are treeless.

**Tharggy** (THAR-gee) – *Land of the Thars*. See **Thars** and **Felhold**.

**Thars** (THARZ) – *An old bloodline hailing from the southwestern kingdom of Tharggy, on the eastern slope of the Kakidela Mountains. They are feared and respected as a fierce matriarchal warrior-people. See also Felhold*.

**thoos** (thooz) - *tooth*

**throll** (throle) - *one who is bound. Term of a slave or indentured servant.*

**throllnuld** (THROLE-nul-duh) - *slave-name. This is composed of the slave-master's birth name and the suffix "slave of," which is throllr. So, Eggituk, the slave of Bjud, would be called Eggituk Bjudthrollr.*

**throllvalkkrsu** (throle-VALK-uh-soom-uh) - *rights of a slave-master.*

**throllvodlr** (THROLE-vode-luh) - *debt-slave. One who owes life-debt, or igglyvodlr, to another. One becomes liable for life-debt after having one's life saved. See also Igglyvodlr, Vodlvalkk, and Vorsungiglifokkt.*

**thryd** (threed) - *a formally taken lover, usually in the context of also having a husband or wife.*

**tor** (tore) - *ice.*

**Torakk** (TOR-ak) - *"ice-land." A word that couldn't more aptly describe the region bearing its name. It's hard to say if the region was first given the name with the meaning to follow, or visa-versa.*

**Torakki** (tor-AK-ee) - *general name given to the hunter-gatherer tribes which make a home on the Torakk.*

**Torrvi** (TORE-UH-veeb-lin) - *"Ice-Beetles." Name for the men who work on ice barges, but specifically those that actually crawl out upon the bergs and glaciers to harvest ice blocks with saws.*

**toskk** (TOSS-uk) - *tusk, or great tooth.*

**Toskr** (TOSS-kuh) *Boar. See the Hacklopedia of Beasts.*

**Toskrroh** (TOSS-KUH-roh) *Great-Boar. Otherwise known as the Giant Boar. See the Hacklopedia of Beasts.*

**trae** (try) - *tree.*

**Traefaerl** (try-FIRE-ul) - *Dryad.*

**Traar** (tr-AIR) - *Drhokker clan of significant size ruling the lands surrounding Trarr, at the confluence of the Jendasha and Jorakk Rivers.*

**Trarr** (TRAR-uh) - *large Drhokkeran settlement situated on the confluence of the Jendasha and Jorakk Rivers. It is ruled by the Traars.*

**Traent** (TRY-ent) - *Ent.*

**Truunk** (TRUE-unk) *Lesser Ettin.*

**tuf** (tuf) - *foot.*

**tuum** (TOO-um) - *council.*

**Tuumotilvalkk** (too-UM-oh-teel-valk-uh) - *High-Council of Lords. Traditional council wherein the new first-lord was chosen and installed in power in the ancient Dunvig power-sharing system known as the Valkkoros, or Cycle of Rule. It has not met in over four hundred years, but is supposed to be held once again on Vigurdr Dunrjorkk's death, whence a new ruler of the Dunnvigr shall be chosen. See also Valkkoros.*

**Tuumotilvalkknyr** (too-UM-oh-teel-VALK-er-neer) - *First High-Council of Lords. The first meeting of the Brothers of Jorikk after his death. During this council they debated for two and a half days as to how they should rule themselves, and in the end decided upon the Valkkoros, or Cycle of Rule. See also Valkkoros.*

**Tuumvalkk** (TOO-UM-valk-uh) - *Council of Lords.*

**Tuumwidhmjundr** (too-um-VEETH-myund-uh) – *Council of Freeman.* A council comprised of the most influential freemen of a lord-ruled settlement. They meet to make decisions on mundane communal affairs that do not directly affect the clan-lord's interests. Free-Councils generally have little real executive or legislative powers. Still, it's not uncommon for clan-lords to give significant leeway to their free-councils, owing to a long-held Dunvig indifference towards the mundane and routine affairs of settlement governance. Thus, as long as a free-council does not attempt to assert or maneuver itself against its lord, they generally remain quite autonomous.

