

BEFORE THE ROUND TABLE...BEFORE ARTHUR WAS CROWNED...
THERE WAS MERLIN.

MERLIN'S BLADE



ROBERT TRESKILLARD

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Merlin's Blade

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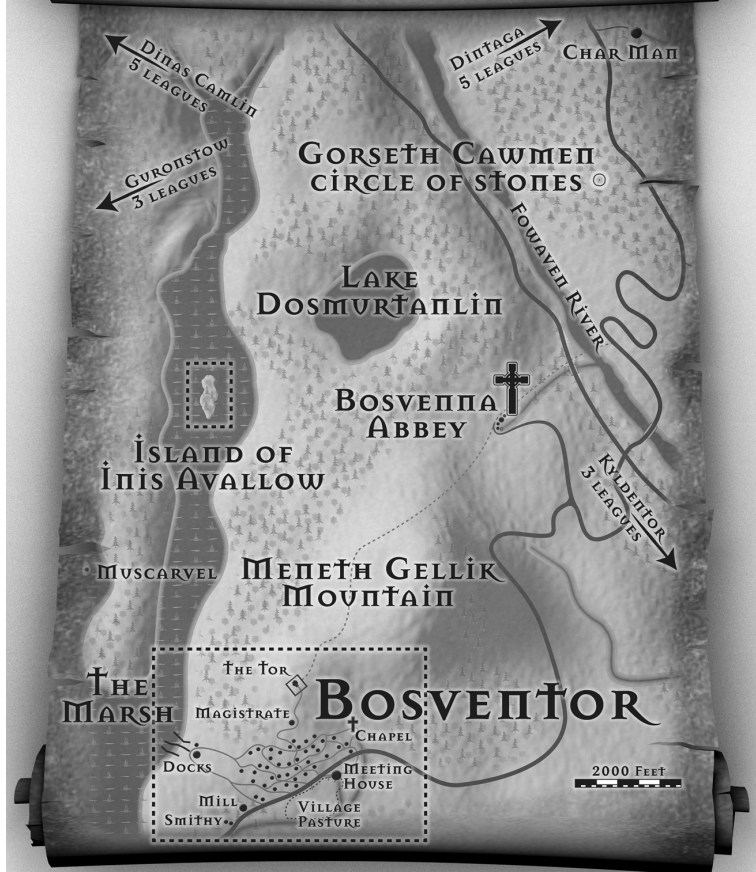
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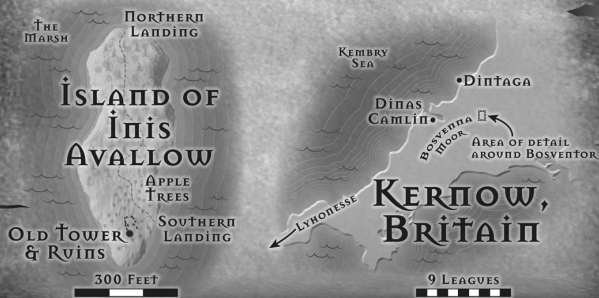
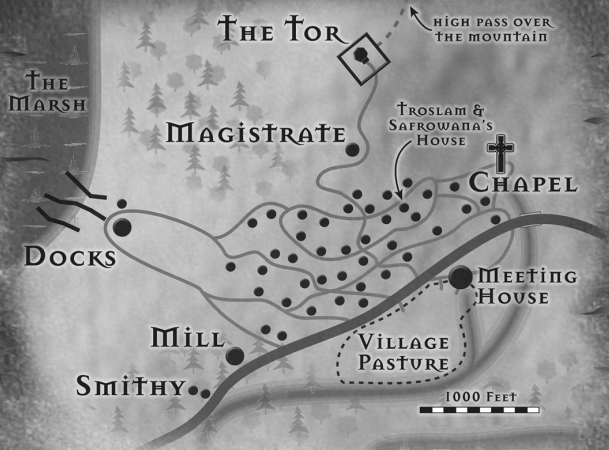
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A PORTION OF
BOSVEPPA MOOR, BRITAIN



