

TO LIGHT A CANDLE



An Unofficial Earthsea Companion

by
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A guide to the people, places, and events of Ursula K. LeGuin's Earthsea

Compiled by
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Introduction

The Earthsea Companion is an A-Z encyclopedia of names, places, and events in the fantasy world of Earthsea, which was created by and described in several books by Ursula K. Le Guin. The books used for the compilation of this companion volume are:

- Wizard of Earthsea
- The Tombs of Atuan
- The Farthest Shore
- Tehanu
- Tales of Earthsea
- The Other Wind

When I first started reading the Earthsea series as a high school student, I was fascinated by the way that LeGuin wove together Earthsea history within the story that I was reading. As the books progressed, this history became more and more elaborate and interesting. As I started investigating the names of various stories, songs, wizards, and peoples, I started to see interesting threads that I hadn't noticed before in the story of Ged and Lebannen and Tenar.

I hope that this volume will give other fans of Earthsea the same pleasure that it has given me in researching it.

Acknowledgements

I would like to acknowledge, first and foremost, Ursula K. LeGuin for her creation of this wonderful world which has provided inspiration, entertainment, and reflection for many around the world.

Many talented artists contributed to this work, and I would like to acknowledge each of them:

- Ellen McDonough for the cover design. See more of her work at www.earthwisdom.com.
- Laurie Prindle of LLPRINDLE Design (www.llprindle.com) who has contributed numerous images of Ged, Dragons, and other inhabitants of Earthsea for this volume.
- Joseph M Olonia (The Dragon's Run, visit gallery at <http://elfwood.lysator.liu.se/art/j/o/josephmar/josephmar.html>),
- Jennifer Rosado (Arha, visit her gallery at <http://elfwood.lysator.liu.se/art/j/e/jennross/jennross.html>)
- J.M. Rivas (Rise of the Dragon, Young Ged, and A Wizard of Earthsea, visit his gallery at: <http://elfwood.lysator.liu.se/art/j/m/jmr/jmr.html>).

Conventions Used in this Book

References to other entries are given in *this font* the first time they appear in an entry. Some of these may be actual hyperlinks.

When possible, the true name is used to refer to an individual, for example, Ged rather than the use name, Sparrowhawk, except in cases where the use-name might be more familiar to readers (example: Ogion rather than Aihal). When both use-name and true-name are given, they are separated by a slash, for example: Sparrowhawk/Ged. There is often, though not always, an entry for the use-name as well as the true name.



Ged and Orm Embar on Selidor
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Acasten Spells – group of spells taught by [Dulse/Heleth](#) to [Ogion/Aihal](#).

Aihal – true name of [Ogion](#), a wizard from the isle of Gont. Aihal was the first teacher/mentor to [Sparrowhawk/Ged](#), who traveled far and wide and became the last Archmage, and also later to [Tenar](#), who brought the Ring of Erreth-Akbe, with the [Rune of Peace](#) back from the Kargad Lands. On Gont, Aihal was known in his youth as Silence, and later as Ogion the Silent, because he preferred to spend time alone wandering the forests. Lived in [Re Albi](#), and was known as the wizard who stayed the Earthquake, for his role in silencing an Earthquake, an act which was witnessed by many in Gont Port.

Aiman – consort of Queen [Heru](#), Queen Mother of [Maharion](#). Aiman gave Heru the [Bond Ring](#), which she gave to Maharion's companion, [Erreth-Akbe](#), to take with him when he was sent as emissary to the Kargad Lands.

Akambar - A successor to Morred and a prince of the [House of Shelieth](#) from the island of [Way](#). King Akambar is best known for moving the court from Enland to the great island of [Havnor](#) in year ~150 because of its more central location. King Akambar made the principal city on the island, [Havnor Great Port](#), the capital of the the Archipelago. Akambar is described as the first of the Fourteen Kings of Havnor in the [Havnorian Lay](#).

Akhad – Oskillian for *firstborn*.

Alherath – translates to “true word beings”, which could mean dragons.

Allernots—islands near the [North Reach](#).

Amrun – a market where slaves were sold in the time of the Archmage [Ged](#), and before King [Lebannen](#) banished slavery from all Earthsea.

Mt. Ananden – Volcano on the island of Semil.

Andrad, Andrades – Andrad is the main island of the Andrades. Destination of the ship [Shadow](#) when Ged left Gont. Just south of the North Reach.

Anthil – along with her brother, [Ensar](#), were the last heirs of the [House of Hupun](#), who ruled the Kargad Lands for a time. Anthil's father, King Thoreg, was the last of the Kings of Hupun, and was ruling when [Erreth-Akbe](#) visited the [Kargad Lands](#). King Thoreg later gave to Anthil half of the Ring of Erreth-Akbe, which she took with her into exile with her brother. Many years later, Ged found them during his travels and she gave him the first half of the ring of Erreth-Akbe.



Arha, The Eaten One, on the Wall near the Tombs of Atuan
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Aol – A forest on Enlad.

Archmage – The title of the Warder of Roke, the Archmage is the head of the school for wizards on Roke. While there was no king on Havnor, the Archmage was seen as having both political as well as being the head of wizardry throughout the Archipelago. The first Archmage, [Halkel](#), established the post and set the precedent for how other Archmages were viewed. The last Archmage was [Sparrowhawk/Ged](#), of Gont. After returned from the land of the dead with Arren/Lebannen and retired to Gont, there were no more Archmages selected. Other notable Archmages were [Nemmerle](#) and [Gensher](#) of Way.

