

# Keepers of the FourTold Glossary

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\*Seeden — The interconnected world cultivated of the seeds of ancestral dreams and incubated and sustained by the four Dream Disciplines (Archers, Ciphers, Conjures, and Wells). This secret dreamscape is a refuge conceived by Queen Mori as she fled the growing evil of the Ashen, saved others along the way, and set out to build a new home where dreams of a new future could flourish.

\*Dream Disciplines — Four supernatural powers developed from the magical DNA of ancient Birthright Tribes - all of whom were exterminated by the Ashen's evil conquests. Each Discipline imbues an element of ancestral dreams to create and maintain the protected dreamscape of Seeden and sacred race called the FourTold.

- Archers: discipline that gives one the ability to bend space and time to travel within and beyond worlds. An Archer's main objective is looking for lost or unknown worlds and bringing back stories to revive the memory of Ancestors whose dreams animate the FourTold.
- Ciphers: discipline that gives one the ability to translate all forms of knowledge into tangible understanding. A Cipher's main objective is to transcribe the unspoken, and often inexplicable, wisdom and insight of dreams into the substance of the dreamscape world.
- Conjures: discipline that gives one the ability to bring dreams to life. A Conjure's main objective is to consult with the Ancestors, convert their dreams into flesh, and graft them onto living beings.
- Wells: discipline that gives one the ability to channel and manipulate energy fields. A Well's main objective is to animate the dreamscape and maintain balance in the dream-beings.

\*Ashen — An other-worldly evil that is both invisible and capable of being everywhere and nowhere. It disappears life and people all in the name of establishing its unitary vision for ownership. The Ashen has no finite beings nor characters - rather, it shape shifts and takes on forms that are characterized by allure, fear, and hopelessness.

\*Keepers — The four sisters - Muse, Wonder, Whisp, and Brim - rescued by Queen Mori from imminent death are the Keepers of the FourTold. Muse is Keeper of the Conjures. Wonder is Keeper of the Ciphers. Whisp is Keeper of the Archers. Brim is Keeper of the Wells. Using the Disciplines, the Keepers' responsibility is two-fold. First, keep Seeden running smoothly. Secondly, keep the FourTold safe from harm.

\*FourTold — Dream-beings who are the incarnate dreams, enfleshed and embodied hopes of forebears whose lives were unjustly cut short. A sacred race of people, they are the wildest dreams of their ancestors and the belongings of their hopes for a brand new world untouched and unseen by the Ashen's gaze.