



**THE WRITER'S DICTIONARY OF SCIENCE FICTION, FANTASY, HORROR AND MYTHOLOGY**

by  
Jeff Colburn

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by  
Jeff Colburn

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Jeff Colburn  
PO Box 30775  
Flagstaff, AZ 86003

[jeffcolburn@CreativeCauldron.com](mailto:jeffcolburn@CreativeCauldron.com)

<http://www.CreativeCauldron.com>

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Many thanks to my parents, and my sister Lisa.

I also want to give a special thanks to Ray Bradbury. Your books and stories have been a great inspiration to me in so many ways over the years. Thank you.

## **Introduction**

I have gone to great efforts to make this book as accurate as possible.

Everything in this book is listed in alphabetic order. There are also groupings for related topics. These groupings are: Arthurian, Castle, Computer, Creatures, Gods, People, Phobias, Propulsion, Space Dates, Space Shuttle, Stars, Stones, Torture, Weapons and Wilderness Survival. The listings under each group are alphabetic, and each listing in a group is also listed alphabetically in the general dictionary. The groupings are designed to help you find all related terms to a topic that you may be unfamiliar with. There are also tables for: Gods, Manned Space Flight, Planets and Space Walks.

A word about mythology. Many gods, goddesses, creatures and locations often have several names. It's not uncommon for a deity to have five different names, sometimes with similar spellings, and sometimes with completely different names, or two different names will be combined. Attributes also vary. One source may say a deity is the god of grain, the next source will say he is the god of grain and agriculture and a third source will say he is the god of war and not mention grain or agriculture.

In all of the above cases, I listed the name and attributes that were mentioned most often. What it boils down to is this, mythology is not chiseled in stone, and much of the information from experts in the field is little more than educated guesses. So if my information varies from a source you have, there is a good chance that both are correct. And remember that some cultures have several deities doing the same job. There may be three gods of war, or a god for the fear of war, another for the courage of war and a third for the death occurring during a war. It's all a little confusing and rather flexible, so don't take it too seriously, remember after all, it is mythology.

Have Fun,

Jeff

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Abbey - A building or group of buildings where a group of monks live and are ruled by an abbot. Nuns are ruled by an abbess. The lands owned by an abbey in the Middle Ages may have been quite large as wealthy men often became monks.

Abominable Snowman - A large hairy man-like creature living in the Himalayas. Similar to Bigfoot. Also called Yeti.

Abort - In essence, this means to end. The term is generally used to mean ending a space flight before its objective is complete (abort the mission), or to end a computer program before it has finished running (abort the program). Either of these is usually caused by some type of emergency.

Absolute Fahrenheit - Water freezes at 32° F and boils at 212° F. Absolute zero is at 0° R. Also called ° R (Degrees Rankine).

Absolute Magnitude - The brightness of a star seen from a distance of ten parsecs. See Parsec.

Absolute Zero - The temperature where all molecular motion stops. -273° C or 454° F or 0° K or 0° R.

Acacia - A sacred tree to the ancient Hebrews. The wood from this tree was used by Moses in the building of the Ark of the Covenant and the sacred Tabernacle. Near Eastern Christian legend says that a thorny species of this tree was used for Christ's crown of thorns.

Academe - A grove of trees near Athens where Plato taught his students.

Acarophobia - An intense fear of insects.

Accelerometer - An instrument which measures acceleration.

Accolade - The ceremony where a person is granted knighthood. The most important part of the ceremony was the Adoubement, the girding on of the sword.

Accolon of Gaul - From Arthurian legend, he is Morgan le Fey's lover.

Accouterments - The pieces of a knight's office, namely his sword, which symbolized justice and mercy, his spurs, military belt and chain of fealty.

Accretion - The gradual accumulation of mass. Planets often form this way. Particles from a solar nebula collide and are held in place by their gravity. As the mass grows so does its gravitational pull, attracting more particles, eventually forming a planet.

Accretion Disk - A disk of matter that forms around, and falls into, a large object. The disk shape is caused by the conservation of angular momentum.

Acheron - From Greek mythology, the river of woe, which pours into Cocytus. It is in the underworld. See Lethe, Phlegethon and Styx.

Achilles - From Greek mythology, his father is Peleus and his mother, Thetis, is a Nereid. As a baby, he was dipped in the river Styx by his mother, to make him invulnerable to attack. She held him by his ankle so the water never touched this spot. In the Trojan War, he was killed by a poisoned arrow that hit him in the heel. This is where the term Achilles Heel comes from.

Achluophobia - An intense fear of darkness.

Achondrite - A coarsely crystallized stony meteorite containing fragments of various minerals that are large enough to be seen by the naked eye.

Acoustic Weapons - The frequency of these weapons can be adjusted for different effects.

The sonic frequencies cause the hair cells of the inner ear to vibrate. This creates the feeling of motion sickness, vertigo and nausea. Adjusting the frequency can cause internal organs to resonate, resulting in pain, spasms or death. Acoustic guns could be mounted on vehicles or carried by soldiers. They can also be mounted on helicopters, which could position themselves over an enemies stronghold and fire the weapon, because the sonic waves would easily penetrate the building. Fences of sonic speakers could also be used to keep people away from certain areas. The closer a person gets to the fence, the stronger the effects. Mobile acoustical weapons could be used to disperse crowds, rescue hostages or clear a path for men and equipment moving through an area.

Acrophobia - An intense fear of height.

Active Galactic Nucleus - These are galaxies which have unusually violent events taking place in their center, from which large quantities of electromagnetic radiation are emitted. Examples of these galaxies are Quasars and Seyfert Galaxies.

Adam's Apple - This bump in the front of a man's throat is the piece of forbidden fruit which stuck in Adam's throat. See Garden Of Eden.

Adapa - From Babylonian mythology, the first of the seven antediluvian sages sent by Ea to bring the arts of civilization to mankind.

Adoubement - During the Accolade ceremony, where a person is granted knighthood, the most important part of the ceremony was the Adoubement, the girding on of the sword.

Aegaeon - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. The others are Cottus and Gyges (also called Gyes). Aegaeon is also called Briareus.

Aello - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies are Celaeno and Okypete.

Aeolus - From Greek mythology, he is the King of the Winds and lives on the island Aeolia. See Boreas, Zephyr, Notus and Eurus.

Aerophobia - An intense fear of air.

Aesir - From Norse mythology, the gods of good. These gods are Odin, Thor, Balder, Freya, Tyr, Bragi, Hodur, Heimdall, Vithar, Vili, Ullr, Ve and Forseti.

Aetites - This stone is found in the head, neck or stomach of an eagle. Worn as a talisman it brings courage, good fortune and health, and longevity. If a pregnant woman wears it on the wrist of her left arm, or on her little finger, it will make the baby strong and prevent abortion or miscarriage. Also called Aquilaeus.

Ages Of Mankind - From Greek mythology, they are Gold, Silver, Bronze, Heroic and Iron,

in that order. In each age mankind became more corrupt. The Gold age was a time of perfection, with no wants or needs, but by the Iron age mankind was evil, corrupt and loved war.

Aglaia - From Greek mythology, one of the Graces. These three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Agni - From Hindu mythology, the god of fire. He is very powerful, has red skin, two faces and seven tongues.

Agoraphobia - An intense fear of open spaces.

Ah Chuy Kak - From Maya mythology, the war god named the Fire Destroyer.

Ah Cun Can - From Maya mythology, the war god named the Serpent Charmer.

Ah Kinchil - From Maya mythology, the Sun god.

Ah Puch - From Maya mythology, the god of death and ruler of Mitnal. He has the head of an owl and the body of a man. See Hunhau.

Ahau - In Mayan culture, this is the name for the high king, and many of the nobles of his court. They were considered living gods, much like the Egyptian pharaohs. Each kingdom had its own Ahua. The plural of Ahau is Ahauob.

Ahau Chamahez - From Maya mythology, one of the two gods of medicine. The other is Cit Bolon Tum.

Ahauob - The plural of Ahau. In Mayan culture, this is the name for the high king, and many of the nobles of his court. They were considered living gods, much like the Egyptian pharaohs. Each kingdom had its own Ahua.

Ahmakiq - From Maya mythology, the god of agriculture. He will lock up the wind when it threatens to destroy the crops.

Ahriman - From Egyptian mythology, their version of The Devil. He is the antithesis of the gods and the personification of darkness and evil.

Ahu - These are burial platforms found on Easter Island, and some of the island's statues are placed on them.

Ahulane - From Maya mythology, the war god known as the Archer. His shrine was on the island of Cozumel.

AI - Artificial Intelligence. Computer software that functions like the human brain. This means it can assume, guess and perform pattern recognition. For example, it would recognize a chair as a chair, no matter how it was designed.

Aichmophobia - An intense fear of knives.

Aidos - From Greek mythology, the god of reverence and the feeling of shame that a man feels that prevents him from wrongdoing.

Ailurophobia - An intense fear of cats. See Cynophobia.

Airlock - A chamber on a spaceship used to allow the passage between two areas of differing pressure. It is most often used by astronauts traveling between a pressurized cabin and the vacuum of space. When used properly, it prevents the vacuum of space from sucking all the atmosphere out of the spaceship.

Akhushtal - From Maya mythology, the goddess of childbirth.

Albedo - The incident sunlight reflected by a planet.

Alchemy - A medieval science mainly concerned with turning base metals into gold, finding an elixir to give eternal life and a drug offering a universal cure for disease.

Alchera - From Australian Aboriginal mythology, the Dreamtime when the ancestral spirits of modern day aborigines walked the Earth. These spirits later returned to the underground where they came from.

Alecto - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Alexander The Great - (356 BC - 323 BC) He was the king of Macedonia who conquered the Persian Empire, and is considered one of the greatest military minds of all time. He excelled as a military tactician and troop leader and was able to move his army over large expanses of territory quickly. He was tutored by Aristotle in literature, science, medicine, philosophy and rhetoric. In 332 BC, he founded the city of Alexandria at the mouth of the Nile River. This became the center for commerce, science and literature in the Greek world. See Alexandria, The Library Of, and Bucephalus.

Alexandria, The Library Of - Created in the third century BC by Ptolemy I Soter, the king of Egypt. At its peak, it contained over 500,000 volumes covering mathematics, physics, biology, astronomy, literature, geography and medicine. An annex in the Temple of Serapis contained another 43,000 volumes. These scrolls represented most of the writings of antiquity. Copies of the scrolls were distributed to libraries throughout the civilized world. These copies give us an idea of what was contained in the Library of Alexandria, since most of its scrolls were destroyed in several fires. The library was burned on four separate occasions. First in 47 BC during a civil war between Julius Caesar and Pompey the Great. A fire was set to destroy the Egyptian fleet and it spread to the library, destroying about 40,000 books. Next in 272 AD, on orders of the Roman Emperor Lucius Domitius Aurelianus. Then in 391 AD, on orders of the Roman emperor Theodosius I. Finally in 640 AD, by Muslims under the caliph Umar I. Some of the librarians for the Library of Alexandria included, Zenodotus of Ephesus, Callimachus (a poet), Aristophanes of Byzantium and

Aristarchus of Samothrace. The knowledge lost in the fires took hundreds to thousands of years to be rediscovered, and some of that knowledge is still waiting to be rediscovered. See Alexander The Great.

Algophobia - An intense fear of pain.

Alien Abduction - An encounter with one or more aliens who take a human contactee away for unknown purposes. Many abductees claim to be the subject of biological experiments, while others do not.

All Saints Day - This Christian festival commemorates all saints and martyrs, both known and unknown (November 1). See Halloween.

Allure - The walkway along the ramparts of a castle.

Almoner - This was a member of the staff in a court or castle. He gathered leftovers from meals and gave them to the poor, along with cloth and tallow.

Alms - Money given to the poor. Often a priest hearing the confession of a Noble would have them pay a small amount of alms as part of his penitence.

Alms House - A house attached to an abbey where food and alms were passed out to the needy. These later became hospitals.

Altamira - A cave in Spain world renown for its magnificent prehistoric paintings of bison and other animals. The paintings were discovered by Maria, the twelve year old daughter of Don Marcelino Sanz de Sautuola, a nobleman and amateur archeologist, when she accompanied her father on one of his trips to the cave. This discovery was made in 1879, and it took experts twenty years to agree that the artwork was authentic and created by Stone Age artists 13,000 years ago.

Alum - A substance used in the dying of fabric to make the color fast. This is the most common mordant used today and in history. It is actually Aluminum Potassium Sulfate. Other mordants include: Urine, Gum Arabic and Lime Water. See Fabric Dyes.

Aluminum Potassium Sulfate - A substance used in the dying of fabric to make the color fast. This is the most common mordant used today and in history It is also called Alum. Other mordants include: Urine, Gum Arabic and Lime Water. See Fabric Dyes.

Amalthea - From Greek mythology, the goat which nourished the infant Zeus. His horn was broken off and became the Cornucopia, the horn of abundance, which is always filled with fruit, no matter how much of its contents are eaten.

Amathophobia - An intense fear of dust.

Amazon Women - From Greek mythology, these fierce female warriors burned off their right breasts so they could use bow and arrows without hindrance. They only used men for breeding purposes. See Penthesilea and Valkyries.



Ambrosia - From Greek mythology, honey flavored food of the gods. It gave them eternal youth, and gave eternal youth to anyone who ate it. See Nectar and Iduna.

Amino Acids - Compounds which are the building blocks of proteins.

Amor Asteroid - A type of Earth-approach asteroid, which is an asteroid whose orbit crosses the Earth's orbit, or whose orbit is being changed by Earth's gravity, and will some day cross the Earth's orbit. There are two types of Earth-approach Asteroids. Apollo Asteroids, which cross the Earth's orbit at the present time, and Amor and Aten Asteroids, which do not cross the Earth's orbit at the present time.

Amorettes - From Greek mythology, these are the tiny winged children seen around Aphrodite in classical paintings.

Amphitrite - From Greek mythology, a Nereid whose father is Nereus and mother Doris. She is the wife of Poseidon, and granddaughter of the Titan, Ocean. It was her responsibility to take care of the creatures of the sea.

Amshas - A partial avatar. In Hinduism, this is the descent of a god into the world for the span of one lifetime. A Hindu god can incarnate itself in several places at the same time by using several partial avatars, called Amshas. The god remains complete, and can converse with any of the Amshas at will. An avatar experiences human suffering like the average person, yet they don't lose the knowledge or power of their divine nature. The god Vishnu had many avatars, including: Krishna, Rama and Buddha.

Amulet - This is an object worn on the body, usually around the neck, which wards off evil and disease or brings about a desired result. If stones or gems are used in an amulet they are often engraved with magic words, characters or pictures. See Antimony, Bloodstone, Diamond, Emerald, Flint, Iron, Menat, Nefer, Sam, Shen, Talisman and Utchat.

Amun - From Egyptian mythology, this creature has the head of a crocodile, the body of a lion and the hindquarters of a hippopotamus. He eats the hearts of the dead who are judged to be unworthy during the final judgment in the hall of Osiris. Also called Devourer of the Dead.

An - From Sumerian mythology, their head god.

Ana - From Celtic mythology, the mother of the gods. Also called Don, Dana and Danu.

Ancile - From Roman mythology, the shield of the god Mars. The Greeks called Mars Ares.

Android - A robot that is humanoid in appearance and function. See Cyborg.

Androphobia - An intense fear of man. See Gynophobia.

Anemophobia - An intense fear of wind.

Angelica - The leaves of this plant are a protection from witchcraft when worn on the body, carried or placed about the house.

Anginophobia - An intense fear of choking.

Angular Momentum - The measure of the amount of spin in a physical system.

Angus - From Celtic mythology, the god of love. Four bright birds always hovered over his head. His father is Dagda.

Animism - The belief that all things have a soul, including animals, rocks, weapons, the weather, etcetera. See Pantheism.

Ankh - From Egyptian mythology, a cross with a looped top which symbolizes life. A god can hold it to the nostrils of a dead person to restore life. Also called the Key of Life.

Ankor Wat - This translates as "Palace Monastery". This temple was built in 1112 AD by the Khmers, its walls measure 274 meters (300 yards) on each side and are surrounded by a moat. The walls are decorated with depiction's of Vishnu's exploits. Close to Ankor Wat are the Mukha-Lingams, sculpted towers of the Bayon temple which represent the four faces of Shiva.

Annular Eclipse - A partial eclipse of the Sun, which looks like a ring of sunlight in the sky. This is caused when the Moon is too distant from the Earth to appear to completely cover the Sun. See Eclipse and Total Eclipse.

Annuna - From Sumerian mythology, the children of the head god An.

Anoint - This was the holy element of a coronation. Holy oils were applied on the heir, usually to the head. This sealed the divine nature of the kingship.

Anteros - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Romans name for Eros is Cupid.

Anthropomorphism - Giving human qualities to non-human things. Examples include rabbits who wear clothes and talk, flying carpets that can think and reason and turtles who talk and have advanced martial arts skills.

Anthropophobia - An intense fear of people.

Antimatter - Matter made up of antiprotons (negatively charged protons), positrons (positively charged electrons) and antineutrons (particles with no charge). In September of 1995 a team of European scientists created antimatter for the first time. See Matter Antimatter.

Antimony - A white metallic element which is a protection against witchcraft and demons when worn as an amulet.

Antipodal Point - The point that is on the opposite side of a planet. If an object impacted a planet, the Antipodal Point would be where it would exit if it went straight through the planet.

Anu - From Babylonian mythology, a sky god and the father and king of the gods.

Anubis - From Egyptian mythology, a god with the head of a jackal and a human body. He leads the souls of the dead to the underworld, and helps Osiris render his final judgment. Anubis was the inventor of embalming.

Anunnaki - From Babylonian mythology, these are the underworld gods.

Anzu - From Babylonian mythology, a demonic creature with the face and paws of a lion, the talons and wings of an eagle, a saw like beak and a hide as tough as eleven coats of mail.

Aoidos - One of several famous bards. A bard is an oral historian, political critic, eulogizer and entertainer for the ancient Celtic people. They were highly trained as a poet, composer, singer and harpist. Poems used by the bards were passed on orally. They were most active in medieval and post medieval Ireland and Wales. Some bards roamed the countryside, while others stayed in residence at a wealthy home. In Wales, many bards were nobles, but the art gradually died as the English outlawed them as causing political unrest. Some texts of their poetry still exist, but almost no music remains. Other cultures have similar musicians, including: Gusan of Armenia, Guslari of Yugoslavia and Aoidos of Homeric Greece. See Cruit.

Apeirophobia - An intense fear of infinity.

Aphelion - The point in a planet's orbit where it is farthest away from the Sun.

Aphrodite - From Greek mythology, she is the goddess of love and beauty, and the daughter of Zeus and Dione. Other accounts have her coming from the foam of the sea. Her husband is Hephaestus. The myrtle is her tree, and the dove, sparrow and swan are her birds. The Romans called her Venus.

Apiphobia - An intense fear of bees.

Apis - From Egyptian mythology, the god of fertility. He was represented as a bull crowned with a solar disk.

Apogee - The position of a satellite orbiting the Earth when it is farthest from the center of the Earth. See Perigee and Perihelion.

Apogee Kick Motor - A ships engine that fires at the apogee of an oval transfer orbit to change it into a circular geostationary orbit. See Transfer Orbit.

Apollo - From Greek mythology, he is the son of Zeus and Leto (The Romans called her Latona), and the sun god. His twin sister is Artemis. The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Phoebus Apollo, and Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day.

Apollo - From Roman mythology, he is the son of Jupiter and Latona (The Greeks called her Leto), and the sun god. His twin sister is Diana (The Greeks called her Artemis). The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Phoebus Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day.

Apollo - Third US manned space flight project, and the first lunar landing.

Apollo Asteroid - A type of Earth-approach asteroid, which is an asteroid whose orbit crosses the Earth's orbit, or whose orbit is being changed by Earth's gravity, and will some day cross the Earth's orbit. There are two types of Earth-approach Asteroids. Apollo Asteroids, which cross the Earth's orbit at the present time, and Amor and Aten Asteroids, which do not cross the Earth's orbit at the present time.

Apollo-Soyuz - Test project linking a US Apollo spacecraft with a USSR Soyuz spacecraft while both were in orbit.

Apparent Magnitude - The observed brightness of a star.

Appatus - From the Middle Ages, an agreement between occupying soldiers and the local people they have conquered. Basically the agreement prevents the soldiers from mistreating or stealing from the people in the Appatisized country, as long as they paid the demanded ransom.

Apprentice - When someone joins a guild, they begin at this level. An Apprentice will work for his master for usually seven years, sometimes more. His work pays off the debt of his training. Next he will become a Journeyman, then a Master.

Apsu - From Babylonian mythology, the god of the underworld ocean and the father of the Earth and skies.

Aqrabuamelu - From Babylonian mythology, these are scorpion-men who guard the gates to the underworld.

Aquamanile - A water bowl used in the Middle Ages for washing hands.

Aquilaus - This stone is found in the head, neck or stomach of an eagle. Worn as a talisman it brings courage, good fortune and health, and longevity. If a pregnant woman wears it on the wrist of her left arm, or on her little finger, it will make the baby strong and prevent abortion or miscarriage. Also called Aetites.

Aquilo - This is the Latin name for the North Wind of Greek mythology. His Greek name is Boreas.

Arachneophobia - An intense fear of spiders.

Arcady - The birthplace of the god Pan.

Archaea - A subsurface organism. Deep Biology is the study of subsurface bacteria and similar organisms called Archaea. These life forms live in rock as deep as 4 kilometers (2.5 miles) below continental crust and 7 kilometers (4.3 miles) below oceanic crust. Life on Earth may have started here, since it would be protected from meteor bombardment and ultraviolet rays. There is a good chance that as much life lives below the surface of the Earth as above. This also shows that subsurface life may be alive and well on Mars and other planets or moons.

Archeoastronomy - This is the study of astronomy, as used by ancient peoples, from prehistoric times to the advanced cultures of the Middle East and Latin America. This includes the study of rock paintings, North American Indian medicine wheels, Stonehenge and other megaliths and the calendars of the Egyptian and Mayan cultures.

Area 51 - Located 130 miles north of Las Vegas, Nevada this is the name of a top secret Air Force base. It consists of the Nellis Bombing and Gunnery Range, the dry Groom Lake, an 8,500 foot runway, a million-plus gallon fuel storage tank and is rumored to hold alien spacecraft and their inhabitants. Built in 1955 by Lockheed for the CIA, it was designed as the testing ground for the top secret U-2 spy plane. Later the SR-71 Blackbird and F-117A Stealth Fighter were developed here, and now it houses other top secret Department Of Defense-related projects. If you are caught trespassing in Area 51, the military has the right to kill you. Also called The Facilities Near Groom Lake, Watertown and Dreamland. See Area S-4 and Unidentified Flying Object.

Area S-4 - A subsection of Area 51, located 15 miles to the southwest, next to Papoose Lake. Supposedly nine alien spaceships are stored here and undergoing reverse engineering. See Area 51.

Ares - From Greek mythology, the god of war. His father is Zeus and Hera his mother. His bird is the vulture, and the dog his animal. Called Mars by the Romans.

Arges - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Argo - From Greek mythology, the ship that carried the Argonauts on their quest for the Golden Fleece.

Argonauts - From Greek mythology, these were the companions of Jason on his quest for the Golden Fleece.

Arimaspians - From Greek mythology, a race of one eyed people who were constantly at war with the Griffin's, in an attempt to steal the Griffin's gold.

Arion - From Greek mythology, a black horse whose parents are Demeter and Poseidon. Arion is very fast, intelligent, can talk to people and fly.

Aristotle - (384 BC - 322 BC) He is one of the most famous of the ancient philosophers, and is responsible for helping to shape modern language, common sense and theology. Born in Stagira, Macedonia, this Greek philosopher and scientist was the son of a physician to the royal court. He spent twenty years at Plato's Academy, first as a student, then a teacher. Later Aristotle went to Pella, the capital of Macedonia, where he tutored the king's son, Alexander, who would later be known as Alexander the Great. In 335 BC, he established his own school, the Lyceum, in Athens. Since many of the lessons were taught while the teachers and students walked on the school's grounds, it became known as the Peripatetic School, which means walking or strolling school.

Ark Of The Covenant - A chest of shittim wood (Acacia) 2 1/2 cubits long, 1 1/2 cubits wide and 1 1/2 cubits high. It is overlaid, inside and out, with gold and decorated with the mercy seat and golden cherubs. It contains the two stone tablets that the Ten Commandments are written on. The Ark was created by Bezaleel of the tribe of Judah. It was carried by inserting gold covered shittim wood staves through the gold rings attached to each corner. See Acacia.

Arkan Sonney - These fairy pigs from The Isle of Man are supposed to bring good luck if captured. Also called Lucky Piggy.

Arma Patrina - This Latin phrase refers to a squire who has become too old to qualify for knighthood, or who had forgone the expense of knighthood, but was allowed to carry a shield and lance.

Armiger - This is what the Norman's called a young man in training to be a knight. This term was used in the thirteenth century. See Squire.

Armory - The place where weapons and armor are stored. The Armory can be a royal storehouse, a storehouse in a castle or other stronghold or a workshop where arms are made and repaired.

Arrow Loop - A narrow vertical slit cut in a castle wall allowing archers in the castle to shoot at attacking troops outside the castle. The inside of the slit was tapered to give the archer a large field of fire while remaining protected. This tapered chamber is called an Embrasure. Also called an Arrow-Slit. See Loophole.

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Artemis - From Greek mythology, she is Apollo's twin sister and daughter of Zeus and Leto

(The Romans called her Latona), and a virgin goddess. Artemis is the huntress, lover of wild things and the protectress of youth. Sacred to her is the cypress, and all wild animals, especially the deer. The Romans called her Diana.

Artificial Intelligence - Computer software that functions like the human brain. This means it can assume, guess and perform pattern recognition. For example, it would recognize a chair as a chair, no matter how it was designed. Also called AI.

## **Arthurian**

Accolon of Gaul - From Arthurian legend, he is Morgan le Fey's lover.

Avalon - From Arthurian legend, the island where it is always spring, and no one grows old. This is also where King Arthur was taken to recover from his wounds after the battle of Camlann, and where he lies in sleep today, only to awaken at a time of great need. Glastonbury Tor in England may well have been Avalon. At the time of Arthur's reign, this hill was surrounded by swamp and was an island except for a small land bridge. A monastery was on the Tor at that time also. But this is only one explanation of Avalon's location.

Battle Of Camlann - From Arthurian legend, the battle where King Arthur was mortally wounded.

Bedivere - From Arthurian legend, King Arthur's foster-brother and counselor.

Cai - From Arthurian legend, King Arthur's foster-brother. Also called Cei.

Calibor - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Excalibur, Caliburn, Caliborne, Caliborn and Caliburnus.

Caliborn - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Excalibur, Caliburn, Caliborne, Caliburnus, Calibor.

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Caliburnus - From Arthurian legend, the great sword which Arthur pulled from

the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Excalibur, Caliburn, Caliborne, Caliborn and Calibor.

Camelot - From Arthurian legend, the location where King Arthur had his castle. The site of Camelot is unknown, and has been placed at Cadbury Castle, Winchester, Carlisle, and Caerleon (South Wales). Camelot was not a medieval castle inhabited by knights in shining armor. The real King Arthur was born about 480 AD. In this time, a castle would have been a fort whose walls were made of an outer and inner layer of logs filled with dirt and stone. Instead of shining armor, King Arthur would have been dressed more like a Roman soldier with a leather chest piece and skirt. Sorry for destroying the fantasy.

Camlann - From Arthurian legend, the battle in which King Arthur was killed.

Cei - From Arthurian legend, King Arthur's foster-brother. Also called Cai.

Ector de Maris - From Arthurian legend, he is Lancelot's half-brother. See Knights of the Round Table.

Escalibor - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Excalibur, Caliburn, Caliborne, Caliburnus, Caliborn and Calibor.

Excalibur - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Caliburn, Caliborne, Caliborn, Caliburnus, Calibor.

Fisher King - From Arthurian legend, in Grail stories, he is the lord of the Grail castle. He possesses the Grail, the bleeding lance and the silver plate. Wounded in his thighs by a spear, the only activity he enjoys is fishing, which he can do sitting down. See Pellinore.

Galahad- One of the knights most often mention as a member of the Knights of the Round Table. See Knights of the Round Table.

Gawain - From Arthurian legend, he is considered the perfect knight. See Knights of the Round Table.

Graal, The Holy - From Arthurian Legend, a cup, chalice, bowl or tray, depending which story you read. Said to be the cup used by Jesus Christ at the last supper. It was preserved by Joseph of Arimathea, who caught some of Christ's blood in it at the Crucifixion. It was later brought to Britain where it disappeared because its guardians were not pure enough. It is supposed to reside in the Grail Castle, which is ruled by the Fisher King. There are many stories of knights searching for the Grail. Also called The Holy Graal. A Graal is a dish or



platter brought to a dinner table at various stages of the meal. The term graal was first used about 1000 AD. See Pellinore. Also called The Holy Grail.

Grail, The Holy - From Arthurian Legend, a cup, chalice, bowl or tray, depending which story you read. Said to be the cup used by Jesus Christ at the last supper. It was preserved by Joseph of Arimathea, who caught some of Christ's blood in it at the Crucifixion. It was later brought to Britain where it disappeared because its guardians were not pure enough. It is supposed to reside in the Grail Castle, which is ruled by the Fisher King. There are many stories of knights searching for the Grail. Also called The Holy Graal. A Graal is a dish or platter brought to a dinner table at various stages of the meal. The term graal was first used about 1000 AD. See Pellinore.

Guenever of Rheged - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guinevere.

Guinevere - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guenever.

Igraine - From Arthurian legend, she is King Arthur's mother, and wife of Uther, the High King of Britain.

King Arthur - From Arthurian legend, he was born about 480 AD. King Arthur was the High King of Britain, and created a golden age of chivalry. He lived in Camelot, his mentor was the wizard Merlin, and he created the Round Table, where the Knights of the Round Table met. He was killed in the battle of Camlann, and his body taken to Avalon, where in a time of great need he will rise to do battle again. See Camelot.

Knights of the Round Table - From Arthurian legend, these knights number between twelve and one hundred and fifty, and were King Arthur's most trusted knights and advisors. The Knights most often mentioned are: King Arthur, Bedevere, Cador, Ector, Galahad, Gawain, Kay, Lancelot, Pellinore and Perceval.

Lady of the Lake, The - She gave Excalibur to Merlin who, in turn, gave it to King Arthur, and Excalibur was given back to her when King Arthur died. She lives in calm bodies of water.

Lancelot - From Arthurian legend, he is King Arthur's best and favorite knight, who later betrayed him by acting on his love for Guinevere, the queen. See Knights of the Round Table.

Merlin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Myrddin.

Mordred - From Arthurian legend, the son of King Arthur, who fatally wounded Arthur in battle. Arthur killed Mordred moments after receiving his fatal wound.

Morgan le Fay - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is skilled in magic and the healing arts. She is Morgause's sister.

Morgause - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is Morgan le Fay's sister.

Myrddin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Merlin.

Pellinore - From Arthurian legend, Warlord of Wrekin and father of Perceval. He is generally considered the keeper of the Holy Grail. Having had an injury to the leg or groin, he was unable to stand, and was always seated. The injury was probably caused by a lance. See Fisher King.

Pendragon, Uther - From Arthurian legend, King Arthur's father.

Perceval - From Arthurian legend, Pellinore's eldest son. See Knights of the Round Table.

Round Table, The - From Arthurian legend, a round table in King Arthur's castle where his knights met. The table was round so no one would have any type of preferred seating and everyone would be equal.

Urien - From Arthurian legend, he is the King of Northumbria, and husband of Morgan.

Uwain - From Arthurian legend, he is the son of Morgan and Urien.

Aruru - From Babylonian mythology, she is the mother goddess, and along with Enlil (or Enki), the main god, created man. She is also called the womb goddess, and the midwife of the gods.

Asclepius - From Greek mythology, a god of healing whose symbol is a snake. He was taught by Chiron.

Asgard - From Norse mythology, the home of the gods. See Gladsheim and Jotunheim.

Ashur - From Assyrian mythology, the god of war.

Asrai, The - These small and delicate female fairies will melt into a pool of water if captured or exposed to the Sun.

Assassin - A member of an Oriental religious sect that was a mixture of Mohammedanism and Magianism. It was founded in Persia in the 11th century by Hasan-ben-Sabbah, and still exists in India as the Khojas. Trained in foreign languages, religions and customs, they

would gain the confidence of their victims before killing them. The name comes from the Arabic word Hashshashin, Hashish-eaters, because it was believed they intoxicated themselves with hashish before attacking their victim. They started killing only those who opposed them, then later offered their services for hire.

Association - A loose collection of young stars who show indications of having a similar origin, due to spectral type, motion or position in the sky.

Asteroid - An object orbiting the Sun, that is smaller than a planet and has no atmosphere or any type of activity associated with comets. There are three types of asteroids. Irons (5.7%) - made of mainly iron and nickel; Stones (92.8%) - made of silicates; Stony Irons (1.5%) - made of varying proportions of stone and iron. Asteroids were formed about 4.6 billion years ago. Also called Minor Planets. See Amor Asteroid, Apollo Asteroid, Asteroid Belt, Asteroid Family, Aten Asteroids, Earth-approach Asteroid, Eucrite Meteorite, Kirkwood Gaps, Meteoroid and Planetesimal.

Asteroid Belt - An area between the orbits of Mars and Jupiter where most asteroids are located. The main belt, which has the most stable orbits, is between 2.2 and 3.3 AU.

Asteroid Family - A group of asteroids with similar orbital characteristics.

Astral Projection - The ability to psychically send your mind to some other place or time, while your body stays in one place. See Parapsychology.

Astraphobia - An intense fear of lightening. See Astrphobia.

Astrobiology - The study of the origin and distribution of life in the universe.

Astrolabe - Used in navigation until the invention of the sextant, this ancient instrument measures the angular height of a celestial object. It is a complete or partial circle, marked off in degrees, with a movable arm pivoted at the center of the complete or partial circle. The zero point on the circle is oriented with the horizon and a celestial object is sighted along the arm. This gives the objects azimuth or altitude.

Astrology - A way of gaining knowledge about a person, or the future, by interpreting the positions of stars and planets. See Divination.

Astronomical Unit - A unit of distance used to measure orbits and trajectories within the solar system. An Astronomical Unit is the average distance between the Sun and Earth. One AU is roughly equal to 149,600,000 km (92,956,000 mi.). To give you an idea of the distance involved, if you drove a car at 160 kilometers per hour (100 miles per hour) for twenty four hours a day, it would take just over 106 years to travel one AU.

Astronomy - The study of the universe which is outside the Earth's atmosphere.

Astrophysics - The branch of astronomy which studies the physics of matter in the universe, and the atmospheres and structures of our Sun and the planets in our solar system.

Astrphobia - An intense fear of thunder. See Astraphobia.

Aten - From Egyptian mythology, the sun god, or more precisely, the Sun itself.

Aten Asteroids - A type of Earth-approach asteroid, which is an asteroid whose orbit crosses the Earth's orbit, or whose orbit is being changed by Earth's gravity, and will some day cross the Earth's orbit. There are two types of Earth-approach Asteroids. Apollo Asteroids, which cross the Earth's orbit at the present time, and Amor and Aten Asteroids, which do not cross the Earth's orbit at the present time.

Athena - From Greek mythology, she is the daughter of Zeus alone, and has no mother, and is a virgin goddess. She sprang from Zeus's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridle and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. Also called Pallas Athena, the Romans called her Minerva.

Atl - From Aztec mythology, the god of water.

Atlantis - From Greek mythology, this island was the home of an advanced culture that was destroyed by a giant tsunami. This island was originally placed in the mid-Atlantic, but current research believes Atlantis to be the island of Santorini (also called Thera), in the Mediterranean. This volcanic island was almost totally destroyed during an explosive eruption in about 1500 BC. At the time of the eruption, the city of Cnossus was on the island, but it too was destroyed.

Atlas - From Greek mythology, the Titan who carries the world on his shoulders. His father is Iapetus.

ATLAS - **A**tmospheric **L**aboratory for **A**pplications and **S**cience. This Spacelab, aboard the Space Shuttle, maps Earth's atmosphere to compare ozone levels globally and any factors which may influence these levels.

Atomic Number - The number of protons in an atoms nucleus.

Atomic Time - The time according to a cesium clock, based on the atomic second. An atomic second is the time required for 9,192,631,770 cycles of the radiation emitted or absorbed in a particular transition of an atom of cesium-133.

Atrio - From Celtic mythology, this is one of the goddess' of plenty who accompany Kernunnos, the god of plenty, prosperity and earthly fertility. Another goddess of plenty is Rosmerta.

Atropos - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third

night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Attitude - The position of a ship, for example, nose up with right side facing the planet.

Atum - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tem and Tum.

AU - Astronomical Unit. A unit of distance used to measure orbits and trajectories within the solar system. An Astronomical Unit is the average distance between the Sun and Earth. One AU is roughly equal to 149,600,000 km (92,956,000 mi.). To give you an idea of the distance involved, if you drove a car at 160 kilometers per hour (100 miles per hour) for twenty four hours a day, it would take just over 106 years to travel one AU.

Augury - Gaining knowledge about the future through the interpretation of omens or portents, such as shooting stars or the appearance of certain animals. See Divination.

Aurora - Light radiated by atoms and ions in the ionosphere interacting with the planets gravitational field, usually seen at the magnetic North and South poles. Aurora Borealis is the aurora in the northern hemisphere, and Aurora Australis is the aurora in the southern hemisphere. They make a beautiful light show. Also called Northern Lights.

Aurora Australis - Light radiated by atoms and ions in the ionosphere interacting with the planets gravitational field, usually seen at the magnetic North and South poles. Aurora Borealis is the aurora in the northern hemisphere, and Aurora Australis is the aurora in the southern hemisphere. They make a beautiful light show. Also called Northern Lights.