Archipelago – The general term used to represent the islands of Earthsea. More colloquially, it is used to refer to the [Hardic Lands](#), which are the subset of the islands of Earthsea inhabited by the Hardic people (who are brown or brown-red skinned), vs. those inhabited by the white-skinned Kargs, the [Kargad Lands](#).

Ard – A woman on Gont who was [Dulse](#)'s teacher. Dulse, whose true name was [Heleth](#), was the wizard of [Re Albe](#) before [Ogion/Aihal](#), and was Ogion's teacher. Ard's lorebooks had come down from the Great Mage [Ennas of Perregal](#).

Arha - A name for the priestess of the [Tombs of Atuan](#). Arha translates to The Eaten One, and is what [Tenar](#) was known as before she found [Ged](#) in the Tombs and came back to the Inner Lands of the Archipelago with him, bringing the [Ring of Erreth-Akbe](#) with her.

Armed Cliffs – Cliffs on the isle of Gont, near Gont Port.

Ar – a river on the island of Gont.

Ark – island near [Roke](#) in the [Inner Lands](#). Ark and [Ilien](#) are two islands next to each other with a narrow channel in between them. Ark is also the island where an eighth century map of Earthsea was found.

Arren- use name of [King Lebannen](#), before he became king.

Arris – an island in the [West reach](#).

Astowell – last island in the [East Reach](#). Eastern-most island of EarthSea. Also called Lastland by dwellers of the East Reach.

Ath - A mage who is best known for compiling a lore book that became known as the [Book of Names](#). The Book of Names contained many true names of Earthsea, which were in the Old Speech, or the [Language of the Making](#). After leaving his Book of Names on the isle of Pody, Ath went west and met the great dragon [Orm](#), and was never heard from again. It is presumed that Ath was killed by Orm.

Atnini – One of the Four Islands of the Kargad Lands.

Atuan - One of the Four Islands of the [Kargad Lands](#). Known primarily for the [Tombs of Atuan](#), which is a large cavern and underground labyrinth and the holiest site in the Kargad Lands. The first Kargad kings, who were called the [Kings of Atuan](#), lived there.

Atwah – one of the twin gods of the Kargs, along with [Wuluah](#), whom, along with the Sky Father, were worshipped by the priests at [Awabath](#) in the Kargad lands. Originally, these two were the heroes of a saga from the deserts of Hur-et-Hur.



Balatran – a name used by the Raft People of the South Reach. The Roads of Balatran are where the rafts gather after spending the winters apart.

Bar Oth – A dragon killed by Keor, a prince of [Enlad](#), some 300 years before [Lebannen](#).

Barnisk – an island in the inner Archipelago, northeast of [Havnor](#).

Bars of Uny – small islands off the coast of Uny, near the southwest side of the inner Archipelago.

Berila – capital city of [Enlad](#), from where the Kings of Enlad ruled the Archipelago, starting with [Morred](#) until [Akambar](#), who moved the capital to [Havnor](#). Arren/Lebannen, descendant from Morred, was from Berila in Enlad.

Bereswek – an island in the [North Reach](#).

Barth – island in [North Reach](#). One of the islands in the Archipelago, along with Osskil and the Kargad Lands, where the natives are light skinned.

Black Well of Fundaur – a well capped by [Sparrowhawk/Ged](#) in his travels before becoming Archmage.

Borilous Rocks – a formation to the east of Roke.

Bond Rune – or the *Rune of Peace*. The Rune that was carved on the [Ring of Peace](#), which [Morred](#) gave to [Elfarren](#) at their betrothal, and which [Aimal](#) gave to [Heru](#). Heru, the Queen Mother of King [Maharion](#), gave the ring to [Erreth-Akbe](#), when he was sent as an emissary to the Kargad Lands. There Erreth-Akbe's ring was broken into two pieces after a dual with a Kargish priest and was lost until the wizard [Sparrowhawk /Ged](#), who later became the last Archmage, recovered the two pieces of it. Ged rejoined the two pieces, and let [Tenar the White](#) bring the Rune back to the Great Tower in Havnor.

Book of Names – A legendary book of true names in the Language of the Making. It was compiled by the mage [Ath](#), who left it on the island of [Pody](#) when he went west and met the dragon [Orm](#), presumably ending his life. The Book of Names was rediscovered by the finder [Medra](#), who found it in Pody and took it to [Roke](#) to serve the setting up of the school of Wizards. The Book of Names was eventually taken to [the Isolate Tower](#) on Roke.



Changer – One of the [Masters of Roke](#). The Master Changer teaches the spells related to true changing, which are more than mere illusion but involve true transformation.

Chanter – One of the [Masters of Roke](#), the Master Chanter replaced the Finder as one of the Masters of Roke.

Chemish – An island at the northeast corner of the [North Reach](#)

Child Taker – a rumor that existed before the School for Wizards was established on [Roke](#), of a man who took children away.

Children of Segoy – a term that refers to dragons.

Children of the Open Sea – term used by the Raft people of the Southern Reach, who spend most of the year on their rafts, and come ashore only once a year for supplies. In the winter, they break off in individual rafts, coming together to form great raft cities in the spring and summer.