THE VILLAGE OF BOSVENTOR

IN IS AVALLOW & THE KERPOW PENINSULA



GLOSSARY

Pronunciation Note: The goal is for you to enjoy reading *Merlin's Blade*, and so, where possible, easier spellings have been chosen for many ancient words. For instance, the word *gorseth* would more properly be spelled *gorsedd*, with the “dd” pronounced similar to our “th.” This is also true of the decision, in some words, to use “k” instead of “c.” The goal is readability. A pronunciation suggestion has been provided for each word. Again, please relax about how you say the names. If you are a language purest, then indulge the author, knowing he is well aware of the depth, history, and complexities of the Brythonic and Goidelic languages represented here.

Also, since this spiral of Arthurian stories begins and ends in Cornwall, Cornish has been chosen as a basis for many of the names and places. Though Welsh, Irish, or Scots Gaelic could have each served for this purpose, Cornwall is the nexus of the story line.

Historical Note: Although many of the following explanations are based on history and legend, they are given to aid your understanding of *Merlin's Blade*, and thus are fictional. If you feel inspired, you can research Roman, Celtic, and Arthurian literature for a deeper appreciation of how they've been uniquely woven into the entire Merlin Spiral series. An asterisk has been placed next to those words that will yield a wealth of information.

Agricola* — (ah-gri-CO-luh) The Roman general who conquered much of Britain. His full name is Gnaeus Julius Agricola.

Allun — (AL-lun) The miller of the village and owner of Plewin the mule.

Anviv — (ON-veev) The son of Mórghanthu, Monda's brother.

Armorica* — (arr-more-EYE-kah) The Roman name for the northern and western provinces of Gaul, including the interior. This includes modern-day Brittany, France.

Arthur* — (AR-thur) The son of Igerna and Uther and heir to the High Kingship. His sisters are Eilyne and Myrgwen. He is one-and-a-half years old in *Merlin's Blade*.

Arvel — (AR-vel) During the prologue of *Merlin's Blade*, he is a young hunter on the moor who witnessed a meteorite crashing to earth. Literally “one who is wept over.” He is later named Muscarvel.

Atle/Atleuthun — (AT-lee / at-lee-OOH-thun) The king of Guotodin in the far north when Owain visited there; his fortress was at Dinpelder. He is Gwevian's father and Merlin's grandfather. In legend he is known as King Lleuddun*.

Aurelianus* — (ow-rell-ee-AH-noos) The former High King, Uther's father, and Arthur's grandfather. He slew Vitalinus Gloui to revenge his father's murder.

Bedwir* — (BED-weer) A chieftain under Vortigern.

Bel's High Day of Fire — The druid rite performed near the beginning of May each year. Also known as Beltayne*, it is dedicated to the druid god Belornos.

Belornos — (bel-OAR-noss) An ancient god of the Celts, personal god of Mórghanthu, and god of the underworld. In *Merlin's Blade* he is represented by the moon in the night sky. Normally spelled Belenos*, here his name is embedded with *lor*, which means “moon,” and *nos*, which means “night.”

Boscawen* — (boss-CAW-en) Kernow's most sacred circle of stones. It is the home of the arch brihem, Trothek's friend. Near modern-day Penzance*.

Bosvenna Abbey — (bos-VENN-ah) An abbey of the Celtic church, which was created by the missionary efforts of early Christians in Britain, Ireland, and Scotland — Pádraig (Saint Patrick) being one of the first. *Bosvenna** (or *Bos-menegh*) means “the abiding place of monks.” There is another older abbey to the west established by Guron.

Bosvenna Moor — (bos-VENN-ah) The highland area in central Kernow, covered with forests and marshes. Before the monks came, it was known as *Tir Gwygoen*, “land of the woodland moor.” Today it is called Bodmin Moor* and is cleared for grazing.

