

LORD OF MONSTERS

AN OUT OF ABATON NOVEL

BOOK 2

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GLOSSARY

ABATON — An island in the southern Indian Ocean inhabited by species not found elsewhere in the known world. Long ago, **Prester John** united the four **elemental** races under his rule and established the kingdom of Abaton in relative isolation from the outside **humanlands**. Geographically diverse, Abaton features volcanic jungles in the northern realms, with deserts, grasslands, and snowcapped mountains to the south.

ALCHEMY — A branch of human science devoted to engineering and design based on magic introduced into the **humanlands** from Abaton. Examples of alchemy include: the building of mechanical wings for Venice's airmen, war machines, and **automa**. Because human alchemists cannot perform alchemy without **elemental** assistants, many in Abaton consider the practice theft and a corruption of Abatonian magic.

ALEYA — A race of orblike, floating creatures who tend to inhabit the jungles of **Abaton's** Farrago realm. While often quite shy, some aleya have been known to play tricks on unsuspecting travelers.

ANCIENTMOST PEARL, THE — The mysterious object that is the symbol of authority for **Abaton's** **presters**. Prester

John kept the workings of the Pearl secret from his subjects. It was generally believed to be the source of his long life and his extraordinary magic.

ARACHNOBAT — A race of Abatonian creatures that are a hybrid of bats and spiders. Their terrifying appearance led many after **Diamancer's** Rebellion to claim they were “monsters,” although there is no evidence of any malicious activity by these creatures.

AUTOMA — Alchemical machines made of wood and gears that resemble humans, act with limited independence, and are used throughout the **Venetian Empire** as servants and guards.

CALDERA KEEP — The ancient city of the **djinn** located in the southwestern reaches of the Caldera Desert. The city is renowned for its obsidian architecture and lava canals.

CELESTIAL BRIGADE, THE — An elite troop of knights who defended **Abaton** for many centuries prior to **Diamancer's** Rebellion. Soon after, **Prester John** disbanded Abaton's military.

CHAMELEON CLOTH — A fabric developed by **gnomes** that allows whatever it covers to appear nearly invisible. The material assumes the camouflaged appearance of the adjacent surroundings.

CHIMERA — The most populous race of **Abatonians**. Chimera are humanoid with features of a particular species of mammal, bird, amphibian, reptile, or fish.

CRESCENT PORT — A medium-sized merchant town in **Abaton**. With its proximity to the **Moonlit Court** and its large lagoon-harbor, Crescent Port serves as the primary port for Abatonians journeying to the capital on boats.

DEEP ONE, THE — The colossal sea monster that guards the waters of the Indian Ocean around **Abaton** and prevents human sailors from reaching the island. The Deep One is one of the four primordial guardians of Abaton and an **elemental** being of water.

DIAMANCER — An adviser in **the Moonlit Court** who led a rebellion in the twelfth century against his king, **Prester John**. Abatonians today are uncertain what race of creature Diamancer was. Some **gnome** historians speculate that he was the last of a fifth elemental race known as aethers. Diamancer was cast into an enchanted sleep and imprisoned along with his followers after the rebellion.

DJINNI (PL. DJINN) — One of the four races of humanoid **elementals** native to **Abaton**. Djinn are fire elementals and exhibit magical powers over heat and flame.

DRAKE — A race of reptilian, fire-breathing creatures that were considered “monsters” and disappeared from **Abaton** after **Diamancer’s** Rebellion.

ELEMENTALS — Magical beings originating in **Abaton** who draw their powers from the elements: air, earth, fire, or water. The

four major races are intelligent humanoids: **sylphs** (air), **gnomes** (earth), **djinn** (fire), and **undines** (water). Also four primordial elemental beings—the **Deep One**, the Everwaiting Pyre, **Regolith**, and **the Roc**—serve as guardians over Abaton.

FANTOM — The principal mechanism that allows an **automa** to function. An **alchemy** invention originating in the **Venetian Empire**.

GNOME — One of the four races of humanoid **elementals** of **Abaton**. As earth elementals, gnomes exhibit magical powers over metal, rock, and materials of the earth. Because their flesh has a consistency most similar to clay, gnomes can split apart at will into smaller versions of themselves, as well as fuse back together.

GRIFFIN — A race of Abatonian creatures with the hindquarters of a lion and the front of a raptor, usually an eagle or falcon. Lacking the powers of speech and high thinking, griffins were domesticated in ancient times by **sylphs** and are primarily used for transportation by those in the **Mist Cities** and in the southern plains of **Abaton**.

GROOTSLANG HOLE — The ancient city of the **gnomes** located at the southern edge of the Farrago Jungle where the Plains of Lemuria begin. The city holds the largest number of libraries and historical texts in **Abaton**.