Aurora Borealis - Light radiated by atoms and ions in the ionosphere interacting with the planets gravitational field, usually seen at the magnetic North and South poles. Aurora Borealis is the aurora in the northern hemisphere, and Aurora Australis is the aurora in the southern hemisphere. They make a beautiful light show. Also called Northern Lights.

Auster - From Greek mythology, the Latin name for Auster, the South Wind.

Autophobia - An intense fear of being alone.

Autophobia - An intense fear of self.

Autumnal Equinox - The first day of fall, about September 23. This is when the day and night are of equal length and the Sun rises due east and sets due west. See Vernal Equinox.

Avalon - From Arthurian mythology, the island where it is always spring, and no one grows old. This is also where King Arthur was taken to recover from his wounds after the battle of Camlann, and where he lies in sleep today, only to awaken at a time of great need. Glastonbury Tor in England may well have been Avalon. At the time of Arthur's reign, this

hill was surrounded by swamp and was an island except for a small land bridge. A monastery was on the Tor at that time also. But this is only one explanation of Avalon's location.

Avatar - In Hinduism, this is the descent of a god into the world for the span of one lifetime. A Hindu god can incarnate itself in several places at the same time by using several partial avatars, called Amshas. The god remains complete, and can converse with any of the Amshas at will. An avatar experiences human suffering like the average person, yet they don't lose the knowledge or power of their divine nature. The god Vishnu had many avatars, including: Krishna, Rama and Buddha.

Avionics - The instruments and electronic systems used to monitor and control a ships flight.

Awd Goggie - A Bogie who haunts forests and orchards, and kidnaps children.

Azimuth - An angle between the direction of travel and a fixed point on the horizon.

Aztec - These people lived in central and southern Mexico between the 14th and 16th century. They were originally members of the Toltec civilization, which eventually collapsed. Even though they were surrounded by powerful neighboring tribes, also from the Toltec civilization, they believed they were destined to create a great civilization. This is because of a legend which said they would establish a great civilization in a marshy area, where they would see a cactus growing out of a rock, and an eagle sitting on the cactus eating a snake. When they arrived at the marshy land which they occupied, this is exactly what they saw. This legend fulfilled, they had no doubt they would create a great civilization. By 1325 AD they had founded the capital city of Tenochtitlan, where Mexico City is now located. Great builders, the Aztec's city of Tenochtitlan had giant, stepped, limestone-faced pyramids, aqueducts, canals, bridges and causeways. When Hernan Cortes began his conquest in 1519, the market in Tenochtitlan was attracting about 60,000 people daily, who brought in goods that were traded throughout the Central Americas. The Aztec Empire extended from central Mexico to the Guatemalan border, and was protected by a strong military, and military alliances. Cortes was able to defeat the Aztec due to some internal strife, and because the emperor Montezuma welcomed Cortes, believing him to be the god Quetzalcoatl. Aztec society consisted of three classes: Slaves - Who were servants, but could buy their freedom, or were set free if they could escape their master and reach the palace without being caught. Commoners (called Maceualtin) - Who were given a plot of land to build a house on. There was a low group of commoners (called Tlalmaitl) who were tenant farmers and not allowed to own land. Nobility - These were nobles by birth, priests and warriors or others who earned the rank. Human and animal sacrifice were an important religious ritual, where the victim was stretched across a convex stone, and his heart ripped out with a sharp knife. Their writing system was pictographs. See Aztec Calendar Stone and Tlalocan.

Aztec Calendar Stone - This giant circular stone is a 24,036 kilogram (53,000 pound) piece of olivine basalt that is 4 meters (13 feet) in diameter. Originally it was thought to be a calendar, since it occupied a prominent place in the Aztec capital of Tenochtitlan, but it is

actually a symbolic carving. The Stone is a symbolic picture of the universe, showing cosmic order and legitimizes the Aztecs right to rule. It was discovered on December 17, 1790 when the main plaza of Colonial Mexico City was being excavated. Also called the Stone Of The Suns.

## **B** [Top Of Document](#)

Ba - From Egyptian mythology, this was the soul, and depicted as a bird, or a bird with a human head.

Ba'het - From Egyptian mythology, the goddess of wealth and abundance.

Babel, Tower Of - From Christian mythology, this tower was built on the plain of Shinar in Babylonia. When completed, this tower was supposed to reach heaven, but this angered Jehovah (their god) and he suddenly made people speak different languages. Before this time, all peoples spoke one language. This story may have been inspired by the fall of the temple-tower of Etemenanki in Babylonia. This is where the words babel and babble come from.

Bacabs - From Maya mythology, these gods stand at the four corners of the world and support the heavens.

Bacchantes - From Greek mythology, followers of Dionysus. These women left their homes to roam the wilderness and engage in wild ceremonies of orgies and dancing in honor of Dionysus. The ceremonies also included the rending of human flesh. Also called Maenads. See Dionysus.

Bacchus - From Greek mythology, the god of the vine (wine), song and drama. He died each winter, but was reborn each spring. Also called Dionysus. See Comus, Maenads and Bacchantes.

Bachelor Knight - One of several rankings of knights, they Knights were not attached to any lord and had no followers. See Knight.

Badb - From Celtic mythology, the essential goddess of battle. She often appears as a crow or raven.

Bailiff - A man employed by a feudal lord to manage his estates. Usually from outside the area, the Bailiff collected rents, managed the productions of the holdings and protected his lord's interests on the estate. His honesty was tested once a year when an audit was done. To keep them honest the Bailiffs were very well paid. They were also freemen.

Bailiwick - The area a sheriff was responsible for, in Medieval Europe. His duties were to keep the peace and enforce the royal laws.

Baktun - A specific number of days. These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well

over 1,000,000. Lintel 8 at Yaxchil« n has a Long Count Day showing the passage of 1,412,661 days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

Balder - From Norse mythology, the god of light and joy.

Baldric - A shoulder belt. A Gladius is a short, double edged thrusting sword used by ancient Roman infantry. It was worn at the right hip on a belt or a baldric.

Balinger - From the Middle Ages, a small, fast warship or galley able to easily maneuver on rivers.

Balios - From Greek mythology, one of two immortal horses that Poseidon gave to Peleus as a wedding gift. The other horse was Xanthos. These horses pulled Achilles' chariot during the Trojan War.

Ballista - A weapon used to fire stones weighing up to 45 kilograms (100 pounds) at castle walls, or from inside the castle at attacking troops. This weapon used torsion created by twisting ropes between two uprights to throw the stones, but it had very poor accuracy. Another form of this weapon worked like a giant crossbow. This weapon was very accurate to a range of about 457 meters (500 yards). See Catapult and Trebuchet.

Ballistophobia - An intense fear of missiles.

Bandorelle - A small streamer tied to the head of a lance.

Bandwidth - The measurement of how much data can be transmitted at any given time over a telephone or computer network line.

Banshee - From Gaelic mythology, a female spirit that warns a family of the approaching death of a family member by appearing to them, or more often by wailing, unseen, under the windows of the house a night or two before the death. They have very long flowing hair, and wear green dresses with gray cloaks. Due to their constant crying, their eyes are bright red. See The Bean-Nighe.

Bar - One Bar is equal to a force of 100,000 newtons acting on the surface area of one square meter. The pressure of the Earth's atmosphere at sea level is equal to 1.013 Bars, on average. See Newton.

Barbican - An outcropping from a castles gatehouse which was a narrow and easily defended passage leading to the main gate. Towns also had Barbicans. The approach to a town would have one, but usually two, towers giving a good field of fire to protect the approach.

Bard - An oral historian, political critic, eulogizer and entertainer for the ancient Celtic people. They were highly trained as a poet, composer, singer and harpist. Poems used by the bards were passed on orally. They were most active in medieval and post medieval



Ireland and Wales. Some bards roamed the countryside, while others stayed in residence at a wealthy home. In Wales, many bards were nobles, but the art gradually died as the English outlawed them as causing political unrest. Some texts of their poetry still exist, but almost no music remains. Other cultures have similar musicians, including: Gusan of Armenia, Guslari of Yugoslavia and Aoidos of Homeric Greece. See Bran and Cruit.

Barghest - From Gaelic mythology, a giant dog that was supposed to have lived around Yorkshire in northern England. The Barghest came out only at night, and anyone who saw him would die soon.

Barophobia - An intense fear of gravity.

Barquest - This Bogie has horns, sharp teeth and claws and fiery eyes. Although it can take many forms, it most often appears as a shaggy black dog. When a prominent figure dies, he gathers all the other dogs in the community and leads them howling through the streets.

Barycenter - The center of mass of two mutually revolving bodies.

Basilisk - A serpent that is so horrible that it can kill with only a glance. In the Middle Ages, the Basilisk was a snake with the head of a cock or a human head. If it saw its own reflection, it would die from fright. To kill it, hold a mirror in front of it without looking at it yourself. Also called a Cockatrice.

Bast - From Egyptian mythology, a cat goddess who protects cats and those who care for them. This goddess was worshipped mainly in the Delta city of Bubastis.

Bastard Sword - Usually this sword is used with one hand, but the grip is long enough to grasped by two or three fingers of the left hand. This allows for extra impact. This lighter and faster sword started to become popular in the 15th century. This was the time when the use of full armor was declining due to the use of firearms. Also called Hand And A Half Sword.

Bathory, Countess Elizabeth - (1560 AD - 1614 AD) She believed that bathing in the blood of a virgin would keep her young forever. A lesbian, she often had orgies with the girls before killing them. The girls she didn't kill were bled often, or placed in a cage suspended from the ceiling. Long spikes in the bottom of the cage pierced the victims feet, and the countess would stand under the cage and shower in the blood. She also drank the blood of her victims. When discovered, she was sentenced to be walled up in the bedroom of her castle, where she lived for another four years. Also known as The Bloody Countess.

Battering Ram - A large tree was first cut down and stripped of its branches. Then it was carried horizontally by many men, or suspended from a tower, where it was used to strike and eventually break down the gate of a castle. A steel cap may be put on the striking end.

Battle Ax - Used most often by Northern European tribes, this ax with two large curved blades was a formidable weapon.

Battle Of Camlann - From Arthurian legend, the battle where King Arthur was mortally

wounded.

**Battlement** - A narrow wall built around the outer edge of the Wall Walk. It protects soldiers against attack from outside the castle. The wall consists of alternating high (Merlons) and low (Crenels) segments. These high and low segments are the typical walls seen in castles in the movies and look like this.

**Baud Rate** - How fast data can be sent over phone lines, modems or computer networks. Do not confuse this with BPS.

**Bayeux Tapestry** - This 70 meter (231 feet) foot long by 49.5 centimeter (19.5 inch) wide strip of embroidered linen records the invasion and conquest of England in 1066 by William the Conqueror. This is a very valuable document because of the weapons, clothes and other information it shows. More information about the times is contained in this tapestry than in contemporary literature. The tapestry shows 1,512 figures in 72 scenes, with borders of foliage, hunting scenes and fantastic animals. Latin inscriptions explaining the scenes are included. It is now housed in the Musee de la Reine Mathilde in Bayeux, France.

**BBS** - Bulletin Board System. An on-line computer service which allows messages, electronic mail (E-mail) and files to be transferred between computers via a modem.

**BCE** - Before Common Era, used with scriptural chronology. The same as BC. Various local chronologies were used at different times by scriptural writers, so BCE is used by modern scholars as a uniform time line. See CE.

**Bean-Nighe** - These Banshees of Scotland and Ireland are found around streams. They wash the bloodstained clothes of people who are going to die soon. These Banshees are the ghosts of women who died in childbirth, and they will continue to wash bloody clothes until the day they should have died.

**Bearded Ax** - A small ax, usually less than 61 centimeters (24 inches) in length, with one curved blade. It was used to chop wood and other similar tasks, but in battle it was excellent for close combat, and as a throwing weapon.

**Bedivere** - From Arthurian legend, King Arthur's foster-brother and counselor.

**Beelzebub** - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Old Scratch and Lucifer. See Ahriman.

**Beheading** - A person was most often beheaded with a guillotine, ax or sword. Often, beheading by ax or sword could be very painful and take several blows. It was not uncommon for the victim to receive blows to the shoulder or scalp before a lethal blow was finally administered. See Fallbrett, Torture and Ordeals.

**Behemoth** - From Hebrew mythology, a huge male sea monster. In the last days of the Earth, his mate, the Leviathan, will repulse attacks by angels until Behemoth kills her.

Bel - From Babylonian mythology, he is the sage of the gods, cleverest of the clever.

BelBel - From Celtic mythology, the god of light.

Belfroi - These movable wooden towers were used to attack castles. They were tall enough to allow archers to fire at soldiers on the castle walls, and the top of a castle wall could be attacked or breached. Battering rams or borers were often built into the Belfroi. These towers were very heavy. It took 3,400 soldiers to move the one used at the siege of Rhodes in 305 BC.

Bellona - From Roman mythology, the goddess of war.

Belonephobia - An intense fear of needles.

Beltaine - From Greek mythology, the feast of the Spring Equinox.

Bendith y Mamau - From Welsh mythology, it translates to Mother's Blessing, and is the name for fairies. It is used as a protective prayer against evil.

Berserker - From Norse mythology, a warrior whose frenzied fighting in battle turns him into a wolf or bear, howling and foaming at the mouth who is impervious to flame or sword.

Bermuda Triangle - Located in the Atlantic Ocean off Florida. The triangle is created by drawing a line from southern Florida to the island of Bermuda, then south to Puerto Rico and finally back to Florida. This area is known as a mysterious place where ships and planes disappear, or are found abandoned. The first ship was the Atalanta, a sailing ship, in 1880. The first planes were five Avenger bombers on a training mission and a Mariner flying boat sent to look for them, in 1945. It is known for mysterious storms that appear suddenly, compasses and radios that stop working, strange lights and U.F.O.'s. According to the US Coast Guard, every year about 150,000 boats go into the Bermuda Triangle. Of these 10,000 send distress calls, with about 5 losses a year. To me this seems about average for a heavily traveled area. But the legend continues. Explanations range from U.F.O. activity, magnetic vortexes that send craft into different space time and devices on the sea bed left by some ancient civilization, maybe even Atlantis. See Atlantis.

Bertha - From Norse mythology, the goddess of spinning.

Bes - From Egyptian mythology, the god of recreation, music and dance. He is depicted as a grotesque dwarf wearing a crown of feathers.

Bhuj - A knifelike battle-ax used in northern India. It is also called an "elephant's head" because of a decorative elephant's head located between the blade and shaft.

Bibliolatry - The belief that books and other written material have magical qualities. Such as touching or kissing the Bible in the belief that after doing this a person can speak only the truth. This is known as contagious magic. Also called Book Fetishism.

Bifrost - From Norse mythology, the bridge which leads to the underworld. Heimdall is the watchman of this bridge.

**Big Bang Theory** - A theory which states that the universe was created when a large mass of matter exploded, sending the matter in all directions and creating the universe as we know it today. See **Big Crunch Theory**.

**Big Crunch Theory** - A theory which states that there is enough matter in the universe to eventually stop the outward motion of matter and pull it back to one central point, creating one large mass of matter. See **Big Bang Theory** and **Critical Density**.

**Bigfoot** - A large hairy man-like creature living in the Pacific Northwest. Similar to the **Yeti** and **Abominable Snowman**.

**Binary Stars** - Two stars revolving around each other.

**Binary System** - This is when two stars are very close to each other, and revolve in an orbit around their common center of mass. **Binary** and **Multiple-star** systems constitute over half the stars in the sky. See **Periastron**.

**Binary Unit** - This is the basic unit of information that computers use, consisting of an electronic signal for 0 or 1. The 0 means off and the 1 means on. Also called **Bit**.

**BIOFLIGHTS** - Suborbital US primate flights. Launched on 12/13/58 and 5/28/59 these flights carried monkeys, to test their reactions to space flight.

**Biogenic Elements** - Elements produced by living organisms. These elements are: Carbon, Hydrogen, Nitrogen, Oxygen, Phosphorus and Sulfur.

**Bisento** - A Japanese broad-bladed spear.

**Bit** - A contraction of **Binary Digit**. This is the basic unit of information that computers use, consisting of an electronic signal for 0 or 1. The 0 means off and the 1 means on.

**Black Annis** - She is a Hag, and the only Hag who is a cannibal. See **Hag** and **Hag-ridden**.

**Black Death** - This plague swept across western and central Europe during the fourteenth century, killing about one third of the 60,000,000 people living in that area. Needless to say, it destroyed the economy of affected areas. The cost of labor went up, while land values went down. There were three kinds of plague. **Bubonic** plague was spread by flea bites, and had a fatality rate of 50-60%. **Pneumonic** plague was spread directly from one victim to another via sputum, and had a fatality rate of 95-100%. **Septicaemic** plague was spread by flea bites and body lice, and had a fatality rate of 100%. Death from **Septicaemic** plague occurred within a day.

**Black Dwarf** - The final stage of a low-mass dwarf star, it is essentially a burned out cinder that no longer radiates any appreciable light.

**Black Hole** - A collapsed star with a gravity field so strong that no radiation, including visible light, can escape. See **Event Horizon**, **Singularity**, **Quantum Singularity**, **White Hole** and **Wormhole**.

Black Magic - The type of magic practiced by evil witches. See Witch.

Black Projects - Top secret military projects that are funded with money allocated by the government without the government knowing what the projects are. These projects include weapons and aircraft development, military missions and other projects which must stay secret.

Blackbody - A perfect radiator which absorbs and re-emits all radiation that strikes it.

Blackout - (1) A loss of consciousness caused by excessive G-Forces. (2) A loss of radio signal (LOS) caused from shock waves and ionization which are created when a spaceship passes through the atmosphere at a high rate of speed.

Bloodstone - This green chalcedony stone contains spots of red jasper that resemble blood. Some believe the spots are dragon's blood. Worn as an amulet it brings fame, long life, prevents miscarriage and eases child birth. Sleep with it under your pillow to have dreams about the future. A witch can inscribe their name on the stone in their blood and exchange it with another witch who has done the same, and their power will increase ten fold. Also called the Spotted Heliotrope.

Bloody Countess, The - (1560 AD - 1614 AD) She believed that bathing in the blood of a virgin would keep her young forever. A lesbian, she often had orgies with the girls before killing them. The girls she didn't kill were bled often, or placed in a cage suspended from the ceiling. Long spikes in the bottom of the cage pierced the victims feet, and the countess would stand under the cage and shower in the blood. She also drank the blood of her victims. When discovered, she was sentenced to be walled up in the bedroom of her castle, where she lived for another four years. Also known as Countess Elizabeth Bathory.

Bluebeard The Pirate - (1404 AD - 1440 AD) A nobleman and soldier in the French army, he fought along with Joan of Arc against the English. Peasant children, mainly boys, disappeared wherever de Rais traveled or lived. These crimes were overlooked, but when he stole money from the nobility to solve his financial problems, he was tortured for two days. Then he was hanged and burned at the same time. Bluebeard's real name was Giles de Rais.

Bluebell - Anyone who hears this flower ring will die soon, and fields of Bluebells are dangerous as they are intricately interwoven with fairy enchantments.

Bo - Bo is the Japanese name for staff. This simple weapon is nothing more than a long straight stick between 1 to 2 meters (4 to 6 feet) in length. Don't underestimate this weapon, it is very powerful, and can easily defeat a swordsman. The greatest swordsman in ancient Japan was only defeated once, and his opponent used a staff.

Boann - From Celtic mythology, the goddess of rivers.

Boggart - Brownies that have become evil.

Bogie - This is the name for various types of Goblins whose temperament can be anything from helpful to malevolent.

Bogles - These Goblins have a nasty temperament, but prefer to do evil to liars and murderers.

Bolide - A meteor, asteroid or comet that explodes when it strikes a planet or moon. See Fireball.

Bolometric Magnitude - The measure of the magnitude of a star or other object as observed from just beyond the Earth's atmosphere over all wavelengths, visible and otherwise.

Bon Dieu - From Voodoo mythology, a high god.

Bone-fire - This word came from the practice of cremating the dead. It eventually became Bonfire.

Bonfire - The word was originally bone-fire. It came from the practice of cremating the dead.

Book Fetishism - The belief that books and other written material have magical qualities. Such as touching or kissing the Bible in the belief that after doing this a person can speak only the truth. This is known as contagious magic. Also called Bibliolatry.

Book Of The Dead, The - From Egyptian mythology, this book is a guide for the dead. It contains formulas, hymns, incantations and prayers. The dead person would face many trials after death, including answering the forty two judges and being vindicated by Osiris. If all the trials were successfully completed, the soul could enter Amenti, the underworld in the West. Other cultures had similar books too.

The Boot - This was a boot shaped device designed to break or crush a person's foot. After the victim's foot was placed into The Boot, various parts could be tightened, which first broke bones, and eventually turned the foot into a bloody pulp. A similar device was the Thumbscrew. See Torture and Ordeals.

To Boot - To start a computer.

Booty - The right of a medieval soldier to take any money or valuables (weapons, horses, armor, etcetera.) made available to him from battle. Since most soldiers were paid irregularly, if at all, this was their incentive to fight and win. Unfortunately it often caused problems, as soldiers may stop fighting at the first sign of Booty.

Boraro, The - From Tukano Indian mythology, of the of the upper Amazon. They are the spirits of the forest, who are tall with hairy chests, huge phalluses, ears that stick forward, and feet that point backward. If they fall, they have great difficulty getting up since they have no knee joint. If you see one carrying a stone hoe, run away quickly, he is looking for someone to eat.

Boreas - From Greek mythology, he is the North Wind. His Latin name is Aquilo.

Borvo - From Celtic mythology, a water god, especially of springs and some rivers.

Boudicea - In about 60 AD, in a Roman province that would eventually become England, she and her husband, King Prasutagus, ruled the Celtic tribe of Iceni. Boudicea is described as being huge of frame, terrifying to look at, with a harsh voice and a mass of bright red hair that fell to her knees. The Romans often commented at how large the Celtic men and women were. When the king died, custom dictated that half his kingdom be transferred to Queen Boudicea, and their two daughters, Princesses Camorra and Tasca, since there was no male heir. However, Roman law didn't agree. The Romans flogged the Queen, raped her daughters, plundered her kingdom and household, took the family estates from the Iceni chieftans and made the king's relatives into slaves. Queen Boudicea joined her Iceni tribe with the Trinobantes tribe, and they began attacking Roman colonies. They conquered Camulodunum (Cholchester), Londinium (London) and Verulamium (St. Albans), killing all the Roman citizens they encountered. The Romans sent an entire division against her, but she defeated them. She was finally overthrown when a Roman army, smaller in number than hers, attacked in a narrow valley, which negated the advantage of her superior numbers. Queen Boudicea and her daughters escaped, but later killed themselves with poison so as not to be taken prisoner. If the Romans had not defeated her in this valley, Queen Boudicea would have probably driven the Romans out of England.

BPS - Bits Per Second. The amount of data that can be sent over a telephone or computer network line. Do not confuse this with Baud Rate.

Bragi - From Norse mythology, the god of poetry and eloquence.

Brahe, Tycho - (1546 AD - 1601 AD) This Danish astronomer made the most accurate observations of the positions of celestial objects to date, including our solar system and over 700 stars. His data was the most accurate until the invention of the telescope in the early 17th century. In his time, there were only five known planets in the solar system.

Brahma - From Hindu mythology, the supreme god and creator of all things. Sometimes Brahma (the Creator) forms a trinity with Vishnu (the Sustainer) and Shiva (the Destroyer).

Bran - From Celtic mythology, this giant is the patron saint of minstrels and bards, and is a skilled musician on many instruments. Also called Bron.

Breccia - A rock composed of fragments of matter that have been recemented together. This could be caused when a body is hit by many meteors and breaks up, but gravity pulls the pieces back together.

Brigantia - From Celtic mythology, she is the daughter of the Dagd« , and the patron of poets. She sometimes forms a triad with her two sisters, the goddesses of smiths and laws. The Christians turned her into St. Brigid.

Broadsword - A heavy sword with a wide, straight blade that is often single-edged.

Bron - From Celtic mythology, this giant is the patron saint of minstrels and bards, and is a skilled musician on many instruments. Also called Bran.

Brontes - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus'

thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Brown Dwarf - Bodies that are much larger than planets, but are too small to carry out continuous nuclear fusion in their cores, so they can't become stars.

Brownie - From Scottish folklore, a good natured goblin who is invisible and lives in farmhouses and other dwellings in the country. During the night, Brownies do chores for the people whose house they live in. If someone tries to pay the Brownie for his services, he will go away and never return. However they do expect a bowl of milk or cream, and a honey cake for their efforts. They look like a tiny shaggy man wearing shabby clothes, or none at all. See Boggart and Bwca.

Browser - A generic term for a piece of software that displays Web pages from the Internet.

Bubastis - From Egyptian mythology, the daughter of Isis. She is depicted as a woman with the head of a cat. Cats were sacrificed to her.

Bubonic Plague - This plague swept across western and central Europe during the fourteenth century, killing about one third of the 60,000,000 people living in that area. Needless to say, it destroyed the economy of affected areas. The cost of labor went up, while land values went down. There were three kinds of plague. Bubonic plague was spread by flea bites, and had a fatality rate of 50-60%. Pneumonic plague was spread directly from one victim to another via sputum, and had a fatality rate of 95-100%. Septicaemic plague was spread by flea bites and body lice, and had a fatality rate of 100%. Death from Septicaemic plague occurred within a day. Also called the Black Death.

Bucephalus - The charger (horse) of Alexander the Great. He was the only person who could mount Bucephalus.

Buddha - (about 563 BC - 483 BC) Meaning, the Enlightened, his name was Guatama Siddhartha, and he founded the Buddhist religion. His father was a prince.

Bunyip - From Australian mythology, this bellowing water monster lives in the bottom of lakes and water holes, into which it draws its human victims.

Burning - Being burned alive at the stake was a common form of execution for witches, but other criminals were burned, too. See Torture and Ordeals.

Bushido - The way of the Samurai, the ideal warrior. A strict code followed by medieval Japanese Samurai, which included: chivalry and honor, physical training, mental and spiritual discipline and daily behavior. Especially stressed were loyalty to country, lord and parents; courage; self-control and self-discipline.



Bwca - The Welsh name for a Brownie, but these have slightly nastier tempers, and despise tattletales and people with long noses.

Byte - A series of eight bits treated as a single unit.

## C [Top Of Document](#)

° C - Degrees Celsius. Water freezes at 0° C and boils at 100° C. Absolute zero is at -273° C.

Caduceus - From Greek mythology, a sacred wand having power over wealth, prosperity, happiness and dreams. It appears as a forked stick, with the ends of the fork brought together to form a loop. Also, it can have two snakes wrapped around the stick, with their heads meeting at the top. The Caduceus is also the symbol of the settlement of quarrels, commerce and the Greek god Hermes. The Caduceus with snakes is the symbol of modern medicine. See Thyrsus.

Cahokia - Between 950 AD and 1150 AD, this mound city, located in Illinois, had over 120 mounds covering thousands of acres, with a population of 20,000. Today there are 68 mounds left. There are three shapes of mounds, conical, ridge top and flat-topped pyramid. Like the Aztec capital city of Tenochtitl« n (now Mexico City), Cahokia had stepped pyramids forming a ceremonial central plaza surrounded by the rest of the city, which was laid out in neat rows. The inhabitants left no written language, and are simply called Cahokians. See Woodhenges.

Cai - From Arthurian legend, King Arthur's foster-brother. Also called Cei.

Caladrius - This bird will turn its head away from a sick person who is going to die, but continue to look at a sick person who will live, and even draw the illness to itself. This bird is completely white.

Caldera - A volcanic crater.

Calibor - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Excalibur, Caliburn, Caliborne, Caliburnus and Caliborn.

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Calliope - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Callisto - From Greek mythology, she is an Arcadian nymph, sworn to chastity, but is raped by Zeus and later turned into a bear, and eventually the bear constellation Ursa Major.

Caltrops - Usually made of four sharpened iron spikes that look something like children's jacks, only larger. When dropped on the ground three of the points form a base, while the fourth projects upward. Many of these would be thrown on the ground to slow down infantry and horses. They were often used in Medieval Europe, and by Ninjas in Japan.

Camazotz - From Maya mythology, this is the Death Bat, or the Ruler of the Bats. This deity is greatly feared, powerful, malignant and worshipped as a vampire.

Cambrian - The geologic period between 540 and 510 million years ago. This is the beginning of the classic fossil period. See Cretaceous.

Camelot - From Arthurian legend, the location where King Arthur had his castle. The site of Camelot is unknown, and has been placed at Cadbury Castle, Winchester, Carlisle, and Caerleon (South Wales). Camelot was not a medieval castle inhabited by knights in shining armor. The real King Arthur was born about 480 AD. In this time, a castle would have been a fort whose walls were made of an outer and inner layer of logs filled with dirt and stone. Instead of shining armor, King Arthur would have been dressed more like a Roman soldier with a leather chest piece and skirt. Sorry for destroying the fantasy.

Camlann - From Arthurian legend, the battle in which King Arthur was killed.

Candle Flame - Light a candle in a house, and if the flame burns blue a ghost is present. See Ghost.

Canopic Jars - These jars hold various internal organs of an Egyptian mummy, which are removed during the embalming process. The stomach and large intestines go in a jar dedicated to the god Amset, guardian of the South. The lungs and heart go into a jar dedicated to the god Duamutef, guardian of the East. The small intestines go into a jar dedicated to the god Hapi, guardian of the North. The liver and gallbladder go into a jar dedicated to the god Qebhsennuf, the god of the West. The function of the brain was

unknown, so it was thrown away. See Mummy.

Carbon-Nitrogen-Oxygen Cycle - This is when the nuclear reactions in a stars core, using carbon as a catalyst, transform hydrogen into helium. Also called CNO Cycle.

Carbonaceous Chondrites - A meteorite composed of mainly silicates, but it often includes chemically bound water, free carbon and complex organic compounds. Also called Carbonaceous Meteorite.

Carbonaceous Meteorite - A meteorite composed of mainly silicates, but it often includes chemically bound water, free carbon and complex organic compounds. Also called Carbonaceous Chondrites.

Carbonate - A compound containing both carbon and oxygen, like limestone which is really calcium carbonate.

Carrack - A ship used for war and transport in medieval times. This ship was usually over 500 tons.

Cartomancy - Fortune telling by the use of cards, usually playing cards. Gypsies often used this method of fortune telling. See Divination.

Cartouches - The word means Royal Rings. Used in Egyptian Hieroglyphics, they were represented as loops formed by a double thickness of rope with the ends tied at the bottom. The Cartouches were placed around a Pharaohs two most common names. The name appears as an oval with Hieroglyphics inside.

Cassini, Gian Domenico - (1625 AD - 1712 AD) Italian born astronomer who discovered four of Saturn's satellites, and noticed a dark division in the rings which was named for him, the Cassini Division.

Cassini Division - The spaces between the rings of Saturn. See Cassini.

Castellan - The governor or constable of a castle who took charge when the lord of the castle was gone.

## **Castle**

Allure - The walkway along the ramparts of a castle.

Almoner - This was a member of the staff in a court or castle. He gathered leftovers from meals and gave them to the poor, along with cloth and tallow.

Armory - The place where weapons and armor are stored. The Armory can be a royal storehouse, a storehouse in a castle or other stronghold or a workshop where arms are made and repaired.

Arrow Loop - A narrow vertical slit cut in a castle wall allowing archers in the castle to shoot at attacking troops outside the castle. The inside of the slit was

tapered to give the archer a large field of fire while remaining protected. This tapered chamber is called an Embrasure. Also called an Arrow-Slit. See Loophole.

Arrow-Slit - A narrow vertical slit cut in a castle wall allowing archers in the castle to shoot at attacking troops outside the castle. The inside of the slit was tapered to give the archer a large field of fire while remaining protected. This tapered chamber is called an Embrasure. Also called an Arrow Loop. See Loophole.

Ballista - A weapon used to fire stones weighing up to 45 kilograms (100 pounds) at castle walls, or from inside the castle at attacking troops. This weapon used torsion created by twisting ropes between two uprights to throw the stones, but it had very poor accuracy. Another form of this weapon worked like a giant crossbow. This weapon was very accurate to a range of about 457 meters (500 yards). See Catapult and Trebuchet.

Battering Ram - A large tree was first cut down and stripped of its branches. Then it was carried horizontally by many men, or suspended from a tower, where it was used to strike and eventually break down the gate of a castle. A steel cap may be put on the striking end.

Battlement - A narrow wall built around the outer edge of the Wall Walk. It protects soldiers against attack from outside the castle. The wall consists of alternating high (Merlons) and low (Crenels) segments. These high and low segments are the typical walls seen in castles in the movies and look like this.

Belfroi - These movable wooden towers were used to attack castles. They were tall enough to allow archers to fire at soldiers on the castle walls, and the top of a castle wall could be attacked or breached. Battering rams or borers were often built into the Belfroi. These towers were very heavy. It took 3,400 soldiers to move the one used at the siege of Rhodes in 305 BC.

Castellan - The governor or constable of a castle who took charge when the lord of the castle was gone.

Catapult - A machine used during the siege of a castle to hurl large objects over a castle's walls. Another form of Catapult worked like a giant crossbow and fired javelins, missiles and darts. See Trebuchet and Ballista.

Cesspit - The opening in a castle wall where the waste from one or more garderobes was collected. A garderobe is a small latrine built into the thickness of a castle wall or projecting out from the wall. See Privy.

Chamberlain - Dating from the tenth century, this person was the king's servant, responsible for maintaining the king's chamber and signet. Later this position included handling domestic affairs and etiquette in the palace.

Crenel - The low segment of a castle's battlement. These segments are the typical walls seen in castles in the movies and look like this. See Merlon.

Dais - A raised platform which stood about a foot higher than surrounding tables, where the lords of a manor would take their meal.

Drawbridge - A heavy timber platform which spanned a moat between the gatehouse and surrounding land. During an attack it could be raised to block entry to the castle.

Dungeon - A jail in a castle. It was usually in one of the castle's towers.

Embrasure - An open chamber in a wall, behind a Loophole or Arrow Loop, to allow an archer to move to the side of the opening for protection or to shoot off to the side.

Finial - A slender vertical piece of stone which decorates the tops of Merlons in a castle.

Fustibal - This device was used during the siege of a castle to throw flaming projectiles over the castle's walls.

Garderobe - A small latrine built into the thickness of a castle wall or projecting out from the wall. Below the garderobe was an opening in a castle wall where the waste from one or more garderobes was collected. This opening was called a cesspit. See Privy.

Gatehouse - A complex of towers, bridges and barriers designed to protect an entrance made in a town or castle wall. The gatehouse may contain arrow slits in the walls where attackers could be shot at from both sides. It may also contain murder holes, where boiling water or oil could be poured down on the attackers, rocks thrown on them, or archers shoot at them.

Great Hall - A building located in the inner ward which served as a castle's main meeting and dining room.

Hoarding - A temporary wooden balcony attached to the top of a castle's walls and towers before a battle. It extends over the outer edge of the wall allowing arrows and missiles to be fired at the base of the castle walls. Machicolations were like the hoarding, but they were permanent stone structures. See Putlog Hole.

Household Knights - A feudal lord's entourage of knights. They accompanied him to tournaments and wars. They were originally paid with food and shelter, but later they also received cash payments. By the late fourteenth century, the Household Knight had become a military officer employed by the lord to help with military and political affairs. See Knight.

Inner Curtain - A high wall that surrounds the Inner Ward of a castle.

Inner Ward - The open area in the center of a castle.

Keep - This was the innermost part of a castle. Usually a square tower with a jail in the basement, a guardroom on the first floor, and other rooms on the remaining floors.

Knight - A highly trained and armored warrior of medieval Europe, who was usually a member of the lower class of nobility. Buying and maintaining the necessary horses, armor, weapons and squires was very expensive. There were several ranks of knight. Bachelor Knights were not attached to any lord and had no followers. Next in rank was the Knight Banneret, which was a unit leader of eleven or more knights. The Knight Errant would travel in search of fame in war, tournaments, jousts or other adventures. These knights formed themselves into small companies, and hired themselves out to fight in wars and tournaments. They hoped to use their reputation to attract a wife or a lord who would hire them. They lived by the code of chivalry. Lightning could be a problem for knights. In 1360 a lightning storm killed more English knights, than were killed in the battles of Crecy and Poitiers. See Accolade, Vigil, Hospitallers, Favor, Household Knights, Squire, Knights Templar, Pennant, Knights of the Round Table, Plate Armor, Gauntlet and Teutonic Knights.

Lady In Waiting - These were attendants to women of nobility in the Middle Ages. They were a servant, companion and advisor.

Liege - A feudal lord.

Loophole - A narrow vertical slit cut in a castle wall, similar to an Arrow Loop, but larger. The inside of the slit was tapered to give the soldier a large field of fire while remaining protected. This tapered chamber is called an Embrasure. Most often a small cannon would be fired through the Loophole at attacking troops outside the castle. See Arrow Loop.

Machicolations - Permanent stone structures attached to the top of a castle's walls and towers. They extended over the outer edge of the wall allowing arrows and missiles to be fired at the base of the castle walls. See Hoarding.

Marshal - The officer in the king's household who took care of the horses and other animals used for sport. During times of war, other duties were assigned to the Marshal.

Merlon - The high segment of a castle's battlement. These segments are the typical walls seen in castles in the movies and look like this. See Crenel and Finial.

Moat - A deep trench dug around the outside of a castle wall to make access to the wall more difficult. The moat could be dry or filled with water.

**Murder Hole** - A hole in the roof of a gatehouse where boiling water or oil could be poured down on attackers, rocks thrown on them, or archers shoot at them. See Gatehouse.

**Outer Curtain** - A wall that encloses the outer ward of a castle.

**Outer Ward** - The area around and adjacent to the inner curtain of a castle.

**Page** - What you're reading. Sorry, just kidding. This was usually a boy between the age of eight and thirteen who was training to be a knight. They were mainly household servants to their lord. They served food, worked in the kitchen, learned to read (maybe), helped the lord dress, and other similar duties.