Bosventor — (bos-VEN-tore) The village and fortress built upon the slopes of the mountain called Meneth Gellik, it was established six years after the abbey. South of modern-day Bolventor*, Cornwall, an actual iron-age village and fortress existed at this exact location.

Brihem — (BRIH-hem) The order of judges within the wider order of the druidow. There are five regular brihemow, and one arch brihem, making a total of six who vote. The arch druid and arch fili also vote. In olden times, the chief bard and High King were included in the

vote, if present, but these offices have been abandoned by the druidow because they fell into the hands of the Christians. Alternative spellings are Brithem* or Brehon*.

Brinnoc — (BRINN-ock) Trevenna's uncle, who lives in Oswistor.

Brioc — (BREE-ock) A shepherd and farmer who lives in the village of Bosventor.

Britain — (BRIH-ten) The land occupied by the people who speak various forms of the ancient Brythonic* language south of the River Forth*.

Brunyek — (BRUN-yeck) An oat farmer in the village.

Bysall — (BY-sall) A small coin of Kernow, usually a ring of brass or iron. Bysallow is the plural, and it takes eight to equal one silver coynall.

Caygek — (KAY-gek) A fili loyal to Trothek who does not follow Mórganthu. He leads a secret resistance. He is named Cai* in the Arthurian legends.

Colvarth — (COAL-varth) This is the name taken by the Chief Bard of Britain, who serves High King Uther. *Colvarth*, which means "criminal bard," was originally meant as a druid epithet against him after he converted to Christianity. He took the name as his own, however, to remind himself of his culpability before God. His given name is known to only a few.

Connek — (CON-neck) A young thief who hangs around the village. Owain and Merlin recently caught him stealing and sent him to Tregeagle for judgment.

Constans* — (CON-stans) A former High King. He is Uther's grandfather and father to Aurelianus. Murdered by Vitalinus Gloui for the throne of Britain.

Coynall — (COIN-all) A single sided coin of Kernow made from silver. It is worth eight bysallow, and it takes three coyntallow to make one screpall.

Crogen — (CROW-gen) The head scribe at the abbey. He is a bit portly. Becomes the new abbot.

Crom Cruach* — (crom CREW-ack) An ancient Celtic god of sacred mounds. He is represented by the sun.

Culina* — Latin for "kitchen," from which we get the word *culinary*.

Denarius* — A small silver coin of the Roman empire. Equivalent to a Kernow screpall. Denarii is the plural.

Dinas Crag — A rocky hillfort in Rheged, north of Kembry, where

Owain is from. His father was once the chieftain, but now his older brother, Ector, rules there. Modern-day Castle Crag*.

Dinpelder — (din-PELL-dehr) The abode ruled by King Atleuthun when Owain visited there. This is east of Dineidean (Edinburgh*) in modern-day Scotland and is known today as Traprain Law*. *Dinpelder* means “fortress on a steep hill.”

Dintaga — (din-TA-guh) The fortress of Gorlas, king of Kernow. *Dintaga* means “the strangled fortress” and is modern-day Tintagel*.

Dosmurtanlin Lake — (doss-mur-TAN-lin) A lake north of Bosventor, on the other side of the Meneth Gellik. Legend says that when a portion of the Dragon Star fell, it gouged out the earth, and the water filled in the crater, forming the lake. *Dosmurtanlin* means “the lake where a great fire came.” It is the same as modern-day Dozmary Pool*.

Dragon Star — The comet that Arvel saw in the night sky seventy years before the story’s beginning.

Druid* — (DREW-id) The order of priests within the wider order of the druidow. They also carry out the laws as set forth by the brihemow judges.

Druidow — (DREW-i-dow) The plural form of druid, this term can sometimes refer to the wider order of all the druidow, filidow, and brihemow judges combined.

