

# FOXCRRAFT

## GLOSSARY OF TERMS AND PLACES

### Karakking

Imitating the call of other creatures. The technique allows the fox to “throw” his or her voice, so it appears to come from elsewhere. Used to attract prey or confuse attackers.

### Slimmering

Stilling the breath and the mind to create the illusion of invisibility. Used to avoid detection.

### Wa'akkir

Shapeshifting into another creature. Misuse of wa'akkir can lead to injury and premature death. Its practice is subject to ritual and rites that are closely guarded by the Elders.

### Maa-sharm

Maa is the energy and essence of all living things. Maa-sharm transfers maa from one fox to another. Used to heal frail or wounded foxes.

### Gerra-sharm

Gerra is the thinking center of living beings—the mind. Gerra-sharm shares gerra with another fox. Gerra-sharm is rare—a forgotten art—and can only be performed by foxes with an intense, intuitive bond.

### Bishar

A title used by snow wolves to describe the territorial domains of their packs. Little is known to foxes of these mysterious creatures or their ways.

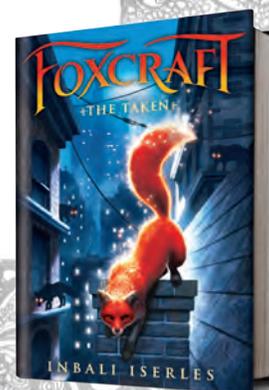
### Black Fox

Foxlore tells of a fox who ran through fire to save his kind from enslavement by a demon. Through his flair for foxcraft, the fox survived the flames and emerged blackened but unharmed. The term has become an honorary title bestowed on the wisest fox—there is only one Black Fox in any age and he or she is traditionally an Elder. It is common but not essential for that fox to have a dark pelt.

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### Canista's Lights

A constellation of stars that are the basis of a fox's maa.

### Deathway

Also called the Death River. These are roads, but to foxes they appear as the deadliest traps of the furless.

### Elders

A secret society of foxes dedicated to keeping foxlore and foxcraft alive. They meet only rarely.

### Foxcraft

Skills of cunning and guile known only to foxes. They are used in hunting or to elude the furless. Most foxes have a basic grasp of foxcraft, even without formal training. Only gifted foxes will master the higher arts, such as wa'akkir.

### Foxlore

The fox's age-old struggle to survive the torments of the furless. It is rich in stories of resistance against all efforts to tame or destroy the fox. This lore distinguishes foxes from other Cubs of Canista. Foxes understand dogs and wolves only in terms of their treachery. On one side, dogs are slaves to the furless; on the other, wolves are savages that howl to warlike gods. Foxes stand between them, answering to no-one.

### Gerra

The seeing, thinking center of living beings—the mind.

### Gloaming

The gloaming occurs between twilight and dawn on the longest and shortest days of the year. A time of great magic.

### Maa

The energy and essence of all living things.

### Malinta

Malinta occurs twice a year, when day and night are of equal length. A time of magic.

### Manglers

Cars—to foxes they appear as fast, growling predators with shining eyes.

### Graylands

The city. Also called the Great Snarl by urban foxes. The lands of the furless, filled with manglers, dogs, and many other dangers.

### Wildlands

The countryside, where many foxes live, including the Elders. Isla's father is from the Wildlands.

### Snowlands

The frigid northern realm where the snow wolves live, hunting in packs known as Bishars.

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