**Palisade** - A sturdy wooden fence which encloses a site while a permanent stone wall is being built. Most often used where a castle is under construction.

**Parapet** - A low wall along the top edge of a castle wall. It protects soldiers on the wall from enemy fire.

**Pennant** - A small triangular banner usually attached to a knight's lance. It displayed his heraldic device.

**Portcullis** - A heavy grating, made of wood or metal, that could be raised or lowered to open or close the passage between the towers of a castle's gatehouse.

**Postern Gate** - A less important or side gate into a castle.

**Privy** - From Medieval Europe, a latrine or bathroom. See Garderobe and Cesspit.

**Putlog Hole** - A hole in a castle wall where a horizontal pole can be inserted. These poles supported hoardings during times of battle.

**Rampart** - A broad earthwork around a castle or fort where parapets or walls were built.

**Sappers** - During the siege of a castle, these people dig a tunnel, called a mine, under the castle walls from the outside. A framework of logs supports the mine. When the tunnel is far enough under the wall, the framework is burned, and hopefully the wall above the mine collapses. The enemy soldiers can then enter the castle through this breach in the wall.

**Seneschal** - From Medieval Europe, a lord's representative who administered the lord's estate, presided over manorial courts, audited accounts, conducted inquests and performed other similar duties.

**Siege** - A military tactic used against a castle or fortified city. After surrounding the target, three strategies were used. **Close Assault** - Using siege towers to scale the walls, or tunnels to collapse the walls. **Bombardment** - Using archery, ballista, trebuchets, catapults and cannons. **Capitulation** - This technique kept

new supplies from getting into the castle, starving the inhabitants into surrender.

**Siege Tower** - A tall wooden tower that is positioned against the outside of a castle wall during a battle. Enemy soldiers climb up the back of the tower, lower a small drawbridge, and try to climb over the castle's wall.

**Squire** - These were young men in training to become knights. There were different types of Squires. The Squire of the Table dressed the knight and served at his table. The Arming Squire went with his knight to war, where he helped put on the knight's armor and care for his equipment. The Arming Squire usually served a five year apprenticeship, from the age of thirteen to eighteen. Sometimes the duties of these Squires would overlap. See Armiger.

**Steward** - The man responsible for the daily affairs of a castle when the lord is absent.

**Trencher** - These large flat pieces of bread were used like plates in castles during the Middle Ages. One was placed in front of two people, one of them would cut it in half and give one half to the person next to him. The Trencher would catch meat juices, pieces of meat, and other scraps. After the meal, servants collected the Trenchers and gave them to the Almoner who distributed them to the poor and needy.

**Troubadour** - During the Middle Ages, the Troubadour composed and performed music for the royal courts. See Jongleur.

**Turret** - A small tower built on top of one of a castle's main towers. It is used as a lookout point.

**Wall Walk** - The area along the top of a castle's walls where soldiers could defend the castle. The town next to a castle may also be surrounded by a wall with a Wall Walk, which would allow soldiers to defend the town too.

**Catagelophobia** - An intense fear of ridicule.

**Catapult** - A machine used during the siege of a castle to hurl large objects over a castle's walls. Another form of Catapult worked like a giant crossbow and fired javelins, missiles and darts. See Trebuchet and Ballista.

**Cats** - All cats can see ghosts, and they may be witches. If you kick a cat you will get rheumatism, and the Devil will come after you if you drown one. Black cats have large amounts of magical energy. See Familiar.

**Cattle Mutilation** - A phenomena which has been reported for many years. One or more cattle will be found strangely slaughtered, their bodies completely drained of blood and certain organs removed with laser precision. U.F.O.'s are often seen in the area around the time of the event. See Unidentified Flying Objects.



**CBR** - Cosmic Background Radiation. Microwave radiation coming from all directions of the universe. It is the remnant, the Redshift glow, of the Big Bang.

**cD Galaxy** - A giant elliptical galaxy most often found in the center of a cluster of galaxies.

**CE** - Common Era, used with scriptural chronology. The same as AD. Various local chronologies were used at different times by scriptural writers, so CE is used by modern scholars as a uniform time line. See BCE.

**Cei** - From Arthurian legend, King Arthur's foster-brother. Also called Cai.

**Celaeno** - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies were Aello and Okypete.

**Celestial Mechanics** - A branch of astronomy which studies the motions and gravitational influences of the members of a solar system.

**Celtic** - A present day Irishman, Gael, Highland Scot, Welshman, Cornishman or Breton. These people are descended from the early Indo-European peoples of the British Isles and Spain to Asia Minor. See Gaelic.

**Cenophobia** - An intense fear of barren spaces.

**Centaur** - From Greek mythology, these creatures had the head, torso and arms of a man and the body of a horse. They have a great fondness for wine, and often carry off helpless maidens. See Chiron.

**Centeotl** - From Aztec mythology, he is the corn god.

**Centrifugal Force** - A force directed outward from the center of a circular orbit. See Centripetal Force.

**Centripetal Force** - A force directed inward toward the center of a circular orbit. See Centrifugal Force.

**Cepheid Variable** - A Yellow Supergiant star that changes its brightness in a rather accurate cycle. The brightness may change in a day, or it may take hundreds of days. The change in brightness is caused by the star expanding and contracting like a balloon. The longer it takes the star to go from dim to bright, the greater its brightness.

**Cerberus** - From Greek mythology, this is the three headed dog, with the tail of a snake, who guards the gates of Hades. He allows all spirits to enter, but none to leave.

**Ceres** - From Roman mythology, the mother of Persephone and the goddess of agriculture. The Greeks called her Demeter.

**Cerridwen** - From Welsh mythology, the goddess of dark prophetic powers. She is the

keeper of the cauldron of the underworld, in which inspiration and divine knowledge are brewed.

Cesspit - The opening in a castle wall where the waste from one or more garderobes was collected. A garderobe is a small latrine built into the thickness of a castle wall or projecting out from the wall. See Privy.

Chaac - From Maya mythology, the rain god. He was also the god of wind, thunder, lightning, fertility and agriculture.

Chain Mail Armor - This armor is made from linked iron or steel rings. Usually a tunic of wool or leather was worn under the mail to prevent the rings from cutting into the flesh when struck by an enemies weapon. It was used from the sixth century BC until the thirteenth century AD.

Chakram - An East Indian throwing weapon that is a flat steel ring with a razor sharp outer edge. Used mainly by the Sikhs of north west India, they were worn around a tall, conical turban. To throw it, the user either whirled it around the forefinger, or held it between thumb and forefinger and threw it underarm. This is the favorite weapon of Xena, from the TV show of the same name.

Chalchihuitlicue - From Aztec mythology, the underworld goddess of flowing water. She is also the wife or sister of Tlaloc, the rain god. They jointly held rule over the waters. She is also known as the lady of the jade green skirts.

Challenge - When one combatant calls another combatant out to combat. The Challenge can be friendly or during a war.

Chamberlain - Dating from the tenth century, this person was the king's servant, responsible for maintaining the king's chamber and signet. Later this position included handling domestic affairs and etiquette in the palace.

Champion - Someone who represents another in battle. Either because the person challenged is unwilling to fight, or completely outclassed.

Chancery - Began in the tenth century, this office was responsible for writing the king's charters, writs and letters. The three main documents issued were: Charters, which made permanent grants of privileges or lands. Letters Patent, which granted temporary privileges. Letters Close, which contained secret instructions for royal officials.

Chandler - From the Middle Ages, the person who made candles.

Chandrasekhar Limit, The - The greatest mass that a star can have and still be considered a white dwarf. The mass is roughly 1.4 solar masses.

Chanekos - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanes and Chaneques.

Chanèques - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanekos and Chanés.

Chanés - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanekos and Chanèques.

Changeling - An ugly fairy baby that is exchanged for a human baby, unknown to the human baby's parents. The most widely accepted way to get rid of the changeling, and get the human baby back, is to make the changeling laugh.

Channeler - A person who allows the spirits of the dead or extraterrestrials to speak through them. See Medium.

Chantico - From Aztec mythology, the goddess of hearth fires and volcanoes.

Charon - From Greek mythology, he is the boatman who ferries the souls of the dead across Cocytus, the river of lamentation. He will only ferry souls who had the passage money placed on their lips when they died, and were properly buried. See Obol.

Chemimaphobia - An intense fear of cold.

Chemoautotrophic - Life-forms that synthesize energy through chemical reactions, without the use of light. Almost all life forms on Earth use light as the initial source of energy through plants or photoplankton. See Photosynthesis.

Cheques - Used from the late fifteenth century, these books recorded the results of jousts. They often included color drawings of knights devices (heraldic symbols).

Chicomecoatl - From Aztec mythology, the goddess of corn and fertility.

Chilam Balam - The last great Maya prophet. He lived in the end of the fifteenth, or the early sixteenth century. He predicted the appearance of strangers from the East who would establish a new religion. The Spaniards soon arrived.

Chimera - From Greek mythology, this fire breathing creature has the head of a lion, the body of a goat and the tail of a snake. Other accounts say it had three heads, that of a lion, goat and snake. They all breathed fire. The body was a lion in the front, a goat in the back and the tail of a snake.

Chinophobia - An intense fear of snow.

Chiron - From Greek mythology, he is a Centaur known for his goodness and wisdom, and he is also the wisest Centaur. He tutored, among others, Hercules, Jason and Achilles.

Chivalry - The code of conduct which ruled the knights of western Europe during the High and later Middle Ages. A knight should have prowess, loyalty, generosity and help the poor and needy.

Chlorophyll - The green pigment in plants that absorbs sunlight and allows photosynthesis to occur.

Chondrite - A stony meteorite containing small spherical particles called chondrules.

Chondrules - Small spherical particles found in some stony meteorites. Stony meteorites containing Chondrules are called Chondrites.

Chrematophobia - An intense fear of money.

Chromatophobia - An intense fear of color(s).

Chromosphere - The area of the Sun which extends several thousand kilometers (several thousand miles) above the Photosphere. See Photosphere.

Chronophobia - An intense fear of time.

Chunin - A ninja sub-leader. See Jonin.

Cihuacoatl - From Aztec mythology, the roar from this goddess signaled war.

Cinquedea - A short sword popular with wealthy Italians in the 1400's. Its name refers to the hilt of the blade which is supposed to be five (cinque) fingers wide.

Cirein Croin - From Scottish Highland mythology, this sea serpent is the largest living creature on earth. It is said that seven whales would make an average meal for it.

Cit Bolon Tum - From Maya mythology, one of the two gods of medicine. The other is Ahau Chamahez.

Clairaudience - The ability to psychically hear things with the mind that the ears could not hear. See Parapsychology.

Clairvoyance - The ability to psychically see other places using the mind's eye. Also called Second Sight. See Parapsychology.

Claustrophobia - An intense fear of confinement.

Clio - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Cloning - This is the process of creating a genetic duplicate of an organism asexually. This is often used in science fiction where people want to be immortal or have several carbon copies of themselves so they can be in more than one place, or doing more than one thing, at a time. There are certain problems which many writers seem to conveniently overlook.

When cloning a human, it will take eighteen years for the clone to reach adulthood, so growing a clone to get replacement parts would be useless if there are any time constraints. Also, if adults want duplicates of themselves, the clones would always be much younger than the originals. A process could be used to age the clones more quickly, but another process would have to exist to bring the aging process back to normal once the desired age is reached. The other problem is that the clone would have no knowledge or memories from the original, since it has not lived the original's life. They do share the same genes and would make similar basic choices about foods, cosmetics, clothing, etcetera, like identical twins, but nothing more than this.

Cloutie - A Scottish name for the devil.

Close Encounter - An encounter with a U.F.O. There are several types classified in Dr. J. Allan Hynek's book The UFO Experience:

- Close Encounter of the First Kind - Seeing a U.F.O. within 137 meters (150 yards) of your location.
- Close Encounter of the Second Kind - A U.F.O. which leaves physical evidence, for example: a burn where it landed or finding material of unknown makeup.
- Close Encounter of the Third Kind - Seeing the occupants of a U.F.O.

Extensions of the Close Encounter ratings not created by Dr. Hynek include the following.

- Close Encounter of the Fourth Kind - An abduction by an alien.
- Close Encounter of the Fifth Kind - Communication with an alien, either through speech, psychic abilities or channeling.

Clotho - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Cluracan - From Irish mythology, an old man fairy who lives in wine cellars and insures that the beer barrels and wine casks are not left running. As a reward for his work, he is always given supper.

CNO Cycle - Carbon-Nitrogen-Oxygen Cycle. This is when the nuclear reactions in a star's core, using carbon as a catalyst, transform hydrogen into helium.

Coblynau - These are Welsh mine fairies, and similar to Knockers. They are considered good omens since their mines are usually located where ore can be found. Also called Koblernigh.

Cockatrice - A serpent that is so horrible that it can kill with only a glance. In the Middle Ages the Basilisk was a snake with the head of a cock or a human head. If it saw its own reflection, it would die from fright. To kill it hold a mirror in front of it without looking at it yourself. Also called a Basilisk.

Cocytus - From Greek mythology, the river of lamentation. It is in the underworld, and fed by the river Acheron. See Lethe, Phlegethon and Styx.

Codex - A handwritten book of the Maya. Made of a bark paper strip, covered with a thin layer of plaster and folded like an accordion. Only four still exist, named for the cities where they were found, or for their first publisher: the Dresden Codex; the Madrid Codex; the Paris Codex; and the Grolier Codex. Most of the others were destroyed by invading Spaniards.

Cog - This high walled, broad beamed ship was used around 1300 AD for both trade and war. It was very stable, and in the fourteenth century used widely in the Hundred Years War. See Hundred Years War.

Coin Clipping - The practice of shaving or clipping off some of the metal of silver coins, in a way that would not be noticed, thus reducing their value. Since Europe used to be a coin based economy, this practice resulted in heavy penalties, and even hanging.

Coitophobia - An intense fear of sexual intercourse.

Colee - The ceremony where squires and young men in arms were made into knights. Later called Dubbing.

Coma - A cloud-like head created when the volatile elements of a comets nucleus boils off.

Comet - The nucleus of a comet is only a few miles across, and made of mostly water-ice, with some methane and ammonia. As the comet leaves the area of the Oort Cloud and falls into the orbit of the outer planets, the volatile elements of the nucleus boil. This creates a cloud-like head called a coma, which can be tens of thousands of kilometers across. Solar wind from the Sun pushes the coma back, creating the comet's tail. The tail always points away from the Sun. In most cultures, the comet represents fear, and foretells death or some great catastrophe. See Comet Shoemaker-Levy 9, Cometophobia, Halley, Kuiper Belt, Long Period Comets, Meteoroid, Moon, Oort Cloud, Period, Short Period Comets and Tunguska.

Comet Shoemaker-Levy 9 - In July of 1994 this comet, which in 1992 had broken into twenty one large fragments, collided with the planet Jupiter. The fragments exploded upon impact and created fireballs, some larger than the planet Earth. The effects of the collision could be seen for a year later using the Hubble Deep Space telescope.

Cometophobia - An intense fear of comet(s). See Meteorophobia and Siderophobia.

## Computers

AI - Artificial Intelligence. Computer software that functions like the human brain. This means it can assume, guess and perform pattern recognition. For example, it would recognize a chair as a chair, no matter how it was designed.

Artificial Intelligence - Computer software that functions like the human brain. This means it can assume, guess and perform pattern recognition. For example, it would recognize a chair as a chair, no matter how it was designed. Also called AI.

Bandwidth - The measurement of how much data can be transmitted at any given time over a telephone or computer network line.

Baud Rate - How fast data can be sent over phone lines, modems or computer networks. Do not confuse this with BPS.

BBS - Bulletin Board System. An on-line computer service which allows messages, electronic mail (E-mail) and files to be transferred between computers via a modem.

Binary Unit - This is the basic unit of information that computers use, consisting of an electronic signal for 0 or 1. The 0 means off and the 1 means on. Also called Bit.

Bit - A contraction of Binary Digit. This is the basic unit of information that computers use, consisting of an electronic signal for 0 or 1. The 0 means off and the 1 means on.

To Boot - To start a computer.

BPS - Bits Per Second. The amount of data that can be sent over a telephone or computer network line. Do not confuse this with Baud Rate.

Browser - A generic term for a piece of software that displays Web pages from the Internet.

Byte - A series of eight bits treated as a single unit.

Computer Virus - These programs usually only infect executable program files (.COM, .EXE, .OVL, .DRV, .SYS and .BIN) or boot records and master boot records on disks. A virus can do many things to your computer, including: deleting files, corrupting programs, reformatting the entire hard disk or replicating itself until the hard drive is full. See Paper Virus.

CPU - Central Processing Unit. The part of a computer that controls activities and performs all computations. It is the brain of a computer.

CRT - Cathode-Ray Tube. A vacuum tube used in televisions and computers to display pictures and information.

Cyberspace - The world created inside a computer. This includes the environments of games, e-mail, on line services and other components created by a computer's software.

Download - To transfer a file from one computer to another via a modem.

FAQ - Frequently Asked Questions. This is a list of questions and answers found on many Internet sites.

FTP - File Transfer Protocol. This Internet protocol allows remote computers to view, upload and download files.

GB - Gigabyte. 1,073,741,824 bytes.

GIF - Graphic Interchange Format. A bit-mapped color graphics file format that is often used on the Internet to display graphics, but not photographs, on a Web page.

Gigabyte - 1,073,741,824 bytes. Also called GB.

Hardware - The solid components of a computer. These components include the monitor (screen), Central Processing Unit (CPU), and keyboard.

HTML - HyperText Markup Language. The standard for attaching tags to a text file so the file can be interpreted by a Web Browser.

HTTP - HyperText Transfer Protocol. The protocol that allows Web Browsers and servers to communicate with each other.

Internet - A global system of computers that communicate over telephone lines. Each of these computers contains files, usually in a specific area of interest, such as: Astronomy, Politics, Egyptology, etcetera. By contacting these computers, information can be gathered and shared. People can also communicate with one another over the Internet.

ISP - Internet Service Provider. A company that provides access to the Internet to personal computer users.

JPEG - Joint Photographic Experts Group. A file format that drastically reduces the size of a graphic file. Most often used with photographs.

KB - Kilobyte. 1,024 bytes.

Kilobyte - 1,024 bytes. Also called KB.

Launch - To start or run a computer program. Also called Load.



Load - To start or run a computer program. Also called Launch.

MB - Megabyte. 1,048,576 bytes.

Megabyte - 1,048,576 bytes. Also called MB.

Microprocessor - A component in a computer, which acts like a small computer, and performs a very limited number of specific tasks.

Modem - A device that translates computer signals (digital) into analog signals, which can then be sent over phone lines. It also reverses this process when information is coming to the computer over phone lines.

Nanosecond - One billionth of a second.

Network (Computer) - Connecting a series of computers and shared hardware, like a printer. This allows the computers to easily share files, programs and hardware. For example, five computers could be networked and share one printer instead of each computer needing its own printer.

PDF - Portable Document Format. A standard used by Adobe Acrobat software which allows it to display any type of document on any computer.

RAM - Random Access Memory. A computers working memory which determines the number and size of programs that can be run simultaneously and the amount of data that can be processed.

ROM - Read Only Memory. A computer disk or file that can be read, but not written to or deleted.

Search Engine - A computer utility that locates Internet sites by searching for keywords that you tell it to look for.

Shareware - Computer software that you can try for free. If you decide to keep the software, you are expected to pay a fee. Often shareware has a time limit of thirty to ninety days, after that time a code must be entered or the software will no longer work.

Smart Agent - A computer utility that scans various Internet resources and collects files containing information that is of interest to you.

Software - Computer programming that is stored on an electromagnetic (disk or diskette), optic (CD ROM) or other system that can only be read by a computer.

Trojan Horse Program - A computer program that looks like something interesting, like a game, but contains another program designed to damage your computer software.

URL - Uniform Resource Locator. Describes the access method and location of a

site on the Internet. All Web sites have a URL.

World Wide Web - This is a description of how computers on the Internet are linked together. They don't link in a linear fashion, but in a web like network. The Web allows computers to share information and conduct business.

Computer Virus - These programs usually only infect executable program files (.COM, .EXE, .OVL, .DRV, .SYS and .BIN) or boot records and master boot records on disks. A virus can do many things to your computer, including: deleting files, corrupting programs, reformatting the entire hard disk or replicating itself until the hard drive is full. See Paper Virus.

Comus - From Roman mythology, this is the god of revelry, drunkenness and mirth. This winged youth is brimming with health, and a companion of Dionysus. He is often crowned with roses, dressed in white and carrying a torch.

Conduction - The process where heat spreads through direct contact. See Convection.

Confucius - (551 BC- 478 BC) Chinese philosopher and moralist who created moral codes of conduct for people and government officials to follow.

Conjuring - The art of illusion used to entertain people. See Magic.

Constable - The chief military officer of the English crown. Their authority covered relations between soldiers and merchants, and between soldiers.

Continental Drift - A gradual drifting of the continents on the surface of the Earth. See Plate Tectonics, Pangaea and Pangea.

Convection - The process where heat spreads through the motion of a gas or liquid. See Conduction.

Copernicus, Nicolaus - (1473 AD - 1543 AD) This Polish astronomer presented the idea of a Sun centered universe, called the Heliocentric or Sun-Centered system. See Heliocentric Theory, Geocentric Theory and Pythagoras.

Cornucopia - From Greek mythology, this is the horn of abundance which is always filled with fruit, no matter how much of its contents are eaten. This horn was broken from Amalthea, the goat which nourished the infant Zeus.

Corona - The outer atmosphere of the Sun, and the hottest part of the Sun.

Coronation - The ceremony where a new king or monarch was crowned. Anointing was a very important part of these ceremonies, it marked the changing of a king from a mortal to someone of a more divine nature.

Corpse Light - These phosphorescent lights foretells of a death. Seen over marshes, near the ground, in the sky, inside a house, on a lake or sea. They can be white, red or blue.

Cosmic Background Radiation - Microwave radiation coming from all directions of the universe. It is the remnant, the Redshift glow, of the Big Bang. Also called CBR.

Cosmic Egg - This term comes from the mythology of many countries. The Cosmic Egg is where the universe, mankind or the creator of the universe and mankind emerged. The World Egg has a similar meaning.

Cosmic Rays - Atomic nuclei, mostly protons, that strike the Earth's atmosphere with very high energy.

Cosmogony - The study of the origin of the Earth and the universe.

Cosmology - The study of the organization and evolution of the universe.

Cottus - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. The others are Briareus (also called Aegaeon) and Gyges (also called Gyges).

Coup de Grace - The death blow a knight would give his mortally wounded opponent.

Coven - A group of twelve witches which meet regularly to perform magic. See Witch.

Coyolxauhqui - From Aztec mythology, the Moon goddess. She was murdered by her brother Uitzilopochtli, the Sun god.

Coyote - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man or Old Man Coyote.

CPU - Central Processing Unit. The part of a computer that controls activities and performs all computations. It is the brain of a computer.

Crater - A circular depression on the surface of a planet, moon or similar object, usually caused by a meteorite impact

Craven - The loser in a trial by combat, or judicial duel. His loss proved him to have perjured himself, and he lost the right to law and could never again be called as a witness. At times, the loser even had his hand removed, since the perjury was issued under oath, that is, placing the hand on something and swearing to tell the truth.

### **Creatures - The good, the bad and the ugly**

Abominable Snowman - A large hairy man-like creature living in the Himalayas. Similar to Bigfoot. Also called Yeti.

Aegaeon - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. The others are Cottus and Gyges (also called Gyges). Aegaeon is also called Briareus.

Aello - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies are Celaeno and Okypete.

Aglaia - From Greek mythology, one of the Graces. These three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Alecto - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Amalthea - From Greek mythology, the goat which nourished the infant Zeus. His horn was broken off and became the Cornucopia, the horn of abundance, which is always filled with fruit, no matter how much of its contents are eaten.

Amorettes - From Greek mythology, these are the tiny winged children seen around Aphrodite in classical paintings.

Anzu - From Babylonian mythology, a demonic creature with the face and paws of a lion, the talons and wings of an eagle, a saw like beak and a hide as tough as eleven coats of mail.

Aqrabuamelu - From Babylonian mythology, these are scorpion-men who guard the gates to the underworld.

Arges - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Arimaspian - From Greek mythology, a race of one eyed people who were constantly at war with the Griffin's, in an attempt to steal the Griffin's gold.

Arion - From Greek mythology, a black horse whose parents are Demeter and Poseidon. Arion is very fast, intelligent, can talk to people and fly.

Arkan Sonney - These fairy pigs from The Isle of Man are supposed to bring

good luck if captured. Also called Lucky Piggy.

Asrai, The - These small and delicate female fairies will melt into a pool of water if captured or exposed to the Sun.

Awd Goggie - A Bogie who haunts forests and orchards, and kidnaps children.

Balios - From Greek mythology, one of two immortal horses that Poseidon gave to Peleus as a wedding gift. The other horse was Xanthos. These horses pulled Achilles' chariot during the Trojan War.

Banshee - From Gaelic mythology, a female spirit that warns a family of the approaching death of a family member by appearing to them, or more often by wailing, unseen, under the windows of the house a night or two before the death. They have very long flowing hair, and wear green dresses with gray cloaks. Due to their constant crying, their eyes are bright red. See The Bean-Nighe.

Barghest - From Gaelic mythology, a giant dog that was supposed to have lived around Yorkshire in northern England. The Barghest came out only at night, and anyone who saw him would die soon.

Barquest - This Bogie has horns, sharp teeth and claws and fiery eyes. Although it can take many forms, it most often appears as a shaggy black dog. When a prominent figure dies, he gathers all the other dogs in the community and leads them howling through the streets.

Basilisk - A serpent that is so horrible that it can kill with only a glance. In the Middle Ages the Basilisk was a snake with the head of a cock or a human head. If it saw its own reflection, it would die from fright. To kill it hold a mirror in front of it without looking at it yourself. Also called a Cockatrice.

Bean-Nighe - These Banshees of Scotland and Ireland are found around streams. They wash the bloodstained clothes of people who are going to die soon. These Banshees are the ghosts of women who died in childbirth, and they will continue to wash bloody clothes until the day they should have died.

Behemoth - From Hebrew mythology, a huge male sea monster. In the last days of the Earth, his mate, the Leviathan, will repulse attacks by angels until Behemoth kills her.

Berserker - From Norse mythology, a warrior whose frenzied fighting in battle turns him into a wolf or bear, howling and foaming at the mouth who is impervious to flame or sword.

Bigfoot - A large hairy man like creature living in the Pacific Northwest. Similar to the Yeti and Abominable Snowman.

Black Annis - She is a Hag, and the only Hag who is a cannibal. See Hag and

Hag-ridden.

Boggart - Brownies that have become evil.

Bogie - This is the name for various types of Goblins whose temperament can be anything from helpful to malevolent.

Bogles - These Goblins have a nasty temperament, but prefer to do evil to liars and murderers.

Briareus - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. The others are Cottus and Gyges (also called Gyes). Briareus is also called Aegaeon.

Brontes - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Brownie - From Scottish folklore, a good natured goblin who is invisible and lives in farmhouses and other dwellings in the country. During the night, Brownies do chores for the people whose house they live in. If someone tries to pay the Brownie for his services, he will go away and never return. However they do expect a bowl of milk or cream, and a honey cake for their efforts. They look like a tiny shaggy man wearing shabby clothes, or none at all. See Boggart and Bwca.

Bucephalus - The charger (horse) of Alexander the Great. He was the only person who could mount Bucephalus.

Bunyip - From Australian mythology, this bellowing water monster lives in the bottom of lakes and water holes, into which it draws its human victims.

Bwca - The Welsh name for a Brownie, but these have slightly nastier tempers, and despise tattletales and people with long noses.

Caladrius - This bird will turn its head away from a sick person who is going to die, but continue to look at a sick person who will live, and even draw the illness to itself. This bird is completely white.

Calliope - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are

Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Celaeno - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies were Aello and Okypete.

Centaur - From Greek mythology, these creatures had the head, torso and arms of a man and the body of a horse. They have a great fondness for wine, and often carry off helpless maidens. See Chiron.

Cerberus - From Greek mythology, this is the three headed dog, with the tail of a snake, who guards the gates of Hades. He allows all spirits to enter, but none to leave.

Chanekos - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanes and Chaneques.

Chaneques - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanekos and Chanes.

Chanes - From Mexican and Central American mythology, these dwarf like people possess supernatural powers. They can be good or bad and often steal the souls of humans, causing illness or death. Also called Chanekos and Chaneques.

Changeling - An ugly fairy baby that is exchanged for a human baby, unknown to the human baby's parents. The most widely accepted way to get rid of the changeling and get the human baby back is to make the changeling laugh.

Chimera - From Greek mythology, this fire breathing creature has the head of a lion, the body of a goat and the tail of a snake. Other accounts say it had three heads, that of a lion, goat and snake. They all breathed fire. The body was a lion in the front, a goat in the back and the tail of a snake.

Chiron - From Greek mythology, he is a Centaur known for his goodness and wisdom, and he is also the wisest Centaur. He tutored, among others, Hercules, Jason and Achilles.

Cirein Croin - From Scottish Highland mythology, this sea serpent is the largest living creature on earth. It is said that seven whales would make an average meal for it.

Clio - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Cloutie - A Scottish name for the devil.

Cluracan - From Irish mythology, an old man fairy who lives in wine cellars and insures that the beer barrels and wine casks are not left running. As a reward for his work he is always given supper.

Coblynau - These are Welsh mine fairies, and similar to Knockers. They are considered good omens since their mines are usually located where ore can be found. Also called Koblernigh.

Cockatrice - A serpent that is so horrible that it can kill with only a glance. In the Middle Ages the Basilisk was a snake with the head of a cock or a human head. If it saw its own reflection, it would die from fright. To kill it hold a mirror in front of it without looking at it yourself. Also called a Basilisk.

Cottus - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. The others are Gyges (also called Gyes) and Aegaeon (also called Briareus).

Crenids - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Cyclopes - From Greek mythology, these one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.



Daemons - From Greek mythology, this race of invisible and nameless beings guarded people. Zeus assigned one to every person and they helped and guided that person through his entire life. They are similar to the guardian angels of Christian mythology. Also called Genii. See Genius.

Daoine Maite - They are the fairies from contemporary Irish folklore. The literal translation is "the good folk".

Death Coach - From Irish folklore, this spectral coach is driven by a headless driver and drawn by black horses, which may also be headless. If the coach stops at the door of a house, then someone in the house will die the next day.

Deino - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Demon - An evil spirit or agent of evil. See Phurbu.

Dingbelle - A female gremlin, but who causes problems on the ground only, usually for female military personnel. See Gremlin and Fifinella.

Dog of Darkness - A giant, evil, red eyed dog that was supposed to live in Wales. Also called Gwyllgi.

Doppelganger - A ghost which looks exactly like a living person, and is sometimes mistaken for that person or takes over the life of that person.

Dragon - A mythical reptile with great knowledge and wisdom. Many dragons can fly and shoot flames from their mouth and nostrils. When slaying a dragon cut off his head, and remove his tongue. This will prevent the head from growing back. Dragons spit pearls, and when they fight in the sky it rains pearls. A bath of dragon's blood can restore life to a dead person, or make a living person invulnerable to attack. Smelling a cooking dragon's heart will make women pregnant. Dragon's teeth are a sign of good luck. A dragon swallowing his own tail is a symbol of alchemy and the renewal of life.

Dryads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Duergar - These Dwarfs come from Northern England. They are very malicious, and love to trick people into dying.

Dvergar - From Scandinavian mythology, these dwarfs were formed by the gods from maggots in the flesh of Ymir the giant. They were less powerful than the gods, but smarter than humans. In appearance they had dark skin, long beards, green eyes, powerful stocky bodies, short legs and crow's feet. Each of them had a magic cloak or cap which could make them invisible. If daylight hit them, they turned into stone. They lived underground where they mined gold and other metals, and used these metals to make beautiful jewelry, swords and magical objects. Because of this they were very wealthy, and would pay large ransoms for their freedom if captured by a mortal.

Dwarf - They live in their own underground community in mountains, hills, caves, and sometime in rivers or near springs, and were ruled by a king. If exposed to sunlight, they will turn to stone. Their homes are described as splendid. They are full grown at three years of age, and a graybeard at seven years. They wear little caps with a long tapered point, and by using the cap or a cloak can become invisible. They are usually ugly, with big heads and long beards. The men are excellent smiths and metal workers, and the women weavers and spinners. Dwarfs can see into the future and predict weather, and they give good advice. They are also known for their thievery and kidnapping of women and children.

Each-Uisge - These creatures are similar to the Kelpie, but are much more dangerous. They live in Lochs and seas, and tear their victims apart before eating them. If you ride them inland, you will be safe, but if they catch the slightest scent of sea air, you're dinner.

Echidna - From Greek mythology, this monster is half nymph and half snake. She is not immortal, but never grows old. She is also the mother of many monsters in Greek mythology, including the Sphinx, Chimera and Cerberus.

Elementals - Spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people.

Elementaries - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Specter and Ghost. See Cats, Juju and Haunted House.

Elf - Similar to fairies, some are delicate and live in the air, while those of a coarser nature live in an underground world. The plural is Elves.

Ellyllon - These are Welsh Elves who feed on toadstools. Mab is their queen.

Elves - Similar to fairies, some are delicate and live in the air, while those of a

coarser nature live in an underground world. The singular is Elf.

Encheirotatesbellyhands - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirotatesbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Enyo - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Epipotamides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Erato - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Erinyes - From Greek mythology, they live in the underworld and punish evildoers. They are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Euryale - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Euterpe - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are

Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Fairy - A being having human form, magical powers and the ability to fly. They are very small and can become invisible at will. See Fairy Food, Fairy Ring, Fairy Steeds, Fairy Wind and Fairyland.

Familiar - An animal, usually a cat, weasel, toad or mouse that carries out a witches bidding. Often the animal is inhabited by a spirit or demon.

Farbanti - From Norse mythology, a giant who ferried the dead over the waters of the underworld. See Charon.

Fauns, The - Roman versions of Satyrs. Spirits of animal life. See Elementals.

Favonius - The Latin name for the West Wind. In Greek mythology he is called Zephyr.

Feeorin - A type of fairy that is small, green and wears a red cap. They love music and dancing, and are generally friendly to humans.

Fenoderee - This is a type of Brownie from the Isle of Man. Though not very intelligent, he does like to help farmers.

Fetch - From Irish mythology, this is the apparition of a living person. It can usually be seen only by people with psychic powers or by a close friend or relative. The Fetch most often appears just before or at the moment of its death.

Fifinella - A female member of the Gremlin family known for tickling fighter pilots and bombardiers just as they lined up their sites on a target. See Gremlin and Dingbelle.

Finnbeara - From Irish mythology, he is the king of the fairies of Connacht, Ireland. He helps people and brings good crops, as long as he isn't off somewhere else.

Firedrake - From Celtic and Germanic mythology, this fire breathing dragon lives in a cave where it guards a great treasure.

Gandharvas - Celestial singers and musicians from Sanskrit poetry.

Genies - From Arabic mythology, these good or evil spirits have transparent bodies of flame or vapor. They can change their shape and grant three wishes to whoever frees them from the lamp where they live. Be careful when asking for your wishes, you often get exactly what you ask for, and this is often very different from what you thought you asked for. Be very specific. Also called Jinn.

Genius - From Roman mythology, a protecting spirit, similar to the concept of a guardian angel of Christian mythology. The plural is Genii, and the female Genius is a Juno. See Daemons.

Ghost - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Specter and Elementaries. See Cats, Juju and Haunted House.

Ghoul - A demonic creature that feeds on corpses or young children. They inhabit lonely places, especially graveyards.

Giant - They are primeval beings who existed before the gods, but were conquered by them. Giants are mortals, and often cruel and stupid. Many are fond of eating people.

Glaistig - A water fairy who is a seductress. She has the body of a goat, which she hides under a long billowy green dress. She entices men to dance with her, then feeds on their blood like a vampire. Not all bad, she also takes care of children and the elderly and herds cattle for farmers.

Gnomes - Deformed and dwarfish underground beings who guard hidden treasure and quarries. See Elementals.

Goblins - A household spirit who is helpful, but also mischievous and prankish. They like homes that have plenty of wine and pretty children. To get rid of a goblin, sprinkle flaxseed on the floor. He is so tidy he will begin picking them up, but soon grow weary and leave the house. See Bogie and Bogles.

Gold-Comb - From Norse mythology, he is the cock who will crow when Ragnarok arrives.

Golden Fleece - From Greek mythology, a ram existed that had gold fleece and he could speak and fly. He was sacrificed by Phrixus, who placed the rams fleece in a grove guarded by a snake. Jason and the Argonauts went on a quest for the fleece.

Golem - From Jewish mythology, this clay figure of a man is brought to life by reading a prayer written on a small scroll. The scroll is then placed in the Golem's mouth. The Golem obeys the person who brought him to life and is usually a protector.

Gorgons - From Greek mythology, these three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Graces, The - From Greek mythology, these three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Graiae - From Greek mythology, these three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Gremlin - An airborne supernatural creature which causes trouble and inconvenience for pilots and air crew, especially in the military. See Dingbelle and Fifinella.

Greys - This is the most often described alien and U.F.O. inhabitant, and the most common alien described by abduction victims. They conduct various experiments on abduction victims and are considered by many to be evil. They are usually two to four feet tall, slender, have slanted eyes that are completely black, a large head with small mouth and nose, no hair and skin that is light to dark grey. See Reptoids and Unidentified Flying Objects.

Griffin - This mythical creature had the head and wings of an eagle, the body of a lion and the tail of a snake. Griffins often guarded treasures, and in Greek mythology, they drew the chariot of the Sun.

Gwagedd Annwn - Beautiful Welsh water fairies who have been known to marry humans.