Cob – use-name of a sorcerer who had great power, who in youth summoned the spirits of the dead. He became the eventual arch-enemy of [Sparrowhawk/Ged](#) by finding a way back from the [Dry Land](#), opening up a fissure between the worlds. This caused great problems as it made those who wanted eternal life forget about the true arts of wizardry and threatened to take all vibrancy out of the Earthsea. Cob was eventually defeated by Ged, [Lebannen](#), and [Orm Embar](#).

Court of the Fountain – inner central courtyard of [the Great House of Roke](#). This courtyard has a fountain and a Rowan Tree, planted by [Elehil](#) and [Medra](#).

Creation of Ea – the oldest and most sacred poem in Earthsea. This poem has 31 stanzas and describes the creation of Ea, the first island of Earthsea by Segoy. Segoy used the Language of the Making to create all the islands of Earthsea.

Crow – companion to [Tern/Medra](#), as he searched for books to bring back to Roke from the Archipelago. Crow was from the island of Orinny.



Ged and Orm Embar Battle the Sorcerer Cobb in the Farthest Shore
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D

Dark Pond – a pond on [Gont](#) island

Dark Time, the- A period, after the time of Maharion and Erreth-Akbe, when wizardry was put into disrepute, and used by Kings for their own benefit. This is the time when the Hand flourished, eventually leading to the establishment of Roke as the center of wizardry in Earthsea.

Deed of Enlad – a song which is about the [Kings of Enlad](#) before [Morred](#) and goes up to the end of Morred's first year as king.,

Deed of Erreth-Akbe - A song which is sung at Midsummer's Long Dance, about the travels and adventures of Erreth-Akbe, one of the most famous and beloved wizards of Earthsea. The song sings of his friendship with King Maharion, and his battle against Kargish Ships at Shelioth on Way, the breaking of the Bond Rune in the Kargad Lands, and his battle against the Firelord and the his final battle with the great dragon, Orm.

Deed of Ged – a song which is about the life and exploits of the last Archmage of Roke, Sparrowhawk/Ged, of [Gont](#), who became among the most-travelled wizards in the Archipelago, sailed the Dragon's Run, and brought King Lebannen to his throne.

Deed of Morred – also known as the Song of the Young King, which is about the life of [Morred](#), who was the first to be called the Mage-King. Morred was a King of Enlad who fell in love with Elfarren, the lady of Solea. Together they faced the Enemy of Morred, who was a powerful mage, filled with jealousy over Elfarren, whom he had wished to marry. The Enemy, who died fighting Morred, also caused the drowning of the Isle of Solea, and of Elfarren with it.

Denggemal – father of Queen [Heru](#), mother of [Maharion](#). Denggemal was from the House of Ilien.

Derhemen – an island north of the [West Reach](#), near [Nerveduen](#).

Dohun – an early ruler of [Enlad](#), described in the [Deed of Enlad](#).

Doorkeeper – One of the Masters of Roke at the School for Wizards. The doorkeeper allowed a student to enter (the school) if the student would speak his true name, and would allow a student to leave (graduate the school) if the student would speak the doorkeeper's name.

Dory – from [Pody](#), who taught herbal and healing arts on [Roke](#). Dory came with [Ath's Book of Names](#), and was the first [Master Herbal](#).

Dragon's Run – A colloquial name for the islands beyond in the far West Reach, where dragons are known to live and fly. The largest, westernmost, and most prominent island there is Selidor.



Ged and Arren arrive at the Dragon's Run

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DragonFly – a female wizard who showed up at the School for Wizards on [Roke](#) a number of years after the last [Archmage](#), [Ged](#), had left. Her arrival caused great consternation among the Masters of Roke, who would not allow female students.

Dragonlord – one whom dragons will speak to. [Ged](#) was the last well-known dragonlord.

Dry Land, The – The Dry Land refers to the land of the dead, where Earthsea's residents go after they died. A mage, or wizard, is capable of going to this land even while alive. The traditional entrance to this land is a low wall of stones on the side of a great, expansive hill. There is no joy in this land. [King Lebannen](#) fulfilled the prophecy that a King would be crowned who had been to the Dry Land and back by going with [Sparrowhawk](#)/[Ged](#).

Dulse – the original Wizard of [Re Albi](#), whose true name was Heleth, who was [Ogion/Aihal's](#) teacher after Ogion returned from Roke. Dulse played a great part in the act of "stilling the Earthquake", which Ogion later became known for.



Éa – the first island raised by [Segoy](#) when he created the Archipelago of Earthsea. This is sung about in the [Creation of Éa](#).

Eagle Queen – Heru, the mother of Maharion, who was companion to Erreth-Akbe and the last of the kings before the Dark Times.

Early – wizard who ostensibly served King [Losen](#) on Havnor; Early pursued [Otter/Medra the Finder](#), and later took warships to [Roke](#) to destroy the School for Wizards before it was established. The ships were scattered and Early was defeated, even though he had taken dragon form. This was among the first stories which established the legendary invincibility of Roke island..

Earthsea – general term for all the islands of the Archipelago.

East Reach – group of islands at the southeastern tip of the Archipelago. Includes the islands, [Iffish](#), Tok, Holo, Soders, ending with [Astowell](#), Lastland.

Ebosskil – island just south of [Osskil](#), north of [Havnor](#).

Egre – a pirate, at the time of the last Archmage, Ged. Egre took Arren/Lebannen as a slave to row in his galleys, until Lebannen was rescued by Ged.