**twid** (tuh-VEED) – *east*

**tymn** (TEE-min) – *nine.*

**tyr** (teer) – *two.*

**ugglis** (OOG-lees) – *draught, or gulping drink.*

**ugglisjinglr** (OOG-LEES-ying-luh) – *“draught of speech.”* A Dunvig term for beer. See also *Jyrngly.*

**Unslld** (UN-suh-led) – *Mover.*

**vaggr** (vahg-uh) – *bay*

**val** (val) – *white.*

**Valbjorgr** (VAL-byorg-uh) – *“white-bear.”* This terrible, but rare and reclusive, bear is also referred to as the *Ledikkarthr*, or “white-demon,” though many say the *Ledikkarthr* is actually a demonic aberration of the more mundane *Valbjorgr*. Lack of eye-witnesses and physical evidence mean much of this creature remains shrouded in mystery. See also *Ledikkarthr.*

**Valhuund** (VAHL-hoo-und) – *White-Hound.* Though the *Dunnvigr* use this term, it is otherwise uniquely northern *Dwarven.*

**Valkkoros** (VALK-oros) – *The Cycle of Rule.* A political system of power sharing used by the *Brrodnvigr* until the *Sundvulkkr* kin-war, where each brother-clan took it in turns to speak for all the others as a “first-lord” for a period of time equal in years to the number of brother-clans. In the beginning of the *Valkkoros* there were nine clans, so each clan ruled for nine years, and one cycle equaled 81 years. After *Brekwyl's* exodus during the 2nd cycle the number of clans was reduced to eight, and the cycle became seventy-two years (the clan-lords continuing to rule for nine years each). The original order of rule in the cycle was *Hanuk, Gothr, Dimkkl, Athrr, Varrgut, Krym, Olfarr, Brekwyl* and *Vigurdr.* After the *Sundvulkkr*, the *Vigurdr* clan declared the *Valkkoros* ended, and have ruled as first-lords in *Rayl* for the last four hundred years. For more on these things, see the *Ancient Dunvig Histories.* The five Cycles of Rule are:

**Valkkorosnyr** (VALK-oros-neer) – *The First Cycle of Rule.* See also *Valkkoros.*

**Valkkorostyr** (VALK-oros-teer) – *The Second Cycle of Rule.* See also *Valkkoros.*

**Valkkorostal** (VALK-oros-tall) – *The Third Cycle of Rule.* See also *Valkkoros.*

**Valkkorosfun** (VALK-oros-fun) – *The Fourth Cycle of Rule.* See also *Valkkoros.*

**Valkkorostaeg** (VALK-oros-tige) – *The Fifth Cycle of Rule.* See also *Valkkoros.*

**Valkkr** (VALK-uh) – *lord, or ruler.*

**Valkk...** (valk) – *Rule of.* This is used to refer to a period of rule by one of the clans over the others during a *Valkkoros.* So, the period of *Vigurdr's* rule would be called the *Valkk'Vigurdr*, or the *Rule of Vigurdr.* See also *Valkkoros.*

**Var** (var) – *Hard, darkened ground covered by forest.* This is most noticeably used in the settlement

name *Varmorr*, which means *Old-Ground*. It is also used in *morrdhmvargr*.

**Vargult** (VAR-gult) – *hard, dark warrior*. A rather rare term reserved for the most grim, hardened and ruthless of warriors. Such men are said to be calloused to kindly emotions, walking closer to death than life. They are treated with the respect given a dangerous beast, but are not willingly sought-out for company or service, which is seen as much a potential liability as benefit.

**Varmorr** (var-MORE-uh) – *Old-Ground*. This is the westernmost Dunvig settlement wherein resides the *Varrgut* clan. It is situated on the northeastern shore of Lake Adesh.

