

GLOSSARY OF XUNAR-KUN

People, Terms, Geography, Flora & Fauna

Primary Field Folk of High Point

Abso (AHB-so)	Alysa's father and mentor
Alysa (Ah-LIH-sah)	Alysa of the Field Folk clan, High Point Homestead
Betram (BET-trehm)	Apprentice Teller
Boshe (BOH-shee)	Major Trader
Dagg (DAHG)	Council Elder
Ellee (EI-LEE)	Alysa's little sister
Evyn (EH-vihn)	Major Miller
Kendirra (Ken-DIH-rah)	Major Teller, originally from Falling Stream
Levin (LEH-vihn)	Council Elder
Loralie (Lor-AHL-lia)	Alysa's mother, originally from Yellow Cliffs
Marli (MAHR-lee)	Tola's wife, originally from Green Plateau
Panli (PANN-lee)	Lesser Trader
Seda (SEE-dah)	Alysa's best friend
Thad (THAD)	Apprentice Teller
Tola (TOE-lah)	Council Speaker

Primary Field Folk of Falling Stream

Alvan (AL-vahn)	First Teller and Teacher of the Laws
Aryz (AIR-iz)	Seda's betrothed, Orryn's best friend
Bakar (BAY-car)	Major Teller
Bavat (BAH-vaht)	Orryn's mother, originally from Yellow Cliffs
Father Gord'n (GOR-din)	Founder of the Field Folk clan and First Homestead at Falling Stream
Kahnton (Can-TONE)	Original Elder of Falling Stream
Nonnee (Non-NEE)	Caretaker of Father Gord'n's cottage
Orryn (OR-in)	Apprentice Teller, Alysa's betrothed and Aryz's best friend
Poolan (POO-lahn)	Council Speaker
Sureena (Sur-EE-nah)	Seda's firstborn
Tach (TAHK)	Orryn's father
Yiul (YOOL)	Council Elder

Primary Trailmen

Brother Willim (WILL-ihm)	Leader of the ancient Trailmen
Callia (Cah-LEE-ah)	Szaren's mother, Staghorn Mountains
Efram (EFF-rahm)	Szaren's father, Winding Mountains
Ferran (FAIR-ron)	Painter, Winding Mountains
Folie (FOH-lee)	3 rd Trader, Winding Mountains
Haraht (HAR-raht)	Szaren's betrothed, Far Reach Mountains
Islean (IS-lee-ann)	Szaren's aunt, Chief Elder, Winding Mountains
Jesh (JEHSH)	Hunter/warrior, Szaren's best friend, Far Reach Mountains
Jontif (JON-tiff)	Prominent hunter/warrior, Staghorn Mountains
Kailee (Ki-LEE)	Hunter/warrior, Haraht's best friend, Winding Mountains
Marteen (Mar-TEEN)	Chief Elder, Far Reach Mountains, paired to Rainur
Moronda (Mohr-AHN-dah)	2 nd Trader, Winding Mountains
Obala (O-BAH-lah)	High Healer, Far Reach Mountains, paired to Trabo
Qohrlat (COR-laht)	Hunter/warrior, Winding Mountains
Rainur (RAY-nur)	Lead hunter/warrior, Staghorn Mountains, paired to Marteen
Szaren (ZAH-ren)	Warrior, Winding Mountains, Haraht's betrothed
Tibba (TEE-bah)	Painter, Winding Mountains
Trabo (TRAY-boh)	Chief Trader, Winding Mountains, paired to Obala

Terms

A.C.	After Cat'clysm
Ancient Ones	Those who lived Before Cat'clysm
B.C.	Before Cat'clysm
battlerod	Ornately carved poles used by the warriors in battle
betrothal	Engagement to be joined or paired
Cat'clysm	Time of City Infinity's fall (deriv. cataclysm)
Eve of Moonrise	Celebration of Trailmen pairing rite; occurs twice each cycle
Fielder	Derogatory Trailmen slang for Field Folk
fieldscript	Written language used by the Folk
final farewell	Death, funeral
firestones	Rough, yellow striking-stones used to start fires
Gathering	When the Folk in each homestead gather to plan events
Joining	Marriage rite of the Folk, held twice each cycle at Moonsfest
joining sash	Embroidered belt created by a betrothed woman and given to her husband at their joining
midling	Child age 14-18
migration	Trailmen journey north and south at greening and leaffall, two suns after Eve of Moonrise
Moonsfest	Celebration of Folk marriage rite at moonrise; occurs twice each cycle
moonrise	When the two moons rise together, twice each cycle
oldenscript	Written language of the Ancient Ones
pairing	Marriage rite of the Trailmen, held at moonrise, twice each cycle
Pantry	Field Folk building containing free access to community goods
Planting Calendar: sunstick	Used by the Folk to plan their lives; represents one cycle = 1/20 th of a sun; measured by inserting a stick into the ground and noting the shadow
sun	= 20 sunsticks
moon	= 21 suns
cycle	= 336 suns or 16 moons
seasons:	
greening	Folk: Time to repair equipment, mend fences and irrigation, plant crops Trailmen: Time to migrate north, scout animal trails
summering	Folk: Time to thin, till, pasture animals Trailmen: Time to hunt, gather hides and bone, preserve meat
leaffall	Folk: Time to harvest, amend the soil, preserve the harvest Trailmen: Time to migrate south, transport summering's gains
wintertide	Folk: Time to planning next season, craft goods, persevere Trailmen: Time to gather together in the Lowlands, hunt in the southern mountains
sleep of the wounded	Unconscious state resulting from injury
'steader	Folk slang for Field Folk homesteader
strum	Wooden musical instrument used by Trailmen; twists of taut hide are plucked
tamoree	Complex Folk board game involving many clay playing pieces moved around a series of shapes on a wooden board
Teller	Folk historian
Telling	Folk stories told by Tellers
Trade	Folk and Trailmen meet twice each cycle, 7 suns after Moonsfest, to trade goods they've grown and crafted (Field Folk) or captured or cured (Trailmen)
Trader	One who conducts Trade
tradesign	Hand gestures used to conduct Trade
Veiled Slayer	Radiation from war
wobbly	Child up to age 3, just learning to walk
youngling	Child age 3-14