Dubrae Cantii* — (DEW-bray CAN-tie) Dubrae is a city among the Cantii tribe south of Lundnisow. This is the primary area where the Saxonow were invading. Some of Uther’s warriors come from this area. It is modern-day Dover*.

Dybris / Dybricius* — (DIE-bris / die-BRIK-ee-oos) A monk who recently joined Bosvenna Abbey. He brought Garth, the orphan, with him from Porthloc, a small village on the northern coast of Difnonia. He is known today as St. Dubricius*.

Dyffresin — (die-FRESS-in) A guard at the Tor who works for Tregeagle. He is loyal to Uther.

Difnonia — (dife-NO-nee-ah) The kingdom to the east of Kernow, today called Devon*. Ruled by the Roman-established town of Isca Dumnoniorum (modern day Exeter*).

Dyslan — (DIE-slan) Natalenya’s younger brother.

Eilyne — (EYE-line-uh) The oldest daughter of Uther and Igerna, and sister to Myrgwen and Arthur. She is thirteen years old. In the legends, she is Elaine of Garlot*.

Eirish — (EYE-rish) The people from Erin, which is modern-day Ireland.

Elmekow — (EL-meh-cow) A coastal British kingdom south-east of Rheged.

Elowek — (eh-LOW-ek) The village blacksmith who died and gave his trade to Owain.

Erbin — (ERR-bin) Tregeagle's lictor and servant, he protects the Magister as well as executes his judgments.

Erin — (ERR-in) The island of Ireland west of Britain.

Fili* — (FILL-ee) The order of sages and poets within the wider order of the druidow. Filidow is the plural, and they are led by the arch fili.

Fowaven River — (foe-AY-vehn) The stream that lies east of the village of Bosventor. It generally runs southward through Bosvenna Moor and, fed by many springs, it soon becomes a river, known today as the Fowey*.

Fowavenoc — (foe-WAY-vehn-ock) A major town on the southern coast of Kernow where the Fowaven River spills into the sea. Modern-day Fowey*.

Gana / Ganieda* — (GAH-nuh / gah-NYE-dah) Merlin's half sister, who is nine years old; daughter of Mōnda.

Garrinoc — (GARE-in-ock) A village northwest of Bosventor built near the mountain of Meneth Garrow, which is today called Garrow Tor*.

Garth / Garthwys* — (GARTH / GARTH-wiss) An orphan who lives at the abbey with Dybris. His father, Gorgyr, was a fisherman at Porthloc in Difnonia, and so Garth was raised on the sea. Red-haired and slightly chubby, he is always hungry.

Gaul* — (GALL) Modern-day France, which was ruled by Rome for six hundred years.

Gavar — (GAH-var) An old villager who volunteers to dive down and try to find Gwevian's body.

Gilroy — (GIL-roy) One of Mórghanthu's Eirish warriors.

Glevum* — (GLEH-vuhm) The Roman fortress of Colonia Nervia Glevensium and the seat of Vitalinus's kingdom. This is where Vortigern and Igera grew up. Modern-day Gloucester*.

Gorlas* — (GORE-lass) King of Kernow, whose fortress is Dintaga. He and Uther were rival suitors for Igera's love, and this rivalry colors their relationship to this day.

Gorseth — (GORE-seth) A meeting place of the druidow, typically denoted by a circle of stones. In ancient times it would have been spelled *gorsedd*, the double-d pronounced like our *th* sound. In *Merlin's Blade* it is spelled, like many other words, phonetically.

Gorseth Cawmen — (GORE-seth CAW-men) The stone circle northeast from the village of Bosventor. Literally means “the meeting place of giant stones.” On modern maps, it is shown as the Goodaver Stone Circle*, though *Merlin's Blade* describes it as having larger stones.

Grannos* — (GRAN-nos) The Celtic god of water and healing. Represented by Saturn in the night sky. The Latin form of the name is Grannus*.