**Varrgut** (VAR-UH-gut) – *one of the remaining four Blood-Clans*. The *Varrguts* dwell in and around *Varmorr* on the northern shore of Lake Adesh, and have over the generations become somewhat estranged from their brother-clans in *Rayl*. The *Varrguts* are famed as a brooding and ruthless breed of men. Indeed their clan-name could be said to have roots in *vargult*, meaning *dark-warrior* (see also *Vargult*). Theirs has been a long and bloody struggle against the *Orc-Kind* and *Gjotr bjorg* of the forests between Lake *Jorakk* and Lake *Adesh*. However, they have become quite powerful in the last few decades owing to their controlling position of the western approach to Lake *Jorakk*. Their *woltrjalm*, or *clan-helm*, symbol is the bear.

**Vasst** (vawst) – *this is a largely mythical land as it figures in the minds of the Dunnvigr*. It is the uncharted, unknown land beyond the *Vegglas* glacier, over which the ruined citadel of the ancient *Vegls* is said to watch against terrible demons and dragons prophesied to return to the common world in the final days of the world.

**Vegglas** (VEG-lass) – *a mighty glacier measuring 22 leagues in width, which spills its bulk into the eastern shore of Lake Jorakk*. It is up this glacier that *Jorakk Unslld* is said to have flown with *Griffn* to retrieve the sword *Veglorr*. It is said to terminate at the *Heights of Vegolla*, spilling there into the *Vasst*. This glacier is entirely impassable, and it's said that to see the *Vasst* one must gain powers of flight. The name's closest meaning would be "*Glacier of the Vegls*."

**Vegl** (VEG-el) – *the Vegls are an ancient race told of in Dunvig myth*. It's unclear what sort of people they were. Some tales suggest they were lords of *Wyrms* and *Dragons*, while others suggest they were actually *Wyrms* and *Dragons* themselves. *Jorikk Unslld* is said to have been made heir to their power when he took the sword *Veglorr*.

**Veglhorrd** (VEG-EL-hord) – *a hoard of unimaginable wealth which was the birthright of the Vegls*. *Jorakk Unslld* is said to have inherited that wealth after he proved himself worthy by taking the sword *Veglorr*. However, he saw that it had power to turn his people against each other with greed, and so he hid it. It's said that if the *Veglhorrd* should ever be caused to leave the *Lands of Jorakk* that the power and favor of the gods will forever be removed from the *Dunnvigr*.

**Veglorr** (veg-LORE-uh) – *the Sword of the Vegls, retrieved by Jorikk Unslld*.

**Veglthoos** (VEG-EL-thooz) – "*Vegl's Tooth*." The *Great White Wurm* who protected the sword *Veglorr*, and the great *Veglhorrd*, in the *Myth of Jorikk Unslld*.

**Whott** (VOTE-ut) – *Large settlement situated in the foothills of the Vrykarr Mountains near the source waters of the Jorakk River*. It is ruled by the *Votigutts*.

**vig** (vig) – *blood*



**vigrfjulkk** (VIG-uh-fyulk) – *blood-feud*. These are terrible and costly wars fought over perceived egregious wrongs, almost always over unusually horrifying killings of close kin. There exists a spiritual obligation in continuing vigrfjulkk, regardless of its cost, since the primary motivation is based in “dymonr,” or the righting of wrongs, and often bound by blood-oath. Vigrfjulkk can play out between individuals, families, clans or larger regional groups (i.e. the Dunvig vigrfjulkk against the Slen, which continues today). When true vigrfjulkk is mutually reciprocated by both parties, the conflict almost always becomes perpetual and multi-generational, ending only by external intervention or complete annihilation of one side.

**vigrlykt** (VIG-uh-leeekt) – *blood-mad, or blood-boiled*. Term for an intense, almost transcendent state of passion and rage (sometimes induced by mind altering substances) characterized by increased stamina, strength, tolerance for pain and blinding courage. These states are seen by the Dunnvigr as proof of nearness to Falkkr, and of having his favor (though substance-induced vigrlykt does not enjoy that praise). One carried away by such passion is said simply to “be vigrlykt.” One who does so at will is called a berserkr. See also **Berserkr**.