Elassen – respectable sorcerer from Gont who sent, and paid for, [Ogion's](#) trip to [Roke](#).

Eldest – A name given to the dragon [Kalessin](#).

Elehal – also know as Ember; One of the sisters of Roke, who with Medra, and with her sister, Yahan, founded the School for Wizards on Roke. She was the first Master Patternner.

Elfarren – Also known as the Islewoman of Solea, or the [Lady of Solea](#). Known for her beauty and magical powers. She married the Young King, [Morred](#), and together they had a son, Serriadh. Morred gave to her the Ring that bore the Rune of Peace at their betrothal. Pursued by the jealousy of another wizard, the Enemy of Morred, she returned to Solea and was there when Morred and his Enemy defeated each other in battle. Elfarren was drowned along with the island of Solea when the Enemy cast a spell that sent great waves over to the island. Serriadh survived and so continued the line of Morred.

Emanations of Fundaur – made the Acasten Spells weaker.

Enashen – ancestor of [Morred](#), one of the early kings/queens described in the Deed of Enlad.

Endlane – village on [Havnor](#).

Enemy of Morred – Also known as the [Wandlord](#), a prince who courted [Elfarren](#) before she met and married [Morred](#). He became a powerful mage who was stricken with jealousy of Morred for Elfarren. He caused great trouble for the Young King and his Queen, through spells that he cast on the people of Enlad. Morred was able to defeat him only by learning his true name, which appeared to Morred on raindrops. Both he and Morred perished in their final battle; before he was fully defeated, he created a large wave which eventually sank the Isle of [Solea](#), and Elfarren was drowned along with the Isle.

Enlad – where the early kings of [Earthsea](#) lived, including [Morred](#). The capital city of Enlad was Berilia. The [Deed of Enlad](#) sings of these kings. One of Morred’s descendants, [Akambar](#), moved the capital to [Havnor](#).

Ennas of Perregal – called the Great Mage, whose lorebooks were handed down to [Ard](#), and then to [Dulse/Heleth](#), to [Ogion/Aihal](#), and to [Sparrowhawk/Ged](#).

Ensa, Springs of- A location on the Isle of Solea. [Elfarren](#) took refuge there when fleeing for the [Enemy of Morred](#), along with her son, [Serriadh](#). She used the [Old Powers](#) of that place to resist the Enemy there.

Ensar – with his sister [Anthil](#), he was the end of the line of the old Kargish Kings. They were passed down one of the two halves of the Ring of Peace, also known as the Ring of Erreth-Akbe. Not wishing to spill royal blood, they were abandoned on a small, uncharted island near the Kargad Lands. There, [Sparrowhawk/Ged](#), found them and they gave him half of the Ring.

Ensmer – island where the wizard [Ath](#) confronted the great dragon [Orm](#), and presumably the last resting place of Ath.

Erreth-Akbe – One of the greatest and most beloved wizards of Earthsea, whose life and exploits are sung about in the [Deed of Erreth-Akbe](#). Erreth-Akbe, a powerful young wizard, became close friend and companion to [Maharion](#), who was the last King before the [Dark Time](#). During Maharion’s rule, there was strife and battle between the Hardic peoples of the Archipelago and the [Kargad Lands](#). Erreth-Akbe used his powers of wizardry to defeat a great fleet of Kargish ships [at Sheliath on Way](#). After this, Erreth-Akbe faced the [Firelord](#), a powerful wizard who took the form of a dragon when fighting Erreth-Akbe. The Firelord’s power was so strong that he was able to “lengthen the day by five hours”.

After the Firelord was defeated, there was additional trouble with the dragons to the west and the Kargs to the east. Erreth-Akbe was sent by Maharion to the Kargad Lands to bargain for peace. He was given the [Ring of Peace](#) by Maharion’s mother, Queen [Heru](#). In the Kargad Lands, the high priest [Intathin](#) at [Awabath](#) used the [Old Powers](#) to break Erreth-Akbe’s ring and defeat him. Erreth-Akbe was rescued by the daughter of the Kargish King, [Thoreg](#), though the [Ring of Peace](#), which later became known as the Ring of Erreth-Akbe, was lost to Archipelago for some time (until [Sparrowhawk/Ged](#) found it again).

Upon his return, Erreth-Akbe saw the problems that the Archipelagans were having with the dragons, and at the request of [Maharion](#), fought with the Great Dragon [Orm](#). Having fought to a stalemate on the island of [Ea](#), they both agreed to end the fight. However, the problems between the dragons and the Archipelagans continued, and eventually Erreth-Akbe was forced into fighting Orm again. They both perished fighting each other in [Selidor](#). Erreth-Akbe's sword was taken back to Havnor and placed on prominent display. Later, Orm's descendant, [Orm Embar](#) would meet [Ged](#) and the Sorcerer [Cobb](#) on Selidor.



A rendition of Erreth Akbe

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Eskel – small island off the northeast coast of Havnor.

Estarriol – true name of [Vetch](#), a wizard from [Iffish](#) who was a companion of [Ged](#) who later became [Archmage](#).



Faltuel – an island in the West Reach, before the Dragon’s Run.

Far Sorr – an island in the South Reach.

Felkway – an island to the southeast of [Havnor](#).

