

A GLOSSARY OF ARTANGA & PIZAN

Crown of Crows

the words and names of Andowan



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About the languages

The constructed languages of Andowan: every name and word from the novel that has a lexicon entry, with pronunciation, etymology, and notes.

Artanga (from Irish *ár dteanga*, “our language”) is the speech of Artír, descended directly from modern Irish across roughly two thousand years of sound change, so most names are recognizably Irish beneath the spelling. **Pizan** (from English *pidgin*) is the language of Khárséi, which began as a pidgin of Spanish and English and drifted far more drastically; in its Late-period form, the form spoken in the novel, it is called *Píyní*. Etymologies trace each word to its real-world source, sometimes through marked stages (OA / CA = Old / Classical Artanga; High Pizan / Late Píyní). Example sentences are quoted from the novel.

ARTANGA

aheírr

/ˈaħiːrʲi/

noun (countable)

Father.

From Irish athair. OA aheírr, CA aheírr.

ARTANGA

ahr

/aħr/

noun (countable)

Bear.

From Irish ar. OA ar, CA ahr.



Among the alngúll
the hooved folk — deer, horses, and unicorns

ARTANGA

alngúll

/ˈalŋuli/

From Latin *ungula*, hoof, claw.

Hooved animals, such as deer, horses, cows, centaurs, and unicorns.

ARTANGA

Andowan

/ˈandowan/

The name of the world in Artanga. From Irish *an domhan*. Note the use of the determiner *an*, indicating a sentient being.

ARTANGA

Antahr

/ˈantahr/

From Irish *an t-ar*, "the bear".

One of the four primary protective dieties of Andowan, along with the Dragon, the Wolf / Ox, and the Cupbearer / Witch.

Notes:

- *Ar* is old / dialectal Irish; the usual name for the bear in Irish is *béar*.
- The "t" is a marker for masculine nouns in nominative and accusative case, generally only preserved in Old Artanga and names from that time period.
- As explained in the Artanga Language Overview, the definite article *an* is used only for speaking creatures, and only in the singular.
- Formerly *An-Láan*, *Anllan*, from Irish *an léon*, "the lion."

ARTANGA

Arcasgae

/ˈarkasgae/

The fortress of the Witch, built in the far north of Artír, near her center of power.

From Latin *arx*, fortress, and *saga*, seer.

ARTANGA

Arcllantír

/ˈarklʲlantir/

The nation in the mountains south of Artír, founded in the earliest days by a separatist group who called themselves the People of the Ark and led many speaking animals up into the peaks. Home of the Red Monks, with whom the Centaurs often consult.

From Irish *airc*, ark, + *clann*, kin or family, + *tír*, land.

ARTANGA

Artanga

/ˈartɒŋɡə/

The language of Artír. See Artanga Language Overview.

From Irish *ar tanga*, "our language"; also *ar tanga*, "bear language."

ARTANGA

Artír

/ˈartir/

From Irish *ar tír*, "our country"; also *ar tír*, "bear country."

A country in the north of Andowan, between Arcllantír and the Northern Wastes. Bounded on the east by the ocean and on the west by the Lantern Waste and high mountains. Country of the speaking Animals, especially beloved of the god Antahr.

ARTANGA

Avinhúa

/ˈavinhua/

The North River of Artír. It flows from the icy wilderness in the north of the country through rocky, tumultuous channels to meet the sea just north of Cúrtt Píria Bial.

ARTANGA

Avraní

/'avrani/

"Singer." The name of the servant Rabbit who brings Sarah and Gilly their change of clothes; one of the animals learning Artanga.

From Irish *ambránaí*, singer.

ARTANGA

Balia Antahr

/'balia 'antahr/

"Antahr Town."

From Irish *baile*, town or homestead, + Antahr.

ARTANGA

Banrhíán

/'banrjan/

Queen.

From Irish *banríon*, queen.

Falsia, a Banrhíán Sarah!

— Welcome, Queen Sarah!