Gwyllgi - A giant, evil, red eyed dog that was supposed to live in Wales. Also called the Dog of Darkness.

Gwyllion - These Welsh mountain fairies do nothing but sit among the rocks on mountain roads and stare evilly at the people passing by.

Gyes - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. There others are Aegaeon (also called Briareus ) and Cottus. Gyes is also called Gyges.

Gyges - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. There others are Aegaeon (also called Briareus ) and Cottus. Gyges is also called Gyes.

Hag - An ugly old woman who is in league with the dead or the Devil. She is often a witch or sorceress. On rare occasions, a Hag may be young and beautiful. See Hag-ridden and Black Annis.

Hamadryads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Harpies - From Greek mythology, these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The three Harpies are Aello, Celaeno and Okypete.

Hathors - Female genii of ancient Egypt. They would appear at a child's birth and predict its future.

Hecatoncheires - From Greek mythology, these three huge creatures had fifty heads and one hundred very strong arms. They fought with Zeus against the Titans. Their names are Briareus (also called Aegaeon), Cottus and Gyges (also called Gyes).

Heimdall - From Norse mythology, he is the watchman of the bridge which leads to the underworld. The bridge is called Bifrost.

Hesperides - From Greek mythology, these maidens guarded the golden apples given by Ge to Hera when she married Zeus. They numbered seven, or four or three, depending on the source. The tree which grew the apples was guarded by the dragon Ladon.

Hobgoblin - A friendly type of Brownie who likes to play practical jokes.

Household Spirits - From European folklore, these supernatural beings often visit homes or farms where they are either helpful or mischievous. On rare occasions they are malicious.

Huaca - From the ancient Incas, the word means sacred, and is applied to everything supernatural, including: gods, spirits, demons and the temples or sites where they were worshipped.

Humbaba - From Babylonian mythology, the monster who guards the giant Cedar tree that is the home of the gods.

Hunhau - From Maya mythology, the chief of the demons, a manifestation of Ah Puch.

Hugin - From Norse mythology, he is the raven of thought. He sits on Odin's

shoulder every day and tells him what was occurring in the world.

Hydra - A giant serpent like creature with several heads, the center one being immortal. If one of the heads is cut off, two grow to replace it. This creature prowls the marshes of Lerna, near Argos.

Imp - A small demon.

Incubus - A male demon which seeks to have sexual intercourse with sleeping women. Such a union produces witches, demons and deformed children. See Succubus.

Jinn - From Arabic mythology, these good or evil spirits have transparent bodies of flame or vapor. They can change their shape and grant three wishes to whoever frees them from the lamp where they live. Be careful when asking for your wishes, you often get exactly what you ask for, and this is often very different from what you thought you asked for. Be very specific. Also called Genies.

Jogah - From Iroquois mythology, the Ohdows are the ones, the Jogah, who control the spirits in the underworld and prevent them from coming back to the surface of the Earth.

Jormungandr - From Norse mythology, he is the great dragon who lives in the Ocean-stream which surrounds Midgard. He will rise against the gods at Ragnarok.

Juju - Ghosts and evil spirits of Southern Nigeria, especially those dwelling in a made object or fetish.

Juno - A female protecting spirit. Also, from Roman mythology, the Roman name for Hera. See Hera and Genius.

Ka - From Egyptian mythology, this is the spirit of a dead person. It can roam around, but it always returns to the body, as long as the body is recognizable. Grave robbers who defaced a mummy meant the Ka would not recognize it and the Ka would roam around for eternity.

Kalydonian Boar, The - From Greek mythology, Artemis sent this boar to ravage the lands of Kalydon. After causing great destruction, the boar was slain by a group of heroes, including: Meleagros, Theseus, Castor, Jason and Atlante. Many of these heroes, along with Jason, went in search of the Golden Fleece.

Kelpie - From Scottish folklore, this water spirit inhabits every lake and stream in the country. He is mischievous and malevolent. He takes on the form of a horse and lures someone to mount him, then he plunges into the water and drowns the rider.



Khenti-Amentiu - From Egyptian mythology, the guardian "dog of the dead".

Ki-rin - This is the Japanese version of Pegasus, and the Chinese version of a Unicorn. It lives in paradise but visits the Earth when a wise philosopher is born. It visited the mother of Confucius to tell her that her son would achieve greatness. The Ki-rin was first seen in 2697 BC.

Killmoulis - An ugly Brownie who has a huge nose, and no mouth. To eat, he stuffs food into his nose. He haunts mills and will often help the miller, but the many pranks he plays usually make him more trouble than he is worth.

Kishimo-Jin - From Japanese mythology, the protectress of children.

Kisin - From Maya mythology, the evil earthquake spirit. He lives in a purgatory beneath the earth. With the exception of soldiers killed in battle, and women who died in childbirth, all souls spent time here. Suicides would spend all eternity here.

Knockers - Mine goblins who make a knocking sound where rich deposits of ore can be found. To thank them for locating the ore, and prevent them from getting angry, a pastie (a type of meat pie) should be left for them.

Koblernigh - These are Welsh mine fairies, and similar to Knockers. They are considered good omens since their mines are usually located where ore can be found. Also called Coblynau.

Kobold - From German mythology, these are the same as Knockers. They often cause problems for the miners and undo work they have done.

Kraken - From Greek mythology, a giant sea monster controlled by the gods.

Kraken - From Norwegian mythology, this creature is part octopus and part crab, and said to be at least 2.4 kilometers (1.5 miles) in circumference.

Kuei - From Chinese folklore, this is a greatly feared disembodied spirit. Either a ghost or demon that is very malicious.

Lachesis - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld

who was the future. The Egyptians called the Fates the god Shai.

Ladon - From Greek mythology, the dragon who guarded the golden apples of the Hesperides. He never slept, and was slain by Hercules who came to get the apples as one of his labors.

Laestrygonians - From Greek mythology, these were a race of giant cannibals ruled by Lamus. Odysseus lost all but one of his ships to them at Telepylos.

Lares - From Roman mythology, protecting spirits who guarded homes, cities, fields and people. They are the spirits of good people. See Larvae.

Larvae - From Roman mythology, spirits who afflicted people with incurable illnesses. The afflicted person must purge every wrong doing from their life before they died, or the Larvae would chase them in the lower world. They are the spirits of evil people. They were also called Lemures. See Lares.

Lemures - From Roman mythology, spirits who afflicted people with incurable illnesses. The afflicted person must purge every wrong doing from their life before they died, or the Larvae would chase them in the lower world. They are the spirits of evil people. They were also called Larvae. See Lares.

Leprechauns - A small elf of Irish folklore. Often they are shoemakers, but they also have several pots of buried treasure. If you catch a Leprechaun, he can be forced to reveal the location of his treasure. But if you let go of him, or take your eyes off him, he will disappear.

Lernean Hydra - From Greek mythology, this serpent usually had nine heads. If one head is cut off, two grow to replace it. Hercules slew the monster by having Iolaus, his charioteer, burn the stump as soon as a head was cut off. This prevented new heads from growing. This was Hercules second labor.

Leviathan - From Hebrew mythology, a huge female sea monster. In the last days of the Earth, she will repulse attacks by angels until her male counterpart, Behemoth, kills her.

Limnades - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

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Little People - These are the dwarfs, leprechauns, gnomes, goblins and other small spirits of the wild found in almost every mythology of the world. They are usually helpful, but sometimes tricksters.

Loch Ness Monster - A giant sea serpent that lives in Scotland's Loch Ness. Also called Nessie.

Loki - From Norse mythology, this handsome giant represented evil and mischief, and possesses great knowledge and cunning. He and the goddess Hel will lead the forces of evil against the Aesir (gods) in the battle of Ragnarok at the end of the world.

Loup-garou - The French word for Werewolf.

Lucky Piggy - These fairy pigs from The Isle of Man are supposed to bring good luck if captured. Also called Arkan Sonney.

Lunantishee - These fairies guard Blackthorn bushes, and prevent any stick being cut from them on November 11th and May 11th. If you do somehow cut a stick on either of these days, you will encounter misfortune. Also called Lunantishess.

Lunantishess - These fairies guard Blackthorn bushes, and prevent any stick being cut from them on November 11th and May 11th. If you do somehow cut a stick on either of these days, you will encounter misfortune. Also called Lunantishee.

Mab - A fairy queen who governs men's dreams.

Mammetum - From Babylonian mythology, she is the maker or mother of fate.

Manes, The - From Greek and Roman mythology, the hostile souls of the dead. They live in the Underworld and come to the Earth only on certain days. On these days, offerings are made to the Manes.

Manticora - A fierce man-eating creature. It has a red lion's body; a human face and ears; blue eyes; and a voice that is a combination of a trumpet and panpipes. It also has three rows of teeth in each jaw; a fatal scorpion like stinger in its tail and poisonous spines along its tail which can be shot like arrows in any direction. The Manticora is very swift and can leap over any object or across any

space.

Mauthe Doog - A giant evil dog that was supposed to have lived on the Isle of Man.

Medusa - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Megaera - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Meliae - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Melpomene - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Mermaid - These Nereids and Oceanids live in the sea. They have a human body down to the waist, and a fish body from the waist down. The males are called Mermen.

Merman - A male Mermaid.

Merrows - From Irish mythology, they are the Merpeople. The women are beautiful, and the men ugly. They live in the depths of the sea and wear a red feather cap. If their cap is stolen, they are unable to return to the sea. They are usually friendly, and the females often fall in love with fishermen.

Minotaur - From Greek mythology, this creature had the head of a bull, the upper body of a man and the body of a bull, and it eats human flesh. The Minotaur was imprisoned in a labyrinth on Crete by Minos. Each year, seven young men and seven young women were sacrificed to him. These youth of Athens were sent

into the labyrinth where they were killed by the Minotaur. They were tribute demanded by King Minos.

Muryans - This Cornish word for "ant" refers to the souls of people in Purgatory. As time passes, a soul gets smaller and smaller, until it is the size of an ant. Then they disappear, but no one knows where they go next.

Muses, The - From Greek mythology, like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Myrmidons - From Greek mythology, this old race was started when Zeus changed ants into people.

Nagas - From Hindu mythology, these semi-divine creatures are human down to the waist, and a serpent from the waist down.

Naiads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Namtar - From Babylonian mythology, he is the herald of death, and commands sixty diseases.

Napaeae - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Nemean Lion - From Greek mythology, no weapons could hurt him, and killing him was one of Hercules' twelve labors. After Hercules stunned it with a blow from a club he strangled it, then wore its skin, which made Hercules almost indestructible.

Nereids - From Greek mythology, nymphs who live in the Mediterranean Sea, and are the daughters of the sea god Nereus. See Mermaid.

Nessie - A giant sea serpent that lives in Scotland's Loch Ness. Also called the Loch Ness Monster.

Nidhoggr - From Norse mythology, this dragon represents Earth's volcanic power. It also symbolizes the decay of nature in that it eats the corpses of evil doers.

Nixies - From Norse folklore, these beings live in beautiful palaces, in bodies of fresh water. They can assume various forms, or become invisible. They resemble mermaids and mermen, but will go to market disguised as old women, or dances as young and attractive people. They are usually unfriendly, and lure people into deep water where they drowned them. They must have at least one victim a year, and used to be offered human sacrifices. Sometimes, however they would take a human mate and have children.

Nosferatu - A vampire. Literally translates as "Living Corpse".

Notus - From Greek mythology, he is the South Wind. His Latin name is Auster.

Nuckelavee - From Scottish mythology, this horrible sea fairy is a gigantic horse, with a huge mouth, evil eyes and legs that are part flipper. Issuing from its back is an ugly torso with long arms that almost reach the ground, a skinny neck and a huge head. It has no skin, so black blood flowing through yellow veins, white sinew and strong red muscles are easily seen. He hates fresh running water, so crossing a stream will stop it if one happens to chase you.

Nymph - From Greek mythology, a lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak Trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs.

Nyseides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Oberon - He is from the mythology of the British Isles, and is called the king or prince of elves or fairies. His court is around Stratford-on-Avon in Great Britain. His wife is Titania, the queen of the elves or fairies.

Oceanids - Nymphs who are the daughters of Oceanus, the ocean which flows around the Earth. They have the ability to change shape. See Mermaid.

Ogoun - From Haitian mythology, the Voodoo warrior hero.

Ogre - A giant and hideous monster who often eats human flesh, and is very stupid and gullible. He is also easily frightened. See Ogress.

Ogress - A female Ogre.

Ohdows - From Iroquois mythology, they are the ones, the Jogah, who control the spirits in the underworld and prevent them from coming back to the surface of the Earth.

Okypete - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies are Aello and Celaeno.

Oni - From Japanese folklore, devils and demons. The Shinto mythology believes the Oni bring disease, calamity and misfortune. They are human in shape but have three eyes, a wide mouth, horns and three sharp talons on their hands and feet. They can fly, and often swoop down on wicked men who are about to die and seize their soul. They are similar to the Tengu. Buddhist monks are their sworn enemies.

Oreads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Ovda - From Finnish mythology, a wild spirit who wanders through the forest seeking trespassers. If he finds any, he tickles them to death.

Pa Hsien - From Chinese mythology, eight immortals that predate the Sung dynasty (960 AD to 1127 AD) who go around performing all sorts of activities that go against etiquette, especially the etiquette of the Sung dynasty. The eight are: Chang Kuo, Han Chung-li, Han Hsiang-tzu, Ho Hsien-ku, Lan Ts'ai-ho, Li T'ieh-kuai, Lu Tung-pin and Ts'ao Kuo-chiu.

P'an-Ku - From Chinese mythology, in the beginning the universe was an egg. It hatched open and the top of the egg became the sky, the bottom became the Earth. P'an-Ku hatched from the egg, and each day he grew 3 meters (10 feet) taller, and the sky became 3 meters (10 feet) higher and the Earth 3 meters (10 feet) thicker. This went on for 18,000 years, then P'an-ku died. His body split into many parts. His head became the Sun and Moon, his blood made the seas and rivers, his hair created the forests, his sweat made the rain, his breath became the wind, his voice is the thunder and his fleas were the ancestors of mankind. This must be a true story because I know people who are flea brained, or blood sucking (lawyers).

Pegasus - From Greek mythology, this winged horse sprang from the Gorgon's blood when the Gorgon was killed by Perseus. Athena caught and tamed him, then gave him to the Muses. He was kept near Corinth.

People Of The Hills, The - English fairies who live under green mounds.

Pephredo - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Phoenix - This bird is associated with the worship of the Sun, in both ancient Egypt and classical antiquity. The phoenix has beautiful scarlet and gold feathers and a melodious cry. Only one Phoenix lives at one time, but it lives for at least 500 years. When its death drew near, the Phoenix would create a nest of aromatic spices and boughs. It would set the nest on fire and let itself be consumed by the flames. From the flames, a new Phoenix would emerge. This new Phoenix would embalm the ashes of the dead Phoenix in an egg of myrrh, then fly the ashes to the City of the Sun in Egypt and place them on the alter of the Sun god.

Phooka - From Irish mythology, a goblin who appears as a variety of creatures, including: a dog, a bull, a horse or an eagle. In any form, he is usually black with blazing eyes. He often appears as a friendly pony to weary travelers who, after mounting him, are taken on a violent ride then dumped in an undesirable place.

Pixies - A small fairy who dances in the moonlight to the music of crickets and frogs. They love water, and basins of water are often left out for them at night. Pixies like to pinch untidy maids, startle people by knocking on walls, kiss girls in the dark to hear them scream and to lead people astray.

Polyhymnia - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love



poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Polyphemus - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Pooka - From Irish folklore, a harmless but very mischievous supernatural being. It often appears in animal or half animal form. He can give the gift of understanding animal speech. Also called a Puca.

Potameides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Puca - From Irish folklore, a harmless but very mischievous supernatural being. It often appears in animal or half animal form. He can give the gift of understanding animal speech. Also called a Pooka.

Rakshshasas, The - From Hindu mythology, the powers of darkness against whom Indra constantly battles. They are pure evil and can assume the form of any animal or human. They spread fear, chaos and confusion, and feast on human flesh.

Redcap - He is one of the most evil of goblins and lives in ruined towers, especially ones with an evil history. His cap is dyed red with human blood.

Reifriesen, The - From Norse mythology, these giants brought the winter.

Reptoids - Reptilian aliens who control the Greys, are behind abductions by aliens, and want to conquer the Earth and other planets. They also like humans as an entree. Hey, would this make a great TV mini-series or what? See Greys and Unidentified Flying Objects.

Roane - What the Irish call a Selkie. These creatures, which look like seals, live in the seas around Orkney and Shetland. The female can shed her skin, revealing a beautiful woman. If a human finds the skin, the Selkie must become the perfect wife. He must hide her skin though, because if the Selkie finds it she can return to the sea. If this happens, the man will die of a broken heart. The male Selkies seek revenge against humans for killing their kin by causing storms and overturning boats.

Roc - This giant bird from Arabic legends was big enough to carry off elephants for food. The Roc had two horns on its head and four humps on its back. Also called Rukh.

Rukh - This giant bird from Arabic legends was big enough to carry off elephants for food. The Roc had two horns on its head and four humps on its back. Also called Roc.

Ryu - A Japanese dragon that can live in the air, water or on land. It is the god of the sea, and controls rain, thunder and wind.

Salamander - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Satyr - From Greek mythology, this creature has the upper body of a man and the lower body of a goat. They are associated with the god Dionysus, and are well known for their debauchery.

Sea Serpent - A giant snake like creature that lives in the ocean and is usually aggressive to people and ships.

Selkie - These creatures, which look like seals, live in the seas around Orkney and Shetland. The female can shed her skin, revealing a beautiful woman. If a human finds the skin, the Selkie must become the perfect wife. He must hide her skin though, because if the Selkie finds it, she can return to the sea. If this happens, the man will die of a broken heart. The male Selkies seek revenge against humans for killing their kin by causing storms and overturning boats. The Irish call them Roane.

Shapeshifting - A creature or object able to change its shape at will or under special circumstances.

Sileni, The - From Greek mythology, these creatures are part man and part horse, but they walk on two legs. There are no stories about the Sileni, but Greek vases will often show them.

Simurgh - From Persian mythology, a giant birdlike monster. This creature is so old that it has seen the Earth destroyed three times, and it possesses the

knowledge of all the ages.

Sirens - From Greek mythology, sea nymphs whose beautiful music and voices lured sailors to their death. The sailors try to reach the Sirens, but wind up crashed their ships on the rocks where the Sirens sing. They are a woman from the waist up, and fish from the waist down. Some reports give them the bodies of birds.

Sluagh - These Highland fairies are the hosts of the Unforgiven Dead. Some say they are the dead, others that they are fallen angels, but the most common belief is that they are the souls of dead mortals.

Specter - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Specter and Elementaries. See Cats, Juju and Haunted House.

Sphinx - From Greek mythology, this creature is a winged lion with a woman's face and breast. It held the city of Thebes captive, guarding the only road into the city. It gave a riddle to anyone who wished to pass. Answer the riddle and live, or fail and be eaten. The riddle was "What animal walks on four legs in the morning, two legs in the afternoon, and three in the evening?" Oedipus gave the proper answer, Man. He crawls on all fours when a baby, walks on two legs as a young man and uses a staff to help walk in old age. When Oedipus gave the answer, the Sphinx killed itself.

Spriggans - These ill-tempered and ugly creatures are the ghosts of giants. They are very small but can inflate themselves to huge proportions. They guard treasures hidden in hills, and are dangerous, destructive and very skilled thieves. They also kidnap babies and leave behind baby Spriggans, which are very ugly.

Sprite - A spirit fairy.

Steropes - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Stheino - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are

immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Stymphalian Birds - These countless man-eating birds have iron talons and arrow sharp feathers. One of the Twelve Labors of Hercules was to kill them. He rang a large bell to attract them, then shot most of them and the rest flew away in fright. See Hercules.

Succubus - A female demon which seeks to have sexual intercourse with sleeping men. Such a union produces witches, demons and deformed children. See Incubus.

Sylph - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Talos - From Greek mythology, Zeus gave this bronze man to Europa to guard Crete. Talos would clutch people to his chest and jump into a fire, burning them alive.

Tatzlwurm - From Germanic mythology, a winged dragon who breaths fire.

Tengu, The - From Japanese mythology, evil spirits known for their fury and threatening behavior. They are similar to the Oni. They are either humans with wings and eagles claws, or large birds.

Terpsichore - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Thalia - From Greek mythology, one of the Graces. These three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Thetis - A Nereid who is also the mother of Achilles. A Nereid is a type of Nymph of the sea. A lesser female divinity or spirit of nature, like a fairy. They appear as young beautiful maidens who are fond of music and dancing. See Hamadryads.

Thunderbird - From North American Indian mythology, a powerful spirit, in the form of a bird. The Thunderbird waters the Earth and causes vegetation to grow.

Lightening flashes from its beak, and rolling thunder comes from the beating of its wings.

Tiamat - From Babylonian mythology, he was the dragon of primordial chaos. He was slain by Marduk who used Tiamat's body to create the sky and sea. He then created order out of the chaos.

Tisiphone - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Titania - She is from the mythology of the British Isles, and is called the queen of elves or fairies. Her court is around Stratford-on-Avon in Great Britain. Her husband is Oberon, king or prince of the elves or fairies

Trolls - These creatures from Scandinavian folklore were either giants, human size or smaller. They possess magic powers and are hostile to people. If exposed to light, they either burst or turned into stone. Trolls represent the self-destructive instincts of people.

Trollweiber, The - From Norse mythology, phantoms from the land of the dead who at night rode to Earth on a wolf bridled with snakes.

Tylwyth Teg - These Welsh fairies like to kidnap children who have long golden hair. They live underground or underwater and like to dance and make fairy rings. The fairy maidens often like to marry humans.

Typhoeus - From Greek mythology, this fire breathing dragon had one hundred heads, and never rested. Killed by Zeus in the battle against the Titans, its body is buried under Mt. Etna in Sicily.

Typhon - From Greek mythology, the father of fierce and destructive winds.

Undead - The reanimated body of a dead person. See Vampire and Zombie.

Undine - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Unicorn - This beautiful animal is a white horse with a grooved spiral horn growing out of the center of its forehead. The horn is red at the tip, black in the middle and white at the base. The Unicorn is a symbol of purity and love, and will only let a gentle maiden approach it.

Urania - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of

comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Utukki - From Babylonian mythology, they are the seven evil demons.

Valkyries, The - From Norse mythology, these warrior women presided over the battlefield and decreed the victory or death of male warriors. They conducted the souls of slain heroes to Valhalla. The leader of the Valkyries was Brunhild. See Amazon Women.

Vampire - One of the Undead. A corpse that lives in a grave during the day, and at night seeks nourishment by sucking the blood of humans. A Vampire can take the form of a bat or wolf. The only way to kill a Vampire is by driving a stake through its heart, exposing it to sunlight or cremation. There are many ways to protect yourself from a Vampire, including the use of: garlic (worn or hung around doors and windows to protect a house), mustard seeds (Vampires love to count, so sprinkling seeds around will keep them occupied counting until you escape or the Sun rises), salt, holly, holy water, juniper, bells (Vampires don't like loud noises), crosses and candles. The legend of the Vampire may be based on Vlad the Impaler. According to legend, there are three ways a person can become a Vampire. They can be bitten by a Vampire and die, to arise the next night as a Vampire; they can be bitten, but not killed; they can be bitten three times by a Vampire, who only takes a little blood each time. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Vlad the Impaler, Zombie, Countess Elizabeth Bathory, and Giles de Rais.

Warlock - A male witch, sorcerer or wizard. See Witch.

Werewolf - A person who can turn into a wolf or a wolf like creature, either voluntarily or involuntarily. Often a full Moon will cause the transformation into a Werewolf. They are known to kill and eat people. A Werewolf can be killed or injured by shooting him, or her, with a silver bullet. According to legend, a person can be made into a Werewolf if bitten by a Werewolf. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Lycanthropy and Eyebrows Meeting.

Wicca - An early term for a witch. It means, The Way Of The Wise. See Witch.

Wild Hunt - This comes from folklore all over the world. These are ghost hunters, the restless dead, who ride through the sky on stormy evenings. Seeing the Wild Hunters is a bad omen for the community. The Wild Hunter's horses and dogs make eerie noises as they ride by, and earthly dogs howl and yelp in response.

Witch - A practitioner of witchcraft. Also able to become invisible and fly on a broom. A witch usually doesn't cry, and if she does, she sheds no more than three tears. She also must count things. If she sees a broom, she must count the straws, she must also count seeds on the ground or in a container or the letters in a document. When fighting a witch, giving them things to count can help delay them when you are trying to fight them or slow them down. Just like people, there are good witches and bad ones. The good ones practice White Magic, while the bad ones practice Black Magic. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Ergot, Evil Eye, Henbane, Hemlock, Familiar, Magus, Fire, Grain, Quirin, Sabbat, Coven, Roodmas, Halloween, Salt, Water, Warlock, Wicca and Witchcraft.

Witch Doctor - Found in many pre-industrial tribes, they cure the sick, assure success in the hunt and war, make rain and exorcise demons.

Wivern - A two legged, winged dragon with a barbed tail. It symbolizes guardianship and is found on heraldic shields.

Wizard - A sorcerer or magician. Also called a Warlock.

Wraith - An apparition of a person who is alive, or died the moment the Wraith appeared. The Wraith looks exactly like the living or dead person looks at that moment, including clothes, hair, etcetera.

Xanthos - From Greek mythology, one of two immortal horses that Poseidon gave to Peleus as a wedding gift. The other horse was Balios. These horses pulled Achilles' chariot during the Trojan War.

Yali - A creature with a lion's body and the trunk and tusks of an elephant. It is found in Indian mythology.

Yeti - A large hairy man-like creature living in the Himalayas. Similar to Bigfoot. Also called the Abominable Snowman.

Ymir - From Norse mythology, this giant was slain by Odin, Vili and Ve. The sea was made from his blood, the earth from his flesh, rocks from his bones and the cavity of the heavens from his skull.

Zephyr - From Greek mythology, he is the West Wind. His Latin name is Favonius.

Zombie - A reanimated dead body, brought back through the practice of Voodoo magic, especially in Haiti. Often a living person is made into a Zombie. A powder is blown onto the persons face which, among other things, contains dried puffer fish poison. The victim appears to die and is buried, but awakens in the coffin where he suffocates or occasionally digs his way out. Most often the person who poisoned them digs them up from the grave and uses them as a slave, since the poison removes their will power and keeps them in a stupor. It is

believed that the Zombie's soul has been stolen by the person who poisoned them.

Zu - From Babylonian mythology, a storm bird who is evil.

Creidhne - From Celtic mythology, the god of metal working.

Crenel - The low segment of a castle's battlement. These segments are the typical walls seen in castles in the movies and look like this. See Merlon.

Crenids - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Cretaceous - The geologic period from 145 to 65 million years ago. Most dinosaurs became extinct at the end of this period. See Cambrian.

Critical Density - In cosmology, this is the density of matter that provides enough gravity to stop the expansion of the universe after infinite time.

Cronus - From Greek mythology, the god who ruled the Titans and was overthrown by one of his sons, Zeus. The Romans called him Saturn.

Crop Circles - A recent phenomena associated with U.F.O.'s. Huge intricate geometric patterns appear, usually during the night, in British and American fields where wheat and other like crops are growing. The plants are bent down, but not broken, to form the patterns. Each year the Crop Circles become more intricate. Eye witness's report that the Crop Circles appear in a matter of seconds.

Crown Prince - The heir to the throne, ranking above all other princes in the kingdom.

CRT - Cathode-Ray Tube. A vacuum tube used in televisions and computers to display pictures and information.

Cruit - The Irish word for harp, especially the kind used by ancient bards. See Bard.

Crusades - Started in 1095 AD, these were a series of holy wars launched by the Christian states against the Saracens. These wars began as an attempt to remove the Saracens from the Holy Land (Jerusalem), but was later extended to taking Spain from the Moors, Eastern Europe from the Slavs and Pagans, and take the islands of the Mediterranean. The four Crusades happened from: 1096 to 1099, 1147 to 1149, 1189 and 1198. See Saracen.

Crusader - A knight on a crusade. A Crusader earned great honor for himself.



**Cryo-Travel** - This is when crew members on a spaceship are put in a state of suspended animation by freezing them. This allows for space journeys that would take longer than the crews normal life span. Also called Cryogenic Suspension.

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**Crystal Gazing** - Gaining knowledge about the future by gazing into a crystal, and seeing a vision in the crystal. Also called Crystallomancy. See Divination.

**Crystallomancy** - Gaining knowledge about the future by gazing into a crystal, and seeing a vision in the crystal. Also called Crystal Gazing. See Divination.

**CSS** - Control Stick Steering. Steering a spaceship with a stick instead of another steering device.

**Cubit** - This ancient unit of linear measure is about 43 to 56 centimeters (17 to 22 inches).

**Cunnilingus** - Stimulation of the external female genitalia with the tongue or mouth.

**Cupid** - From Roman mythology, he is the god of romantic and erotic love. His attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Greeks called him Eros.

**Curse** - The wishing of evil upon a person where a divine, magical or demonic power is sent against a person. The person usually has no defense against this power. The only defense is to bring a greater power to bear that will destroy the curse. A curse can affect a person, his possessions or even later generations of the cursed person.

**Curtana** - One of the royal swords of England, during the fourteenth and fifteenth centuries, that was used in the Coronation ceremony.

**Cutlass** - Used by pirates in the seventeenth century, this short saber had a blade about 56 centimeters (22 inches) long and was slightly curved toward the point. There was also a steel basket on the handle to protect the hand, which could be used for striking in close quarter fighting. This saber was also used by infantrymen.

**Cybernetic Unit** - A humanoid that had been enhanced with mechanical implants. Also called a Cyborg. See Android.

**Cyberspace** - The world created inside a computer. This includes the environments of games, e-mail, on line services and other components created by a computer's software.

**Cyborg** - A humanoid that had been enhanced with mechanical implants. Also called a Cybernetic Unit. See Android.

**Cyclopes** - From Greek mythology, these one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes,

Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateres bellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Cynophobia - An intense fear of dogs. See Ailurophobia.

## **D** [Top Of Document](#)

Daemons - From Greek mythology, this race of invisible and nameless beings guarded people. Zeus assigned one to every person and they helped and guided that person through his entire life. They are similar to the guardian angels of Christian mythology. Also called Genii. See Genius.

Dagan - From Babylonian mythology, god of fertility and the Underworld.

Dagd« - From Celtic mythology, the father and chief of the people of Dana, the good god, lord of abundance with an inexhaustible cauldron and was armed with a large club. His club is so heavy that it must be carried on wheels, and it can kill nine men with one blow. He is not necessarily good, in the moral sense, but good in everything he does. His harp would come flying through the air when he called. His daughter is Brigantia, his sons Midir and Angus. His surname is Ollathair.

Dagger - A small knife, about 15 centimeters (6 inches) long often carried secretly in the hand or belt. It is said this knife is the creator of the handshake. An enemy would hide the knife in the palm of his hand, possible during negotiations in a battle, then kill his opponent when he got in range. By shaking the right hand, the weapon hand, you could detect the weapon. The Roman handshake, where the forearm is grasped, has the same creation. A short knife was often strapped to the forearm and hidden by clothing, grasping the forearm would detect the knife.

Daimyo - A Japanese feudal lord.

Dais - A raised platform which stood about a foot higher than surrounding tables, where the lords of a manor would take their meal.

Dalai Lama - The highest ranking monk of Tibet, believed to be an incarnation of Bodhisattva Padmapani. When the Dalai Lama dies his spirit passes into a child. The identity of the child, who must be born at least 49 days after the Dalai Lama's death, is determined by divination.

Damballah - From Voodoo mythology, the powerful serpent god who appears as a rainbow in the sky.

Dana - From Celtic mythology, the mother of the gods. Also called Don, Ana and Danu.

Danu - From Celtic mythology, the mother of the gods. Also called Don, Ana and Dana.

Daoine Maite - They are the fairies from contemporary Irish folklore. The literal translation is "the good folk".

Dark Ages - The period in European history between the years 400 AD and 900 AD. During this time, Saxons and Vikings (Norsemen) raided and settled in Belgium, the Netherlands, England, France and Spain.

Dark Matter - Matter which can't be seen, but is detected by its gravitational influence on matter that can be seen. Dark matter may make up 99% of the mass in the universe. Its composition is unknown.

Dark Nebula - A cloud of interstellar dust that obscures the light from the stars behind it. This nebula appears as an opaque curtain.

Date - The date palm is considered the "tree of life" by the ancient Egyptians, Sumerians and Chinese Taoists. The Taoists also consider it the symbol of offspring. Hindus thought the tree was intelligent and only one step away from the animal kingdom.

Daub - A mixture of mud or clay which is applied over wattle to seal and strengthen it. Wattle is a mat of woven weeds and sticks, used in the construction of walls in Medieval Europe.

Days Of The Week - Following is a description of how the days of the week received their names.

Monday - Day of the Moon, or Moon day.

Tuesday - Tyr's day, Day of Honor. Named after Tyr, the Norse god of war and vengeance. He also represents honor and justice.

Wednesday - Day of Wisdom. Named after Wotan (also called Wodin, Odin and Odun), leader of the Norse gods. He was a great magician, and made great sacrifices for his people.

Thursday - Day of Strength. Named after Thor, a Norse god. He was the chief defender of the Norse gods, the Aesir.

Friday - Day of Love. Named after the Norse goddess Frey. Freya's day celebrates fertility, love and lust.

Saturday - Day of Reckoning. Named after the Roman god Saturn.

Sunday - Day of the Sun. Named after the Sun.

Dead Reckoning - This refers to determining the direction you need to travel, when lost, to find your destination. You Reckon which way to go, and if you're wrong you're Dead.

Dead Shoes - The practice of providing shoes for the dead to help them on the long journey they have to the afterworld.

Death Coach - From Irish folklore, this spectral coach is driven by a headless driver and drawn by black horses, which may also be headless. If the coach stops at the door of a house, then someone in the house will die the next day.

### Death In Space

- A person could be subjected to the vacuum of space in several ways. Either by going unprotected out an airlock, through a breach in the hull or from a tear in a space suit, or a smashed helmet. If this were to happen, the air would be sucked from his lungs with one quick exhalation. From lack of oxygen, he would become giddy, his vision would blur, and in a few seconds he would die. If this happened near a star, so the body would receive some warmth, the water in the body would begin to slowly evaporate. This would cause the skin to blister, and ruptured blood vessels would cause some bruising. Eventually the body would mummify. If this accident (or murder) happened far from a star, on the dark side of the Moon, or some other place where heat was not present, the body would simply freeze solid.
- Another way to die in space is from radiation caused by a large solar flare, emitting around 1,000 rads. After exposure, the person would live for about four to six days. He would be in excruciating pain, and suffer from constant vomiting and diarrhea. Smaller solar flares would cause slower death. Exposure to around 600 to 750 rads would cause death by gastrointestinal collapse. A person exposed to levels of around 350 to 500 rads could take up to a month to die, usually from dehydration and emaciation, or if he survives these, from any of several blood problems.
- If the air revitalization system suffered a breakdown, then lethal levels of carbon dioxide would build up. This could take a few hours in a small spacecraft, or several days in a large space station. At three percent carbon dioxide, a person's breathing rate would double and they would have trouble hearing. As the levels of carbon dioxide increased, symptoms would include headache, dizziness and nausea. At six percent, a person would be confused and unable to take actions to stay alive. If the person was still conscious at eight percent, they would go into convulsions for about ten minutes, then lose consciousness.
- Other miscellaneous causes of death include hypothermia if the heaters fail, and fires in a spacecraft could cause death from burns and smoke inhalation. See Rad.

Death Postponed By Substitution - A belief that a person's death can be postponed if someone willingly takes their place.

Decans - From the Egyptian culture, stars that heralded the hours of the night.

Deconstructing - The process in which a machine is disassembled to uncover how it works. This is what the government does to U.F.O.'s that have crashed. Also called Reverse Engineering. See Unidentified Flying Objects

Decuma - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Deep Biology - The study of subsurface bacteria and similar organisms called Archaea. These life forms live in rock as deep as 4 kilometers (2.5 miles) below continental crust and 7 kilometers (4.3 miles) below oceanic crust. Life on Earth may have started here, since it would be protected from meteor bombardment and ultraviolet rays. There is a good chance that as much life lives below the surface of the Earth as above. This also shows that subsurface life may be alive and well on Mars and other planets or moons.

Degradation From Knighthood - This is the seldom used practice of stripping a knight of his knighthood. The reason could be treason, cowardice or similar offenses. If found guilty, the Degraded Knight would have his spurs hacked from his heels, his sword broken, sometimes over his head, his coat of arms burned and his shield hung upside down in a public place, like a church. Only the king and some courts had the authority to remove knighthood, and a death penalty may also be assigned.

Deino - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Demense - Land granted to a noble, as part of a manor, that supplied the lord with his basic needs. See Manor.

Demeter - From Greek mythology, the mother of Persephone and the goddess of agriculture. The Romans called her Ceres.

Demon - An evil spirit or agent of evil. See Phurbu.

Demonia - An intense fear of demons. See Demonophobia.

Demonophobia - An intense fear of the devil. See Demonia and Theophobia.

Demophobia - An intense fear of crowds.

Density - Mass per unit volume. A cup of lead is more dense than a cup of feathers.

Deorbit Burn - Firing a retro-rocket to slow a spaceship down so that it can come out of

orbit.

Derceto - From Philistine mythology, the goddess of fertility.

Determinative - Used with Egyptian hieroglyphics, determinatives were often placed at the end of a word to indicate if the signs were to be interpreted as Phonograms or Ideograms. See Hieroglyphics.

Devil, The - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called Satan, Mephistopheles, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Devourer Of The Dead - From Egyptian mythology, this creature has the head of a crocodile, the body of a lion and the hindquarters of a hippopotamus. He eats the hearts of the dead who are judged to be unworthy during the final judgment in the hall of Osiris. Also called Amun.

