

OUT OF
ABATON
THE
WOODEN PRINCE

Glossary

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ABATON. An island in the uncharted reaches of the southern Indian Ocean, ruled by the immortal magician-king **Prester John**. While legends circulated for many centuries prior, Abaton was not discovered until the late thirteenth century by the mer-chant Marco Polo, although how Polo passed the Deep One to reach Abaton is the subject of much historical debate. Abaton has no human inhabitants, and very few humans have ever set foot on the island. All magic now found around the known world originates from Abaton and its **elementals**.

ABATONIAN DIASPORA. **Abatonians** who emigrated to the **humanlands** after trade began with **Abaton**. Most of the Abatonian diaspora are **elementals** and **chimera**, but a few human kingdoms have allowed other species to enter, often with dangerous consequences.

ABATONIANS. The nonhuman races of creatures native to the island kingdom of **Abaton**. Many (e.g., **elementals** and **chi-mera**) are humanoid. Others include talking animals as well as a great menagerie of monstrous species. **Elemental** and **chimera** Abatonians now live in nearly all human kingdoms around the world (see **Abatonian diaspora**), although only in the **Venetian Empire** are Abatonians regarded as a slave class.

AIRMEN, IMPERIAL. A division of soldiers in the **Venetian Empire's** military. In addition to long-range muskets and weightless armor, airmen are issued mechanical wings originally designed by the renowned **alchemist** Leonardo da Vinci.

ALCHEMIST. A practitioner of **alchemy**. As humans, alchemists possess no natural magical powers over the elements, so they must work with **elemental** assistants to manufacture their alchemical designs using the laws of **transmutation**. Alchemists are able to integrate the various **elemental** powers in order to give technology extraordinary new functions. A rare few of the most talented alchemists have learned to use minor **elemental** beings (e.g., **salamanders**) to perform alchemy without the assistance of a major **elemental**.

ALCHEMY. A branch of human science devoted to engineering and design based on the **transmutation** of materials into magical states using elemental powers. Alchemical technology is almost exclusively found in the **Venetian Empire**, which closely guards the secrets of its workings.

ANCIENTMOST PEARL, THE. The mysterious object that is **Prester John's** source of immortality and magical power. In the **humanlands** it is also called the Philosopher's Stone, since Prester John is the great "philosopher" of **Abaton** whose magic is the foundation for Venice's **alchemy**.

AUTOMA. Alchemical machines, made of wood and gears, that look like humans, act with limited independence, and are used throughout the **Venetian Empire** as servants and guards, especially by the wealthy.

BASE METALS. Metals, including lead, iron, nickel, and zinc, that are not found in **Abaton**. **Abatonians** cannot stand contact with any base metals. The **alchemists** of the **Venetian Empire** discovered that these metals weaken **Abatonian** magic and thus disrupt alchemical technology. Only transmuted alloys of gold, silver, and copper are used in **alchemy**. The **Abatonian diaspora** living in the **humanlands** primarily use weapons and tools made of bronze.

CATCHFOOLS. A well-guarded district in the city of Venice where **Abatonian elemental** and **chimera** slaves are confined away from the human citizenry.

CHAMELEON CLOAK. A non-alchemical magical item more commonly found outside the **Venetian Empire** that allows the wearer to become nearly invisible, as the fabric of the cloak assumes the appearance of the adjacent surroundings. The cloaks were first brought to the **humanlands** by **gnomes** with the **Abatonian diaspora**.

CHIMERA. A nonmagical humanoid race of **Abatonians** who share both human and animal features. Generally called **half-beasts** by humans of the **Venetian Empire**, as well as in many other human kingdoms.

DEEP ONE, THE. The colossal sea monster that guards the waters of the Indian Ocean around **Abaton**. The Deep One is one of the four rumored primeval monsters that, according to legend, spawned the elemental races of Abaton, and the only one known to humans.

DJINNI (*PL.* **djinn**). One of the four races of humanoid **elementals** of **Abaton**. Djinn are fire **elementals** and exhibit magical powers over heat and flame. Like their lesser **elemental** cousins, **salamanders**, djinn can grow new limbs when they are severed; the process often takes months to years, however.

DOGE. The title of the ruler of the **Venetian Empire**. Although the doge was an elected leader when Venice was a republic, after the large influx of **Abatonians** into the empire during the fourteenth century, the doge became the crowned emperor and the highest leader of all military, political, and daily affairs in the empire. The doge's wife holds the title of dogaressa.

DONKEY CARTS. Wagons equipped with mechanical legs to maneuver over rough terrain—an inexpensive mode of transportation used in the **Venetian Empire**. The mechanical donkey heads attached at the front are often built by second-rate **alchemists** from the parts of out-of-use **automa**.

ELEMENTALS. Magical beings, originating from **Abaton**, that draw their powers from the elements: air, earth, fire, and water. The four major races are intelligent humanoids: **sylphs** (air), **gnomes** (earth), **djinn** (fire), and **undines** (water). Some minor, nonsentient species of elemental creatures also exhibit magical powers, including **pixies** (air), **pygmies** (earth), **salamanders** (fire), and **naiads** (water). Rumors state that there are also four primeval elemental monsters, although, aside from **the Deep One**, little is known about these creatures, even in Abaton.