HIGH NOBLES — The leaders of the four **elemental** houses. Within Abatonian society, the elemental races hold a dominant, elite status, particularly those that belong to noble families. The

noble elementals select a High Noble to govern their cities and are often called on for governmental affairs at **the Moonlit Court**.

HUMANLANDS — All kingdoms and civilizations around the known world, with the exception of **Abaton**.

KIRIN — A species of single-horned, horselike creatures often called “unicorns” by those from the **humanlands**. Their coats have white or silver fur in the front portions, transitioning to scales of iridescent hues along the hind legs. Known for their swiftness, their gentle natures, and their ability to fly, kirin are wide-ranging across all the realms of **Abaton**.

MANTICORE — A species no longer found in **Abaton**. With the body of a lion, a humanoid face, bat wings, and a tail that projected dangerous spines, manticores were considered “monsters” and disappeared from Abaton after **Diamancer’s** Rebellion.

MEZMERCURIAN THE FIRST — A legendary **chimera** knight who led the **Celestial Brigade** against **Diamancer** and his rebels.

MIST CITIES, THE — Built upon an archipelago of floating rock, the ancient city of the **sylphs** is located at the southernmost tip of **Abaton**.

MOONLIT COURT, THE — The palace of the **presters** of **Abaton**. First built by **Prester John** in ancient times, the palace is a sky-high tower of delicate white stone. The name derives from the way light seeps through the palace’s translucent walls.

NAGA — A species no longer found in **Abaton**. Naga have a humanoid torso and arms with a snake tail from the waist down and scales covering their entire bodies. Considered “monsters,” they disappeared from Abaton after **Diamancer’s** Rebellion.

NAIAD — A race of water-dwelling creatures found throughout **Abaton**. Lacking the powers of speech and higher thinking, naiads are often considered a delicacy to eat, especially among **undines**.

PISCARAY — The ancient underwater city of the **undines** located off the northeastern coast of **Abaton**. Most of the buildings are built from living coral, and several quarters of the city have been sealed to accommodate air-breathing visitors.

PIXIE — A race of minuscule flying creatures found in most realms around **Abaton**. They become luminous by feeding on air. Lacking the powers of speech and higher thinking, pixies are widely used as a light source both in Abaton and more recently in the **humanlands**.

PRESTER — The title given to a ruler of **Abaton**.

PRESTER JOHN — The long-lived magician-king of **Abaton**. Although little is known of Prester John’s origins, the source of his near immortality and magical powers was credited to the **Ancientmost Pearl**. He protected Abaton from human interference as well as internal and outside threats until his eventual death in **the Deep One**.

REGOLITH — One of the four primordial guardians of **Abaton** and an **elemental** being of earth. In ancient times, the giant descended beneath the ground under what is today **Grootslang Hole**.

ROC — One of the four primordial guardians of **Abaton** and an **elemental** being of air. An enormous raptor composed of mist and cloud, the Roc's current location is known to few in **Abaton**.

SLITHERSTEED — Enormous millipedes used for transportation primarily by gnomes and wealthier chimera merchants traveling across the Plains of Lemuria.

SLOSHING SHROUD — An enclosed cloak made from **naiad** scales and filled with water worn by **undines** to allow them to breathe when outside the water.

SUPERFLUOUS WORM — A race of rare Abatonian creatures with the ability to be bifurcated into separate worms who share the same thoughts and speech. **Gnome** nobility have used them for centuries to communicate with others in **Abaton** across vast distances.

SYLPH — One of the four races of humanoid **elementals** of **Abaton**. Sylphs are air elementals and exhibit magical powers over the air. Having no wings, sylphs cannot fly. However, due to their weightlessness and control over wind, many sylphs are able to glide short distances.

UNDINE — One of the four races of humanoid **elementals** of **Abaton**. Undines are water elementals and exhibit magical

powers over water. Undines are unable to leave the water and thus are rarely encountered away from bodies of water unless they are wearing **sloshing shrouds**.

VENETIAN EMPIRE, THE — Currently the foremost empire in the **humanlands**, Venice was historically overshadowed by its larger neighbors, including the Byzantine Empire and the pope’s Holy Roman Empire. However, after trade began with **Abaton** and Venetian alchemists began designing war machines and **automa** technology using Abatonian **elemental** magic, the empire grew in wealth and military might, soon conquering the entire Italian peninsula and eventually coming to control nearly all the Mediterranean region. Many human kingdoms around the world (most prominently the Sultanate of Zanzibar and the Aztec Confederation) have pledged allegiance to Venice under threat of conquest. The Venetian Empire is ruled by an emperor who is known as the doge.

WYVERN — A reptilian species no longer found in **Abaton**. With long necks, winged forearms, and a powerful tail capable of producing destructive blows, wyverns were considered “monsters” and disappeared from Abaton after **Diamancer’s** Rebellion.