Diamond - A gemstone that is usually clear. When worn as an amulet, it brings the wearer strength, invulnerability, fame, fortune and protects against witchcraft.

Dian Cecht - From Celtic mythology, the physician god.

Diana - From Roman mythology, she is Apollo's twin sister and daughter of Zeus and Latona (The Greeks called her Leto), and a virgin goddess. Artemis is the huntress, lover of wild things and the protectress of youth. Sacred to her is the cypress, and all wild animals, especially the deer. The Greeks called her Artemis.

Dike - From Greek mythology, the goddess who represents human justice. Her mother is Themis, the goddess of divine justice, and her father is Zeus. She sits next to Zeus in Olympus. See Themis.

Dikephobia - An intense fear of justice.

Dingbelle - A female gremlin, but who causes problems on the ground only, usually for female military personnel. See Gremlin and Fifinella.

Dionysus - From Greek mythology, the god of the vine (wine), song and drama. He died each winter, but was reborn each spring. Also called Bacchus. See Comus, Maenads and Bacchantes.

Disinformation - Releasing deliberately inaccurate information. Often used by the government, or its agents, to hide the facts of an event, or to discredit people. The latter is done by making something appear to be true, then when others claim the information or event to be true the government shows it to be false, thus discrediting those who said the facts were true.

Disparage - A medieval term referring to someone losing honor by marrying someone below their level, as when a member of royalty would marry a common knight.

Dispater - From Celtic mythology, the father god and lord of the earth.

Diurnal - Daily.

Diurnal Motion - The motion that occurs during one day.

Diurnal Parallax - Parallax is the apparent displacement of the position of a celestial object on the celestial sphere when seen from two different places. The Diurnal Parallax is the parallactic shift of a celestial object when seen from two points that are one Earth diameter apart (12 hour interval). See Parallax.

Divination - Acquiring knowledge about the future, or a distant place, through the use of Astrology, Augury, Cartomancy, Crystallomancy, Geomancy, Haruspication, Hepatoscopy, Oneiromancy, Ornithomancy, Sortilege, and Tongues. See Oracles.

Dock - To join two spaceship together while in orbit or in space.

Doctrine Of Signatures - In the Middle Ages of Europe, it was noticed that some parts of some plants resembled parts of the human body. It was believed that those parts of the plant cured illness in that body part. People believed that every plant was signed with its own use, and a person only needed to look for, and understand, the signature. Some of the plants were: Liverwort (liver), Bladder-Wort (bladder), Lungwort (lung) and Red Sandalwood (blood).

DOD - Department Of Defense.

Dodona - The oak or beech grove in Epirus where the oldest oracle of Greece is located. It is the oracle of Zeus. The priest or priestess would interpret the sounds of rustling leaves, or the sounds of water coming from the spring, which was located at the roots of the sacred oak.

Doff - To remove a garment or similar item.

Dog of Darkness - A giant, evil, red eyed dog that was supposed to live in Wales. Also called Gwyllgi.

Don - From Celtic mythology, the mother of the gods. Also called Ana, Danu and Dana.

Doppelganger - A ghost which looks exactly like a living person, and is sometimes mistaken for that person or takes over the life of that person.

Doppler Effect - The apparent change in wavelength due to motion. If a car approaches you quickly while blowing its horn, the sound of the horn changes. The sound has a high pitch as it approaches, its actual pitch when it is next to you, and a low pitch after it passes you. The car's speed compresses the sound waves in front of it, and stretches them out behind it. The same thing happens to light with moving objects in space. See Redshift.

Doris - From Greek mythology, a daughter of Ocean and the wife of Nereus.

Dowry - Lands, titles or cash brought, by a bride or groom, as a condition of their marriage.

Downlink - When a spaceship is in communication with a ground based station.

Download - To transfer a file from one computer to another via a modem.

Dragon - A mythical reptile with great knowledge and wisdom. Many dragons can fly and shoot flames from their mouth and nostrils. When slaying a dragon, cut off his head, and remove his tongue. This will prevent the head from growing back. Dragons spit pearls, and when they fight in the sky it rains pearls. A bath of dragon's blood can restore life to a dead person, or make a living person invulnerable to attack. Smelling a cooking dragon's heart will make women pregnant. Dragon's teeth are a sign of good luck. A dragon swallowing his own tail is a symbol of alchemy and the renewal of life.

Drake Equation, The - Named after American astronomer Frank Drake, this formula estimates the distribution of life in the universe. The formula

$N = R^* \cdot fp \cdot ne \cdot fl \cdot fi \cdot fc \cdot L$ , according to some astronomers, suggests the number of civilizations in the Earth's galaxy is somewhere between 1,000 and 1,000,000. The letters in the formula sometimes change, according to the source, but the meaning and order of definitions always stays the same.

N - The number of civilizations capable of communicating across interstellar space using radio emissions.

R\* - The mean rate of star formation.

fp - The fraction of stars with interplanetary systems.

ne - The mean number of planets in each planetary system that are suitable to support life.

fl - The fraction of planets where life can actually develop.

fi - The fraction of life bearing planets on which intelligent life has evolved.

fc - The fraction of planets with intelligent life that can give rise to a civilization capable of interstellar communication.

L - The lifetime of a technical civilization.

Draupnir - A ring worn by Odin. See Odin.

Drawbridge - A heavy timber platform which spanned a moat between the gatehouse and surrounding land. During an attack it could be raised to block entry to the castle.

Dreamland - Another name for Area 51. Located 130 miles north of Las Vegas, Nevada this is the name of a top secret Air Force base. It consists of the Nellis Bombing and Gunnery



Range, the dry Groom Lake, an 8,500 foot runway, a million-plus gallon fuel storage tank and is rumored to hold alien spacecraft and their inhabitants. Built in 1955 by Lockheed for the CIA, it was designed as the testing ground for the top secret U-2 spy plane. Later the SR-71 Blackbird and F-117A Stealth Fighter were developed here, and now it houses other top secret Department Of Defense-related projects. If you are caught trespassing in Area 51, the military has the right to kill you. Also called The Facilities Near Groom Lake and Watertown. See Area S-4 and Unidentified Flying Object.

Dreamtime - From Aboriginal mythology, the time of the creation. See Alchera.

Druid - These were priests, teachers, diviners and magicians of ancient Celtic mythology. Their knowledge was passed on orally, and almost nothing is known about them. There are supposed to be three types of Druids: Ovate - Who was to serve and invent. He wore a green robe, which represented budding life; The Primitive - Who taught science and religion. He wore a white robe, representing light, purity and knowledge; Bard - Who was to supervise, regulate and lead. He wore a sky blue robe, representing justice and truth. Contrary to popular modern belief, the Druids did not build Stonehenge since they did not exist when Stonehenge was built.

Dryads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Dubbing - The ceremony where squires and young men in arms were made into knights. Originally called Colee.

Duel, A - Personal combat between two people meant to settle private quarrels.

Duergar - These Dwarfs come from Northern England. They are very malicious, and love to trick people into dying.

Duke - The highest title of nobility in England, ranking just below the Prince.

Dun - A fortified enclosure where ancient Irish kings and nobles dwelt. The compound consisted of several wooden structures surrounded by two or more earthen walls, called Rath.

Dungeon - A jail in a castle. It was usually in one of the castle's towers.

Dvergar - From Scandinavian mythology, these dwarfs were formed by the gods from maggots in the flesh of Ymir the giant. They were less powerful than the gods, but smarter than humans. In appearance they had dark skin, long beards, green eyes, powerful stocky bodies, short legs and crow's feet. Each of them had a magic cloak or cap which could make

them invisible. If daylight hit them, they turned into stone. They lived underground where they mined gold and other metals, and used these metals to make beautiful jewelry, swords and magical objects. Because of this, they were very wealthy, and would pay large ransoms for their freedom if captured by a mortal.

**Dwarf** - They live in their own underground community in mountains, hills, caves, and sometime in rivers or near springs, and were ruled by a king. If exposed to sunlight they will turn to stone. Their homes are described as splendid. They are full grown at three years of age, and a graybeard at seven years. They wear little caps with a long tapered point, and by using the cap or a cloak can become invisible. They are usually ugly, with big heads and long beards. The men are excellent smiths and metal workers, and the women weavers and spinners. Dwarfs can see into the future and predict weather, and they give good advice. They are also known for their thievery and kidnapping of women and children.

**Dyaus** - From Hindu mythology, the god of the sky.

**Dyson Sphere** - An artificial world which is a hollow sphere built around a sun. This allows all of the sun's energy to be used by the inhabitants of the sphere, who live on the inside surface, giving them virtually unlimited energy. The circumference of the sphere would be as large as an Earth type planet's orbit around that same sun. If a Dyson Sphere were built around our Sun it would have a diameter of about 200,000,000 kilometers (124,300,808 miles), and an internal surface area equal to the surface area of 4,000,000 Earths. This idea was created by the physicist Freeman Dyson.

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**Ea** - From Babylonian mythology, he is the god of the waters, and he knows everything. When he speaks of something, it is created. He is the Lord of Wisdom and the Lord of Incantations.

**Each-Uisge** - These creatures are similar to the Kelpie, but are much more dangerous. They live in Lochs and seas, and tear their victims apart before eating them. If you ride them inland you will be safe, but if they catch the slightest scent of sea air, you're dinner.

**Earl** - An administrator of a shire in England.

**Earth-approach Asteroid** - An asteroid whose orbit crosses the Earth's orbit, or whose orbit is being changed by Earth's gravity, and will some day cross the Earth's orbit. There are two types of Earth-approach Asteroids. Apollo Asteroids, which cross the Earth's orbit at the present time, and Amor and Aten Asteroids, which do not cross the Earth's orbit at the present time.

**Easter Island** - This island belongs to Chile, and is located in the South Pacific Ocean about 3,700 kilometers (2,300 miles) west of Chile. It was given its name by a Dutch explorer who landed on the island on Easter Day. This island is archaeologically important because it is the richest site of megaliths of the Pacific island groups, and the only source of writing

used in Polynesia. Little is known about the people who carved the megaliths and created the wooden tablets covered with picture writing. One theory is that, about 18 centuries ago, South Americans inhabited the island. Then Polynesians from the Margueas Islands arrived in canoes, killed the inhabitants, and settled on the island. Some archeologists believe that the megaliths were already in place when the Polynesians arrived. The statues are placed around the island, or on burial platforms called Ahus. Each Ahu usually has four to six statues standing on top of it. The statues are carved of tuff, a soft volcanic rock, and usually are between 3 and 12 meters (10 and 40 feet) tall. About 100 of the original 600 statues are still standing. Also called Rapa Nui.

Eating The Heart - By eating the heart of a brave enemy, it is believed the dead persons courage will pass into the person or people who eat the heart.

Echidna - From Greek mythology, this monster is half nymph and half snake. She is not immortal, but never grows old. She is also the mother of many monsters in Greek mythology, including the Sphinx, Chimera and Cerberus.

Eclipse - When one celestial body obscures another. As when the Moon is positioned between the Sun and Earth causing a solar eclipse. See Annular Eclipse and Total Eclipse.

Eclipsing Variable - A Binary System where one star is brighter than the other. As one star eclipses the other, the brightness increases or decreases, as seen from the Earth. This change in brightness may take hours or years.

Ecliptic - This is the apparent annual path of the Sun, projected onto the celestial sphere. It is the same as the plane of the Earth's orbit around the Sun.

Ector de Maris - From Arthurian legend, he is Lancelot's half-brother.

Eddington Limit - The maximum amount of mass a star can have. This is equal to about one hundred of our Suns.

Egyptian Periods - Predynastic Egypt 5000 BC to 3200 BC; Dynastic Egypt 3200 BC to 2700 BC. During this period, they began to develop their society, laws and religion; The Old Kingdom 2700 BC to 2260 BC. This period saw advancement in their knowledge of administration, astronomy and architecture; The Middle Kingdom 2260 BC to 1780 BC. In this time, their prosperity grew, along with their political strength and economy; The New Kingdom 1580 BC to 1085 BC. This period saw more prosperity, along with achievements in the arts and religion.

Ehecatl - From Aztec mythology, the god of wind.

Einstein, Albert - (1879 AD - 1955 AD) A German-born American mathematician and physicist who created the general and special theories of relativity. The general theory sees space and time as one object, not two separate ones. He also hypothesized the particle nature of light. A genius, Einstein taught himself Euclidean geometry at the age of twelve. See Relativity, Paper Virus, and Space-Time.

Eisoptrophobia - An intense fear of mirrors.

Ejecta - The material blown from an impact crater or volcano.

Ejecta Blanket - The rough, hilly area surrounding an impact crater. It is composed of the ejecta that has fallen back to the surface, and usually extends one to three crater radii from the rim of the crater.

Ekahau - From Maya mythology, the god of travelers and merchants.

El Dorado - From Inca mythology, the fabled lost Incan city of gold.

Electromagnetic Force - This force acts between charges, and binds atoms and molecules together.

Electromagnetic Radiation - Radiation, in the form of waves, created by the building up and breaking down of electric and magnetic fields. This includes: visible light, infrared, ultraviolet, radio waves, microwaves, X rays and gamma rays. Also called ER and EM.

Electromagnetic Spectrum - The entire range of electromagnetic waves.

Electron - A negatively charged subatomic particle that usually moves around the nucleus of an atom.

Eleggua - From Afro-Caribbean mythology, this god (Orisha) is the owner of the roads and opportunities, and the messenger between man and the gods. He is honored first at any ceremony, because without his approval nothing can be accomplished. He is also a healer and magician, and is known for his generosity and cruelty. He is the trickster who teaches through his tricks.

Element 115 - An element that is supposed to exist, but has yet to be discovered on Earth, and is used as a source of propulsion by U.F.O.'s. This super-heavy element allows gravitational waves to be harnessed and converted into energy, allowing vast distances of space to be crossed quickly. The Laboratory for Heavy Ion Research in Darmstadt, Germany theorizes that it does exist.

Elementals - Spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Elementaries - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Specter and Ghost. See Cats, Juju and Haunted House.

Elevon - One of the Space Shuttle's control surfaces used after it reenters the atmosphere. It is a combination elevator and aileron, and controls pitch and roll.

Elf - Similar to fairies, some are delicate and live in the air, while those of a coarser nature

live in an underground world. The plural is Elves.

Ellyllon - These are Welsh Elves who feed on toadstools. Mab is their queen.

Elongation - The angular distance of a planet from our Sun.

Elysian Fields - From Greek mythology, this is a place of blessedness where the souls of the good are sent after death.

EM - Electromagnetic Radiation. Radiation, in the form of waves, created by the building up and breaking down of electric and magnetic fields. This includes: visible light, infrared, ultraviolet, radio waves, microwaves, X rays and gamma rays. Also called ER.

Embrasure - An open chamber in a wall, behind a Loophole or Arrow Loop, to allow an archer to move to the side of the opening for protection or to shoot off to the side.

Emerald - A green gemstone that when worn as an amulet brings the wearer wealth, good fortune and the ability to predict the future.

Emir - A military commander or chieftain in the Saracen army.

Emission Nebula - A nebula that derives its visible light from the fluorescence of ultraviolet light which comes from a star that is in or near the nebula.

EMK - Emergency Medical Kit. Used by Space Shuttle crew.

EMU - Extravehicular Mobility Unit. The propulsion unit astronauts wear on the Space Shuttle during EVA.

Encheirotatesbellyhands - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirotatesbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Encounter Theories - Theories stating that solar systems can be created by a star passing close to another star. The passing star's gravity pulls matter from this star, and the matter quickly forms planets.

Endogenic - When talking about a planet, these are processes that derive their energy from the interior of a planet. Some of these processes include earthquakes and volcanic eruptions. See Exogenic.

ENIAC - Electronic Numerical Integrator And Computer. On February 14, 1946 (Valentine's Day) ENIAC, the world's first general-purpose electronic computer, was

activated for the first time. It weighed 30 tons, occupied 1,800 square feet, had over 19,000 vacuum tubes, 70,000 resistors, 10,000 capacitors, 6,000 toggle switches and performed up to 5,000 calculations per second. It had the computing power of a modern electronic wristwatch. The vacuum tubes burned out so fast that two men did nothing but changed tubes all day. ENIAC's main function was to calculate the trajectories of projectiles and bombs.

Enki - From Babylonian mythology, he is the main god who, along with the mother goddess Aruru, created man. Also called Enlil. See Aruru.

Enlil - From Babylonian mythology, he is the main god who, along with the mother goddess Aruru, created man. Also called Enki. See Aruru.

Enos - The chimpanzee aboard the second Mercury-Atlas flight. Enos made two orbits around the Earth. The Mercury-Atlas flight on 2/20/62 carried John Glenn on three orbits of the Earth.

Enyo - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Epeiric Seas - Shallow seas that cover a continent, usually caused when the sea level rises.

Epigrapher - Someone who studies ancient inscriptions. See Hieroglyphics, Logograph and Pictographs.

Epipotamides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Epona - From Celtic mythology, a horse goddess. She was often shown seated on a mare, or sometimes accompanied by a foal.

ER - Electromagnetic Radiation. Radiation, in the form of waves, created by the building up and breaking down of electric and magnetic fields. This includes: visible light, infrared, ultraviolet, radio waves, microwaves, X rays and gamma rays. Also called EM.

Erato - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several

mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Ereshkigal - From Babylonian mythology, she is the supreme goddess of the underworld. When angered, her face becomes livid and her lips black.

Ereuthophobia - An intense fear of blushing.

Ergot - This fungus, of the genus *Claviceps*, grows in the seeds of grasses, such as Rye. When infected seeds, or items made from them, are eaten, alkaloids in the fungus causes contractions of the smooth muscles (convulsions) and hallucinations. It is believed that several people ate infected Rye bread in the Salem colony, and this began the famous Salem witch hunts. See Witch.

Erinyes - From Greek mythology, they live in the underworld and punish evildoers. They are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Eros - From Greek mythology, he is the god of romantic and erotic love. His attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. Also called Cupid.

Erotophobia - An intense fear of love.

Errant - An unattached knight who went out to seek fame and fortune, usually through involvement in wars or tournaments. This fame would usually allow him to settle down, marry and earn a living.

ERTS - Earth Resources Technology Satellites. More commonly know as LANDSAT, it is designed to assess Earth's resources from space. There were a total of five launches between 1972 and 1984.

Erzulie - From Voodoo mythology, the love goddess and goddess of elemental forces. She is powdered, perfumed and lives in extravagant luxury.

ESA - European Space Agency, formerly ESRO.

Escalibor - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Excalibur, Caliburn, Caliborne, Caliburnus, Caliborn and Calibor.

Escape Velocity - The velocity an object must achieve to break free from the gravity of another body, like a planet, and not fall back.

Eset - From Egyptian mythology, this goddess is the mother of the other gods, and her main functions included motherhood, marital devotion, healing the sick and working magic spells. Her husband and brother is Osiris. Also called Isis.

Esosophobia - An intense fear of dawn.

ESP - Extrasensory Perception. Also called Psychic Abilities. See Parapsychology and

Extrasensory Perception.

ESRO - The original name for the European Space Agency (ESA).

Essoin - From medieval Europe, this was a legal excuse for not being in court. This excuse may include being on a pilgrimage, performing a duty for the king or illness.

Esus - From Celtic mythology, a good god who was represented as a laborer, but he liked human sacrifice.

ET - Extra Terrestrial, also known as an alien from outer space. See Unidentified Flying Objects.

ETR - Eastern Test Range. These are launches from Kennedy Space Center and Cape Canaveral Air Force Station in Florida.

Eucrite Meteorite - A class of basaltic meteorite believed to have come from the asteroid 4 Vesta.

Eunuch - A castrated man, the operation was often performed before puberty. This could be a man without testicles or any genitals. They are often used as guards and chamberlains of harems. If only the testicles are removed, the Eunuch can still have an erection. This explains their popularity in harems.

Euphrosyne - From Greek mythology, one of the Graces. These three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Eurus - From Greek mythology, he is the East Wind.

Euryale - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Euterpe - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

EVA - Extravehicular Activity. Activities done outside a spaceship, in the vacuum of space, commonly called a space walk. See Space Walk.

Event Horizon - This is the spherical surface that marks the boundary of a Black Hole. It is created by the massive gravitational forces of a Black Hole, which distort space-time. It's



possible to pass in through the Event Horizon, but you could never get back out. Once you pass into the horizon, the Black Hole's gravity will pull you into the Singularity at its center.

Evil Eye - The ability to bring harm or death by a glance, usually by a witch. To protect you from this curse, place a walnut sized piece of alum on burning coals and keep it there until it stops bubbling. While doing this, read the first chapter of the Koran three times. Then pound the alum flat and feed it to a black dog. There are other protections as well, including: ash, crab, crystal, garlic, lotus, mercury (quicksilver), onion, pebble (black and kidney shaped) and rowan.

Excalibur - From Arthurian legend, the great sword which Arthur pulled from the stone, making him the King of England. The sword was given to Merlin by the Lady Of The Lake. Also called Escalibor, Caliburn, Caliborne, Caliborn, Caliburnus and Calibor.

Exobiology - The study of the necessary conditions to support life on other planets. NASA's Exobiology program studies the origin, evolution and distribution of life in the universe. They trace the pathways by which biogenic elements (Carbon, Hydrogen, Nitrogen, Oxygen, Phosphorus and Sulfur) evolved through the major epochs of living systems. These epochs are: The cosmic evolution of biogenic compounds; Prebiotic evolution; The early evolution of life; and The evolution of advanced life. NASA wants to know the history of biogenic compounds from their creation in stars to their incorporation into planetary bodies. Their research into prebiotic evolution studies the processes leading from the creation of a planet to the creation of life on that planet. To understand what planetary and molecular processes must exist to allow the necessary physical and chemical conditions to create life, they study four areas. They are: To determine what physical and chemical conditions existed on a planet, and the molecular processes, within which a living system arose; Create models of environments where chemical evolution could have occurred; Determine what chemical systems were in place to allow metabolic and replicating systems to exist on the planet; and Determine how prebiotic organic matter has been preserved in the planets material (rocks, etcetera.). See Exopaleontology.

Exogenic - When talking about a planet, these are processes that derive their energy from outside of a planet, such as an impact crater. See Endogenic.

Exopaleontology - The study of prehistoric plant and animal life on other planets through the analysis of fossils. This allows scientists to trace the evolutionary history of extinct and living organisms. See Exobiology.

Exosphere - The farthest region of a planet's atmosphere. In this region particles can escape into space. The exosphere of Earth is about 400 km (249 miles) above the surface.

Extragalactic - Space beyond the Milky Way Galaxy.

Extrasensory Perception - The ability to see into the future, read people's minds, tell an object's history by touching it, move objects by will alone and other mental abilities. Also called ESP. See Parapsychology.

**Eyebrows Meeting** - In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch.

## **F** [Top Of Document](#)

**° F** - Degrees Fahrenheit. Water freezes at 32° F and boils at 212° F. Absolute zero is at -459° F.

**Fabric Dyes** - Throughout history many substances have been used to color fabrics, including: Ferrous Oxide or Rust (red); Oak Galls (black); Lead Oxide (red); Walnut Shells (brown); Barberry Tree (yellow); and Cinnabar (orangish-red). There are many other substances used, these are just a few. See Mordant.

**Face On Mars** - In 1976, the Viking Orbiter I probe was sent to Mars to photograph the planet's surface. In pictures of the Cydonia region, a prominent face was visible. This face resembles the face on the Sphinx of Egypt. After examining the photographs more closely, nearby structures were seen. These structures appear to be pyramids and a large city.

**Facilities Near Groom Lake, The** - Another name for Area 51. Located 130 miles north of Las Vegas, Nevada this is the name of a top secret Air Force base. It consists of the Nellis Bombing and Gunnery Range, the dry Groom Lake, an 8,500 foot runway, a million-plus gallon fuel storage tank and is rumored to hold alien spacecraft and their inhabitants. Built in 1955 by Lockheed for the CIA, it was designed as the testing ground for the top secret U-2 spy plane. Later the SR-71 Blackbird and F-117A Stealth Fighter were developed here, and now it houses other top secret Department Of Defense-related projects. If you are caught trespassing in Area 51, the military has the right to kill you. Also called Watertown and Dreamland. See Area S-4 and Unidentified Flying Object.

**Fair** - In Medieval England, these were temporary gatherings of merchants, farmers and artificers, where goods were sold and traded.

**Fairy** - A being having human form, magical powers and the ability to fly. They are very small and can become invisible at will. See Fairy Food, Fairy Ring, Fairy Steeds, Fairy Wind and Fairyland.

**Fairy Food** - Fairies love milk, and any milk accidentally, or on purpose, dropped on the ground is theirs. Whoever eats fairy food may never return to their earthly home.

**Fairy Ring** - Dark green circles of grass found in fields, meadows or lawns. Sometimes they are surrounded by a ring of mushrooms. These are the dancing places of fairies. To interfere with these places can cause a person to be struck blind or lame. Scientifically, the rings are caused by a fungus, *Marasmius oreades*.

**Fairy Steeds** - The magnificent horses ridden by fairies.

**Fairy Wind** - A sudden gust of wind, or whirlwind, caused by fairies. Sometimes it is seen

as good, sometimes it foretells of a death or can cause injury.

Fairyland - Where fairies live.

Falconer - These were the officers in Medieval England who cared for the hawks, and other birds of prey, used in falconry. See Falconry.

Falconry - The ancient art of hunting with birds of prey, mainly falcons, hawks and sometimes eagles. This was almost exclusively an activity of the nobility. See Falconer.

Fall Of Meteorites - This is when one or more meteorites are seen to fall from the sky, and found on the ground. See Find Of Meteorites.

Fallbrett - This was similar to the guillotine, but instead of a blade falling on a person's neck, a board was placed edgewise on the neck. The board was then struck with a mallet, breaking the victim's neck, and crushing his throat. Death was usually from asphyxiation. See Torture and Ordeals.

Falling Stars - A meteoroid that strikes our atmosphere at high speed and is seen as a streak of light in the night sky. Also called Shooting Stars.

Familiar - An animal, usually a cat, weasel, toad or mouse that carries out a witches bidding. Often the animal is inhabited by a spirit or demon.

FAQ - Frequently Asked Questions. This is a list of questions and answers found on many Internet sites.

Farbanti - From Norse mythology, a giant who ferried the dead over the waters of the underworld. See Charon.

Fates, The - From Greek mythology, the gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Fauns, The - Roman versions of Satyrs. Spirits of animal life. See Elementals.

Favonius - The Latin name for the West Wind. In Greek mythology he is called Zephyr.

Favor - A token given by a lady to a knight to carry into battle. The token would be a strip of cloth worn around the arm, embroidered sleeves or a similar item. It was a sign of love between the lady and knight.

Fealty - From Medieval Europe, this was an obligation of fidelity from a feudal tenant or vassal to his lord. The fidelity was military, political and social. In return, the lord swore to protect and defend the vassal or feudal tenant.

Feeorin - A type of fairy that is small, green and wears a red cap. They love music and dancing, and are generally friendly to humans.

Fellatio - Stimulation of the male genitalia with the tongue or mouth.

Fenoderee - This is a type of Brownie from the Isle of Man. Though not very intelligent he does like to help farmers.

Fetch - From Irish mythology, this is the apparition of a living person. It can usually be seen only by people with psychic powers or by a close friend or relative. The Fetch most often appears just before or at the moment of its death.

Fetish - A magic charm.

Fifinella - A female member of the Gremlin family known for tickling fighter pilots and bombardiers just as they lined up their sites on a target. See Gremlin and Dingbelle.

Find Of Meteorites - A meteorite found on the ground, but not seen falling from the sky. See Fall Of Meteorites.

Finial - A slender vertical piece of stone which decorates the tops of Merlons in a castle.

Finnbeara - From Irish mythology, he is the king of the fairies of Connacht, Ireland. He helps people and brings good crops, as long as he isn't off somewhere else.

Fire - It keeps demons and evil spirits a safe distance away, or drives them away completely. During black magic ceremonies, fire helps keep spirits under control.

Fire - To make a campfire you will need:

- A cleared area, about 1.22 meters (4 feet) round, that is between 1.22 - 1.83 meters (4 - 6 feet) away from the entrance to your shelter.
- A fire pit. This is a dish-shaped hole, about 15.24 - 30.48 centimeters (6 - 12 inches) deep, with gently sloping sides.
- A reflector of stones, dirt, mud or sand, around one side of the fire. This low wall structure will reflect heat back toward you.
- For fuel you will need tinder, which is light material that burns easily, such as dried grasses, reeds and thistle. Over this goes a tipi shaped pile of kindling, which is slivers of wood, or twigs, that range in size from a pencil lead to a pencil. Over this pile goes wood that is bigger than kindling, but no bigger than your wrist. Light the tinder and it will ignite the rest of the wood. Once it is going well than bulk firewood can be placed on top.
- To light the tinder you will need a coal. This is most often created by using a bow drill, mouth drill or hand drill. You can also light tinder by showering it with sparks created by striking together flint and steel.

- See Wilderness Survival.

**Fireball** - A meteor that is brighter than Venus (Venus is magnitude  $-4$ ). A fireball often creates a sonic boom, casts a shadow and may trail bright sparks. It is caused by millimeter-sized, or larger, meteoroids disintegrating in the atmosphere. See Bolide.

**Firedrake** - From Celtic and Germanic mythology, this fire breathing dragon lives in a cave where it guards a great treasure.

**First Light** - A term used by astronomers which refers to the first time a telescope is used. When the telescope is first used, it is said to "Observe First Light".

**Fisher King** - From Arthurian legend, in Grail stories, he is the lord of the Grail castle. He possesses the Grail, the bleeding lance and the silver plate. Wounded in his thighs by a spear, the only activity he enjoys is fishing, which he can do sitting down.

**Fission** - When a heavy atomic nucleus is broken into two or more lighter ones. See Fusion.

**Flagellation** - Ceremonial whipping which can be symbolic or real. It is used to drive out evil spirits, to test the endurance of participants during puberty ceremonies or for the sexual stimulation of the person being whipped or the person doing the whipping.

**Flagon** - A bottle with a screw top, used in the Middle Ages.

**Flail** - This weapon consists of a steel ball, with or without spikes, attached to a chain, which was in turn attached to a strong stick. The Flail was used mainly between the 13th and 18th centuries. It is similar in design to the Mace, and used the same way.

**Flare** - A pitch-up (nose-up) position that reduces a gliding ships speed, in preparation of landing.

**Flask** - A container used in the Middle Ages to carry liquid. It was usually made of skin or a bladder.

**Flint** - A hard stone that creates a shower of sparks when struck with iron, making it very useful in starting fires. When worn as an amulet, it keeps away incubi and other evil spirits. Throw flint behind your back toward the West to make it rain.

**Flogging** - A variety of whips were used, including: flails (less lethal than those used for weapons. See Flail), scourges and lashes. The person being whipped was usually restrained in some way, often tied to a post, wall, cart or some other sturdy object. See Torture and Ordeals.

**FLTSATCOM** - US. Fleet Satellite Communications Spacecraft. A US communications satellite with a total of eight launches between 1978 and 1989.

**Fluorescence** - The absorption of light of one wavelength (usually ultraviolet) and the re-emission of it at another wavelength (usually visible).

Flying Saucer - An old term for an alien spaceship. Also called U.F.O. See Unidentified Flying Object.

Foo Fighters - U.F.O.'s seen during aerial combat by World War II pilots. They were reported to turn and accelerate faster than any known aircraft. The name Foo Fighters came from a popular comic strip of the time.

Food - Many plants are edible, but you must be able to absolutely identify a plant. The difference between an edible and poisonous plant can be very minor. Also, some parts of some plants are edible, while other parts are poisonous. Almost all bladed grasses are edible, but since they are very difficult to digest, just chew them for a long time, swallowing the juice, and spit out the pulp. You can also steep them to make tea. Cattails are edible all year round, in all phases of growth. Pine needles can be boiled into a tea, and it is very high in vitamin C. The seeds from mature cones are also edible. Acorns are a good food, and high in protein.

Now for the movable feast. Many insects are edible, but they are so small it would be better to seek other prey, unless you stumble upon a nest where you can collect many insects. Edible insects include: grasshoppers (don't eat the spiny back legs), crickets, katydids, cicadas, ants, and the eggs and larvae of bees and termites, maggots, earthworms and slugs. It just makes your mouth water, doesn't it? Other edibles include: most freshwater and marine fish, bullfrogs (nonpoisonous ones), snakes, lizards, birds, mammals. Be sure you can positively identify something before you eat it, and never eat a sick or diseased anything. Animals can be tracked by their tracks, droppings, trails where brush is pressed down, and regular sleeping spots. To kill an animal you can: wait for it to come by, attract it with bait, set a trap (including snares and rigging a rock or heavy piece of wood to fall on it, a throwing stick, which is a boomerang that doesn't return, spear, slingshot and bow and arrow). Fish can be caught with your bare hands, spears, nets and hooks. See Wilderness Survival, Middle Ages Life and Renaissance Life.

Fortuna - From Roman mythology, the goddess of fortune, luck and chance.

Francium - The rarest naturally occurring element. It also decays very quickly.

Freeman - In England's Dark Ages they owned their own land, but for protection they sometimes became vassals of local powerful landowners or nobility.

Frequency - The number of electromagnetic waves that cross a given point over a specified time.

FTP - File Transfer Protocol. This Internet protocol allows remote computers to view, upload and download files.

Fu Shen - From Chinese mythology, the god of happiness.

Fudo - The Japanese god of wisdom.

Fudo-ryu - A class of Japanese fast sword-drawing techniques. See Iaijitsu, Iai and Kenjitsu.

Fuel Cell - A device which mixes oxygen and hydrogen to produce pure water and electricity.

Fukiya - Pins and poison darts shot through a blow gun. Used by ninjas.

Fukumi-bari - Ninjas used these tiny, pin-sized dirks by holding them in their mouth and blowing them at an enemy's eyes.

Furies, The - From Roman mythology. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Greeks call them The Erinyes.

Fusion - When lighter atomic nuclei build up to form a heavier one. See Fission.

Fustibal - This device was used during the siege of a castle to throw flaming projectiles over the castle's walls.

## **G** [Top Of Document](#)

G-force - The force exerted on the body by increases in velocity. This force is measured in degrees of Earth gravity. Two G's is twice the force of gravity, and so on.

Gaea - From Greek mythology, she is the earth goddess. Also called Gia, Ge and Gaia.

Gaelic - The Gaels, especially the Scottish Highlanders, but can also include the inhabitants of Ireland and the Isle of Man. This is also the language these people speak. See Celtic.

Gaia - From Greek mythology, she is the earth goddess. Also called Gia, Ge and Gaea.

Gaia Hypothesis - This theory believes that the Earth is one giant living organism and that the environment is stabilized by all biological processes on the planet working together. This theory was first presented by the British biologist James Lovelock in 1969, however, this concept of the earth has been around for millions of years.

Galactic Cannibalism - When a larger galaxy strips material from a smaller one.

Galahad- One of the knights most often mention as a member of the Knights of the Round Table. See Knights of the Round Table.

Galaxy - A large collection of gas, dust and stars. The stars may number in the millions or hundreds of billions.

Galaxy Cluster - A collection of galaxies, numbering from dozens to thousands.

Galilean Satellite - Jupiter's four largest satellites, discovered by Galileo in 1610. They are Callisto, Europa, Ganymede and Io.

Galileo Galilei - (1564 AD - 1642 AD) Italian mathematician, astronomer and physicist. He was the first person to observe the sky using a telescope. His observations led him to

discover sunspots, mountains and valleys on the Moon, Jupiter's four largest satellites and the phases of Venus. Galileo was a supporter of the Heliocentric Theory, but the Church declared teaching that the Earth moved as heresy, and had him placed under house arrest. The Church held this position for 350 years, until in 1979 when an investigation was started into the possible reversal of Galileo's condemnation. He was officially exonerated in 1992. This was a victory for Galileo who spent most of his life fighting to keep scientific research free from censorship. See Galilean Satellite.

Gallery - In Medieval Europe, this is either the audience who is watching a tournament, or the structure from which they watch a tournament.

Gamma Rays - Photons of energy that are the most energetic form of electromagnetic radiation.

Gamophobia - An intense fear of marriage.

Gandharvas - Celestial singers and musicians from Sanskrit poetry.

Garden Of Eden - From Christian mythology, the place where god created the first man, Adam, and woman, Eve. They lived in this paradise until they ate the forbidden fruit from the tree of the knowledge of good and evil, and were cast out. See Adam's Apple.

Garderobe - A small latrine built into the thickness of a castle wall or projecting out from the wall. Below the garderobe was an opening in a castle wall where the waste from one or more garderobes was collected. This opening was called a cesspit. See Privy.

Gargoyle - A grotesque human or animal figure found on buildings or decorating spouts projecting from roof gutters to throw rainwater clear of a building. They are used to protect a building by scaring away evil spirits.

Garlic - It protects against the evil eye, demons, vampires and witchcraft. It is most often hung over the door of a house.

Gatehouse - A complex of towers, bridges and barriers designed to protect an entrance made in a town or castle wall. The gatehouse may contain arrow slits in the walls where attackers could be shot at from both sides. It may also contain murder holes, where boiling water or oil could be poured down on the attackers, rocks thrown on them, or archers shoot at them.

Gauntlet - The piece of plate armor which protects the knights hand and wrist.

Gawain - From Arthurian legend, he is considered the perfect knight. See Knights of the Round Table.

GB - Gigabyte. 1,073,741,824 bytes.

Ge - From Greek mythology, she is the earth goddess. Also called Gia, Gaea and Gaia.

Geb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife



and twin sister is Nut, the goddess of the sky. Also called Keb, Qeb and Seb.

Gekka-o - The Japanese god of marriage. He uses a red silk thread to bind the feet of lovers together.

Gemini - Second US manned space flight project. In the zodiac, this is the symbol of the Twins, and is the sign for people born between May 22 and June 21.