Guotodin* — (goo-OH-toe-din) The most northern Brythonic kingdom. It was ruled by Atleuthun when Owain visited, and it lies between the two walls built by the Romans, just south of the land of the Prithager. Its principal cities are Dineidean (modern-day Edinburgh*) and the fortress of Dinpelder.

Guron* — (GOO-ron) Saint Guron, who founded a monastery on the western side of Bosvenna Moor.

Guronstow — (goo-RUHN-stow) The village where the first abbey established on the moor is located. Now known as the city of Bodmin*.

Gwevian — (GWEV-ee-ahn) Merlin's mother, the daughter of King Atleuthun. She drowned in Lake Dosmurtanlin when Merlin was young, and her body was never found. She is a merging of the legends of Vivian* and St. Theneva*.

Gwyneth — A major kingdom in northwest Kembry. It includes the isle of Inis Môn, which is sacred to the druidow. Spelled Gwynedd* in Welsh.

Herrik — (HAIR-ick) One of the monks, he works in the fields to provide food for the abbey.

Igerna* — (ee-GERR-nah) The wife of Uther, she is Vortigern's sister and therefore descended from Vitalinus Gloui, a former High King of Britain. Her children are Eilyne, Myrgwen, and Arthur. Gorlas vied with Uther for her hand in marriage.

Imelys — (ee-MEL-iss) Troslam and Safrowana's daughter.

Inis Avalow — (IN-iss AV-all-ow) The largest island in the marsh. It has an old tower and broken-down fortress surrounded by an ancient apple orchard. Legend says this was built by a pilgrim and tin merchant known only as the Pergiryn. Its name means “Island of Apples,” and it is known in legend as Avalon*.

Inis Môn* — (IN-iss MOAN) The sacred island of the druidow. Gaius Suetonius Paulinus* broke the power of the druidow and destroyed the shrines and sacred groves on the isle of Inis Môn in AD 61.

Kallicia* — (kal-ih-SEE-ah) Literally “the forest people,” from what is now known as Galicia* in northwest Spain. Many scholars think they are of Celtic origin. You can still hear bagpipes played there today.

Kembry — (KEM-bree) The land stretching from the Kembry Sea in the south to the isle of Inis Môn in the northwest. It is made up of multiple kingdoms. Modern-day Wales*.

Kernow* — (KER-now) The kingdom that lay on the peninsula of land in southwest Britain, between Lyhonesse and Difnonia. Ruled by Gorlas from his fortress, Dintaga, which is on an island on the northern coast. Kernewek is their local dialect of Brythonic. Modern-day Cornwall*.

Kernunnos* — (kare-NOO-nos) A Celtic horned god of hunting.

Kiff / Kifferow — (KIFF / kiff-ER-ow) Owain’s best friend in the village. A carpenter who drinks too much.

Kudor — (KOO-door) A man who accuses Pennar of stealing his cattle in a trial before Uther.

Kyallna — (kee-ALL-nah) An elderly widow who lives near Safrowana and Trosлам. She is Garth’s favorite because she likes to cook soup and share it with him.

Kyldentor — (keel-DEN-tor) A village a few leagues southeast of Bosventor, which hosted Uther before he came to Bosventor.

Loyt — (LOYT) One of the monks who cooks and bakes for the abbey. He is known for his very prominent nose.

Lundnisow — (LUND-nih-sow) A city taken by the Romans in AD 43 and named Londinium. Because of its river and harbor, they made it the capital of their provinces in Britain. Modern-day London*.

Lyhonesse — (ly-OHN-ess) A thin peninsula of land stretching even farther out to sea from the western tip of Kernow. It is sparsely settled by the Eirish. The name literally means “the lesser.” Known as Lyonesse* in legend.

McEwan Mor — (mik-YOU-ahn) One of the Eirish warriors in the service of Mórghanthu. He is almost seven feet tall and very strong.