**Vigurdr** (vig-UR-duh) – *one of the four remaining Blood-Clan, which figures prominently in many of the tales, conflicts and dramas of the storied Dunvig past. This clan was central to the beginning of the Sundvulkk, and has ruled unopposed in Dunvdal and Rayl for four hundred since that terrible kin-war. The present clan-lord of the Vigurdr is called the Dunrjorkk; a man of rare strength of will, prowess, foresight and cunning. Their woltrjalm, or clan-helm, symbol is the wolf.*

**vird** (verd) – *wood*. This usually refers to firewood. Lumber is “wyrclin.”

**Virdbittmandr** (verd-BIT-UH-man-duh) – *“Wood-Cutting Month.” 9th month of the year and the first month of Autumn.*

**vluub** (vlooo-ub) – *whale or seal fat.*

**vluut** (VLOO-uht) – *price.*

**vluutgultr** (VLOO-UHT-gult-uh) – *warrior-price*. This is a fee paid by a Gult to his oath-lord for the privilege of suspending his warrior-oaths for a time.

**vodl** (vodel) – *debt.*

**vodlaff** (VODEL-ahf) – *debt-leaf, or debt-raft*. A valuable item used to figuratively carry a debt until it may be repaid, essentially acting as collateral against the loan. The value of the item should approximate the value of the loan to such a degree that the creditor feels reasonably protected against default.

**vodlvalkk** (VODEL-valk-uh) – *debt-lord*. The owner of a life-debt, or igglyvodlr. One becomes another’s vodlvalkk by saving his life. See also **Igglyvodlr**, **Throllvodlr** and **Vorsungiglifokkt**.

**Volgurnakk** (VOL-GUHR-nock) – *A clan of Dwarves dwelling in the western ranges of the Jorakk Mountains, said to be distant cousins of the Garonakk Dwarves. The Volgurnakk and Garonakk are said to be the remnants of a great Dwarven people which spanned the Jorakk Mountains before the coming of the Grevan many centuries ago. In the year 200 F.C., a date still considered recent history by Dwarven standards, the Garonakk city of Garondol was overrun by Orc tribes. Refugees of the Garonakk thus went to dwell either with their western Volgurnakk cousin or their southern Dunvig allies. The Volgurnakk today represent the last of the Jorakk Mountain dwarves. It is with them and the descendants of Garonakk that the Dunnvigr do trade in metals through Dverghalkkr, north of Norr-Bharr. See also **Garonakk**.*

**volsngg** (vole-SUNG-guh) – *telling*. A story, or recounting of events, more casually told than the formal Saga.

**Volsnggsydh** (vole-SUNG-GUH-seethen) – *Telling of Deeds*. A celebration of victory in battle where deeds are retold, honors recognized, and rewards dispersed.

**volvn** (VOLE-ven) – *river*.

**vor** (vore) – *valor*.

**Vorigultr** (VOR-EE-gult-uh) – *little valorous-warrior*. A Dunvig name for war-dogs. The diminutive “little” is meant both affectionately and ironically, since it usually pertains to the great-breeds, which are anything but little.

**Vorr** (VORE-uh) – *God of Valor*. Known as *The Valiant* and *The Swift-Sword*, this god figures prominently in Dunvig culture, especially amongst the warrior classes. The Dunvig Gults call him also the Lord of Dhourrin.

**vors** (vorz) – *a trial, or difficult test*. This word is closely linked with “vor,” meaning valor, and so indicates a “valorous test” requiring courage and bringing honor.

**Vorsdeng** (VORZ-deng) – *Testing-Search*. Most commonly refers to ship-borne adventures into the southern lands by warbands intent on enriching themselves through war and raiding. It can also refer to a pilgrimage by a young Dunvig male as a rite of passage into manhood.