ARTANGA

Caihtír

/'kaihtir/

"Chaff-land." The name the Crow gives the land in its fallow time, when the old order has been threshed away and nothing has yet grown back: a land strewn with husks and chaff, passing through decay before it can be reborn. Adjective form *Caihtírín*.

From *caih*, chaff, + *tír*, land.

ARTANGA

Carochciann

/'karoxkʲani/

Crow-head, ie black-haired.

Nephew of Trommciann (Trumpkin) Heavy-head.

ARTANGA

Caufin

/'kaʊfin/

From English *captain*.

1. An especially powerful monarch; dictator; caesar; czar.
2. The name of the ruling family of Artír throughout the Late period. Most kings took the name of the family as their ruling name through King Caufin X the Seafarer; after him, the kings used their own names and used Caufin as the name of the ruling house.

The English word "Captain" was introduced as the name of a leader of a group of humans when Artír was invaded by a pirate crew (the Maradínel) in the later Dark Age. When the pirates conquered the country, they continued to call their king "captain."

The true name of Prince Caspian. It's not known why Churwick chose "Caspian" as the pseudonym, although the proximity of the Caspian sea to the Caucasus mountains is probably a factor.

Earlier: Cauhan.

ARTANGA

Chaffwine

/'tʃæfwain/

The name of the crow witch. It is an English rendering of the crow's true name, which is of course in the crow-tongue; the crow offers the translation directly.

From English *chaff*, the grain-husks a crow gleans from a field, + *-wine*. The second element is meant to evoke both the drink and the Old English name-element *wine*, "friend" (as in *Godwine*, *Ælfwine*).

ARTANGA

clúass

/kluasj/

noun (countable)

Ear.

From Irish cluas. OA clúas, CA cluass.

Hróinnats clúass! Garr tarrat! Sollerr ehtat!

— Share ear! Draw near! Hear clear!

ARTANGA

Cnocoll

/'knokoli/

noun (countable)

Hazelnut.

From Irish cnócoil. OA cnocoll, CA cnocoll.

ARTANGA

Cuailamba

/ˈkʷaɪlamba/

From Irish *cuaille lampa*, lamp-post.

The name of the Lantern River, and its associated spirit.

Formerly *Lucerna*, *Lúberna*.

ARTANGA

Cúrtt Píria Bial

/kurtʰ ˈpɪrɪa bjal/

The great capital of Artír, perched on a promontory where the two greatest rivers of the nation reached the sea.

The Artírins named their king's court in Irish: “Cúirt Péire Béil” (*Cúirt Pára Bál*), the Court of the Two Mouths, named after the two rivers' mouths that created the peninsula upon which the castle stood. The two rivers, Avinvor (the Great River) and Avinhúa (the North River) empty into the ocean on either side of the long spine of rock upon which Cúrtt Píria Bial stands.

When Alpasaga conquered Artír, she had her own castle built: Arcasagae, the Fortress of the Seer.

Churwick was clearly going for an Arthurian feel with “Cair Paravel”, and he succeeded: the King Arthur tales were a mix of Welsh and French folklore, and “Cair Paravel” likely comes from Welsh *caer* (“fortress”) and Old French (*par aval*, lesser, lowest). It's an odd name for a capital city, but perhaps Churwick was trying to convey the relationship between the King of Narnia and its true lord, Aslan. Or perhaps Churwick didn't care that much about the meaning, but liked that the sound reminded him of the medieval hero “Percival”.

ARTANGA

Derth

/dɛrθ/

"Dragon," in the Dragon-tongue, and the name of Derth, the last dragon, whom Sarah summons from the Sí Andrigann, the Temple of the Dragon.

In the summoning-spell the word appears as *thederth*, "dragon" carrying the accusative prefix *the-*.

The Dragon-tongue is unrelated to Artanga and Pizan; its sounds are described in the book as inhuman, vowels no human mouth could make.

Derth! Yussartir thejerr thede!