Generation Ship - These ships are used when a space voyage will take longer than the average life span of the ships inhabitants. The ship is designed as a place where people will be born, grow old and die. As a crew member becomes too old to perform their duties, or dies, he is replaced by a young crew member who was born and raised on the ship.

Genetic Engineering - The process of altering the DNA in an organism to give or take away certain traits. Organisms could be created that are resistant to diseases, could breathe methane gas, are very strong, or any other trait. The only limitations are biological, for example, a human eye could not be engineered to see in fire, because the flame would destroy the tissue.

Genies - From Arabic mythology, these good or evil spirits have transparent bodies of flame or vapor. They can change their shape and grant three wishes to whoever frees them from the lamp where they live. Be careful when asking for your wishes, you often get exactly what you ask for, and this is often very different from what you thought you asked for. Be very specific. Also called Jinn.

Genius - From Roman mythology, a protecting spirit, similar to the concept of a guardian angel of Christian mythology. The plural is Genii, and the female Genius is a Juno. See Daemons.

Geocentric Theory - It states that the Earth is a fixed body at the center of our solar system, and the Sun and planets orbit around it. Also called the Ptolemaic Theory. See Pythagoras, Copernicus and Heliocentric Theory.

Geofon - From British mythology, the ocean goddess.

Geoglyphs - Drawings made on the ground. See Nasca Plains.

Geomancy - Acquiring knowledge about the future by reading patterns of sand, earth or pebbles. See Divination.

GEOS - Geodetic Satellites. These meteorology satellites launched on 11/6/65, 6/23/66, 1/11/68 and 4/9/75.

Geostationary Orbit - A spaceship or satellite in orbit 35,900 kilometers above the equator with an orbital period of 24 hours. This orbit keeps the object over a specific Earth location at all times. This type of orbit is used most often with communication satellites. Also called Geosynchronous Orbit.

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equator with an orbital period of 24 hours. This orbit keeps the object over a specific Earth location at all times. This type of orbit is used most often with communication satellites. Also called Geostationary Orbit.

Gephyrophobia - An intense fear of bridges.

Ghost - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Specter and Elementaries. See Cats, Juju and Haunted House.

Ghoul - A demonic creature that feeds on corpses or young children. They inhabit lonely places, especially graveyards.

Gia - From Greek mythology, she is the earth goddess. Also called Ge, Gaea and Gaia.

Giant - They are primeval beings who existed before the gods, but were conquered by them. Giants are mortals, and often cruel and stupid. Many are fond of eating people.

Giant Molecular Cloud - A large cloud of gas in interstellar space. This gas is more concentrated than in other gas clouds and is combining into molecules. Stars and planets are formed when a Giant Molecular Cloud collapses and coalesces. These clouds may have a diameter that is tens of parsecs across, and a mass of  $10^5$  solar masses. Also called GMC.

Giants' Dance - A circular stone monument on the Salisbury Plain of England. Built about 4,500 years ago, one of its uses was as an astronomical observatory, to mark the location of the rising and setting of the Sun and Moon. It probably also served as a temple for religious celebrations. New features were added to Stonehenge over hundreds of years of use. The builders remain unknown, but it is said that the magician Merlin brought the stones over from Ireland. Many graves of nobles and the rich can be found in the area surrounding Stonehenge. The Druids did not build Stonehenge, as it was created long before they ever existed. Also called Stonehenge. See Woodhenges.

Gibbet Irons - The criminal would be bound in a tight fitting cage or restraints made of iron bands. He was then hung by the restraint in the dungeon or at a crossroads, where he served as a warning to other criminals. It was a very slow form of death. Also called Hanging In Irons. See Torture and Ordeals.

GIF - Graphic Interchange Format. A bit-mapped color graphics file format that is often used on the Internet to display graphics, but not photographs, on a Web page.

Gigabyte - 1,073,741,824 bytes. Also called GB.

Gimbal - An attachment using ball joints or hinges to allow movement in two or three axis. This is used with rocket nozzles to allow them to thrust in different directions.

Gladius - A short, double edged thrusting sword used by ancient Roman infantry. It was worn at the right hip on a belt or a baldric, a shoulder belt.

Gladshheim - From Norse mythology, the mansion in Asgard where the gods lived. See Odin and Vingulf.

Glaistig - A water fairy who is a seductress. She has the body of a goat, which she hides under a long billowy green dress. She entices men to dance with her, then feeds on their blood like a vampire. Not all bad, she also takes care of children and the elderly and herds cattle for farmers.

Glideslope - The angle of descent used by a gliding ship, with respect to the ground.

Glyphs - Ancient picture writing where the characters represent recognizable objects, like people, birds, boats, etcetera. The most recognized Hieroglyphics were made by the Egyptians. Egyptian Hieroglyphics are composed of two types of signs, Ideograms and Phonograms. Ideograms represent the specific object drawn, or something related to the picture. The picture of a boat may mean boat, or travel. While Phonograms are sound signs, and are used purely for their phonetic value. A sign may be used as a Phonogram and an Ideogram, depending on how they are used and combined with other signs. Determinatives were often placed at the end of a word to indicate if the signs were to be interpreted as Phonograms or Ideograms. Also called Hieroglyphics. See Logograph, Pictographs and Epigrapher.

GMC - Giant Molecular Cloud. A large cloud of gas in interstellar space. This gas is more concentrated than in other gas clouds and is combining into molecules. Stars and planets are formed when a Giant Molecular Cloud collapses and coalesces. These clouds may have a diameter that is tens of parsecs across, and a mass of  $10^5$  solar masses.

GMT - Greenwich Mean Time. Greenwich, England is located at  $0^\circ$  longitude, and its time is used as a basis to calculate time throughout the world.

Gnomes - Deformed and dwarfish underground beings who guard hidden treasure and quarries. See Elementals.

Gnomon - An object that can be used to determine the time of day by the position or length of its shadow. This can be a stick, some stones or similar objects that must be placed in specific ways.

Goblet - Common in the Middle Ages, this bowl-shaped cup had no handles but usually had a stem and base. It was made from glass or metal.

Goblins - A household spirit who is helpful, but also mischievous and prankish. They like homes that have plenty of wine and pretty children. To get rid of a goblin, sprinkle flaxseed on the floor. He is so tidy he will begin picking them up, but soon grow weary and leave the house. See Bogie and Bogles.

**Gods** (The Romans took many of the Greek's gods as their own, so if a Roman god's name is followed by See (enter gods name here), then look under the Greek listing. This may be true for other country's gods also, they usually refer back to Greek gods.)

## **African Bushmen**

Kaang - From African Bushmen mythology, the creator god who made all things.

## **Afro-Caribbean**

Eleggua - From Afro-Caribbean mythology, this god (Orisha) is the owner of the roads and opportunities, and the messenger between man and the gods. He is honored first at any ceremony, because without his approval nothing can be accomplished. He is also a healer and magician, and is known for his generosity and cruelty. He is the trickster who teaches through his tricks.

Obatala - From Afro-Caribbean mythology, the god of peace, harmony and purity. He created humans and most of the other gods. He represents clarity, justice and wisdom, and everything that is white belongs to him.

Oloddumare - From Afro-Caribbean mythology, he is the main god of Yoruba based religions, such as the Santeria and Candomble.

Orisha - From Afro-Caribbean mythology, these are all their gods.

Oshun - From Afro-Caribbean mythology, the goddess of love, sexuality, beauty and diplomacy. She protects the abdominal area, and teaches people about pleasure and happiness.

Oya - From Afro-Caribbean mythology, the goddess of wind, fire and thunderbolts. In Yoruba religions, she is the female warrior and represents female power. She is always willing to take risks, and she is strong, assertive, courageous and independent. When she is angered, or ready to make changes, she can create tornadoes and hurricanes. She is considered a great witch and the guardian of the gates of death.

Shango - From Afro-Caribbean mythology, he is the thunder god.

Yemalla - From Afro-Caribbean mythology, the goddess of the sea and the Moon. She is the personification of motherhood and the provider of wealth. She gives life and sustains the Earth. She also owns the collective subconscious and ancient wisdom.

## **American Indian**

Coyote - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man and Old Man Coyote.

Old Man - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man and Old Man Coyote. Also called Coyote.

Old Man Coyote - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man and Old Man Coyote. Also called Coyote.

### **Assyrian**

Ashur - From Assyrian mythology, the god of war.

### **Aztec**

Atl - From Aztec mythology, the god of water.

Centeotl - From Aztec mythology, he is the corn god.

Chalchihuitlicue - From Aztec mythology, the underworld goddess of flowing water. She is also the wife or sister of Tlaloc, the rain god. They jointly held rule over the waters. She is also known as the lady of the jade green skirts.

Chantico - From Aztec mythology, the goddess of hearth fires and volcanoes.

Chicomecoatl - From Aztec mythology, the goddess of corn and fertility.

Cihuacoatl - From Aztec mythology, the roar from this goddess signaled war.

Coyolxauhqui - From Aztec mythology, the Moon goddess. She was murdered by her brother Uitzilopochtli, the Sun god.

Ehecatl - From Aztec mythology, the god of wind.

Huitzilopochtli - From Aztec mythology, the tribal war god and the Sun god. He is the most popular god of Tenochtitlan, what is now Mexico City.

Huixtocihuatl - From Aztec mythology, the goddess of salt.

Itzpapalotl - From Aztec mythology, the goddess of agriculture.

Ixtlilton - From Aztec mythology, the god of healing, feasting and games.

Macuilxochitl - From Aztec mythology, the god of dance and music.

Metztli - From Aztec mythology, the Moon god.

Mictlantecuhtli - From Aztec mythology, the god of Mictlan and the dead.

Ometecuhtli - From Aztec mythology, the god of duality and the creator of all things.

Patecatl - From Aztec mythology, the god of medicine.

Quetzalcoatl - From Aztec mythology, the Winged and or Feathered Serpent. He

is their main god, with strong solar characteristics and born of a virgin, and is a priest, ruler, god, the inventor of writing and the calendar, and one of the most important figures in Mesoamerica. He ruled Tollan (or Tula) between 800 AD and 1,000 AD, and predicted the coming of the Spaniards. The Maya called him Kukulcan.

Teoyaomqui - From Aztec mythology, the god of dead warriors.

Tezcatlipoca - From Aztec mythology, the trickster god and patron of warriors. He is associated with witches, thieves and evildoers, and has the ability to take or give life.

Tlaloc - From Aztec mythology, the god of rain and fertility. He has tusk-like teeth, rings around his eyes and a scroll emerging from his mouth. The rings around his eyes represented snakes, which are associated with rain in Mexican mythology. He lived with Chicomecoatl in a paradise called Tlalocan. Those who died from lightning, dropsy, skin diseases and those sacrificed to Tlaloc, went here.

Tlazolteotl - From Aztec mythology, the goddess of filth. She is associated with witchcraft and the purification of sin.

Tonacatecuhtli - From Aztec mythology, the creator and provider of food.

Tonatiuh - From Aztec mythology, he is a sun god, the eagle and heavenly warrior.

Uitzilopochtli - From Aztec mythology, the Sun god. He murdered his sister Coyolxauhqui, the Moon goddess.

Xilonen - From Aztec mythology, the goddess of young maize.

Xipe Totec - From Aztec mythology, the god of seed time and agriculture. He is the flayed god who skinned himself to provide food for mankind. He is also the god of penitential torture who gave man smallpox, blindness and other diseases.

Xiuhtecuhtli - From Aztec mythology, the fire god who assisted the spirits of the dead be absorbed into the earth.

Xochipilli - From Aztec mythology, the god of feasting and young maize, and the lord of souls.

Xochiquetzal - From Aztec mythology, the goddess of the flowering and fruitful surface of the Earth.

Xolotl - From Aztec mythology, this god is the giver of misfortune, and usually depicted with backward feet.

Yacatecuhtli - From Aztec mythology, the god of merchant adventurers.

Yum Cimil - From Aztec mythology, the god of death.

### **Babylonian**

Anu - From Babylonian mythology, a sky god and the father and king of the gods.

Anunnaki - From Babylonian mythology, these are the underworld gods.

Apsu - From Babylonian mythology, the god of the underworld ocean and the father of the Earth and skies.

Aruru - From Babylonian mythology, she is the mother goddess, and along with Enlil (or Enki), the main god, created man. She is also called the womb goddess, and the midwife of the gods.

Bel - From Babylonian mythology, he is the sage of the gods, cleverest of the clever.

Dagan - From Babylonian mythology, god of fertility and the Underworld.

Ea - From Babylonian mythology, he is the god of the waters, and he knows everything. When he speaks of something, it is created. He is the Lord of Wisdom and the Lord of Incantations.

Enki - From Babylonian mythology, he is the main god who, along with the mother goddess Aruru, created man. Also called Enlil. See Aruru.

Enlil - From Babylonian mythology, he is the main god who, along with the mother goddess Aruru, created man. Also called Enki. See Aruru.

Ereshkigal - From Babylonian mythology, she is the supreme goddess of the underworld. When angered, her face becomes livid and her lips black.

Gula - From Babylonian mythology, the mother goddess. She was known as a great physician who had the power to cure or inflict disease.

Gushkin-banda - From Babylonian mythology, he is the goldsmith god and creator of god and man.

Irra - From Babylonian mythology, the god of plagues.

Ishtar - From Babylonian mythology, the goddess of love and war.

Marduk - From Babylonian mythology, he replaced the other Babylonian gods to become the central figure of their pantheon. See Tiamat.

Nabu - From Babylonian mythology, the god of writing and wisdom.

Nin-gal - From Babylonian mythology, this patron god of smiths chews copper

and makes tools.

Nin-ildu - From Babylonian mythology, he is the carpenter god, and carries the pure ax of the Sun.

Ninurta - From Babylonian mythology, the god of war.

Nissaba - From Babylonian mythology, she is the harvest goddess of cereal grains. Her breast nourishes the field, and her womb gives birth to the vegetation and grain.

Shamash - From Babylonian mythology, he is the Sun god, and he travels on foot or in a chariot drawn by fiery mules. He is a lawgiver, upholds truth and justice, and informs oracles.

Sharru - From Babylonian mythology, the god of submission.

Sin - From Babylonian mythology, he is the Moon god. He has a beard of Lapis Lazuli, and rides a winged bull.

### **British**

Geofon - From British mythology, the ocean goddess.

### **Celtic**

Ana - From Celtic mythology, the mother of the gods. Also called Don, Danu and Dana.

Angus - From Celtic mythology, the god of love. Four bright birds always hovered over his head. His father is Dagda.

Atrio - From Celtic mythology, this is one of the goddess' of plenty who accompany Kernunnos, the god of plenty, prosperity and earthly fertility. Another goddess of plenty is Rosmerta.

Badb - From Celtic mythology, the essential goddess of battle. She often appears as a crow or raven.

BelBel - From Celtic mythology, the god of light.

Boann - From Celtic mythology, the goddess of rivers.

Borvo - From Celtic mythology, a water god, especially of springs and some rivers.

Bran - From Celtic mythology, this giant is the patron saint of minstrels and bards, and is a skilled musician on many instruments. Also called Bron.

Brigantia - From Celtic mythology, she is the daughter of the Dagd« , and the



patron of poets. She sometimes forms a triad with her two sisters, the goddesses of smiths and laws. The Christians turned her into St. Brigid.

Bron - From Celtic mythology, this giant is the patron saint of minstrels and bards, and is a skilled musician on many instruments. Also called Bran.

Creidhne - From Celtic mythology, the god of metal working.

Dagd« - From Celtic mythology, the father and chief of the people of Dana, the good god, lord of abundance with an inexhaustible cauldron and was armed with a large club. His club is so heavy that it must be carried on wheels, and it can kill nine men with one blow. He is not necessarily good, in the moral sense, but good in everything he does. His harp would come flying through the air when he called. His daughter is Brigantia, his sons Midir and Angus. His surname is Ollathair.

Dana - From Celtic mythology, the mother of the gods. Also called Don, Ana and Danu.

Danu - From Celtic mythology, the mother of the gods. Also called Don, Ana and Dana.

Dian Cecht - From Celtic mythology, the physician god.

Dispater - From Celtic mythology, the father god and lord of the earth.

Don - From Celtic mythology, the mother of the gods. Also called Ana, Danu and Dana.

Epona - From Celtic mythology, a horse goddess. She was often shown seated on a mare, or sometimes accompanied by a foal.

Esus - From Celtic mythology, a good god who was represented as a laborer, but he liked human sacrifice.

Gofannon - From Celtic mythology, see Goibniu.

Goibniu - From Celtic mythology, the divine smith, a famous magician and at his feasts serves the brew of immortality. This was his name in Ireland. In Wales, he was called Gofannon.

Govannon - From Celtic mythology, see Goibniu.

Gwydion - From Celtic mythology, a teacher of the art and a giver of great gifts. He is also skilled in poetry and war. His mother is Dana.

Gwyn ap Nudd - From Celtic mythology, the god of the underworld and master of the wild hunt. He lives at Glastonbury Tor, which may be the site of Avalon.

Kernunnos - From Celtic mythology, he is the god of plenty, prosperity and of

earthly fertility. He is always shown with horns or antlers growing from his head. A goddess of plenty often accompanies him. These goddess' included Atrio and Rosmerta.

Lir - From Celtic mythology, the god of the sea. His son is Manannan.

Lug - From Celtic mythology, he was the god of all the arts, and was armed with a javelin and sling. His surname is Samild « nach.

Mabon - From Celtic mythology, the god of liberation, harmony, music and unity. He is the Son of Light, and the Celtic equivalent of the Roman god Apollo.

Manannan - From Celtic mythology, the god of the waves. He ferried the mortally wounded King Arthur to the otherworld where he could be cured. His father is Lir.

Matres - From Celtic mythology, these are the divine mothers of the people. They were normally pictured as a triad, and often carried infants, cornucopia and baskets of fruit. Also called Matronae.

Matronae - From Celtic mythology, these are the divine mothers of the people. They were normally pictured as a triad, and often carried infants, cornucopia and baskets of fruit. Also called Matres.

Midir The Proud - From Celtic mythology, he was known for his beauty and splendor.

Morrigan - From Celtic mythology, the goddess of war and death. She has a passionate nature, and is the Sacred Prostitute. She would also take the form of a crow and hover over the dead. She is probably who the character Morgan la Fee, from Arthurian literature, is based on. Also called Morrighu.

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Ogma - From Celtic mythology, he symbolizes physical strength.

Ogmios - From Celtic mythology, the god of the strength of poetry, charm and incantation. The Celts believed that eloquence was of greater power than physical strength, and that eloquence reached its zenith in old age. For this reason, Ogmios was often depicted as an old Hercules, by the Romans.

Rosmerta - From Celtic mythology, this is one of the goddess' of plenty who accompany Kernunnos, the god of plenty, prosperity and earthly fertility. Another goddess of plenty is Atrio.

## **Chinese**

Fu Shǎn - From Chinese mythology, the god of happiness

Kuan Ti - From Chinese mythology, the god of war, who's responsible for preventing wars, not making them.

Kuan Yin - From Chinese mythology, the goddess of mercy.

Lung, The - From Chinese mythology, a benevolent dragon who is the god of rain and the waters. It can make itself as small as a silk worm, or large enough to throw the Earth into shadow. It can fly and dive into the deepest spring. It has the horns of a stag, the head of a camel, a demon's eyes, the neck of a snake, it's covered with fish's scales, has the claws of an eagle, the pads of a tiger, ears of a bull and whiskers of a cat.

P'an Chin Lein - From Chinese mythology, the goddess of fornication. She was a young widow whose brother-in-law caught her in a "compromising position" with her lover. Her brother-in-law then killed the lover. She is the patroness of prostitutes.

Pa Cha - From Chinese mythology, the god who protects against grasshoppers and locusts. He has a bird's beak, a clawed right hand which holds a magic gourd filled with magic insecticide and he carries a sword in his left hand.

Wu Kuan - From Chinese mythology, the king of the fourth Chinese hell. This hell of the Lake of Blood is where counterfeiters and cheats are sent to be punished.

Yen Lo - From Chinese mythology, Lord and judge of the Fifth Hell. The punishment here is the memory of things past.

Yen Wang - From Chinese mythology, the god of death.

### **Cuebo Indians**

Quwai - From Cuebo Indians of Columbia mythology, the god who created fish and taught people how to weave and mourn for the dead.

### **Egyptian**

Ahriman - From Egyptian mythology, their version of The Devil. He is the antithesis of the gods and the personification of darkness and evil.

Amun - From Egyptian mythology, this creature has the head of a crocodile, the body of a lion and the hindquarters of a hippopotamus. He eats the hearts of the dead who are judged to be unworthy during the final judgment in the hall of Osiris. Also called Devourer of the Dead.

Anubis - From Egyptian mythology, a god with the head of a jackal and a human

body. He leads the souls of the dead to the underworld, and helps Osiris render his final judgment. Anubis was the inventor of embalming.

Apis - From Egyptian mythology, the god of fertility. He was represented as a bull crowned with a solar disk.

Aten - From Egyptian mythology, the sun god, or more precisely, the Sun itself.

Atum - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tem and Tum.

Ba'het - From Egyptian mythology, the goddess of wealth and abundance.

Bast - From Egyptian mythology, a cat goddess who protects cats and those who care for them. This goddess was worshipped mainly in the Delta city of Bubastis.

Bes - From Egyptian mythology, the god of recreation, music and dance. He is depicted as a grotesque dwarf wearing a crown of feathers.

Bubastis - From Egyptian mythology, the daughter of Isis. She is depicted as a woman with the head of a cat. Cats were sacrificed to her.

Devourer Of The Dead - From Egyptian mythology, this creature has the head of a crocodile, the body of a lion and the hindquarters of a hippopotamus. He eats the hearts of the dead who are judged to be unworthy during the final judgment in the hall of Osiris. Also called Amun.

Eset - From Egyptian mythology, this goddess is the mother of the other gods, and her main functions included motherhood, marital devotion, healing the sick and working magic spells. Her husband and brother is Osiris. Also called Isis.

Geb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Keb, Qeb and Seb.

Hathor - From Egyptian mythology, the sky goddess who was considered the universal mother goddess. She is represented as a cow.

Horus - From Egyptian mythology, the Sun god. He has the body of a man and the head of a hawk. His father is Osiris and Isis his mother. The pharaohs were his incarnation.

Isis - From Egyptian mythology, this goddess is the mother of the other gods, and her main functions included motherhood, marital devotion, healing the sick and working magic spells. Her husband and brother is Osiris. Also called Eset.

Keb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Geb, Qeb and Seb.

Khem - From Egyptian mythology, the god of reproduction and generation. The Greeks recognized Khem to be the same as their god Pan.

Khepera - From Egyptian mythology, the god of the rising Sun. He is represented as a scarab headed man, or a scarab beetle pushing the disk of the new Sun in front of him. Also called Khepri.

Khepri - From Egyptian mythology, the god of the rising Sun. He is represented as a scarab headed man, or a scarab beetle pushing the disk of the new Sun in front of him. Also called Khepera.

Maat - From Egyptian mythology, the goddess of truth and daughter of Ra.

Nu - From Egyptian mythology, the god of chaos and the primordial waste of waters. Nun can be found in present day. He is the water found when digging deep, as for a well, and he is the turbulent floodwaters of the Nile. Also called Nun.

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Nut - From Egyptian mythology, the goddess of the sky. She is represented as a woman with an elongated body arched over the Earth. Her husband and brother is Geb.

Ormuzd - From Egyptian mythology, this god is the personification of spiritual goodness.

Osiris - From Egyptian mythology, the god of the dead, and corn. He presided over the judgment of souls, and taught ancient man how to raise crops.

Phra - From Egyptian mythology, the god of the Sun, personifying its strength. He is the leader of the other gods, and the creator of mankind and all other living things. Also called Re and Ra.

Qeb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Keb, Geb and Seb.

Ra - From Egyptian mythology, the god of the Sun, personifying its strength. He is the leader of the other gods, and the creator of mankind and all other living things. Also called Re and Phra.

Ranno - From Egyptian mythology, the garden god.

Re - From Egyptian mythology, the god of the Sun, personifying its strength. He

is the leader of the other gods, and the creator of mankind and all other living things. Also called Ra and Phra.

Seb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Keb, Qeb and Geb.

Set - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. His wife and twin sister is Nephthys. Also called Seth and Sutekh.

Seth - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. His wife and twin sister is Nephthys. Also called Set and Sutekh.

Shai - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Shu - From Egyptian mythology, he is the god of atmosphere and dry winds. His twin sister and wife is Tefnut.

Sutekh - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. His wife and twin sister is Nephthys. Also called Seth and Set.

Tefnut - From Egyptian mythology, the goddess of life giving dew and moisture. Her husband and twin brother is Shu. Each morning, she and Tefnut received the newborn Sun, and she is depicted as a lioness or having the head of a lion and wearing the solar disk.

Tem - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tum and Atum.

Thoth - From Egyptian mythology, the god of wisdom.

Thoueris - From Egyptian mythology, a hippopotamus goddess responsible for fertility and protecting women in childbirth.

Tum - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tem and Atum.

### **French**

Parques - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

### **Greek** (see Olympians)

Aeolus - From Greek mythology, he is the King of the Winds and lives on the island Aeolia. See Boreas, Zephyr, Notus and Eurus.

Aidos - From Greek mythology, the god of reverence and the feeling of shame that a man feels that prevents him from wrongdoing.

Amphitrite - From Greek mythology, a Nereid whose father is Nereus and mother Doris. She is the wife of Poseidon, and granddaughter of the Titan, Ocean. It was her responsibility to take care of the creatures of the sea.

Anteros - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Romans name for Eros is Cupid.

Aphrodite - From Greek mythology, she is the goddess of love and beauty, and the daughter of Zeus and Dione. Other accounts have her coming from the foam of the sea. Her husband is Hephaestus. The myrtle is her tree, and the dove, sparrow and swan are her birds. The Romans called her Venus.

Apollo - From Greek mythology, he is the son of Zeus and Leto (The Romans called her Latona), and the sun god. His twin sister is Artemis. The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Phoebus Apollo, and Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse

chariot of the Sun god Apollo, who drove it across the sky each day.

Apollo - From Roman mythology, he is the son of Jupiter and Latona (The Greeks called her Leto), and the sun god. His twin sister is Diana (The Greeks called her Artemis). The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Phoebus Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day.

Aquilo - This is the Latin name for the North Wind of Greek mythology. His Greek name is Boreas.

Ares - From Greek mythology, the god of war. His father is Zeus and Hera his mother. His bird is the vulture, and the dog his animal. The Romans called him Mars.

Artemis - From Greek mythology, she is Apollo's twin sister and daughter of Zeus and Leto (The Romans called her Latona), and a virgin goddess. Artemis is the huntress, lover of wild things and the protectress of youth. Sacred to her is the cypress, and all wild animals, especially the deer. The Romans called her Diana.

Asclepius - From Greek mythology, a god of healing whose symbol is a snake. He was taught by Chiron.

Athena - From Greek mythology, she is the daughter of Zeus alone, and has no mother, and is a virgin goddess. She sprang from Zeus's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridal and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. Also called Pallas Athena, the Romans called her Minerva.

Atlas - From Greek mythology, the Titan who carries the world on his shoulders. His father is Iapetus.

Atropos - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates)



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Auster - From Greek mythology, the Latin name for Auster, the South Wind.

Boreas - From Greek mythology, he is the North Wind. His Latin name is Aquilo.

Callisto - From Greek mythology, she is an Arcadian nymph, sworn to chastity, but is raped by Zeus and later turned into a bear, and eventually the bear constellation Ursa Major.

Clotho - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Cronus - From Greek mythology, the god who ruled the Titans and was overthrown by one of his sons, Zeus. The Romans called him Saturn.

Demeter - From Greek mythology, the mother of Persephone and the goddess of agriculture. The Romans called her Ceres.

Dike - From Greek mythology, the goddess who represents human justice. Her mother is Themis, the goddess of divine justice, and her father is Zeus. She sits next to Zeus in Olympus. See Themis.

Dionysus - From Greek mythology, the god of the vine (wine), song and drama. He died each winter, but was reborn each spring. The Romans called him Bacchus. See Bacchantes, Comus, Maenads and Thyrsus.

Doris - From Greek mythology, a daughter of Ocean and the wife of Nereus.

Eros - From Greek mythology, he is the god of romantic and erotic love. His attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Romans called him Cupid.

Eurus - From Greek mythology, he is the East Wind.

Fates, The - From Greek mythology, the gods would spin the web of a persons destiny, and the Fates would carry out the gods will by laying out the web, and cutting it when the persons life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the persons life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Gaea - From Greek mythology, she is the earth goddess. Also called Gia, Ge and Gaia.

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Ge - From Greek mythology, she is the earth goddess. Also called Gia, Gaea and Gaia.

Gia - From Greek mythology, she is the earth goddess. Also called Ge, Gaea and Gaia.

Hades - From Greek mythology, the ruler of the underworld and the dead, and the precious metals found in the earth. He has a helmet which renders its wearer invisible. Hades lacked pity, but he is just. His wife is Persephone. The Romans called him Pluto.

Hephaestus - From Greek mythology, the god of fire. The Romans called him Vulcan.

Hebe - From Greek mythology, the goddess of youth.

Hecate - From Greek mythology, she is the goddess of the dark of the Moon, black moonless nights and crossways, which are places of evil magic.

Helios - From Greek mythology, the sun. The Romans call it Sol. See Apollo.

Hephaestus - From Greek mythology, he is the god of fire. His father is Zeus and Hera his mother. He is the only lame god, and is the armorer and smith for the gods. His wife is Aphrodite. The Romans call him Vulcan.

Hera - From Greek mythology, she is Zeus's wife and sister. Hera is the protector of marriage and married women. She was very vengeful toward all the women that Zeus loved. Punishing them, and their children, even if Zeus had tricked them. The peacock and cow are sacred to her, and her favorite city is Argos. The

Romans called her Juno.

Herakles - From Greek mythology, he is the strongest man on Earth and had great self confidence. His father is Zeus and Alcmena, a mortal, his mother. Hercules married Megara, who gave him three sons. Hera, forever angry with Hercules for being a symbol of Zeus' infidelity, made him go mad. In this state he killed his wife and three children. After doing this Hera removed the madness. Seeing what he had done he went to the Oracle at Delphi seeking a way to purify himself for his evil deed. He was told to go to his cousin, King Eurystheus, and submit to whatever the king told him to do. King Eurystheus gave him twelve labors to perform, and when they were completed Hercules felt cleansed of the murders. Also called Hercules. See Chiron. His twelve labors were to:

1. Kill the Nemean Lion - It was impervious to weapons, so Hercules stunned it with a blow from a club, then strangled it and wore its skin like a cape, making him almost impervious to weapons also.
2. Destroy the Lernean Hydra - The hydra has nine heads, if one is cut off, two grow from the stump of the neck to replace it. Hercules would cut a head off and sear the flesh with a burning branch so new heads could not grow. After doing this to all nine heads, the hydra was dead, and Hercules dipped his arrows into its blood, which was a powerful poison.
3. Capture the Erymanthian Boar - He did this with brute strength.
4. Capture the Ceryneian Stag - This stag has antlers of gold, brass hooves and is one of the fastest animals on the Earth. He chased the stag for a year before catching it.
5. Kill the Stymphalian Birds - These countless man-eating birds have iron talons and arrow sharp feathers. Hercules rang a large bell to attract them, then shot most of them and the rest flew away in fright.
6. Clean the Augean Stables in one day - There were about 3,000 cows in the stables, which had not been cleaned in thirty years. Hercules diverted a river so it ran through the stables and cleaned them.
7. Bring the Cretan Bull into Peloponnesus alive - He brought this wild bull to its destination by riding on its back as it swam in the sea.
8. Obtain the horses of Diomedes - These were giant horses who ate human flesh. Hercules overpowered their guards, killed the king's subjects who tried to stop him, and led the horses away.
9. Obtain the girdle of Hippolyte, Queen of the Amazons - He simply killed her and took the girdle.
10. Bring the Cattle of Geryon back alive - Geryon was a giant with three bodies, three heads and three sets of arms and legs. Hercules slew him, and many other creatures, as he drove Geryon's herd to their destination.
11. Obtain the Apples of Hesperides - First he spent a long time finding where the apples were hidden, and had many battles along the way. He convinced Atlas to pick the apples for him, and Hercules held the Earth while he did this. Atlas tried to trick Hercules into holding the Earth forever, but Hercules tricked Atlas, who, to this day,

holds the Earth on his shoulders.

12. Bring Cerberus to Olympus - He did this with Hades approval, the only condition was that he couldn't use any weapons. Hercules later returned Cerberus to the Underworld.

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Hermes - From Greek mythology, his father is Zeus and Maia his mother. He wears winged sandals and a winged hat, and he is Zeus's messenger. Known as the Master Thief, he is the most cunning of the gods. He also invented the lyre. Hermes is also the Divine Herald who guides the souls of the dead to the underworld. The Romans called him Mercury.

Hestia - From Greek mythology, she is Zeus's sister and a virgin goddess. She is the goddess of the hearth. Also called Vesta. See Vestal Virgins.

Himeros - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Roman's name for Eros is Cupid.

Horae - From Greek mythology, the goddesses of the seasons. They watched over the Earth's fertility, sending the right amount of sun and rain, accompanied Persephone when she ascended from the Underworld and adorned Aphrodite when she rose from the sea.

Hymen - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Romans name for Eros is Cupid.

Hyperion - From Greek mythology, a Titan who was the father of the Sun, Moon and the dawn.

Iapetus - From Greek mythology, one of the Titans. His sons included Atlas and Prometheus.

Irene - From Greek mythology, the goddess of peace.

Iris - From Greek mythology, the goddess of the rainbow and a messenger of the gods, along with Hermes.

Lachesis - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child

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Mnemosyne - From Greek mythology, the Titan who rules over memory. She was also the mother of the Muses.

Moirai - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Morpheus - From Greek mythology, the god of dreams.

Nemesis - From Greek mythology, the goddess of righteous anger and punishment.

Nereus - From Greek mythology, the god known as the Old Man of the Sea. The sea referred to here is the Mediterranean Sea. His wife is Doris, a daughter of Ocean. They had fifty daughters called the Nereids. One of the Nereids is Thetis, the mother of Achilles, another is Amphitrite, Poseidon's wife.

Oceanus - From Greek mythology, this Titan is the great sea that surrounds the Earth. In earlier stories, it was a river that surrounded the Earth. His wife was Tethys.

Pallas Athena - From Greek mythology, she is the daughter of Zeus alone, and has no mother, and is a virgin goddess. She sprang from Zeus's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridle and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. Also called Athena, the Romans called her Minerva.

Pan - From Greek mythology, the god of herds and the son of Hermes. He has the horns of a goat, and instead of feet has the hoofs of a goat. Pan is the goatherds' and shepherds' god, and all wild places are his home. He plays

beautiful music on his reed pipes, and is always in love with one or another wood nymph. His birthplace was Arcady.

Pontus - From Greek mythology, the god of the deep sea whose mother is Mother Earth.

Poseidon - From Greek mythology, he is the god of the sea, earthquakes and horses, and is Zeus's brother. He gave the first horse to man, and he always carried his three pronged spear, the Trident. His wife is Amphitrite, a granddaughter of the Titan Ocean. The Romans called him Neptune.

Prometheus - From Greek mythology, a Titan who was the savior of mankind by giving us fire, writing, architecture, astronomy, medicine, navigation, figures, metalworking and prophecy.

Proteus - From Greek mythology, this god can foretell the future and change shape at will. Some accounts say he is Poseidon's son, others say he is his attendant.

Silenus - From Greek mythology, the god who taught Bacchus how to make wine. He is a jovial fat old man who is usually too drunk to walk so he rides an ass.

Terminus - From Greek and Roman mythology, the god of boundaries.

Tethys - From Greek mythology, a Titan and the wife of Ocean.

Thanatos - From Greek mythology, the god of death.

Themis - From Greek mythology, the goddess of divine justice, who is portrayed as a blindfolded woman holding scales and a sword. She sits next to Zeus on Olympus. Her daughter, with Zeus, is Dike.

Titans - From Greek mythology, these Elder Gods were huge and very strong. Cronus (Saturn) ruled all the Titans until his son Zeus dethroned him, seized power and banished the Titans. When Zeus took power, he allowed a few of the Titans to remain, these were: Oceanus, Tethys, Hyperion, Mnemosyne, Themis, Iapetus, Atlas and Prometheus.

Triton - From Greek mythology, the god who is the trumpeter of the sea. His trumpet is a great sea shell. The upper half of his body was human, while the lower half was a fish. His father is Poseidon and Amphitrite his mother.

Zeus - From Greek mythology, the ruler of the gods. He is Lord of the Sky, the Rain god and the Cloud-gatherer, who wielded powerful thunderbolts. He is constantly falling in love with mortal women, and while seducing them, will often disguise himself as an animal, another person or an object. His bird is the eagle, his tree the oak and his oracle is Dodona in the land of the oak trees. His

will was revealed by the rustling of oak leaves which was then interpreted by the priests. Hera is his wife and sister. The Romans called him Jupiter.

### **Hawaiian**

Hina - From Hawaiian mythology, the earth mother who has the power of growth and reproduction. She is also the wife of Ku.

Kanaloa - From Hawaiian mythology, the squid god and god of the sea. He was not trusted by people, and is responsible for man's troubles and sickness.

Kane - From Hawaiian mythology, the creative parent of man and all living creatures. The forests were sacred to him, and he is identified with sunlight and fresh water. Since life was sacred to him, no human sacrifices were made in his honor.

Ku - From Hawaiian mythology, the god of power, war and the sunrise. His wife is Hina, the earth mother. Human sacrifices were made to him, the victim was usually a captured chief. The victims mana, his spirit and power, were preserved in the sacrificial ceremony, and transferred to anyone who ate his flesh.