**Vorsdengbrodhr** (VORZ-DENG-brothe-uh) – *Vorsdeng-Band*. Most often a raiding party of war.

**Vorsdenghorrd** (VORZ-DENG-hore-ud) – *Vorsdeng-Hoard*. A stake of cash seen as an investment in a Vorsdeng. Also the cumulative loot gained during a season of Vorsdeng, to be divided between the warband and the enterprise’s funder, who is usually a battle-lord. Also can be a sort of birthright given to a son about to leave on Vorsdeng pilgrimage.

**Vorsdengmandr** (VORZ-DENG-man-duh) “Month of Vorsdeng.” 5th month, which marks the beginning of the campaigning season.

**Vorsfeld** (VORZ-feld) – *trial-field*. Grounds set aside for all manner of martial activity, such as training, competition and the formal settling of disagreements and feuds.

**Vorsungiglifokkt** (vor-sung-IGLEE-fokt) – *literally “trial of the abdication of life.”* This is a solitary pilgrimage from which the pilgrim is not expected to return. It is seen as a way to commit suicide without angering the gods by dishonoring their power over life and death, while simultaneously throwing one’s fate entirely into their hands. It is usually undertaken by a throllvodlr, or debt-slave, who cannot fulfill his obligations of life-debt to a recently deceased vodlvalkk, or debt-lord (see also throllvodlr and vodlvalkk). Most commonly the pilgrim will remove himself to the Jorakk Mountains with minimal food, water and armament to sojourn there till he dies, or otherwise receives clear sign from the gods that he has been absolved of his debts. This is a rare ritual from which very few return.

**vos** (vose) – *water*

**vost** (vost) – *mist*

**Vostarr** (vost-ARE-uh) – *Barrow-Wight*. See the *Hacklopedia of Beasts*.

**Vostmjorlr** (vost-MYOR-luh) – *island of mist, or mist-island*. In the legend of Jorikk Unslld, it is the place where he found a goddess and lay with her, becoming thus partially joined with the gods in his own lifetime. It is said to be a visiting place of fallen heroes before the final journey to the after world. Some sailors who have been found wrecked upon the shore and near death claim to have glimpsed its shores.

**Votigutt** (VOTE-EE-gut) – *a sizeable Drhokkeran clan which rules from their halls in Vhott, near the source water of the Jorakk River in the northern foothills of the Vrykarr Mountains*.

**Vrykarr** (vree-KAR-uh) – roughly “endless tale.” Name for the great range of mountains which rise up between the Middle Wild Lands and the Sea of Reanaaria. Many myths and legends surround the Vrykarrs, and they are well known to be home to many tribes of Orc, Goblin, Ogre, Troll and Giant. Many say also that there are Wyrms and Drakes in the deeper valleys.

**Vrykk** (VREE-kuk) – An ancient stronghold which still guards the western-road approach from Gothmerr to Narr’Rytar.

**vyd** (veed) – hunt.

**vydh** (veethe) – realm, or world. This usually denotes a great expanse, such as the Mundlvoydh, or Middle-Realm, which is the earth.

**Vydhrijalm** (VEETHER-yalm) – World-Helm. A Dunvig protective-rune, or Jalm, said to contain the essence of all existence, including the gods, fae, demons, realms, time, and even fate. While some say it has less specialized power than totems dedicated to particular essences, the World-Helm is used as a catch-all having influence over every aspect of the universe. Dunvig folk carry upon themselves fashionings of the Vydhrijalm, which are imitations of the original forged around -120 F.C. in commemoration of the building of the first Gotshalkkr, or God-Hall. The original World-Helm was said to have been solid gold and to stand over fifteen feet tall, being made of six generations worth of clan-wealth taken from lands as far away as southern Reanaaria. Unfortunately, the original World-Helm was lost during the Sundvulkkr kin-war. The loss of that powerful Jalm still haunts the Men of Jorikk, who say their doom cannot be shaken until it is found again.