— Dragon! To Artír, come!



*The rabbits of Dillowís
who say that any creature may learn to speak*

ARTANGA

Díllowís

/ˈdɪlˌoʊɪs/

From Irish *duilleog milis*, "sweet leaf."

The name of the rabbit warren Queen Sarah visited during her third visit to Artír.

Formerly *pórbhá*.



*A river-spirit greets the returning queen
Falsia, a Banrhían Sarah!*

ARTANGA

falsia

/ˈfalsiə/

adjective

Welcome.

From Irish fáilte. OA falsia, CA falsia.

Falsia, a Banrhían Sarah!

— Welcome, Queen Sarah!



Faraigh
the Ape of Cúirt Píria Bial

ARTANGA

Faraigh

/ˈfaraɪ/

From Irish *Padraig*, Patrick.

A traditional name in Arcllantír.

ARTANGA

feí

/fi/

preposition

1. Under

From Irish faoi. OA feí, CA feí.

2. About

From Irish faoi. OA feí, CA feí.

ARTANGA

garr

/gar/

Near.

From Irish *gar*, CA *gabr*.

Hróinnats clúass! Garr tarrat! Sollerr ehtat!

— Share ear! Draw near! Hear clear!

ARTANGA

Gehwa

/'gehwa/

The actual name of King Terrenn's friend, the unicorn. It is from *Gemma*, Latin for *Jewel*, which is what Churwick called her. Churwick also changed her into a male, since fierce female unicorns didn't really fit into his worldview.

ARTANGA

Gialla

/ˈgjalja/

Probably from Artanga giall, "bright".

Gialla was a large island in the Andowan, located just off the coast of the Artír. It is the nearest island to Artír and is a sovereign nation.

Churwick's *Galma*.

ARTANGA

Hanrúll Sorr

/ˈhanrulʲ sorʲ/

A wine-producing region in the southeast of Artír, on the dry upper slopes of the mountains bordering Arcllantír. From Ir. *scanrúil soir*, "Uncanny East," ie the eastern part of the Hanra region.

Formerly *Hanrasé*.

ARTANGA

Holcíns

/ˈholkins/

The name of a prominent family among the Maradínel. Also *Holhíns*.

From English *Hawkins*. (Named after Jim Hawkins of Treasure Island.)

Formerly *súat*.

PIZAN

khûkhel

/ˈxuːxɛl/

From Sp. *abrelo*, open (it). > *kabrhelo* > *khûkhel*.

PIZAN

Khṛsêi

/xɾ'ser:/

From Sp. *arcillara*, "land of clay". High Pizan *Karsêrha*, Late Pizan *Khṛsêi*.

A nation far to the south of Sagaia, founded by English and Spanish expatriates.

The name of their language is Pizan. Latest details on the language are in the Language Language Evolution and Cultural Transformation in Karsêrha post.

Older:

From *Color del oro* > *Colordeloro* > *Colorodora* > *Colorodya* > *Coloroya*.
Adjective form *Coloroyan*.

Formerly *Calitenia*, *Calitenian*.

ARTANGA

Lafi

/'lafɪ/

From Latin *lapis*, rock.

A river in Artír, controlled by Lord Sacsawola in later ages.

Earlier *Peta*, *Petra*.

ARTANGA

Lahanbron

/'lahanbrɒn/

The true name of Puddleglum. From Irish *lachán brón*, Pond of Sorrow.

Formerly *Lahalbón*.

ARTANGA

lann

/lanj/

noun (countable)

Blade.

From Irish lann. OA lan, CA lann.

ARTANGA

Lasha

/'lafʌ/

A faun; the doctor who volunteers to tend Sarah's wounded after the battle.

From Irish leigheas, medicine, healing.

ARTANGA

Lawui

/'lawɔɪ/

From Irish lámh buí, yellow foot.

Sallowpad (raven). Formerly *Lambué*.