Ferrins – an island north of the Andrades

Firelord – the Enemy of [Erreth-Akbe](#), who was a powerful mage who could affect time. He claimed that he could stop the darkness, which he was unable to do, though he was able to lengthen the day by a number of hours. The Firelord took dragon form and was defeated by Erreth-Akbe, just before [Orm](#) and his host of dragons unleashed fire and torment on the people of the Archipelago.

Festival of the Lambs – Festival held on [Enlad](#) after the New Year.

Forge – refers to the four stars of the Forge, visible from [Roke](#).

Four Lands – refers to the [Kargad Lands](#).

Fundaur – from where the [Emanations of Fundaur](#) come, as well as the place where Ged capped [the Black Well of Fundaur](#).

G

Gale – an island in the east reach.

Gate of Selidor – a small island to the east of [Selidor](#), where dragons live.

Geath – one of the [Ninety Islands](#), just west of [Roke](#).

Ged – the last known [Archmage](#), and one of the most travelled wizards of all time. Born on the isle of [Gont](#), he first displayed power by rescuing his village from Kargish invaders when he was still a boy. He then lived and studied with [Aihal/Ogion](#), the mage of [Re Albi](#). Ogion sent Ged to [Roke](#), the isle for Wizards. At Roke, Ged, in a flash of youthful pride and indiscretion, attempted to call forth the spirits of the dead, and let loose a shadow and opened a breach in the World. The breach was shut by the Archmage [Nemmerle](#), who died in the process.



Ged The SparrowHawk, from the Isle of Gont, who later became Archmage of all Earthsea
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Later, Ged, whose use-name was Sparrowhawk, went on to tame the Dragon of Pendor, [Yevaud](#). During his travels, he found half of the [Ring of Erreth-Akbe](#), also known as the Ring of Peace, which Erreth-Akbe had lost in the Kargad lands. Later, Ged travelled to the [Tombs of Atuan](#), the holiest place in the Kargish Lands, and returned with [Tenar](#) the White, who had been priestess of the tombs. Together they brought back the second half of the Ring of Erreth-Akbe, which Tenar placed on the tower in [Havnor](#) for all to see. Ged then went on to become Archmage of all Earthsea.

While Archmage, Ged took Arren/[Lebannen](#) with him on an important mission when another sorcerer, [Cob](#), opened up a breach between the worlds that was slowly draining the world of all wizardry. Ged and Lebannen crossed into the [Dry Land](#) and returned on the other side. Cob's power was so great that he could return from the dead, and only with all of Ged's strength and the help of the dragon [Orm Embar](#) were they able to defeat the sorcerer. The dragon [Kallesin](#) brought Ged and Lebannen back to Roke, and the prophecy was fulfilled that the throne of Maharion would only be filled by one who had crossed into the land of the dead and returned again. After this, Ged went back to Gont and retired. The *Deed of Ged* tells of the heroic tasks of Ged.

Gelluk – a wizard, mentor of [Early](#), who served King [Losen](#), at the time of [Otter/Medra](#) the Finder.

Gemel Seaborn – ancient king of the [House of Ilien](#), ancestor of [Maharion](#).

Gebbeth – a form of possession, where the possessed becomes an instrument of some other being.

Gensher of Way – an Archmage of Roke. Gensher was chosen when Nemmerle died, his energy spent closing the hole between the worlds that was unleashed by Ged when he was still a prentice.

Glosses of Danemar – a group of spells/runes which were taught to [Ogion](#) by [Dulse](#).

Gobardon – a star, whose name means crown, which can only be seen in **the South Reach** The northernmost of the Nine Stars which make the Hardic Rune Agnen, the Rune of Ending.

GodKing – one of the two preistkings of the Twin Gods of the Kargad Lands, in the holy city of Awabath. The GodKing became known as an incarnation of the Sky Father, and became the ruler of the Kargad Lands.

Gont – an island northeast of Havnor which is famous for wizards, including [Ogion](#) the Silent, [Ged](#) the Sparrowhawk, who became both dragonlord and Archmage. LeGuin describes Gont as “a single mountain that lifts its peak a mile above the storm-racked Northeast Sea”. Both Ged and [Tenar](#) the White settled on Gont after King Lebannen was crowned.

Gont Port – major city on [Gont](#) island.

Gosk – an island at the southeast of the Archipelaog, just before [Astowell](#).

Gray Mage – a mage who silenced [Nereger](#), who was known as the Gray Mage of Paln because of his mastery of the Lore of Paln.



Master *H*and – One of the Masters of Roke, who specialized in illusions and “sleights of hand”.

Hardic – the language spoken in most of the islands of the Archipelago. One of several descendants of the [Old Speech](#).

Halkel – of Way, the first Archmage of [Roke](#), who established the strict hierarchy of wizards, sorcerers, witches, and many of the rules of the School for Wizards at Roke, including the role of the Archmage.

Havnor, Havnor Great Port, Great Bay of Havnor– Largest island of the Archipelago, where the Kings from [Akambar](#) to [Maharion](#) lived, and where King Lebannen ruled from when the Kinship was re-established. The Great Bay of Havnor is the home of Havnor Great Port, where the Sword of Erreth-Akbe was placed on a tower of the King’s castle by Maharion, so that it would catch the first rays of sunlight in the morning. When Tenar the White brought back the Ring of Erreth-Akbe to Havnor, it was also placed there.

Hearth Hall – a hall in the School for Wizards on [Roke](#).

Master Herbal – One of the Nine Masters of Roke. Was in charge of herbal and headling at the School for Wizards.