**Waern** (VIE-uh-ren) – Wyvern. See the Hacklopedia of Beasts.

**Waetr** (VIE-tuh) – Animating Spirit. See the Hacklopedia of Beasts.

**Warg** (VARG) – Warg. See the Hacklopedia of Beasts.

**Wasprjutt** (VAS-PUH-jut-et) – Giant Wasp. See the Hacklopedia of Beasts.

**widh** (vith) – free.

**Widhmjund** (VITH-myund) – free-man. A common Fhokki social class lying between Slave and Warrior in clan hierarchy. While having freedom to move, purchase and live of their own accord, they also do not enjoy the privileges and wealth of the Warrior and Ruler classes.

**widhvlutr** (VITH-vloo-uh-tuh) – free-price. The price of a slave’s freedom.

**wolt** (volt) – clan.

**woltrjalm** (VOLT-UR-yalm) – clan-helm. This is a protective symbol or totem said to hold in it the favor (or displeasure) of the gods toward the clan’s people. Folk wear the totem around their neck as an amulet, carve and paint its likeness into the timbers of their halls and shields, fashion it into statues of wood and stone, and tattoo it upon their bodies. The woltrjalm identifies members of a clan as much as it bestows the protection of its gods.

**wulff** (vulf) – wolf.

**Wulffmelr** (VULF-mel-uh) literally “Terrible-Wolf.” Otherwise known as the Dire Wolf. See the Hacklopedia of Beasts.

**Wulfri** (VULF-ree) – little wolf. An endearing term for younger warriors of a Gult’s household, often being his sons, who are expected to grow-up into strong Gult warriors. Being counted a Wulfri is more honorable than being lumped in with the general arms-men, for it presupposes a great destiny.

**wyldr** (WEEL-duh) – wild, or wilderness. While almost all the forestlands surrounding the great Jorakk Lake could be defined as wilderness by most peoples on Tellene, the Dunnvogr reserve the word “wyldr” for those areas especially devoid of settlement. Most such wilds remain entirely uncharted, with

*many of their deeper valleys and hills having never seen the likes of man. They are extremely remote and filled with unknown dangers.*

**Wymaekkl** (VEEM-aye-kill) – *a Dunvig name for the Confuser of Ways. See also Gartukk.*

**Wyrđ** (veerd) – *A small, treeless wilderness region found along the northwestern rim of Lake Jorakk between the Byth Forest and the western terminus of the Jorakk Mountains. In the Skarrnic dialect, it also enjoys usage as an exclamation of approval or approbation. For example, if someone says, “We shall meet then on the morrow and begin our venture post-haste ...” an affirming reply could be “Wyrđ!”*

**wyrglin** (VEER-glin) – *wood, or lumber. This can refer to any form of cut wood, but usually refers to lumber cut for building.*

**Wyrm** (veerm) – *Great-Worm, Great-Serpent. Also used as a measure of distance/length equaling roughly 200 yards, which is said to be the length of the ancient White-Wyrm, from which all lesser Wyrms were born. In the Skarrnic tongue, ideas of distance, length, and the Wyrm much interconnect. It is not merely that “Wyrm” is the measure of a Great White-Wyrm, but that that measure is the Great White-Wyrm, almost as if the notion of that length did not exist before the Wyrm. In other words, the Skarrnic tongue betrays a notion that Wyrms encapsulate length, and even create it, dimensionally. Or, possibly, that length created them. It’s unclear how the relationship came into existence, or which definition came first.*

**Wyrmklus** (VEERM-klus) – *“Dragon-Back.” A formation made of 6 or more shield-warriors, where all shields interlock in a tight shell which is almost impenetrable to ranged weapons.*

**Wyrwulf** (VEER-vulf) – *Were-Wolf.*

**Wyrbjorg** (VEER-byorg) – *Were-Bear.*

**Yaesrn** (ee-AYE-srun) – *iron.*

**yuldna** (YULD-nah) – *new.*

**Yuldna’Brodnaedhrvig** (YULD-NAH-broden-AITH-er-vig) – *The New Blood-Oath of Brothers. The solemn and religious oath sworn by the brothers Vigurđr, Krym, Varrgut and Gothr in Rayl in F.C. 402 that renewed the ancient promises of unity and brotherhood originally sworn with Jorikk Unslld.*