Geography

The Bridge	Crosses Rocky Stream at the Tradeground
the City /City Infinity	Now a landmark, the ancient home of Folk and Trailmen
Donol-kul (Doh-nohl-KOOL)	Larger of the two moons, male
Far Path	Path from Yellow Cliffs to Green Plateau
Far Reach Mountains	Eastern mountains some Trailmen migrate to at greening
Gorge Path	Path along Rocky Stream leading from High Point Homestead to the Tradeground
Great Hall	Main building of the Folk where gatherings are held and where crafting takes place
Homesteads:	
Falling Stream	Southeast homestead, first homestead founded by Father Gord'n
Green Plateau	Southwest homestead
High Point	Northeast homestead
Yellow Cliffs	Northwest homestead
Valley Ridge	South central homestead
The Hunter	Star pattern, Folk name is the Planter
Lakelands	Base of the mountains where runoff collects into many small lakes
Lower Path	Path between High Point and Falling Stream
Lowlands	Where the Trailmen gather for wintertide
Lowlands Camp	Trailmen's central Lowlands camp inhabited mainly at wintertide
M'rauda Ridge	Falling Stream battleground where the M'raudas are defeated
Middle Path	Path from Yellow Cliffs that connects to Ridge Path East
Nanthan-kul (Nahn-than-KOOL)	Smaller of the two moons, female
Ridge Camp	Where the Trailmen camp on their journeys to and from Winding Mountains
Ridge Path East	Path between Green Plateau and Valley Ridge
Ridge Path West	Path between Valley Ridge and Falling Stream; intersects with Middle Path
Roaming Star	Comet that passes overhead during wintertide and summering
Rocky Stream	Stream that demarcates Folk and Trailmen territory
Rolling Territories	Unexplored lands to the west of Folk territory
Sleeping Lands	Dead, highly toxic area surrounding the City
Short Mountains	Hills south of the Homestead territory
Staghorn Mountains	Northeast mountains the Trailmen migrate to at greening
Tabir-sun (TAY-burr-sun)	Sun at the center of the solar system
Tradeground	Where Folk and Trailmen conduct Trade twice each cycle, after Moonsfest
Upper Path	Northern path between High Point and Yellow Cliffs
Winding Mountains	Highest point in view of High Point Homestead
Xunar-kun (Shoo-nar-KOON)	Planet on which Field Folk and Trailmen dwell

Flora & Fauna

briarwood	Hard, reddish wood used for carving
buzzfly	Flying insect
casish hen	Long-legged, domestic Folk fowl
Como (COH-moh)	Ellee's saroo
Drongo (DROHN-go)	Peltee, bonded to Szaren
Feelah	Ellee's saroo
firestag	Large, strong leaping ruminant with broad antlers and shaggy fur
flowerfly	Stinging insects that gather nectar
foya (FOY-ah)	Evergreen tree covered in soft, long, thick leaves
greatclaw	Fiercest creature of the forest, often encountered by the Trailmen and of which many tales are told
greenwing	Greening insect with large, thin iridescent wings
highbush	Firestag's favorite food, has berries
hoptail	Large rodent favored by Trailmen for food
leaprock lamb	Agile, small-built ruminant the Folk herd for their long white fur

Flora & Fauna

	and meat
longpiper	Large migratory birds
longtooth	Large, skittish, upright-standing herbivore; very elusive
M'rauda	Distorted beast thought to be extinct (deriv. marauder)
marshdoe	Small, three-toed ruminant
nightchirper	Insect that sings only after dark on cooler nights of leaf fall; morphs into greenwings at greening
peltee (PELL-tee)	Trailmen's canine
pricklebush	Tall bush with long thorns
rockhopper	Scaly, three-toed amphibian; mainly blue and green in color
saroo (sa-ROOH)	Furry, agile Folk pets whose main food source is insects
shimmerfish	Long, shiny fish capable of coiling and hiding under rocks
simmel	Staple grain
smartgrass	Tall grass with sharp edges that easily cuts unprotected skin
spicnut	Dark-red nut ground into powder, adds sweetness to food
sweatleaf	Hot herbal drink
swishtail	Water-breathing lizards, capable of running on top of water for short distances
Tahshi (TAH-shee)	Alysa's saroo
Trekkar (TREK-are)	Peltee, bonded to Evyn
udommo (u-DOH-moh)	Bovine domesticated by the Folk for milk and long, curly fur combed from its pelt
Vonni (VAHN-ee)	Peltee, bonded to Jesh
wildberry	Dark-purple bush berries