High King – generally refers to [King Thol](#) from [Hur-et-Hur](#), who overthrew the [GodKing](#) and reclaimed the throne of [King Thoreg](#).

Hille – An island between the [West Reach](#) and the [North Reach](#).

Hopeful – the name of the boat belonging to Tern, also known as Medra the Finder, who helped establish the School for Wizards on Roke Island. On Hopeful, Medra and his friend Crow sailed to look for recruits and also to find books of lore and spells that were taken to Roke.

Hosk – an island that is on the outskirts of the [Ninety Isles](#).

Hound – a wizard who had a “nose” for finding things. He found [Otter/Medra](#) on several occasions. Hound served Losen on Roke for some time. Eventually, Hound came to Roke.

Hega of O – First Master Hand.

Hur-et-Hur - One of the Four Islands of the Kargad Lands.

Hupun – Home of the House of Hupun, on Karego-At, which unified and conquered all the kingships of the Kargad Lands. Power was taken away from the House of Hupun by the priests of the Twin Gods at Awabeth, some fifty miles south of Hupun. The last members of the House of Hupun were Anthil, who were banished to a small island with half of the Ring of Erreth-Akbe.



Iffish – an island in the East Reach. Vetch/Estariol, who was a friend and companion of Ged in his youth, was from Iffish.

Immanent Grove – a forest of trees that is seemingly endless and is only accessible from [Roke Knoll](#) by using wizardry. The Master [Patterner](#) lives in the Grove, and the Masters meet there when making important decisions.

Inmost Sea – an inner sea which is surrounded by islands, just south of [Havnor](#). [Roke](#) lies in the Inmost Sea.

Intathin – Priest at [Awabath](#) in the Kargish Lands who used [the Old Powers](#) of those lands to defeat Erreth-Akbe.

Isle of the Wise – refers to [Roke](#) island, where the School for Wizards is located.

Isle of the Myths – refers to [Enlad](#).

Isle of Silk – refers to [Lorbanery](#), an island in the south of the Archipelago where silk is produced.

Isolate Tower – A tower on the island of Roke which is approximately 30 miles north of the Great House. The Master [Namer](#), one of the Nine Masters of Roke, lives in the Isolate Tower.



Jasper – a companion of Ged/Sparrowhawk during his years as a student on Roke. Jasper was son of the Lord of the Domain of Eolg on Havnor. Jasper was present when Ged released the gebbeth/Shadow as a youth on Roke Knoll..

Jessage – an island between [the West Reach](#) and the [South Reach](#).



Kalessin, the Eldest Dragon, meets Ged
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Kalessin – oldest of the Dragons, known as Eldest. Kalessin brought [Ged](#) and [Lebannen](#) back to Roke from Selidor after their encounter with the Sorcerer Cobb through the Dry Land.

Kaltuel – an island in the West Reach.

Kargad Lands – Refers collectively to the four islands where Kargish is the primary language spoken: [Atuan](#), [Atnini](#), [Karego-At](#), [Hur-at-Hur](#). The Kargish people were of white skin and had different legends and history than most of the Archipelago.

Korp, Kopp, Koppsih – islands in the East Reach.

Kossil – the High Priestess of the GodKing at the time when [Tenar](#) was **Arha**, the Eaten One.

Kurremkarmerruk – The [Master Namer](#) of [Roke](#), at the time of the last [Archmage](#), Sparrowhawk/Ged.



Last King – generally refers to [Maharion](#), and was used in the time in between Maharion's rule and the rule of [Lebannen](#).

Lament for the White Enchanter- a song made by [Elfarren](#) when she heard of [Morred's](#) death.

Language of the Making – a term for the [Old Speech](#), in which all true spells and all true names are.

Long Dance – A dance that is performed on midsummer's eve all over the Archipelago.

Losen – was a warlord who called himself King of Havnor during the Dark Times, at the time of Medra the Finder. In Losen's name, the wizard Early took a fleet of ships to Roke when the school was first being formed.

Lost Rune – [the Rune of Peace](#), which was on [the Bond Ring](#), which [Erreth-Akbe](#) took with him to the Kargard Lands and lost. [Ged](#) later found both pieces and restored the Ring and the Rune to Havnor.

Lookfar – The boat that was used by the Archmage Sparrowhawk/Ged during his many travels.

Lorbanery – an island in the [South Reach](#) which is famous for its silk.

Low Torning – one of the [Ninety Isles](#), where [Ged](#) had his first posting after earning his wizard's staff. The Island was being threatened by the Dragon of [Pendor](#).



Ged, arriving in his boat, Lookfar, speaks to Orm Embar
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Maharion – the last King of all Earthsea before the Dark Times. From the House of Ilien, Maharion was the Son of Heru. Maharion was King during turbulent times in the Archipelago, when the Kargs were attacking from the East and the dragons from the West. Maharion had a wizard as his good friend and companion, Erreth-Akbe, whose exploits during this time were legendary. Maharion made a prophecy about the next King which was widely interpreted to mean that a mage would be the next King of all the Isles: He shall inherit my throne who has crossed the dark land living and come t the far shores of the day.

Masters of Roke – the Masters of Roke are the instructors of the school on [Roke](#), and are considered the highest authority on their particular aspect of wizardry. There are nine Masters of Roke, plus the [Archmage](#). These are: [Hand](#), [Herbal](#), [Chanter](#), [Changer](#), [Doorkeeper](#), [Summoner](#), [Windkey](#), [Patterner](#) and [Namer](#).