McGoss — (mik-GOSS) Another Eirish warrior who serves Mórghanthu. He has a voice that rattles, and the other warriors consider him bloodthirsty.

Megek — (MEH-geck) An elderly fishmonger who cleans and smokes fish for sale to the villagers. His shack is near the docks built out into the marsh.

Melor — (MEH-lore) A monk who gives witness before Uther.

Meneth Gellik — (MEN-eth GELL-ick) The mountain upon whose southern side the village of Bosventor is built. Halfway up on a plateau sits a fortress and beacon, which is familiarly known to the villagers as the Tor. The mountain is over 1,100 feet above sea level, its tallest point is 100 feet above the marsh, and it is the third highest in Kernow. The term *Meneth* means “mountain,” and *Gellik* means “brown”, making its name “the Brown Mountain.” Lake Dосmurtanlin is situated just to the north. Today it is known as Brown Gelly*.

Merlin* — (MER-lin) The son of Owain, the village blacksmith/swordsmith. His face was badly scarred by wolves at the age of eleven when he tried to protect his younger sister, Gana. The attack also damaged his eyes, half blinding him. He can see smudges of color and motion, and with the careful use of his staff and his acute hearing, he can generally take care of himself. The Latin form of his name is Merlinus.

Migal — (MIH-gale) A monk who sometimes helps Loyt with the cooking and baking.

Mogruith* — (mog-ROO-ith) Mórganthu’s older brother. A druid, he was imprisoned and killed by the Romans.

Mônda / Môndargana — (MOAN-dah / moan-DAR-gone-ah) Owain’s wife, she is the daughter of Mórganthu, the arch druid, and mother to Ganieda. She is Merlin’s stepmother, but she despises his Christianity. Her full name *Môndargana* means “Prophetess of Inis Môn.”

Mórganthu — (more-GAN-thoo) The arch druid and son of Mórfryn. He is father to Môndargana and Anviv and grandfather to Ganieda. His name is a merging of the name *Mórgant* with *huder*, which means “magician.”

Muscarvel — (musk-AR-vel) Arvel from the prologue. Seventy years later, he lives deep in the marsh to the west of Bosventor. The inhabitants think he is crazy and give him the epithet “Musca.”

Myrgwen — (MEER-gwen) The youngest daughter of Uther and Igerna, and sister to Eilyne and Arthur. She is nine years old. In legend, she is called Morgause*.

Natalenya — (nah-tah-LEAN-yah) Tregeagle and Trevenna’s

daughter, who plays the harp and sings. Merlin likes her but is very shy in her presence.

Neot — (NEH-ot) A monk in charge of the farming; he doesn't like Dybris.

Nivet — (NEE-vet) One of the monks.

O'Rewry — (o-REH-ree) An Eirish warrior in service to Mórghanthu.

O'Sloan — (o-SLOWN) The leader of the Eirish warriors in service to Mórghanthu.

Offyd — (O-fid) One of the monks who works in the fields to help feed the abbey.

Olva — (OL-vah) Married to a pig farmer; her little son is very sick.

Oswistor — (os-WEE-store) A strong hillfort in Pengwern*, Kembry, and a minor kingdom of the greater kingdom of Powys. Natalenya's mother, Trevenna, has relatives here. Modern-day Oswestry*.

Owain* — (O-wayne) Merlin's father. He grew up in Rheged, north of Kembry, as the son of a chieftain. Owain's first wife, Gwevian, drowned while they were boating on Lake Dosmurtanlin. His second wife, Mônda, is the mother of Ganieda, Merlin's half sister. Owain is the blacksmith in the village of Bosventor and so is given the title of *An Gof*, which means "the smith."

Pádraig* — (PAH-dreeg) Saint Patrick, a Briton who first brought Christianity to the Eirish and then sent missionaries back to Briton.

Pennar — (PEN-arr) A man accused in a trial before Uther of stealing Kudor's cattle.