PIZAN

Lom'nolzh

/lɔmn'noʌz/

"Wolf of the Night." The name by which the Wolf bids Sarah address him; an ancient name of terror and worship in the society of Khárséi.

From Spanish lobo de la noche, night wolf.

ARTANGA

Mahaif

/ˈmahaf/

Male human being.

From Irish *Mac Adhaimh*, "son of Adam."

Formerly *Macaíl*.

ARTANGA

Maradínél

/ˈmaradinel/

The "Sea People" who arrived in Artír from the far west around two thousand years after the creation of the world. Originally pirates from 19th century Earth, they spoke English but were, in the main, illiterate. After conquering Artír they adopted Artanga as their primary language, and their descendants ruled the land until the end of the world.

From CA *mara*, "sea," and *deinne*, "person." (The -l suffix is genitive.)
Thus, "people of the sea."

ARTANGA

morgaht

/ˈmorgaht/

noun (mass)

Majesty.

From Irish morgacht. OA morgaht, CA morgaht.

***"Morgaht," she said, giving a perfect curtsy.**
— the Artanga word for "your majesty"

ARTANGA

Míral's

/ˈmɪrals/

From Latin *Mirus*, mirage, illusion.

The pretender to the throne during the childhood of King Caufin.

Formerly *Miras* and *Mirus*.

PIZAN

Nestr'gadh'r

/nɛstr'gæðr/

"Destroyer." The Wolf's name for Antahr the Bear, named alongside its Artanga counterpart Scríostohrr in his challenge before the Queen.

A Pizan word, "destroyer." Exact etymology lost.

ARTANGA

Ohalwon

/ˈohalwon/

From Latin *Ocul-bon*, eye-good.

A Lord of Artír.

Formerly *Ocarból*.

ARTANGA

Ohra

/ˈohra/

Name of a unicorn, brother of Gehwa.

From Latin aurum, "gold". CA ohra, LA ohra.

PIZAN

Pîyn

/ˈpiːjn/

The Late-period name of the Pizan language, the speech of Khrsêi. In the High period the language is called *Pizan*, which remains the usual name for it across its whole history. The book is set in the Late period, when its speakers call it Pîyn — a sound, Sarah notes, like "pin" stretched out with a "y" in it.

The deep break between High Pizan and Late Pîyn follows from the Head-Rolling, a violent revolution after which the victorious rebels installed their own dialect as the official language of the empire.

ARTANGA

Rhealtin

/ˈrjɑltɪn/

From Irish *réalt*, star. "Starry."

The true name of Prince Rilian; named so because of his mother's origin.

Formerly *Rheslîon*, *Rhecsus*, from Latin "Rex Urs", "the King in place of / for the Bear."

ARTANGA

Rialta Liold

/ˈriɑltɑ liold/

The Lodestar; the guiding star of the north.

From Irish *réalta*, star, + *liold*, lode.

ARTANGA

Rieldianacc

/ˈrieldiˌanəkj/

A Centaur astrologer; spokesman of the pair who bring prophecy to Queen Sarah, and who consult the Red Monks of Arcllantír.

From Irish. The *rielda-* element is perhaps from *réalta*, star; the rest is uncertain.

ARTANGA

Sacsawola

/ˈsaksawola/

From Latin Saxa Mola, Stone Jaw.

Name of a lord of Sagaia.

Formerly *Sasamóla*

ARTANGA

Sagaia

/ˈsagaia/

The Witch's name for the land that the Bear's people call Artír: "Sagaia, Land of the Witch."

From Latin *saga*, a wise-woman or seer: the Land of the Seer, or of the Witch.

ARTANGA

Scrín Folaf

/skrin ˈfolaf/

The Empty Temple.

From Irish *scrín*, shrine or temple, + *folaf*, empty.

ARTANGA

Scríostohrr

/ˈskrjostohˌrʲ/

"Destroyer." The ancient name of Antahr the Bear, as King Finn saw him in a sacred vision at the Dawn of Time; the name the Wolf flings at him in challenge.