Matter of the Dragons – A manuscript on Roke.

Medra the Finder – A mage who helped establish the School for Wizards on [Roke](#). Medra was known as [Otter](#) in his youth on [Havnor](#), where he learned from [Hound](#) and [Early](#), who were both in the service of Losen. When he escaped and came to Roke, Medra was known as [Tern](#), and in his boat, Hopeful, he helped to find young wizards and books of lore to bring back to Roke. Medra lived with [Elehal](#) in the Immanent Grove for a time. He was the Master Finder for some time, and then later, he became the Master Doorkeeper, and one of the doors to the Great House was called Medra's Gate because of him.

Medra's Gate – A door to the Great House of the School for Wizards, named after Medra the Finder, who as an old man became the Master Doorkeeper.

Mt. Onn – a mountain on Havnor.

Morred's Isle – refers to Roke, even though Morred was not from Roke.

Morred – known as the Young King, the White Enchanter, and the Mage-King. Morred was a mage from Enlad who inherited the throne from one of his cousins. Morred met and married Elfarren from Solea and their few years of peaceful reign are generally remembered across the Archipelago as the time of prosperity. Theirs is also the “best-known and most cherished love story of the Archipelago” It was at this time that the term Mage became widely used. After marrying Elfarren, they had a son, Serriadh, through whom the subsequent Kings of Enlad and Havnor were descendant. Morred met his Enemy, the Wandlord, who was a courter of Elfarren before she married Morred. Morred's enemy wreaked havoc on Enland, until Morred was able to discover his true name and chase him off the island. Morred and his Enemy both met their end at this time, leaving Elfarren to grieve for Morred by composing the Lament of the White Enchanter.

Mountains of Pain – mountains that exist on the edge of the Land of the Dead, also known as the Dry Land. Ged and Labennen navigated through them to find a way back to Selidor.



Nameless Ones – The Kargish term for the Old Powers of the Earth at Atuan.

Narveduen – an island in the [West Reach](#).

Nepp – [Ged](#) built the deep seawall of Nepp before he became [Archmage](#).

Nemmerle - Archmage at the time of [Ged](#)'s entrance to the School of [Roke](#). Also a teacher of [Ogion](#). Nemmerle died while fixing the breach that Ged made when he unleashed his “shadow” on [Roke Knoll](#).

Nereger – A wizard who was considered a hero who was killed by the [Gray Mage](#).

Ninety Isles – A group of islands to the west of [Roke](#) and between [Hosk](#) and [Ensmer](#), to the east of [Pendor](#). The exact number of islands is not known. Includes [Low Torning](#) and [Pody](#).

North Reach – group of islands far to the North of [Havnor](#), includes [Bereswek](#), [Ferrins](#), the [Allernots](#).



Dragons use the Old Speech, the Language of the Making
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Obehol – island west of Lorbannery. The Archmage Ged and the future King Lebannen went there.

Old Powers – power that existing before and seem unrelated to the power of Wizardry. This term generally refers to some power that is tied to a specific land or place.

Old Speech – the True Speech, also known as the [Language of the Making](#), the language that [Segoy](#) spoke, and the language in which all spells and true names are.

Omer – town on [Havnor](#)

Orm – referred to as the Great Dragon Orm, who presumably killed the great scholar-mage [Ath](#), led the dragons on raids of the inner Archipelago during the time of King [Maharion](#), and fought the wizard Erreth-Akbe several times. In their last battle, both “entered the dry land together on the shore of Selidor.”

Orm Embar – great dragon who was son of [Orm](#). Orm Embar spoke to the dragonlord/Archmage [Ged](#) and the future King, [Lebannen](#). Orm Embar, along with other dragons had his power of speech taken from him by the Sorcerer [Cobb](#); When this happened Orm Embar sought out Ged and led him to the shores of Selidor, where Ged and Lebannen faced Cobb. Orm Embar helped by killing Cobb.

Osskil – Northern island with fair skinned residents who have their own language, which is closer to Kargish than Hardic.

Otak - A furry creature that lives on Roke island



DragonFire Rising, Inspired by the Dragons of Earthsea
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P

*P*_{aln} - an island which practices both the Wizardry of Roke and the spells related to the Old Powers. The [Lore of Paln](#) has developed which deals with spirits of the dead and is considered dangerous. The [Gray Mage](#) of Paln and the Sorcerer [Cobb](#) were among the most famous adherents of this lore. It is also believed that the spell which [Ged/Sparrowhawk](#) used to loose the shadow in his youth was related to Palnish Lore.

Pendor – an island to the West of the [Ninety Isles](#) which was taken over by the Dragon of Pendor, [Yevaud](#).

Perregal – an island near and the to the east of [Gont](#).

Q

<no entries>



Reaches – the islands that are outside the Inner Lands.

Roads of Balatran – an expression used by the Children of the Open Sea, who live on rafts south of the South Reach.

Rogma – an island with white skinned people.

River House – a palace on Havnor where the Queen traditionally lived.

Roke – an island at the center of the Archipelago, which is generally considered to be the second island raised by [Segoy](#) after [Ea](#). On Roke, near [Roke Knoll](#) and the Immanent Grove was established the School for Wizards, which has been the center of Wizardry for many years in Earthsea. The [School for Wizards](#) was established by [Medra the Finder](#) and the sisters [Elehal](#) and [Yahan](#). On Roke live the [Masters of Roke](#) and the Archmage who have led the school for generations.