Lono - From Hawaiian mythology, the god of agriculture, farming, rain and peace. Sacrifices to him consisted of pigs, taro, sweet potatoes and Kapa.

Maui - From Hawaiian mythology, the trickster god.

Pele - From Hawaiian mythology, the fire goddess of volcanoes.

### **Hebrew**

Jehovah - From Hebrew mythology, the later name of Yahweh, their only god. See Oak and Babel, Tower Of.

Yahweh - From Hebrew and Christian mythology, their only god. The Hebrews would later call him Jehovah. See Oak and Babel, Tower Of.

### **Hindu**

Agni - From Hindu mythology, the god of fire. He is very powerful, has red skin, two faces and seven tongues.

Brahma - From Hindu mythology, the supreme god and creator of all things. Sometimes Brahma (the Creator) forms a trinity with Vishnu (the Sustainer) and Shiva (the Destroyer).

Dyaus - From Hindu mythology, the god of the sky.

Indra - From Hindu mythology, the god of thunder and storms.

Kali - From Hindu mythology, she is a destructive mother goddess who is



represented as a black hag, naked with blood-stained teeth, four arms and wearing a garland of human skulls. She is omnipotent and all pervasive, and is able to protect her devotees from fear and give them unlimited peace. A secret brotherhood of murderers, called Thugs, invokes her. The city of Calcutta, an Anglicized name of her temple Kalighata, is named after her.

Kama - From Hindu mythology, the god of love.

Saraswati - From Hindu mythology, the goddess of poetry, wisdom, eloquence and fine art.

Shiva - From Hindu mythology, the most dangerous and violent of their gods, he is known as the Destroyer. He has four arms and faces and three eyes. The third eye is in the center of his forehead and is lethally destructive.

Vishnu - From Hindu mythology, their highest god and the personification of the preserving power of the divine spirit.

Yama - From Hindu mythology, the king and judge of the dead, and the punisher of the guilty. He is green and armed with a club and noose and seated on a buffalo. The road to his realm is guarded by two dogs that have four eyes each.

## **Hopi**

Kachina - From Hopi mythology, supernatural beings of the Hopi and other Pueblo Indians of the American Southwest. They are the mythical ancestors of present day human beings.

## **Inca**

Inti - From Inca mythology, the Sun god.

Pachamama - From Inca mythology, the earth goddess.

Viracocha - From Inca mythology, this is their supreme deity, the creator and ruler of all living things. See Ono Pacakoti.

## **Japanese**

Fudo - The Japanese god of wisdom.

Gekka-o - The Japanese god of marriage. He uses a red silk thread to bind the feet of lovers together.

Hachiman - From Japanese mythology, the god of War. He was originally the 4th century Emperor Ojin.

Hotei - Of the seven Japanese gods of luck, this very fat man is the most popular.

Kaminari Sama - From Japanese mythology, the god of thunder. He is a demon

with claws and a string of drums. Also called Raiden.

Raiden - From Japanese mythology, the god of thunder. He is a demon with claws and a string of drums. Also called Kaminari Sama.

### **Judeo-Christian**

Beelzebub - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Old Scratch and Lucifer. See Ahriman.

Devil, The - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called Satan, Mephistopheles, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Lucifer - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Old Scratch and Beelzebub. See Ahriman.

Mephistopheles - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Old Scratch - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Lucifer and Beelzebub. See Ahriman.

Satan - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Mephistopheles, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Yahweh - From Hebrew and Christian mythology, their only god. The Hebrews would later call him Jehovah. See Oak and Babel, Tower Of.

### **Maya**

Ah Chuy Kak - From Maya mythology, the war god named the Fire Destroyer.

Ah Cun Can - From Maya mythology, the war god named the Serpent Charmer.

Ah Kinchil - From Maya mythology, the Sun god.

Ah Puch - From Maya mythology, the god of death and ruler of Mitnal. He has the head of an owl and the body of a man. See Hunhau.

Ahau Chamahez - From Maya mythology, one of the two gods of medicine. The other is Cit Bolon Tum.

Ahmakiq - From Maya mythology, the god of agriculture. He will lock up the wind when it threatens to destroy the crops.

Ahulane - From Maya mythology, the war god known as the Archer. His shrine was on the island of Cozumel.

Akhushtal - From Maya mythology, the goddess of childbirth.

Bacabs - From Maya mythology, these canopic gods stand at the four corners of the world and support the heavens.

Camazotz - From Maya mythology, this is the Death Bat, or the Ruler of the Bats. This deity is greatly feared, powerful, malignant and worshipped as a vampire.

Chaac - From Maya mythology, the rain god. He was also the god of wind, thunder, lightning, fertility and agriculture.

Cit Bolon Tum - From Maya mythology, one of the two gods of medicine. The other is Ahau Chamahez.

Ekahau - From Maya mythology, the god of travelers and merchants.

Hunab - From Maya mythology, the creator god. He renewed the Earth after three separate floods. He inhabited the first world with dwarves who built cities, the next world with the Dzolob "the offenders" and the last world with the Maya.

Ixchel - From Maya mythology, this young woman is the patroness of weaving and childbirth, and she is also the Moon.

Ixtab - From Maya mythology, goddess of the hanged. She receives their souls into paradise.

Jaguar God - From Maya mythology, the god of the underworld.

Kan-u-Uayeyab - From Maya mythology, the god who guarded cities.

Kinich Ahau - From Maya mythology, the sun god, symbolized by the Macaw. Also called Kinich Kakmo.

Kinich Kakmo - From Maya mythology, the sun god, symbolized by the Macaw. Also called Kinich Ahau.

Kukulcan - From Maya mythology, the Feathered Serpent. He is a priest, ruler and god, and one of the most important figures in Mesoamerica. He ruled Tollan (or Tula) between 800 AD and 1,000 AD. The Aztecs called him Quetzalcoatl.

Nacon - From Maya mythology, the god of war.

Yum Kaax - From Maya mythology, the god of maize and agriculture.

**Norse** (see Ragnarok)

Aesir - From Norse mythology, the gods of good. These gods are Odin, Thor, Balder, Freya, Tyr, Bragi, Hodur, Heimdall, Vithar, Vili, Ullr, Ve and Forseti.

Balder - From Norse mythology, the god of light and joy.

Bertha - From Norse mythology, the goddess of spinning.

Bragi - From Norse mythology, the god of poetry and eloquence.

Draupnir - A ring worn by Odin. See Odin.

Hel - From Norse mythology, the goddess of the underworld. Half her body is black, while the other half is blue. She feeds on the brains and marrow of men. Also called Hela.

Hela - From Norse mythology, the goddess of the underworld. Half her body is black, while the other half is blue. She feeds on the brains and marrow of men. Also called Hel.

Iduna - From Norse mythology, she kept the golden apples the gods ate in a box. These apples kept the gods young. See Ambrosia and Nectar.

Mimir - From Norse mythology, the god of wisdom and knowledge.

Njord - From Norse mythology, the god of the sea.

Norns - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Odin - From Norse mythology, he is the one-eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Woden and Votan.

Skuld - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out

the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Thor - From Norse mythology, the god of thunder, yeomen and peasants, one of their greatest gods. His mighty hammer is called Mjølknir.

Tyr - From Norse mythology, the god of war and athletic sports. The Vikings believe him to bring victory in battle, so many of their swords were marked with the letter T. See Ullr.

Ullr - From Norse mythology, the god of war and the chase. See Tyr.

Urd - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Urth - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Verdandi - From Greek mythology, one of the Fates. The gods would spin the

web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Verthandi - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Vesta - From Greek mythology, she is Zeus's sister and a virgin goddess. She is the goddess of the hearth. Also called Hestia.

Vithar - From Norse mythology, the second strongest god, next to Odin. He killed the Fenris wolf by holding down its lower jaw with his foot, grabbing its upper jaw, and tearing its mouth apart.

Votan - From Norse mythology, he is the one-eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Woden and Odin.

Woden - From Norse mythology, he is the one-eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Odin and Votan.

**Philistine**

Derceto - From Philistine mythology, the goddess of fertility.

**Roman** (see Penates)

Apollo - From Roman mythology, he is the son of Jupiter and Latona (The Greeks called her Leto), and the sun god. His twin sister is Diana (The Greeks called her Artemis). The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Phoebus Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day.

Bacchus - From Roman mythology, the god of the vine (wine), song and drama. He died each winter, but was reborn each spring. The Greeks called him Dionysus. See Comus, Maenads and Bacchantes.

Bellona - From Roman mythology, the goddess of war.

Ceres - From Roman mythology, the mother of Persephone and the goddess of agriculture. The Greeks called her Demeter.

Comus - From Roman mythology, this is the god of revelry, drunkenness and mirth. This winged youth is brimming with health, and a companion of Dionysus. He is often crowned with roses, dressed in white and carrying a torch.

Cupid - From Roman mythology, he is the god of romantic and erotic love. His attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Greeks called him Eros.

Decuma - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Diana - From Roman mythology, she is Apollo's twin sister and daughter of Jupiter and Latona (The Greeks called her Leto), and a virgin goddess. Artemis is the huntress, lover of wild things and the protectress of youth. Sacred to her is

the cypress, and all wild animals, especially the deer. The Greeks called her Artemis.

Fortuna - From Roman mythology, the goddess of fortune, luck and chance.

Furies, The - From Roman mythology. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Greek call them The Erinyes.

Janus - From Roman mythology, the two faced god of beginnings and endings. He controls all things, whether made by man or god.

Juno - From Roman mythology, she is Jupiter's wife and sister. Juno is the protector of marriage and married women. She was very vengeful toward all the women that Jupiter loved. Punishing them, and their children, even if Jupiter had tricked them. The peacock and cow are sacred to her, and her favorite city is Argos. The Greeks called her Hera.

Jupiter - From Roman mythology, the ruler of the gods. He is Lord of the Sky, the Rain god and the Cloud-gatherer, who wielded powerful thunderbolts. He is constantly falling in love with mortal women, and while seducing them will often disguise himself as an animal, another person or an object. His bird is the eagle, his tree the oak and his oracle is Dodona in the land of the oak trees. His will was revealed by the rustling of oak leaves, which was then interpreted by the priests. Juno is his wife and sister. The Greeks called him Zeus. See Cornucopia.

Latona - From Roman mythology, the mother of Apollo. The Greeks called her Leto.

Mars - From Roman mythology, the god of war. His father is Jupiter and Juno his mother. His bird is the vulture, and the dog his animal. The Greeks called him Ares.

Mercury - From Roman mythology, his father is Jupiter and Maia his mother. He wears winged sandals and a winged hat, and he is Jupiter's messenger. Known as the Master Thief, he is the most cunning of the gods. He also invented the lyre. Mercury is also the Divine Herald who guides the souls of the dead to the underworld. The Greeks called him Hermes.

Minerva - From Roman mythology, she is the daughter of Jupiter alone, and has no mother, and is a virgin goddess. She sprang from Jupiter's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridle and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. The Greeks called her Pallas Athena and Athena.



Morta - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Neptune - From Roman mythology, he is the god of the sea, earthquakes and horses, and is Jupiter's brother. He gave the first horse to man, and he always carried his three pronged spear, the Trident. His wife is Amphitrite, a granddaughter of the Titan Ocean. The Greeks called him Poseidon.

Nona - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Parcae - From Roman mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Phoebus Apollo - From Roman mythology, he is the son of Jupiter and Latona (The Greeks called her Leto), and the sun god. His twin sister is Diana (The

Greeks called her Artemis). The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day. The Greeks called him Apollo.

Pluto - From Roman mythology, the ruler of the underworld and the dead, and the precious metals found in the earth. He has a helmet which renders its wearer invisible. Pluto lacked pity, but he is just. His wife is Libera. The Greeks called him Hades.

Saturn - From Roman mythology, the god who ruled the Titans and was overthrown by one of his sons, Jupiter. The Greeks called him Cronus.

Sol - From Roman mythology, the sun. The Greeks call it Helios. See Apollo.

Terminus - From Greek and Roman mythology, the god of boundaries.

Venus - From Roman mythology, she is the goddess of love and beauty, and the daughter of Jupiter and Dione. Other accounts have her coming from the foam of the sea. Her husband is Vulcan. The myrtle is her tree, and the dove, sparrow and swan are her birds. The Romans called her Aphrodite.

Vulcan - From Roman mythology, he is the god of fire. His father is Jupiter and Juno his mother. He is the only lame god, and is the armorer and smith for the gods. His wife is Venus. The Greeks call him Hephaestus.

### **Sumerian**

An - From Sumerian mythology, their head god.

Annuna - From Sumerian mythology, the children of the head god An.

Ki - From Sumerian mythology, the earth goddess.

Nidaba - From Sumerian mythology, the goddess of writing.

### **Tukano**

Boraro, The - From Tukano Indian mythology, of the upper Amazon. They are the spirits of the forest, who are tall with hairy chests, huge phalluses, ears that stick forward, and feet that point backward. If they fall, they have great difficulty getting up since they have no knee joint. If you see one carrying a stone hoe, run away quickly, he is looking for someone to eat.

### **Voodoo**

Bon Dieu - From Voodoo mythology, a high god.

Damballah - From Voodoo mythology, the powerful serpent god who appears as a rainbow in the sky.

Erzulie - From Voodoo mythology, the love goddess and goddess of elemental forces. She is powdered, perfumed and lives in extravagant luxury.

Loa - From Voodoo mythology, these spirits are African tribal gods which parallel Roman Catholic saints. For example, a snake god would correspond with Saint Patrick. During a voodoo ceremony, the loa will take possession of one or more dancers. The possessed person behaves like the spirit that possesses them. During the possession, the person can give advice and cure the sick.

### Welsh

Bendith y Mamau - From Welsh mythology, it translates to Mother's Blessing, and is the name for fairies. It is used as a protective prayer against evil.

Cerridwen - From Welsh mythology, the goddess of dark prophetic powers. She is the keeper of the cauldron of the underworld, in which inspiration and divine knowledge are brewed.

| <b>The Gods - A r</b> |              |              |                         |            |
|-----------------------|--------------|--------------|-------------------------|------------|
| <b>God Of</b>         | <b>Greek</b> | <b>Roman</b> | <b>Catholic Saints*</b> | <b>Egy</b> |
| (F) = Female          |              |              |                         |            |
| Main God              | Zeus         | Jupiter      | God                     |            |
| Love                  | Eros         | Cupid        | Valentine<br>(lovers)   |            |

|           |                  |              |  |
|-----------|------------------|--------------|--|
| War       | Ares             | Mars         | Brendan /<br>Erasmus /<br>Francis of<br>Paola /<br>Elmo<br>(sailors)<br><br>George /<br>Martin of<br>Tours<br>(soldiers) |
| Grain     | Demeter<br>(F)   | Ceres<br>(F) | Ansovinus<br>/ Isidore<br>the Farmer<br>(farmers)  |
| Fertility |                  |              | Gerard<br>Majella<br>(pregnant<br>women,<br>childbirth)<br><br>Monica<br>(mothers)<br>/ Anne<br>(women in<br>labor)      |
| Beauty    | Aphrodite<br>(F) | Venus<br>(F) |  |
| Prophecy  | Apollo           | Apollo       |  |
| The Hunt  | Artemis<br>(F)   | Diana<br>(F) | Hubert /<br>Eustachius<br>(hunters)  |

|                  |            |                |   |
|------------------|------------|----------------|---|
| The Sky          | Cronus     | Saturn         | Joseph of<br>Cupertino<br>(air<br>travelers)  |
| Arts / War       | Athena (F) | Minerva<br>(F) |   |
| Wine /<br>Plants | Dionysus   | Bacchus        | Vincent of<br>Saragossa<br>/ Amand /<br>Morand<br><br>(vintners)  |
| Messenger        | Hermes     | Mercury        | Archangel<br>Gabriel  |
| Underworld       | Hades      | Pluto          | Satan   |
| The Sea          | Poseidon   | Neptune        | Brendan /<br>Erasmus /<br>Francis of<br>Paola /<br><br>Elmo<br>(sailors)<br><br>Nicholas<br>of<br>Tolentine<br>(mariners) |

|          |            |          |   |
|----------|------------|----------|---|
| Fire     | Hephaestus | Vulcan   | Florian<br>(fire fighters)<br><br>Catherine of Siena<br>(fire prevention) |
| Marriage | Hera (F)   | Juno (F) | Nicholas of Myra<br>(brides)<br><br>Monica<br>(married women)             |

\* The Catholic mythology uses saints and angels instead of minor gods, as other mythologies do. The Catholic mythology sees nature as base, animalistic and unclean. For this reason, they try to separate themselves from nature, and see it as something for them to control and mold into their own image. For this same reason, their saints are designed for people and professions, not aspects of nature. There is no saint for fire, but there is for firemen, no saint for the sea, but for sailors, no saint for fertility or growth, but for farmers, and so on. So in the chart above remember that catholic saints are for the person, not the aspect of nature. There are over 600 catholic saints.

Gofannon - From Celtic mythology, the divine smith, a famous magician and at his feasts serves the brew of immortality. This was his name in Ireland. In Wales, he was called Goibniu.

Goibniu - From Celtic mythology, the divine smith, a famous magician and at his feasts serves the brew of immortality. This was his name in Ireland. In Wales, he was called Gofannon. Also called Govannon.

Gold-Comb - From Norse mythology, he is the cock who will crow when Ragnarok arrives.

Golden Fleece - From Greek mythology, a ram existed that had gold fleece and he could speak and fly. He was sacrificed by Phrixus, who placed the rams fleece in a grove guarded by a snake. Jason and the Argonauts went on a quest for the fleece.

Golem - From Jewish mythology, this clay figure of a man is brought to life by reading a prayer written on a small scroll. The scroll is then placed in the Golem's mouth. The Golem obeys the person who brought him to life and is usually a protector.

Goofer Dust - This is dirt from a graveyard that is used in voodoo ceremonies to kill or

harm enemies.

Gorgons - From Greek mythology, these three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Govannon - From Celtic mythology, the divine smith, a famous magician and at his feasts serves the brew of immortality. This was his name in Ireland. In Wales, he was called Gofannon. Also called Goibniu.

Graal, The Holy - From Arthurian Legend, a cup, chalice, bowl or tray, depending which story you read. Said to be the cup used by Jesus Christ at the last supper. It was preserved by Joseph of Arimathea, who caught some of Christ's blood in it at the Crucifixion. It was later brought to Britain where it disappeared because its guardians were not pure enough. It is supposed to reside in the Grail Castle, which is ruled by the Fisher King. There are many stories of knights searching for the Grail. Also called The Holy Graal. A Graal is a dish or platter brought to a dinner table at various stages of the meal. The term graal was first used about 1000 AD. See Pellinore. Also called The Holy Grail.

Graces, The - From Greek mythology, these three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions, the Muses.

Graiae - From Greek mythology, these three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Grail, The Holy - From Arthurian Legend, a cup, chalice, bowl or tray, depending which story you read. Said to be the cup used by Jesus Christ at the last supper. It was preserved by Joseph of Arimathea, who caught some of Christ's blood in it at the Crucifixion. It was later brought to Britain where it disappeared because its guardians were not pure enough. It is supposed to reside in the Grail Castle, which is ruled by the Fisher King. There are many stories of knights searching for the Grail. Also called The Holy Graal. A Graal is a dish or platter brought to a dinner table at various stages of the meal. The term graal was first used about 1000 AD. See Pellinore.

Grain - To protect yourself from a witch while you sleep, scatter grain around your sleeping area. The witch will try, unsuccessfully, to count all the grain and be so preoccupied that she will not harm you.

Graphophobia - An intense fear of writing.

Gravitational Waves - Oscillations in space-time caused by changes in the distribution of matter.

Great Hall - A building located in the inner ward which served as a castle's main meeting

and dining room.

Great Wall Of China, The - This fortification against raiders in China's northern and northwestern frontier was begun in about 221 BC, after Shih Huang Ti united China under his rule. It was added to, and repaired, over many centuries. When completed, it was about 2,400 kilometers (1,500 miles) long. Constructed of earth and stone, and faced with brick in the eastern portion. It is between 4.6 and 9.1 meters (15 and 30 feet) thick at the base, and about 3.7 meters (12 feet) thick at the top, with an average height of 7.6 meters (25 feet), not including the crenellated parapets. There are 12 meter (40 foot) watch towers placed about every 180 meters (600 feet). Several hundred kilometers of the eastern portion of the Great Wall are still intact. This manmade structure can be seen by the shuttle astronauts in orbit.

Greek Fire - This was a horrible weapon used by the ancient Greeks, and others, that is similar to present day napalm. The formula for this weapon is lost, but it was probably made from quicklime, sulfur, naphtha and saltpeter. This flaming liquid stuck to whatever it touched, and even jumping onto water wouldn't put out the flames. It was shot at troops, ships and forts through pressurized siphons. Squirt guns were used to spray the enemy in close combat, and ceramic hand grenades were also used.

Greenhouse Effect - When a gas, like carbon dioxide, blankets a planet and lets infrared radiation enter but not completely leave the atmosphere. This causes the atmosphere to heat up, like the inside of a greenhouse. A Runaway Greenhouse Effect can develop if the heating releases more greenhouse gases causing the heat to increase to a very high degree.

Greenwich Mean Time - Greenwich, England is located at 0° longitude, and its time is used as a basis to calculate time throughout the world. Also called GMT.

Gremlin - An airborne supernatural creature which causes trouble and inconvenience for pilots and air crew, especially in the military. See Dingbelle and Fifinella.

Greys - This is the most often described alien and U.F.O. inhabitant, and the most common alien described by abduction victims. They conduct various experiments on abduction victims and are considered by many to be evil. They are usually two to four feet tall, slender, have slanted eyes that are completely black, a large head with small mouth and nose, no hair and skin that is light to dark grey. See Reptoids and Unidentified Flying Objects.

Griffin - This mythical creature had the head and wings of an eagle, the body of a lion and the tail of a snake. Griffins often guarded treasures, and in Greek mythology they drew the chariot of the Sun.

Ground State - The lowest energy state an atom can have.

GSFC - NASA Goddard Space Flight Center.

Guenever of Rheged - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guinevere.



**Guild** - A professional, mercantile or craft association formed to maintain standards through training programs, and to support its members. Similar to unions. It was used in Medieval Europe and other countries. See Apprentice.

**Guinevere** - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guenever.

**Gula** - From Babylonian mythology, the mother goddess. She was known as a great physician who had the power to cure or inflict disease.

**Gum Arabic** - A substance used in the dying of fabric to make the color fast. This mordant produces a stiff, brittle fabric. The most common mordant today and in history is Alum, which is Aluminum Potassium Sulfate. Other mordants include: Urine and Lime Water. See Fabric Dyes.

**Gungnir** - From Norse mythology, this is Odin's infallible spear. Oaths were often made on the spear. See Odin.

**Guru** - A spiritual leader or teacher of India.

**Gusan** - One of several famous bards. A bard is an oral historian, political critic, eulogizer and entertainer for the ancient Celtic people. They were highly trained as a poet, composer, singer and harpist. Poems used by the bards were passed on orally. They were most active in medieval and post medieval Ireland and Wales. Some bards roamed the countryside, while others stayed in residence at a wealthy home. In Wales, many bards were nobles, but the art gradually died as the English outlawed them as causing political unrest. Some texts of their poetry still exist, but almost no music remains. Other cultures have similar musicians, including: Gusan of Armenia, Guslari of Yugoslavia and Aoidos of Homeric Greece. See Cruit.

**Gushkin-banda** - From Babylonian mythology, he is the goldsmith god and creator of god and man.

**Guslari** - One of several famous bards. A bard is an oral historian, political critic, eulogizer and entertainer for the ancient Celtic people. They were highly trained as a poet, composer, singer and harpist. Poems used by the bards were passed on orally. They were most active in medieval and post medieval Ireland and Wales. Some bards roamed the countryside, while others stayed in residence at a wealthy home. In Wales, many bards were nobles, but the art gradually died as the English outlawed them as causing political unrest. Some texts of their poetry still exist, but almost no music remains. Other cultures have similar musicians, including: Gusan of Armenia, Guslari of Yugoslavia and Aoidos of Homeric Greece. See Cruit.

**Gwragedd Annwn** - Beautiful Welsh water fairies who have been known to marry humans.

**Gwydion** - From Celtic mythology, a teacher of the art and a giver of great gifts. He is also skilled in poetry and war. His mother is Dana.

Gwyllgi - A giant, evil, red eyed dog that was supposed to live in Wales. Also called the Dog of Darkness.

Gwyllion - These Welsh mountain fairies do nothing but sit among the rocks on mountain roads and stare evilly at the people passing by.

Gwyn ap Nudd - From Celtic mythology, the god of the underworld and master of the wild hunt. He lives at Glastonbury Tor, which may be the site of Avalon.

Gyes - From Greek mythology, one of three huge creatures, called the Hecatoncheires, who fought with Zeus against the Titans. They had fifty heads and one hundred very strong arms. There others are Briareus (also called Aegaeon) and Cottus. Gyes is also called Gyges.

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Gymnophobia - An intense fear of the naked body.

Gynophobia - An intense fear of women. See Androphobia.

## **H** [Top Of Document](#)

Hachiman - From Japanese mythology, the god of War. He was originally the 4th century Emperor Ojin.

Hadeophobia - An intense fear of hell. See Demonophobia, Uranophobia and Theophobia.

Hades - From Greek mythology, the ruler of the underworld and the dead, and the precious metals found in the earth. He has a helmet which renders its wearer invisible. Hades lacked pity, but he is just. His wife is Persephone. The Romans called him Pluto.

Hadj - This is a pilgrimage to Mecca that every free Moslem must make at least once in his life. Those who complete the pilgrimage are given the title Hadji. Also called Hajj.

Hadji - The title given to a free Moslem who has completed the pilgrimage to Mecca. See Hadj.

Hadrons - These are all the elementary particles in the universe, including protons, neutrons and pions. They are made of quarks in various combinations. See Quark.

Hag - An ugly old woman who is in league with the dead or the Devil. She is often a witch or sorceress. On rare occasions, a Hag may be young and beautiful. See Hag-ridden and Black Annis.

Hag-ridden - This is when a Hag rides a sleeping person like a horse. The person wakes up unrested and exhausted. A person can even be Hag-ridden to death. See Hag and Black

Annis.

Hajj - This is a pilgrimage to Mecca that every free Moslem must make at least once in his life. Those who complete the pilgrimage are given the title Hadji. Also called Hadj.

Half-Life - The time it takes for half of the radioactive atoms in a given sample to disintegrate.

Half-Timber - Walls made of a wood frame structure filled with wattle and daub. This was the most common form of construction used in medieval Europe.

Halley, Edmond - (1656 AD - 1742 AD) This English astronomer applied Newton's laws of motion to historical comet data. This allowed him to predict the reappearance of the comet which now bears his name.

Halloween - One of the two most important Sabbats for practitioners of witchcraft (October 31). It is also the eve of All Saints Day. See Roodmas.

Hamadryads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Hamartophobia - An intense fear of sin. See Peccatiphobia.

Hand And A Half Sword - Usually this sword is used with one hand, but the grip is long enough to be grasped by two or three fingers of the left hand. This allows for extra impact. This lighter and faster sword started to become popular in the 15th century. This was the time when the use of full armor was declining due to the use of firearms. Also called a Bastard Sword.

Hand Of Glory - A charm made from the pickled or dried hand of a dead man, preferably a criminal that has been hanged. The owner of a Hand Of Glory can become invisible, or if shown to someone it will render them motionless. The hand is most often used with a burning candle, made from the fat of a hanged man, setting in the open palm. Other times the fingers are lit. A burglar will light the fingers and place the hand on a table of a house while he is robbing it, knowing that no one in the house will wake up until he and the hand have left.

Hanging In Irons - The criminal would be bound in a tight fitting cage or restraints made of iron bands. He was then hung by the restraint in the dungeon or at a crossroads, where he served as a warning to other criminals. It was a very slow form of death. Also called Gibbet Irons. See Torture and Ordeals.

Hephaestus - From Greek mythology, he is the god of fire. His father is Zeus and Hera his mother. He is the only lame god, and is the armorer and smith for the gods. His wife is Aphrodite. The Romans call him Vulcan.

Haptophobia - An intense fear of being touched.

Hardware - The solid components of a computer. These components include the monitor (screen), Central Processing Unit (CPU), and keyboard.

Harpaxophobia - An intense fear of robbers. See Scelerophobia.

Harpies - From Greek mythology, these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The three Harpies are Aello, Celaeno and Okypete.

Haruspication - Gaining knowledge of the future through the inspection of animal or human entrails. See Divination.

Hathor - From Egyptian mythology, the sky goddess who was considered the universal mother goddess. She is represented as a cow.

Hathors - Female genii of ancient Egypt. They would appear at a child's birth and predict its future.

Haunted House - A house where a ghost is frequently seen, heard or whose presence is felt.

HEAO - High Energy Astronomy Observatories. Launched on 8/12/77, 11/13/78 and 9/20/79.

Hebe - From Greek mythology, the goddess of youth.

Hecate - From Greek mythology, she is the goddess of the dark of the Moon, black moonless nights and crossways, which are places of evil magic.

Hecatoncheires - From Greek mythology, these three huge creatures had fifty heads and one hundred very strong arms. They fought with Zeus against the Titans. Their names are Briareus (also called Aegaeon), Cottus and Gyges (also called Gyes).

Hedonophobia - An intense fear of pleasure.

Heimdall - From Norse mythology, he is the watchman of the bridge which leads to the underworld. The bridge is called Bifrost.

Heiophobia - An intense fear of sacred things.

Heisenberg Uncertainty Principle - In quantum mechanics, this is a limit on the precision with which the simultaneous position and momentum of a body or particle can be specified. In other words, there is a limit as to how precisely you can determine the location of a particle, such as an electron, and what direction it is moving. This is what makes many

people question whether or not Star Trek's® ©™ transporters would ever work. They wonder if once taken apart, how accurately could a person's or thing's atoms be reassembled? Brain or muscle cells may not resemble their original form, causing brain damage or death, or in a worse case scenario it may create a politician or lawyer. Also called the Indeterminacy Principle.

Hel - From Norse mythology, the goddess of the underworld. Half her body is black, while the other half is blue. She feeds on the brains and marrow of men. Also called Hela.

Hela - From Norse mythology, the goddess of the underworld. Half her body is black, while the other half is blue. She feeds on the brains and marrow of men. Also called Hel.

Helen Of Troy - From Greek mythology, she was considered the most beautiful woman in Greece, with a face "that could launch a thousand ships." Her parents were Zeus and Leda, the wife of King Tyndareus of Sparta. Paris, a prince of Troy, abducted her from her husband Menelaus thus starting the ten year Trojan War. See Trojan Horse.

Heliocentric Theory - A theory which states that the Sun is a fixed body at the center of our solar system, and all the other planets revolve around it. This theory was first presented by the Greek, Aristarchus of Samos in the third century BC. Also called the Sun-Centered System. See Geocentric Theory, Pythagoras, Ptolemaic Theory and Copernicus.

Heliophobia - An intense fear of sunlight.

Helios - From Greek mythology, the sun. The Romans called it Sol. See Apollo.

Hellas - The Greek name for Greece.

Helmholtz-Kelvin Contraction - The gradual gravitational contraction of a cloud or star, which causes the release of gravitational potential energy.

Hematophobia - An intense fear of blood.

Hemlock - A poisonous herb that is an ingredient in flying ointments used by witches. It is a hallucinogen that creates a sensation of flying.

Henbane - A poisonous herb that is an ingredient in flying ointments used by witches. See Love Potions.

Hepatoscopy - Gaining knowledge about the future by looking at the liver. The liver may be inscribed with magic words and spells. See Divination.

Hephaestus - From Greek mythology, he is the god of fire. His father is Zeus and Hera his mother. He is the only lame god, and is the armorer and smith for the gods. His wife is Aphrodite. The Romans call him Vulcan.

Hera - From Greek mythology, she is Zeus's wife and sister. Hera is the protector of marriage and married women. She was very vengeful toward all the women that Zeus loved. Punishing them, and their children, even if Zeus had tricked them. The peacock and

cow are sacred to her, and her favorite city is Argos. The Romans called her Juno.

Herakles - From Greek mythology, he is the strongest man on Earth and had great self confidence. His father is Zeus and Alcmena, a mortal, his mother. Hercules married Megara, who gave him three sons. Hera, forever angry with Hercules for being a symbol of Zeus' infidelity, made him go mad. In this state he killed his wife and three children. After doing this Hera removed the madness. Seeing what he had done he went to the Oracle at Delphi seeking a way to purify himself for his evil deed. He was told to go to his cousin, King Eurystheus, and submit to whatever the king told him to do. King Eurystheus gave him twelve labors to perform, and when they were completed Hercules felt cleansed of the murders. Also called Hercules. See Chiron. His twelve labors were to:

1. Kill the Nemean Lion - It was impervious to weapons, so Hercules stunned it with a blow from a club, then strangled it and wore its skin like a cape, making him almost impervious to weapons also.
2. Destroy the Lernean Hydra - The hydra has nine heads, if one is cut off, two grow from the stump of the neck to replace it. Hercules would cut a head off and sear the flesh with a burning branch so new heads could not grow. After doing this to all nine heads, the hydra was dead, and Hercules dipped his arrows into its blood, which was a powerful poison.
3. Capture the Erymanthian Boar - He did this with brute strength.
4. Capture the Ceryneian Stag - This stag has antlers of gold, brass hooves and is one of the fastest animals on the Earth. He chased the stag for a year before catching it.
5. Kill the Stymphalian Birds - These countless man-eating birds have iron talons and arrow sharp feathers. Hercules rang a large bell to attract them, then shot most of them and the rest flew away in fright.
6. Clean the Augean Stables in one day - There were about 3,000 cows in the stables, which had not been cleaned in thirty years. Hercules diverted a river so it ran through the stables and cleaned them.
7. Bring the Cretan Bull into Peloponnesus alive - He brought this wild bull to its destination by riding on its back as it swam in the sea.
8. Obtain the horses of Diomedes - These were giant horses who ate human flesh. Hercules overpowered their guards, killed the king's subjects who tried to stop him, and led the horses away.
9. Obtain the girdle of Hippolyte, Queen of the Amazons - He simply killed her and took the girdle.
10. Bring the Cattle of Geryon back alive - Geryon was a giant with three bodies, three heads and three sets of arms and legs. Hercules slew him, and many other creatures, as he drove Geryon's herd to their destination.
11. Obtain the Apples of Hesperides - First he spent a long time finding where the apples were hidden, and had many battles along the way. He convinced Atlas to pick the apples for him, and Hercules held the Earth while he did this. Atlas tried to trick Hercules into holding the Earth forever, but Hercules tricked Atlas, who, to this day, holds the Earth on his shoulders.
12. Bring Cerberus to Olympus - He did this with Hades approval, the only condition was that he couldn't use any weapons. Hercules later returned Cerberus to the Underworld.

Heraldic Device - The symbols used to distinguish one knight from another on the battle or

tournament field.

Heraldry - The rules which organized a knight's symbols, to maintain clarity and individuality.

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he couldn't use any weapons. Hercules later returned Cerberus to the Underworld.

Hermes - From Greek mythology, his father is Zeus and Maia his mother. He wears winged sandals and a winged hat, and he is Zeus's messenger. Known as the Master Thief he is the most cunning of the gods. He also invented the lyre. Hermes is also the Divine Herald who guides the souls of the dead to the underworld. The Romans called him Mercury.

Hertz - A unit of frequency equal to one cycle per second. Named for the first person to produce radio radiation, Heinrich Hertz.

Hestia - From Greek mythology, she is Zeus's sister and a virgin goddess. She is the goddess of the hearth. Also called Vesta.

Hieroglyphics - Ancient picture writing where the characters represent recognizable objects, like people, birds, boats, etcetera. The most recognized Hieroglyphics were made by the Egyptians. Egyptian Hieroglyphics are composed of two types of signs, Ideograms and Phonograms. Ideograms represent the specific object drawn, or something related to the picture. The picture of a boat may mean boat, or travel. While Phonograms are sound signs, and are used purely for their phonetic value. A sign may be used as a Phonogram and an Ideogram, depending on how they are used and combined with other signs. Determinatives were often placed at the end of a word to indicate if the signs were to be interpreted as Phonograms or Ideograms. Also called Glyphs. See Logographs, Pictographs and Epigrapher.

Hierophant - A priest in ancient Greece.

High-Speed Solar Wind - A flow of high-speed plasma leaving the Sun. The average velocity of the Solar Wind is almost 350 kilometers (217 miles) per second. Holes in the Sun's Corona allow for regions of much stronger Solar Winds called High-Speed Solar Wind Streams. As the Sun rotates, these winds point in different directions, like holding a hose in front of you with the water squirting straight out, and then slowly spinning around in a circle. The Earth gets sprayed with High-Speed Solar Wind Streams from the same coronal holes about every 27 days. See Stellar Winds and Solar Wind.

Himeros - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Roman's name for Eros is Cupid.

Hina - From Hawaiian mythology, the earth mother who has the power of growth and reproduction. She is also the wife of Ku.

Hoarding - A temporary wooden balcony attached to the top of a castle's walls and towers before a battle. It extends over the outer edged of the wall allowing arrows and missiles to be fired at the base of the castle walls. Machicolations were like the hoarding, but they were permanent stone structures. See Putlog Hole.

Hobelers - From Medieval Europe, light cavalry who wore only light steel caps, a short coat of mail, and used short swords, a light lance and a bow. These troops were often used in



Scotland.

Hobgoblin - A friendly type of Brownie who likes to play practical jokes.

Hodophobia - An intense fear of travel.

Holy Lands, The - The historical lands of the bible, mainly Western Palestine, especially Judea.

Homage - A public pronouncement of loyalty from a vassal to his lord. In exchange, the lord promised to protect the vassal. The oath was part of a ceremony that included the vassal placing his hands on the lord's hands.

Homichlophobia - An intense fear of fog.

Homogeneous - A place where matter is distributed evenly over the entire area.