From Irish *scriostóir*, destroyer.

ARTANGA

Siawahr

/ˈsiawahr/

A female rabbit, sister of Cnocoll. Name is from Irish *seamair*, clover.

A common name among the talking rabbits of Sagaia.

Formerly *Shamá*.

ARTANGA

Snídohr

/ˈsnidohr/

From Irish *Snoíodóir*, carver.

Formerly *Slédó*.

ARTANGA

sollerr

/ˈsoljɛrʲ/

Clear, open, apparent.

From Irish *soiléir*, CA *sollerr*.

Hróinnats clúass! Garr tarrat! Sollerr ehtat!

— Share ear! Draw near! Hear clear!

ARTANGA

Speirrgalopp

/'speɪr'galop'i/

A Centaur astrologer; companion of Rieldianacc, who reads the stars' tidings aloud from her tome.

From Irish *spéir*, sky, + *galoeap*, gallop: "sky-gallop."

ARTANGA

stauliann

/'staʊliːni/

From CA *stauliann*, OA *staulian*. Borrowed from English *stallion*.

The chief protector and male breeder of a herd of equines (horse, unicorn, and centaur). Among unicorns, usually called the *stauliann primm* to distinguish from other, lesser male members of the herd.

Ex. Ciannes an *stauliann primm* acc an triettcaáct tréi cio ahas ceívn.

("The *stauliann primm* leads the battle-herd through mist and memory.")

ARTANGA

sí

/si/

From Irish *sí* (old spelling *sidhe*).

A holy mound; a place of parley and peace; a place where fairies and gods enter the world.

Formerly *Shé*.

ARTANGA

Sí Anahr

/si 'anahr/

From sí an ahr.

The Barrow of the Bear. (Note it is not *sí Antahr* because the *t-* prefix is not used for genitive.)

ARTANGA

Sí Andrigann

/si 'andrigani/

The Temple of the Dragon, north of the road to Cúrtt Píria Bial, where Sarah summons Derth. More precisely the temple of the *speaking* Dragon: a mute dragon's temple would be *Sí Driagannss*.

From sí, a holy mound, + *an dragan*, the dragon.

ARTANGA

Talmmas

/'talmias/

From Latin *Vertumnus*, god of seasons, growth, and gardens.

Name of a faun encountered by Lillian on her first visit to Sagaia. The faun usually went by *Talmmas*, but his full name was Hwertalmmas.

Formerly *Tomos*.

ARTANGA

Tasor

/'tasor/

From Latin *thesaurus*, treasure.

The younger brother of King Terrenn of Sagaia, Lord of the ancestral keep of the Caufín family.

PIZAN

Taxhk

/təʃk/

From English *Ox*. The primary god of the southlands.

Formerly *Tasc*.

ARTANGA

Terrenn

/'ter'jenɪ/

From Latin *terrenus* > Terrenn(us), "earthly."

The actual name of King Tirian.

Formerly *Terena*.

ARTANGA

Trommciann

/'trom'kɪənɪ/

Heavy-head. (Trumpkin.)

ARTANGA

Ínnínna

/'in'in'ɪə/

The attendant who helps Sarah dress at Cúrtt Píria Béal, summoned by Carochciann.

From Irish *iníon*, daughter.

ARTANGA

Úaff na Mianníeh

/uaf^h na 'mian'jeh/

The Cave of Midnight.

From Irish *uaimh na meán oíche*, cave of midnight.

PIZAN

Ñvolgh

/n^h'vɔly/

"Wolf-land." The Wolf's name for the land the Bear's people call Artír:
"it will be Ñvolgh, Land of the Wolf."

A Khrsêi word; from some dialect of Pizan. Exact etymology unknown.



The novel these words belong to

Crown of Crows is a portal fantasy for everyone who noticed that Susan Pevensie was left behind — the story of a queen, grown and exiled, called back to save the world that sent her home. It is available now, in paperback and for Kindle.

amazon.com/dp/B0G4M826XN



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