ELIXIR. A potion, derived from the properties of a **fantom**, that extends life.

FAIRY. A disparaging term, along with *blue fairy*, used by humans in the **Venetian Empire** (and in other human kingdoms) to refer to a **sylph**.

FANTOM. The principal mechanism that animates an **automa**. The fantom was first designed by the **alchemist** Leonardo da Vinci in the late fifteenth century. Composed primarily of transmuted gold, fantoms are the only alchemical creations that require the assistance of all four **elemental** races.

FEALTY COLLAR. A collar of transmuted bronze that tightens to the point of strangulation if the wearer tries to pass certain alchemied barriers. The collars are placed upon many **Abatonian** slaves in the **Venetian Empire** to prevent escape.

FEALTY KEY. A specially designed key that allows one to activate an **automa**'s obedience functions by inserting the key in the **fealty lock**.

FEALTY LOCK. A mechanism found at the back of an **automa**'s neck. Once the **fealty key** is inserted and turned, the **automa** follows all orders presented by its master. If the **automa** has confusion about its orders or begins to malfunction, an elongated nose shows that the **automa** should be repaired or destroyed.

FEALTY PAPERS. Official documents issued by the **Venetian Empire** to all **Abatonian** slaves to prove ownership and identify to which citizen, family, alchemical workshop, or governmental branch the **elemental** or **chimera** belongs.

FIRE EATER. A disparaging term used by humans in the **Venetian Empire** (and in other human kingdoms) to refer to a **djinni**.

FLYING CARPET. A magical item banned throughout the **Venetian Empire**. Flying carpets were first introduced to the **humanlands** in the Arabian Sultanates by **sylph** immigrants.

FLYING LION. An alchemical war machine, in the form of a winged lion, used by the **Venetian Empire's** military. The design is based on the emblem of Venice.

FORTEZZA DUCALE, THE. The floating fortress and imperial palace of the **doge** of the **Venetian Empire**. Originally the palace sat upon foundations in the lower city, adjacent to the cathedral of Saint Mark. After several attacks upon the city by **chimera** mercenaries serving the Habsburg Empire, Venice's **alchemists** had the masonry transmuted and added gearwork propellers (the largest ever built) to make the Fortezza hover and to better defend the city.

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

HALF-BEAST. A derogatory term used by humans in the **Venetian Empire** (and in other human kingdoms) to refer to a **chimera**.

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

HUNTER'S GLASS, THE. One of the four glass globes, each with unique magical properties, made by the ancient **undine** magi of **Abaton**. It shows in which direction a missing object is when the object is visualized in the mind of the one holding it.

LEAD. *See* **base metals**.

MECHANIPILLAR. A mode of transportation used in the **Venetian Empire**. The mechanipillar is an alchemical machine composed of carriages connected in a line and propelled by a number of mechanical legs.

MOONLIT COURT, THE. **Prester John's** palace in **Abaton**. The Moonlit Court contains many magical wonders, although most are unknown outside Abaton, as few humans have ever visited.

NAIAD. A long, serpentlike, nonsentient water **elemental** with hard, transparent scales. Their scales are often used to strengthen fabrics or create flexible frames for fabrics, such as for **airmen's** wings, or for naiad curtains, which can hold back water to create indoor tanks for **undines**.

PIXIE. A minuscule, nonsentient air **elemental** that becomes luminous when it feeds on air.

PIXIE BULB. A type of lamp found throughout the **humanlands**, but originally designed by early **alchemists** in the **Venetian Empire**. The glass bulb is filled with **pixies**, which glow

as they consume the air pumped into the bulbs.

PRESTER JOHN. The immortal magician-king of **Abaton**. Although little is known of Prester John's origins, the source of his long life and magical powers is credited to the **Ancientmost Pearl**. He is commonly referred to as His Immortal Lordship by his subjects.

PYGMY. An amorphous, nonsentient earth **elemental**. Pygmies are hard to distinguish individually as they often cluster together and even split apart into nearly featureless blobs.

SALAMANDER. A lizardlike, nonsentient fire **elemental** that feeds on burning wood and other flammable objects and can regrow severed limbs. Salamanders are used occasionally by highly gifted **alchemists** to perform **alchemy** without a humanoid **elemental** assistant.

SENTRIES. Large, armored **automa** that function as guards throughout the **Venetian Empire**.

SEVEN-LEAGUE BOOTS. Magical footwear, more commonly found outside the **Venetian Empire**, that allows the wearer to travel great distances with each step. Despite the name, such boots are rarely powerful enough to cover seven leagues, and easily malfunction with dangerous consequences. Seven-league boots were first introduced to the **humanlands** of northern Europe by **sylphs** belonging to the **Abatonian diaspora**.

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. Due to their weightlessness and control over wind, however, many sylphs are able to glide short distances.

TRANSMUTATION, THE LAWS OF. The process of integrating the various **elemental** powers to change something into a different state or to give an object qualities it did not possess before.

UNDINE. One of the four races of humanoid **elementals** of **Abaton**. Undines are water **elementals** and exhibit magical powers over water. Since they are unable to leave the water, they are rarely encountered away from bodies of water unless they are being held in tanks or chambers separated by **naiad** curtains.

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. After trade began with **Abaton**, however, 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 Sea. 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 given the title of **doge**.