

<b>Airship:</b>	Vessel used as a means of transport for both passengers and cargo. Developed from sea vessels of old, boasting the power of flight. Available in various designs, shapes, and sizes depending on their purpose.
<b>Arillian:</b>	Race; winged people from the far north. They have the power over wind and lightning, and can create vast storms. Some have additional powers, such as ice.
<b>Berel:</b>	City; capital of Ranski, the Samolen homeland. Home of the university where magic is taught by scholars.
<b>Burian:</b>	Town; small town to the west of Niversai, surrounded by forest.
<b>Cerastes:</b>	An elite fighting caste of Varkain who report to their King and defend Sereth from intruders. They can transform into vipers.
<b>Corhaven:</b>	Country; located on the western continent.
<b>Crown:</b>	Currency; large, six-sided gold coin with a warship emblazoned on each side. Available as triple, double, single, and half.
<b>Dragon:</b>	Animal; wild beasts which roam Linaria, supposedly descended from the Goddess Rhea herself. They are revered as gods and feared by many.
<b>Ereven Sphere:</b>	Ornament; a small, glass sphere with a phoenix feather inside, originally created by the Samolen to locate dragons.
<b>Florin:</b>	Currency; medium-sized, eight-sided silver coin with a set of scales emblazoned on each side. Available as triple, double, single, and half.
<b>Human:</b>	Race; people from the western continents.
<b>Imperial Fleet:</b>	The collection of warships and scouting airships under the control of Corhaven and Val Sharis, numbering some five hundred. Each warship allegedly cost 30 Double-Crowns.
<b>Imperial Guard:</b>	The soldiers who make up the fighting force and guard of the Imperial Alliance - the countries of Corhaven and Val Sharis.
<b>Ittallan:</b>	Race; people from the eastern continents. They have the power of meraki and can transform into animals.
<b>Linaria:</b>	The name of the world.
<b>Meraki:</b>	The innate power to transform or shapeshift as understood by the Ittallan.
<b>Naja:</b>	An elite cast of Varkain who are typically always royals. They transform into cobras.
<b>Niversai:</b>	City; capital of Corhaven.

<b>Penny:</b>	Currency; medium-sized round coin of dark iron, with a mill emblazoned on each side. Available as a penny and halfpenny.
<b>Phoenix:</b>	Animal; scaled bird with vivid orange-red plumage. They follow dragons and are attracted to their heat. Their feathers can be used to find dragons.
<b>Ranski:</b>	Country; located on the western continent, the Samolen homeland.
<b>Rhea:</b>	A four-eyed dragon, the Goddess and creator of Linaria according to lore.
<b>Rosecastle:</b>	The name of the castle in Niversai, home to the royal family.
<b>Samolen:</b>	Race; people from the western continent. They have the power of magic hailing from the dragons.
<b>Sea of Nami:</b>	A large body of water dividing the eastern and western continents, covered in trade routes by air and sea.
<b>Sereth:</b>	Country; located on the eastern continent, the Varkain homeland.
<b>Sevastos:</b>	An ancient dragon, the oldest and most powerful of all types.
<b>Shingle:</b>	Currency; small, plain round coin made of iron.
<b>Taban Yul:</b>	City; the largest city in Linaria, capital of Val Sharis, and the birthplace of trade. All of Linaria's currency is minted here.
<b>Timin Rah:</b>	City; capital of Sereth.
<b>Val Sharis:</b>	Country; the largest country in Linaria, located on the eastern continent, homeland of the Ittallan.
<b>Varkain:</b>	Race; people from the eastern continent. They have a power similar to meraki and can transform into snakes.
<b>Warship:</b>	Large class of airship, designed specifically for defence. Fitted with heavy artillery and often crewed by members of the Imperial Guard.