Pergiryn's Tower — (per-GIH-rin) All that is left of the fortress built by the Pergiryn on the island of Inis Avalow. Some say a light can sometimes be seen from its top-most window. The Pergiryn was an unknown tin merchant who, legend says, built the fortress and planted the apple orchard. *Pergiryn* means "pilgrim."

Picti* — (PIC-tie) The Latin name for the people who live in the wild lands of the north. They often raid the southern realms for slaves and plunder now that Hadrian's wall has been abandoned by the Romans. Also known as the Prithager.

Plewin — (PLEH-win) Allun's mule, which he uses to turn his millstone.

Podrith — (POD-rith) A novice druid who traveled to Bosventor with Trothek.

Porthloc — (PORTH-lock) The seaside village in Difnonia where Garth grew up and met Dybris. Modern-day Porlock*.

Powys* — A major kingdom in east-central Kembre (Wales).

Prithager — (prih-THAY-girr) This is the Brythonic name for the Picti*.

Priwith — (PRY-with) The village potter.

Prontwon — (PRON-twon) The abbot of Bosvenna Abbey who taught Merlin about the Christian faith.

Regnum — (REG-num) A Roman city on the southern coast of Britain. Modern-day Chichester*.

Rewan — (REH-wan) A chieftain under Vortigern.

Rheged* — (HREE-ged) A Brythonic kingdom in the north, it is situated northeast of Kembre and south of Guotodin. This is the land Owain is from.

Rondroc — (RON-drock) Natalenya's older brother.

Safrowana — (saf-ROW-ah-nah) Mother to Imelys and wife of Trosdam. They are weavers.

Screpall — (SCREH-pall) A double-sided silver coin of Kernow worth three cyntallow. Equivalent to a Roman silver denarius.

Sethek — (SETH-ek) One of Uther's warriors.

Stenno — (STEN-no) One of the many tin and copper miners in the village. His father recently died in a mining accident.

Sydnius — (sid-NEE-oos) A chieftain under Vortigern.

Tellyk — (TELL-ick) A wolf that has befriended Ganiada.

The Stone — A strange stone that was found by Mórghanthú at the edge of Lake Dosmurtanlin.

The Tor — The fortress situated partway up the side of the Meneth Gellik. It has a timber-built tower with a beacon on top. Its formal name is Dinas Bosventor.

Tregeagle* — (treh-GAY-gull) Magister of Bosventor and the surrounding tin-mining region. He is the village judge and collects taxes. He is also responsible for maintaining the fortress (the "Tor") built on the Meneth Gellik, which includes a timber-built tower and beacon. His wife is Trevenna, and his children are Natalenya, Rondroc, and Dyslan. He takes pride in his Roman descent.

Trevenna — (treh-VENN-nah) Tregeagle's wife, and mother to Natalenya, Rondroc, and Dyslan.

Trosdam — (TROS-lum) The village weaver. Safrowana is his wife, and Imelys is his daughter.

Trothek — (TROH-theck) The old and infirm arch fili who wants

the druidow to stick to their present laws and not regress to the ancient ways, which include human sacrifice.

Uther* — (UTH-er) The High King of the Britons, he is descended from a long line of Roman governors and kings. His father was Aurelianus, his wife is Igerna. He has two daughters, Eilyne and Myrgwen, as well as his son, Arthur. His name in Latin is Uthrelus.

Vitalinus Gloui* — (vi-TAL-ee-noos GLEW-eye) Usurper High King who slew Uther's grandfather Constans. His grandson is Vortigern, and his granddaughter is Igerna, Uther's wife. He was slain in battle by Aurelianus.

Vortigern* — (vor-TUH-ger-n) The grandson of Vitalinus Gloui, who entered Uther's service as his battle chief following the marriage of his sister, Igerna, and Uther.

Vortipor* — (vor-TUH-poor) Vortigern's son.