Roke Wind - The Roke Wind is a magical gale that keeps dangers away from [Roke](#).

Rowan Tree – in the Court of the Fountain.



Ged meets his Shadow,
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in the waters beyond the East Reach
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Companion



Segoy – Segoy, according to the [Creation of Ea](#), raised Ea out of the sea and the other islands by speaking the [First Word](#) and speaking the true names of everything he brought into existence. It is not clear whether Segoy was a man or a dragon.

Serriadh – A ruler who is remembered as the PeaceMaker. He was the son of [Morred](#) and [Elfarren](#). The Sword of Serriadh, which is considered to be the second oldest in the world, after the sword of [Erreth-Akbe](#), was handed down to [Arren/Lebannen](#).

Shelieth – a city on the island of Way. The location of one of the Principalities of the Kingship, and the source of the Kingship of Akambar and his descendants.

Showl – a place where slaves were traded during the time of [Ged / Archmage](#).

Semel – an island near [Paln](#)

Selidor – the westernmost island on most maps of Earthsea, is the largest island where dragons live. The Great Dragon, [Orm](#), perished there fighting [Erreth-Akbe](#). [Orm Embar](#), son of Orm, also perished there, fighting the Sorcerer [Cobb](#) while helping [Ged](#) and [Lebannen](#).

Serrenen – a river on [Havnor](#).

Solea – An island that was plunged into the sea as the result of a spell made by the [Enemy of Morred](#). Solea was the home of [Elfarren](#), who fell in love with [Morred](#), and who was on the island when it was drowned. The location of Solea is often represented as a whirlpool on maps of Earthsea.

Sosara – harbor on [Lorbannery](#)

Summoning, Master Summoner – The art of bringing back and calling spirits of the dead. The Master Summoner is the foremost wizard of this art on Roke, and its roots lie in the [Lore of Paln](#).

T

Taon – Known as the Isle of the Harper. The wizard Alder is from Taon.

Tinaral – true name of the wizard Gelluk.

Temere – A large town on the south coast of [Enlad](#)

Tehanu – an adopted daughter of [Tenar](#). Tehanu was found by [Tenar](#) at a young age, who looked as if she had been abused and burned. Later it was discovered that Tehanu was related to the Dragons, in fact, was one of the dragons who had crossed into human form, as she was able to summon Kellesin to Gont.

Ten Alders – village on [Gont](#) where [Ged](#) was born and grew up before he was taken by [Ogion](#) as a prentice. The Young Ged, known as Duny, saved the village from Kargish invaders by covering the town with a very thick fog.

Tenar – a woman from the [Kargish Lands](#) who was for a time [Arha](#), the Eaten One, the priestess of the [Tombs of Atuan](#), who helped [Ged](#) steal the second half of the ring of [Erreth-Akbe](#) and returned with him to the [Hardic Lands](#). She brought the ring back to [Havnor](#) and was known as Tenar the White, because of her white complexion. Tenar was taken by Ged back to [Gont](#) island, where she lived for a time, married, and had kids. When Ged returned to Gont, leaving his position as [Archmage](#) and his wizardry behind, she and Ged lived together and adopted [Tehanu](#).

Teriel – the true name of the wizard [Early](#), who worked for [Losen](#) on [Havnor](#) and who gathered a fleet against [Roke](#) when the School for Wizards was first being established. He took the form of a dragon but was pulled onto [Roke Knoll](#) in his ordinary form, and his wizardry taken from him.

Thar – the High Priestess of the Twin Gods at [Awabath](#) when [Tenar](#) was youngl

Torheven – an island southwest of [Gont](#).



Near the Tombs of Atuan,
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Ged and Tenar
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U

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V

Vetch – Use name of [Estarriol](#), who was a companion of [Ged's](#) at the School for Wizards in [Roke](#). Vetch was from and later became the local wizard on [Iffish](#), and island in the [East Reach](#).

Vemish –an island in the [East Reach](#)

Venway – an island in the [East Reach](#).

Vor – an island in the [East Reach](#)

W

Wathort – southern island of the Inner Lands. The biggest town on Wathort is [HortTown](#).

Warder of Roke – another name for the [Archmage](#).

Way – a large island on the eastern side of [Havnor](#). [Shelioth](#) on Way was one of the Principalities of the Kingship. Way was also the home of the Archmage [Gensher](#).

Wizard – designation for a graduate of the [School for Wizards](#) on [Roke](#). A wizard has earned his staff. Before becoming a wizard, a student is prentice, then a sorcerer.

Wuluah – one of the Kargish [Twin Gods](#), along with [Atwah](#). [King Thol](#) the High King claimed to be a descendant of.



A Wizard of Earthsea
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Ged meets The Dragon of Pendor, Yevaud
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X

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Y

Yarrow – use name of Kest, younger sister to [Vetch/Estarriol](#), both of whom were friends of [Ged](#).

Yennava – a river on [Havnor](#).

Yevaud – Also known as the Dragon of [Pendor](#), who raided the island of [Pendor](#) and lived there, raiding the [Ninety Isles](#) from time to time. Ged met him and using his true name, made him promise that he would never return to the land of men.

Z

<no entries>