

## *Hearts of Eden Glossary*

### *Chacelyn Pierce*

**Ancient Tomes:** Five large books filled with sacred scriptures written by the Primordial, the creator of the Elementals.

**Ashvoy:** A race of elves that seek to learn all kinds of magic especially Daemonology. They are extremely secretive and have power struggles and dealings with Daemons periodically. They are a very greedy race in learning any dark magic.

**Blood Harem:** A group of Elementals that are only used for their blood.

**Daemon:** The fifth Elemental, was once a good-natured Elemental that guarded and shepherded the lost spirits of deceased Elementals from Netherworld to the Underworld. They use dual vampiric fangs to drain any of the four Elementals of their energy. Supplying the drained Elemental with their dark necromantic blood creates a Phantom – a ghoul that they can command.

**Eden:** A vast, guarded encampment that is home to Elementals, it is completely resourceful with a lake, streams, orchards, and valleys. Hidden in the Great Appalachian Valley, Eden is also warded by good faeries against any evil spirits or humans discovering its location.

**Elder:** Usually the oldest or strongest in each Elemental race.

**Elementals:** Air, Fire, Water, Earth, and Spirit beings which are immortal and able to harness their element to do their magical bidding.

**Fae** (Seelie, Unseelie, Elves, ect.): Various types of mythical creatures, the Seelie are generally good-natured and the Unseelie are not.

**Gaian:** Earth Elemental, hair the color of soil and emerald green eyes. Has control of the land, plants, and stones. Gaians can cause earthquakes and volcanic activity from the earth itself, they can also create landslides with the help of a Lir.

**Guardians:** An ancient dragon race that have been imprisoned within the human world by Elemental forefathers. Similar to djinns, they are bound to a gem or stone and only seek freedom from the bargain or wish they have with their Keeper. Guardians are extremely intelligent, and are the only dragons that have the power to take on a human form.

**Lir:** Water Elemental, named after the sea god in Irish mythology. Lir are born with blue-black hair and dark sapphire to sky blue eyes. Most Lir can cause create their own tidal wave but to create hurricanes they need the help of a Sylph.

**Moonrunner:** A supernatural being that closely resemble werewolves.

**Netherworld:** A level of reality that is a hellish limbo between the living and the dead worlds. It is a realm of confusion and continual wandering. Most Elementals are sent here in death, because they cannot travel to the Underworld without a guide.

**Oryeth:** Also known as the Markets or Slave Market, shoddy corner of Otherworld that houses prostitution and trading in slaves and goods.

**Otherworld:** A level of reality that is walked by supernatural beings only. Some sensitive humans can see into this plane (mediums, soothsayers, witches, sorcerers, ect.)

**Phantoms:** The spirit of an Elemental, usually appearing as featureless silhouettes or shadows. They are ghouls of “turned” Elementals that are controlled and created by a Daemon. Phantoms like to feed from Elemental beings, taking their life-force and can only surface at night. Though if used properly, any of the four elements can expel a *phantom*. Only a Daemon can free a Phantom back to the Underworld.

**Pyr:** Fire Elemental, very rare, almost extinct of the Elemental race. They are born with mahogany hair, orangey-hazel or just hazel eyes. Produces walls of fire, fireballs, inferno torches, and is the only Elemental that can infuse their element into a weapon. Can create a firestorm with the help of a Sylph.

**Savant:** The wisest and strongest leader of the Ashvoy elves. Usually the one that knows the darkest magic.

**Sylph:** Air Elemental, having ash blond hair with silvery highlights or streaks. Pale to dark gray eyes with the ability to shift into air anytime. They are usually the foundation for any combination war techniques. Sylphs can cause gales, tornados, windstorms, and windburn as a form of defense.

**Underworld:** A level of reality that is the Dead World. The final resting place before any supernatural being can be reborn. Considered a Heaven in comparisons to Netherworld.