Hoplite - This is what ancient Greek foot soldiers were called.

Horae - From Greek mythology, the goddesses of the seasons. They watched over the Earth's fertility, sending the right amount of sun and rain, accompanied Persephone when she ascended from the Underworld and adorned Aphrodite when she rose from the sea.

Horoscope - A chart showing the positions of the Sun, Moon and planets on the Zodiac at a specific time, as seen from a specific place on Earth. This is usually done with a person's time and place of birth, to determine their personality traits and future. See Zodiac.

Horses - Horses are interesting creatures. Some are as smart as others are stupid, just like people. On average, a horse is about as smart as the average dog.

Physical - There are many different breeds of horse. One of the largest is the Belgian, which can easily reach a height, at the shoulder, of 173 centimeters (68 inches) and weigh 1,125 kilograms (2,500 pounds). One of the smallest horses is the Shetland Pony, which averages a height, at the shoulder, of 106 centimeters (42 inches). A horse's height is measured in hands, with a hand being 10.2 centimeters (4 inches), the average width of a hand, when this measurement was created. A horse is measured from the top of its shoulders to the ground, and a horse that is 178 centimeters (70 inches) tall is said to be 17 and a half hands.

Gaits - A horse has four natural gaits: the walk, the trot (a fast walk that is bumpy on the rider), the canter (a slow run) and the gallop (a fast run). The faster a horse goes, the more difficult it is to control.

Health - To maintain a horse's health it must be brushed regularly, and never put away in a stall while hot or sweating. After a horse has been ridden, it must be cooled down, brushed and preferably sponged off with cool water. Then the horse must be walked until it is dry. A hoof pick must also be used to clean the bottom of the horse's hooves before and after each ride. They have poor eyesight,

but excellent hearing and sense of smell. Their eyesight is often the cause of them being bitten on the nose by rattlesnakes. They see something, but aren't sure what it is, so they go down to sniff and see what the object is, and wham. Their bad eyesight also results in them being easily scared, called spooked. Sudden movements can easily scare them. Surprisingly, horses can be rather fragile. A small wound in their foot easily becomes infected, rendering them lame. A wide variety of injuries and illnesses can make a horse sick, or bring about death. Colic, when their intestine gets blocked, is rather common. To relieve the pain a horse will lay down and roll violently on the ground. However, this can cause the intestine to become twisted. When this happens, an operation must be performed quickly to untangle and unblock the intestine, or the horse will die. However, horses often roll on the ground just for fun. The severity of the rolling is the indicator.

**Injury** - Horses also have an uncanny ability to find anything that will hurt them. If there is one nail sticking out of a five mile long fence, they will find it and rip themselves from stem to stern. One sharp object on the ground in a piece of land the size of New York, and they will step on it. Another problem with horses is that their throat muscles only move in one direction, so they can't throw up. If you give a horse a large piece of carrot, or similar object, and it is not chewed properly, it can become lodged in the throat and suffocate the horse. Like all herbivores, a horse's teeth grow constantly throughout its life, and the age of a horse can be told by looking at its teeth. A growth groove on two teeth, and other tooth patterns, are used to do this. That is where the old saying, "Don't look a gift horse in the mouth" comes from. Looking inside a horse's mouth will reveal information on its age and health. Domestic horses also need to have their teeth "floated" regularly. This is done by putting a special bracket in a horse's mouth to hold it open, then using a file to smooth and level the chewing surface of the teeth. Uneven wear creates sharp pieces of tooth, which can cut the horse's mouth, and uneven teeth can't chew food properly which causes health problems.

**Shoeing** - Wild horses don't have the problem of shoeing, because their normal activities wear down their hooves, which grow constantly. Domesticated horses, however, need to be shod to maintain proper hoof health, and to help with whatever activity they are doing. Draft horses may have shoes with a lip on the front bottom side, to help them grip the ground. Race horses have small, lightweight shoes so they won't be slowed down. Horses who walk on streets often have a rubberized horseshoe, for shock absorption and better grip on asphalt and cement.

**Food** - What a horse is fed depends on its breed and the type of work it does. A saddle horse that weighs 544 kilograms (1,200 pounds), and is given about six hours of rigorous exercise every day, should get three daily meals. Each meal should have 134 to 202 cubic inches (2 to 3 dry quarts) of sweet feed or grain mixed with a little corn and linseed meal. The horse should also get some bran mash once a week, on the day before its day of rest.

Tack and Control - Tack is the equipment used on a horse. It includes the halter, bridle and saddle. The tack is always put on from the horse's left side, called the near side. This is also the side where a rider mounts a horse. A horse's right side is called the off side. When riding a horse, always use light hand pressure on the reins. Pulling hard on the reins can injure a horse's mouth. In the very least, a heavy hand will desensitize the horse's mouth, making him harder to control. The same is true when using a crop (short whip) on a horse, or kicking him with your heels. A true horseman uses a combination of reins, leg pressure and heels to control a horse. With a well trained horse, reins do not need to be used at all, but never ride a horse without reins. Even with a highly trained horse, reins are used most of the time, to a greater or lesser degree. Just to let you know, when knights were jousting they controlled their horses with leg and heel pressure. One hand was holding a lance, and the other a shield. If the knight was holding the reins in either hand, then whenever he moved the lance or shield, the horse would turn, which could be fatal.

Distance Riding / Endurance Rides - Distance riding is when a horse and rider cover 80.45 - 160.90 kilometers (50 - 100 miles) in one day. The horse is checked by vets throughout race for pulse, temperature and respiration. If the race is over 160.90 kilometers (100 miles), then it is done over several days, doing about 80.45 kilometers (50 miles) a day. Pony express went from St. Joseph, MO to Sacramento, CA 3,200 km (2,000 miles) in about 8 days using relays of horses.

Rent Strings - Rent string horses, the ones you rent by the hour at a stable, are interesting, too. When going away from the stable, they will walk as slowly as is horsley possible, but will gallop back to the stable. After all, that is where you will get off of them and they have food, water and friends. Rent strings also know every trick to dismount a rider. Their four favorites are:

Bloating - Expanding their lungs as much as possible while the saddle is being put on, then you mount up and they exhale. The strap that was tight is now loose, the saddle slides sideways and you find yourself on the ground. To overcome this, you must either wait until the horse exhales completely, which can take several minutes, or punch the horse in the ribs to make him exhale (I can hear the SPCA knocking on my door already).

Bucking - Kicking with the hind legs, to throw you out of the saddle and onto the ground.

Knocking Off - Another trick is to walk or gallop so close to a barbed wire fence or thorny bush that the rider's leg scrapes against the sharp object. In your attempt to move your leg out of harm's way, you fall out of the saddle.

Low Bridge - The last is to walk or gallop under some low object, usually a tree branch. When a horse did this to me once, I had to lay back, with my head on the

horses butt, to keep from being hit by a branch that was as big around as my arm. If the branch was a few inches lower, it would have scraped me off the horse like a knife scraping butter off toast. Of course, once the rider falls off, the horse gallops back to the stables for food, water and laughing at the humans with his horse friends.

Horus - From Egyptian mythology, the Sun god. He has the body of a man and the head of a hawk. His father is Osiris and Isis his mother. The pharaohs were his incarnation.

Hospitallers - These are the Knights of the Order of the Hospital of St. John of Jerusalem. This order was formed in 1099 AD after the capture of Jerusalem, and recognized by the Pope in 1113 AD. They provided hospitals and shelters for pilgrims on their way to the Holy Lands. These knights fought in almost every battle of the Crusades. This order still exists today. See Teutonic Knights, Knights Templar and Knight.

Hot Stuff - Red hot pokers, pinchers and other metal torture devices were often used to burn out eyes, rip off strips of flesh and remove nipples or anything else they could grab. Boiling lead, oil and water were also poured into the nose or ears. See Torture and Ordeals.

Hotei - Of the seven Japanese gods of luck, this very fat man is the most popular.

Houngan - A priest of the voodoo mythology.

Household Knights - A feudal lord's entourage of knights. They accompanied him to tournaments and wars. They were originally paid with food and shelter, but later they also received cash payments. By the late fourteenth century, the Household Knight had become a military officer employed by the lord to help with military and political affairs.

Household Spirits - From European folklore, these supernatural beings often visit homes or farms where they are either helpful or mischievous. On rare occasions they are malicious.

HTML - HyperText Markup Language. The standard for attaching tags to a text file so the file can be interpreted by a Web Browser.

HTTP - HyperText Transfer Protocol. The protocol that allows Web Browsers and servers to communicate with each other.

Huaca - From the ancient Incas, the word means sacred, and is applied to everything supernatural, including: gods, spirits, demons and the temples or sites where they were worshipped.

Hubble Constant - A place where the velocities of remote galaxies, and their distances, are proportional. It is believed to be between 50 and 100 kilometers/second (31 and 62 miles/second) per million parsecs.

Huitzilopochtli - From Aztec mythology, the tribal war god and the Sun god. He is the most popular god of Tenochtitlan, what is now Mexico City.

Huixtocihuatl - From Aztec mythology, the goddess of salt.

Humbaba - From Babylonian mythology, the monster who guards the giant Cedar tree that is the home of the gods.

Hunab - From Maya mythology, the creator god. He renewed the Earth after three separate floods. He inhabited the first world with dwarves who built cities, the next world with the Dzolob "the offenders" and the last world with the Maya.

Hundred Years War - The war between England and France from 1337 AD to 1453 AD. This war started when Edward III declared himself the King of France. See Cog.

Hung, Drawn and Quartered - This form of execution was used to punish someone for high treason. It was first performed on David, Prince of Wales in 1282 for attacking Hawarden Castle, and last recorded in 1817 in Derby. The poet Shelley witnessed this last execution. The victim is dragged behind a horse throughout the streets on a sled. He is then hanged until half dead (about ten minutes), cut down and disemboweled. His heart and bowels are then burned before him, his head spiked on the city wall, and his body cut into four quarters. The quarters are sent north, south, east and west of the city and buried in unconsecrated ground. See Torture and Ordeals.

Hunhau - From Maya mythology, the chief of the demons, a manifestation of Ah Puch.

Hunin - From Norse mythology, he is the raven of thought. He sits on Odin's shoulder every day and tells him what was occurring in the world.

Hydra - A giant serpent like creature with several heads, the center one being immortal. If one of the heads is cut off, two grow to replace it. This creature prowls the marshes of Lerna, near Argos.

Hydrophobia - An intense fear of water.

Hylephobia - An intense fear of materialism.

Hylophobia - An intense fear of forest(s).

Hymen - From Greek mythology, one of the attendants of Eros, the god of romantic and erotic love. The attendants are Anteros the avenger of slighted love, Himeros for longing and Hymen the god of the Wedding Feast. The Romans name for Eros is Cupid.

Hypengyophobia - An intense fear of responsibility.

Hyperion - From Greek mythology, a Titan who was the father of the Sun, Moon and the dawn.

Hyperjump - We live in three dimensional space, but you can "Jump" (Hyperjump) into Hyperspace. The "Jump" takes you from our three dimensional space to a space composed of four or more dimensions. In Hyperspace, our three dimensional space is folded and curved making distant points in our universe very close together in Hyperspace. The trick is

being able to "Jump" from three dimensional space, to Hyperspace, and back to three dimensional space. "Jumps" are achieved by using gates, tunnels or doorways.

Hypersonic - Speeds above Mach 5. See Mach, Speed Of Sound, Transonic and Subsonic.

Hyperspace - We live in three dimensional space, but you can "Jump" (Hyperjump) into Hyperspace. The "Jump" takes you from our three dimensional space to a space composed of four or more dimensions. In Hyperspace, our three dimensional space is folded and curved making distant points in our universe very close together in Hyperspace. The trick is being able to "Jump" from three dimensional space, to Hyperspace, and back to three dimensional space. "Jumps" are achieved by using gates, tunnels or doorways.

Hypnophobia - An intense fear of sleep.

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Iai - The Japanese art of drawing a sword. See Iaijitsu, Kenjitsu and Fudo-ryu.

Iaijitsu - Japanese fast sword drawing technique. See Fudo-ryu, Kenjitsu and Iai.

Iapetus - From Greek mythology, one of the Titans. His sons included Atlas and Prometheus.

Ideograms - One of the two types of signs used in Egyptian Hieroglyphics. Ideograms represent the specific object drawn, or something related to the picture. The picture of a boat may mean boat, or travel. See Hieroglyphics.

Ideophobia - An intense fear of ideas.

Iduna - From Norse mythology, she kept the golden apples the gods ate in a box. These apples kept the gods young. See Ambrosia and Nectar.

Igraine - From Arthurian mythology, she is King Arthur's mother, and wife of Uther, the High King of Britain.

Iliad - From Greek mythology, one of the two great epics written by Homer. This, combined with the other story, the Odyssey, tells about the Trojan War and the events following the war.

Imp - A small demon.

Inca - These people created an Andean empire in South America centered around Cuzco. At its greatest, this territory extended 4,000 kilometers (2,500 miles) north to south, and 805 kilometers (500 miles) east to west. It is estimated that between 3,500,000 and 16,000,000 people, of different tribes, lived in this area. Spanish adventurer Francisco Pizarro, with 180 men, arrived during a struggle for the throne. Thinking the fair-skinned Pizarro was one of their gods, they didn't oppose him. Pizarro killed the ruler of the Inca, and several of his

successors, resulting in the destruction of the Inca empire. The Inca were best known for their agriculture, with extensive irrigation canals and aqueducts; a network of stone roads (trained runners working in relays could cover 402 kilometers (250 miles) in a day); Quipus, knotted and colored strings used to keep accurate numerical records; large temples; rope suspension bridges almost 100 meters (328 feet) long; and a formalized religion. See Paccari Tambo, Huaca, El Dorado, Machu Picchu, Ono Pacakoti, Pototo and Situa.

Incantation - Through the use of chanting spells, verses or formulas a person can be helped or hurt, or knowledge can be acquired.

Incubus - A male demon which seeks to have sexual intercourse with sleeping women. Such a union produces witches, demons and deformed children. See Succubus.

Indeterminacy Principle - In quantum mechanics, this is a limit on the precision with which the simultaneous position and momentum of a body or particle can be specified. In other words, there is a limit as to how precisely you can determine the location of a particle, such as an electron, and what direction it is moving. This is what makes many people question whether or not Star Trek's® ©™ transporters would ever work. They wonder if once taken apart, how accurately could a person's or thing's atoms be reassembled? Brain or muscle cells may not resemble their original form, causing brain damage or death, or in a worse case scenario it may create a politician or lawyer. Also called the Heisenberg Uncertainty Principle

Index Of Refraction - This is the measure of the refracting power of a transparent substance. It is the ratio of the speed of light in a vacuum compared to the speed of light as it passes through the transparent substance. See Invisible and Refraction.

Indra - From Hindu mythology, the god of thunder and storms.

Inertia - The property of matter which causes it to resist any change of its speed or direction. As Sir Isaac Newton said, an object at rest tends to remain at rest, and an object in motion tends to continue in motion in a straight line unless acted upon by an outside force.

Infanticide - The killing of children soon after birth for the reasons of economy (boys are considered more valuable than girls, so girls are killed), fear, convenience (there are too many children in the family already), shame (a child born out of wedlock) or religion (a nun giving birth, or a sacrifice).

Inferior Planets - Mercury and Venus, which have orbits smaller than Earth's orbit. See Superior Planets, Jovian Planets and Terrestrial Planets.

Inflationary Universe - This cosmological theory states that the universe went through a phase of very rapid expansion during its first 10<sup>-30</sup> second of existence. After this expansion, the theory is the same as the Big Bang Theory.

Inner Curtain - A high wall that surrounds the inner ward of a castle.

Inner Ward - The open area in the center of a castle.

Insolation - The amount of sunlight arriving on an object's surface.

Internet - A global system of computers that communicate over telephone lines. Each of these computers contains files, usually in a specific area of interest, such as: Astronomy, Politics, Egyptology, etcetera. By contacting these computers, information can be gathered and shared. People can also communicate with one another over the Internet.

Interrogation Chair - This was a chair with restraints for the arms and legs. What made it painful was that spikes were placed wherever a person's body would come into contact with the chair and restraints. See Iron Seat, Torture and Ordeals.

Interstellar Dust - Tiny grains of rock-like silicates or graphite surrounded by ice, usually made of water, methane or ammonia.

Inti - From Inca mythology, the Sun god.

Invisible - To become invisible you, or a substance, must have the same index of refraction as the medium (air, water, etcetera.) the substance is in. Other ways to become invisible are: to bend light around an object, or project an image of what is behind the object on the surface of the object facing the viewer. It would also be possible to psychically make yourself invisible by preventing someone who sees you from registering this in their mind, by use of psychic abilities. In all but the last two cases, an invisible person would be blind since light would pass through or around them, not allowing their eyes to function. You can't make yourself invisible by making the atoms in your body vibrate faster or at a higher frequency, as some people claim. Making your atoms vibrate faster will only make you hot through increased friction. This is the same way a microwave oven heats food. See Index Of Refraction and Refraction.

Ion Engine - Ionized atoms, such as cesium atoms, are accelerated to high velocity in an electrostatic field, and allowed to escape from the rear of the engine. This type of engine can reach high velocity. In 1998 a satellite using an Ion Engine was launched. It used xenon gas instead of cesium atoms. Also called a Solar Electric Engine. See Propulsion.

Ions - Electrically charged atoms created when the atom gains or loses electrons.

Iophobia - An intense fear of poison.

Irene - From Greek mythology, the goddess of peace.

Iris - From Greek mythology, the goddess of the rainbow and a messenger of the gods, along with Hermes.

Iron - This metal is used in amulets to keep demons away.

Iron Maiden - This life-size case was in the shape of a standing woman. The front would open with two doors and the victim was placed inside, then the doors would be closed. The torture aspect was that the inside was lined with spikes that would impale the victim once



the doors were closed. This included two spikes at face-level, designed to put out the victim's eyes. Recent studies are showing that the Iron Maiden may be a myth, and never really existed during torture's heyday. See Torture and Ordeals.

Iron Seat - This was a chair made of iron into which the victim was strapped. Then, using fire underneath the seat, the chair was heated red-hot. See Interrogation Chair, Torture and Ordeals.

Irra - From Babylonian mythology, the god of plagues.

Ishtar - From Babylonian mythology, the goddess of love and war.

Isis - From Egyptian mythology, this goddess is the mother of the other gods, and her main functions included motherhood, marital devotion, healing the sick and working magic spells. Her husband and brother is Osiris. Also called Eset.

ISP - Internet Service Provider. A company that provides access to the Internet to personal computer users.

Itzpapalotl - From Aztec mythology, the goddess of agriculture.

IUS - Inertial Upper Stage. A rocket that is attached to a satellite and fires after the satellite leaves the Space Shuttle bay. It lets the satellite achieve Geosynchronous orbit. This rocket is larger than a PAM.

IVA - Intravehicular Activity. Work done in a spaceship. See EVA.

Ixchel - From Maya mythology, this young woman is the patroness of weaving and childbirth, and she is also the Moon.

Ixtab - From Maya mythology, goddess of the hanged. She receives their souls into paradise.

Ixtlilton - From Aztec mythology, the god of healing, feasting and games.

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Jaguar God - From Maya mythology, the god of the underworld.

Jambiya - A dagger used in battle and ceremony in India and the Middle East. It is of Arabian origin.

Janus - From Roman mythology, the two faced god of beginnings and endings. He controls all things, whether made by man or god.

Jason - From Greek mythology, he led the Argonauts to Colchis, in search of the Golden Fleece, then back to Greece. He was raised by Chiron the Centaur.

Jehovah - From Hebrew mythology, their only god. Originally called Yahweh. See Oak and

Babel, Tower Of.

Jinn - From Arabic mythology, these good or evil spirits have transparent bodies of flame or vapor. They can change their shape and grant three wishes to whoever frees them from the lamp where they live. Be careful when asking for your wishes, you often get exactly what you ask for, and this is often very different from what you thought you asked for. Be very specific. Also called Genies.

Jogah - From Iroquois mythology, the Ohdows are the ones, the Jogah, who control the spirits in the underworld and prevent them from coming back to the surface of the Earth.

Jongleur - A strolling performer of the Middle Ages who performed using juggling, acrobatics, singing and playing instruments. His audience was usually the common people of a town. See Troubadour.

Jonin - Ninja leaders. See Chunin.

Jormungandr - From Norse mythology, he is the great dragon who lives in the Ocean-stream which surrounds Midgard. He will rise against the gods at Ragnarok.

Joseph of Arimathea - He received and buried the body of Christ, and also possessed the Holy Grail until he passed it on to Bron.

Jotunheim - From Norse mythology, this is the realm of the fierce giants in Asgard.

Journeyman - When someone joins a guild, they begin as an Apprentice. He will work for his master for usually seven years, sometimes more. His work pays off the debt of his training. Next he will become a Journeyman, then a Master.

Joust - Mock battle where two mounted knights charge each other, with lances and shields, sometimes across a barrier known as a tilt. This was a test of the knight's prowess. During battle, knights would also joust, resulting in injury or death. Also called Tilting.

Jovian Planets - The planets Jupiter, Saturn, Uranus and Neptune. These planets are larger than the terrestrial planets, but less dense. They usually have many moons and often a ring. Their atmosphere is heavy and dense, and they rotate very rapidly for their size. See Superior Planets, Inferior Planets, Shepherd Satellite and Terrestrial Planets.

JPEG - Joint Photographic Experts Group. A file format that drastically reduces the size of a graphic file. Most often used with photographs.

Juju - Ghosts and evil spirits of Southern Nigeria, especially those dwelling in a made object or fetish.

Juno - From Roman mythology, she is Jupiter's wife and sister. Juno is the protector of marriage and married women. She was very vengeful toward all the women that Jupiter loved. Punishing them, and their children, even if Jupiter had tricked them. The peacock and cow are sacred to her, and her favorite city is Argos. The Greeks called her Hera. Also a female protecting spirit.

Jupiter - From Roman mythology, the ruler of the gods. He is Lord of the Sky, the Rain god and the Cloud-gatherer, who wielded powerful thunderbolts. He is constantly falling in love with mortal women, and while seducing them will often disguise himself as an animal, another person or an object. His bird is the eagle, his tree the oak and his oracle is Dodona in the land of the oak trees. His will was revealed by the rustling of oak leaves, which was then interpreted by the priests. Juno is his wife and sister. The Greeks called him Zeus. See Cornucopia.

Jus Prima Noctis - The right of the lord of a manor to take the virginity of all girls, in his territory, on their wedding night.

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° K - Degrees Kelvin. Water freezes at 273° K and boils at 373° K. Absolute zero is at 0° K.

Ka - From Egyptian mythology, this is the spirit of a dead person. It can roam around, but it always returns to the body, as long as the body is recognizable. Grave robbers who defaced a mummy meant the Ka would not recognize it and the Ka would roam around for eternity. See Khu.

Kaang - From African Bushmen mythology, the creator god who made all things.

Kabuto - Helmets worn by Japanese soldiers.

Kachina - From Hopi mythology, supernatural beings of the Hopi and other Pueblo Indians of the American Southwest. They are the mythical ancestors of present day human beings.

Kainophobia - An intense fear of change.

Kali - From Hindu mythology, she is a destructive mother goddess who is represented as a black hag, naked with blood-stained teeth, four arms and wearing a garland of human skulls. She is omnipotent and all pervasive, and is able to protect her devotees from fear and give them unlimited peace. A secret brotherhood of murderers, called Thugs, invokes her. The city of Calcutta, an Anglicized name of her temple Kalighata, is named after her.

Kalki Avatara - From Hindu mythology, the tenth Avatar of Vishnu. He has not appeared yet, but will arrive armed with a scimitar and riding a white horse. He will end the present age.

Kalydonian Boar, The - From Greek mythology, Artemis sent this boar to ravage the lands of Kalydon. After causing great destruction, the boar was slain by a group of heroes, including: Meleagros, Theseus, Castor, Jason and Atlante. Many of these heroes, along with Jason, went in search of the Golden Fleece.

Kama - A sickle or scythe used as a weapon in many Japanese martial arts.

Kama - From Hindu mythology, the god of love.

Kaminari Sama - From Japanese mythology, the god of thunder. He is a demon with claws and a string of drums. Also called Raiden.

Kan-u-Uayeyab - From Maya mythology, the god who guarded cities.

Kanaloa - From Hawaiian mythology, the squid god and god of the sea. He was not trusted by people, and is responsible for man's troubles and sickness.

Kane - From Hawaiian mythology, the creative parent of man and all living creatures. The forests were sacred to him, and he is identified with sunlight and fresh water. Since life was sacred to him no human sacrifices were made in his honor.

Karma - The law of cause and effect which regulates one's future life. Doing good brings good things into your life, doing bad brings bad things into your life.

Katana - A long Japanese sword carried by a samurai. See Wakizashi.

Katar - A push dagger from Persia and India used from the sixteenth through nineteenth centuries. The blade is triangular in shape, about 25 centimeters (10 inches) long, and the base of the blade is a little wider than the average hand. The base of the blade is attached to the top of a steel "H". The crossbar of the "H" is gripped by the hand, with the legs protecting the wrist. This knife easily punched through mail and was also a fierce slashing weapon.

Katun - A specific number of days. These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well over 1,000,000. Lintel 8 at Yaxchil« n has a Long Count Day showing the passage of 1,412,661 days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

KB - Kilobyte. 1,024 bytes.

Keb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Geb, Qeb and Seb.

Keen - The Irish lament for the dead, always sung by women who are sometimes professional mourners. See Ullagone.

Keep - This was the innermost part of a castle. Usually a square tower with a jail in the basement, a guardroom on the first floor, and other rooms on the remaining floors.

Kelpie - From Scottish folklore, this water spirit inhabits every lake and stream in the country. He is mischievous and malevolent. He takes on the form of a horse and lures someone to mount him, then he plunges into the water and drowns the rider.

Kenjitsu - Japanese swordsmanship. See Fudo-ryu, Iaijitsu and Iai.

Kennedy Space Center, John F. - John F. **Kennedy Space Center**. A 140,000 acre NASA facility, and its major launch site. It is located in Florida. See Star City. Also called KSC.

Kepler, Johannes - (1571 AD - 1630 AD) This German astronomer and philosopher showed that the planets moved in elliptical orbits, not round ones as was previously believed. He formulated and certified the three laws of planetary motion, called Kepler's laws. They are: 1 - The planets orbit the Sun in elliptical paths, and the Sun is one focus of the ellipse. 2 - The closer a planet is to the Sun the faster it moves in its orbit. 3 -  $d^3/t^2$  is the same for all planets ( $d$  = a planet's mean distance from the Sun.  $t$  = a planet's orbital period).

Kernunnos - From Celtic mythology, he is the god of plenty, prosperity and of earthly fertility. He is always shown with horns or antlers growing from his head. A goddess of plenty often accompanies him. These goddess' included Atrio and Rosmerta.

Key Of Life - From Egyptian mythology, a cross with a looped top which symbolizes life. A god can hold it to the nostrils of a dead person to restore life. Also called an Ankh.

Khanjar - An East Indian recurved dagger with a double-edged blade.

Khasneh al Faroun - Meaning "Pharaoh's Treasury", this is one of the beautiful buildings carved out of sandstone in the city of Petra in Jordan. This building can be seen in the movie, "Indiana Jones And The Last Crusade." It is the building where they find the Holy Grail.

Khem - From Egyptian mythology, the god of reproduction and generation. The Greeks recognized Khem to be the same as their god Pan.

Khenti-Amentiu - From Egyptian mythology, the guardian "dog of the dead".

Khepera - From Egyptian mythology, the god of the rising Sun. He is represented as a scarab headed man, or a scarab beetle pushing the disk of the new Sun in front of him. Also called Khepri.

Khepri - From Egyptian mythology, the god of the rising Sun. He is represented as a scarab headed man, or a scarab beetle pushing the disk of the new Sun in front of him. Also called Khepera.

Khu - From Egyptian mythology, the term for the soul. See Ka.

Ki - From Sumerian mythology, the earth goddess.

Ki-rin - This is the Japanese version of Pegasus, and the Chinese version of a Unicorn. It lives in paradise but visits the Earth when a wise philosopher is born. It visited the mother of Confucius to tell her that her son would achieve greatness. The Ki-rin was first seen in 2697 BC.

Killmoulis - An ugly Brownie who has a huge nose, and no mouth. To eat, he stuffs food into his nose. He haunts mills and will often help the miller, but the many pranks he plays

usually make him more trouble than he is worth.

Kilobyte - 1,024 bytes. Also called KB.

Kiloparsec - 1000 parsecs, which is equal to about 3260 light years. Also called KPC.

Kilopascal - The metric equivalent of psi (Pounds of pressure per Square Inch). 1 kilopascal = 1 psi x 6.895.

Kin - A specific number of days. These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well over 1,000,000. Lintel 8 at Yaxchil « n has a Long Count Day showing the passage of 1,412,661 days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

King Arthur - From Arthurian legend, he was born about 480 AD. King Arthur was the High King of Britain, and created a golden age of chivalry. He lived in Camelot, his mentor was the wizard Merlin, and he created the Round Table, where the Knights of the Round Table met. He was killed in the battle of Camlann, and his body taken to Avalon, where in a time of great need he will rise to do battle again. See Camelot.

King Midas - From Greek mythology, Pan gave him the gift of turning anything he touched into gold, including his food, furniture and even people. He later had the gift taken back.

Kinich Ahau - From Maya mythology, the sun god, symbolized by the Macaw. Also called Kinich Kakmo.

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Kirkwood Gaps - Empty areas in our asteroid belt.

Kishimo-Jin - From Japanese mythology, the protectress of children.

Kisin - From Maya mythology, the evil earthquake spirit. He lives in a purgatory beneath the earth. With the exception of soldiers killed in battle, and women who died in childbirth, all souls spent time here. Suicides would spend all eternity here.

Kiva - Underground chambers made by the Anasazi Indians of the American Southwest, where they performed religious ceremonies. The Kiva stands for the place and process of emergence. According to their mythology, the first people lived underground, but eventually migrated to the surface. Kivas come in many sizes and can hold just a few people, or an entire village.

Kleptophobia - An intense fear of stealing.

Knight - A highly trained and armored warrior of medieval Europe, who was usually a member of the lower class of nobility. Buying and maintaining the necessary horses, armor,

weapons and squires was very expensive. There were several ranks of knight. Bachelor Knights were not attached to any lord and had no followers. Next in rank was the Knight Banneret, which was a unit leader of eleven or more knights. The Knight Errant would travel in search of fame in war, tournaments, jousts or other adventures. These knights formed themselves into small companies, and hired themselves out to fight in wars and tournaments. They hoped to use their reputation to attract a wife or a lord who would hire them. They lived by the code of chivalry. Lightening could be a problem for knights. In 1360 a lightening storm killed more English knights, than were killed in the battles of Crecy and Poitiers. See Accolade, Vigil, Hospitallers, Pennant, Household Knights, Heraldic Device, Heraldry, Favor, Knights Templar, Squire, Knights of the Round Table, Plate Armor, Gauntlet and Teutonic Knights.

**Knight Banneret** - He was a unit leader of eleven or more knights, and is the second rank of knight, above the Bachelor knight. See Knight.

**Knight Errant** - He would travel in search of fame in war, tournaments, jousts or other adventures. These knights formed themselves into small companies, and hired themselves out to fight in wars and tournaments. They hoped to use their reputation to attract a wife or a lord who would hire them. They lived by the code of chivalry. See Knight.

**Knights of the Order of the Hospital of St. John of Jerusalem** - This order was formed in 1099 AD after the capture of Jerusalem, and recognized by the Pope in 1113 AD. They provided hospitals and shelters for pilgrims on their way to the Holy Lands. These knights fought in almost every battle of the Crusades. This order still exists today. See Teutonic Knights, Knights Templar and Knight. Also called Hospitallers.

**Knights of the Round Table** - From Arthurian legend, these knights number between twelve and one hundred and fifty, and were King Arthur's most trusted knights and advisors. The Knights most often mentioned are: King Arthur, Bedevere, Cador, Ector, Galahad, Gawain, Kay, Lancelot, Pellinore and Perceval. See Knight and Household Knights.

**Knights Of The Temple** - This order of knights was founded in 1119 AD in the Holy Land. They were to guard the site of the Temple of Solomon, and to protect pilgrims who were coming to visit this site. Formed by two knights, Hugh de Payns and Godefroi de Saint Omer, they took an oath of poverty, chastity and obedience. They became the first Monks Of The Sword, soldiers of Christ. Bernard of Clairvaux drew up the rules of the order in 1130 AD. These rules created two classes of knight. The knights wore red crosses, and the Sergeants, or Serving Brothers, wore a black or brown mantle and were of a lower status than the knights. A married man who joined the order could only be a sergeant, and when he died his property went to the order instead of his wife. The Templars received many lavish gifts, and became the wealthiest single entity, next to the church, and set up a huge banking industry. The church feared their power and brought them down in 1308 AD, when King Philip IV of France accused their leader of witchcraft and heresy, and seized their assets. This destroyed the Knights Templar, but some stories say they went underground. Also called Knights Templar. See Hospitallers.

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Knockers - Mine goblins who make a knocking sound where rich deposits of ore can be found. To thank them for locating the ore, and prevent them from getting angry, a pastie (a type of meat pie) should be left for them. See Kobold.

Knot - One nautical mile. A knot equals 1,852 meters (6,080 feet).

Koblernigh - These are Welsh mine fairies, and similar to Knockers. They are considered good omens since their mines are usually located where ore can be found. Also called Coblynau.

Kobold - From German mythology, these are the same as Knockers. They often cause problems for the miners and undo work they have done.

Kogai - A small Japanese skewer carried on one side of a Tanto scabbard. See Kozuka.

Kojiki - Compiled in 712 AD, this is the oldest Japanese chronicle and the main source of Japan's early mythology.

Koppo - A form of Japanese martial art designed to break an enemy's bones.

Kozuka - A small Japanese knife carried on one side of a Tanto scabbard. See Kogai.

KPC - Kiloparsec. 1000 parsecs, which is equal to about 3260 light years.

Kraken - From Greek mythology, a giant sea monster controlled by the gods.

Kraken - From Norwegian mythology, this creature is part octopus and part crab, and said to be at least 2.4 kilometers (1.5 miles) in circumference.

KSC - John F. **Kennedy Space Center**. A 140,000 acre NASA facility, and its major launch site. It is located in Florida. See Star City.

Ku - From Hawaiian mythology, the god of power, war and the sunrise. His wife is Hina, the earth mother. Human sacrifices were made to him, the victim was usually a captured chief. The victims mana, his spirit and power, were preserved in the sacrificial ceremony,



and transferred to anyone who ate his flesh.

Kuan Ti - From Chinese mythology, the god of war, who's responsible for preventing wars, not making them.

Kuan Yin - From Chinese mythology, the goddess of mercy.

Kuei - From Chinese folklore, this is a greatly feared disembodied spirit. Either a ghost or demon that is very malicious.

Kuiper Belt - In 1951 Dutch-American astronomer Gerard P. Kuiper set forth the idea that our solar system contained a collection of large bodies, just a few hundred kilometers across, outside the orbit of Pluto. This area is called the Kuiper Belt, and is the source of Short Period Comets.

Kukri - A large knife with a single-edged curved blade. It is the national knife and main weapon of the Gurkhas of Nepal.

Kukulcan - From Maya mythology, the Feathered Serpent. He is a priest, ruler and god, and one of the most important figures in Mesoamerica. He ruled Tollan (or Tula) between 800 AD and 1,000 AD. The Aztecs called him Quetzalcoatl.

Kunoichi - A female ninja.

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Labyrinth - A building containing intricate maze-like chambers or passages designed in such a way that someone entering one would find it difficult or impossible to find their way out. The funeral temple built by Amenemhet III in Egypt contained 3,000 chambers. The Minotaur was kept in a labyrinth on Crete (see Minos). This may be only myth. Garden mazes made of clipped walls of hedges are also called labyrinths. I went through the one at Hampton Court in London. I was only able to find my way out because a gardener had left a ladder leaning on the hedge by the exit. This labyrinth was planted in the 17th century.

Lachesis - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Ladon - From Greek mythology, the dragon who guarded the golden apples of the Hesperides. He never slept, and was slain by Hercules, who came to get the apples as one of his labors.

Lady In Waiting - These were attendants to women of nobility in the Middle Ages. They were a servant, companion and advisor.

Lady of the Lake, The - She gave Excalibur to Merlin who, in turn, gave it to King Arthur, and Excalibur was given back to her when King Arthur died. She lives in calm bodies of water.

Laestrygones - From Greek mythology, these were a race of giant cannibals ruled by Lamus. Odysseus lost all but one of his ships to them at Telepylos.

Lalophobia - An intense fear of speaking.

Lamassu - The statues of winged lions and bulls, with human heads, who guard the entrances to Assyrian palaces and temples.

Lancelot - From Arthurian legend, he is King Arthur's best and favorite knight, who later betrayed him by acting on his love for Guinevere, the queen. See Knights of the Round Table.

LANDSAT - This satellite is designed to assess Earth's resources from space. There were a total of five launches between 1972 and 1984. Also known as ERTS, Earth Resources Technology Satellites.

Lao-tzu - One of the first founders of Taoism.

Lares - From Roman mythology, protecting spirits who guarded homes, cities, fields and people. They are the spirits of good people. See Larvae.

Larvae - From Roman mythology, spirits who afflicted people with incurable illnesses. The afflicted person must purge every wrong doing from their life before they died, or the Larvae would chase them in the lower world. They are the spirits of evil people. They were also called Lemures. See Lares.

Laser - **L**ight **A**mplification by **S**timulated **E**mission of **R**adiation. A device which is able to amplify light, at a specific wavelength, into a coherent beam. A Laser weapon emits a high intensity light which can make a person look away, or a "dazzling" or "glare" laser will cause temporary blindness. Laser weapons which cause permanent blindness have been banned by international treaty, but don't worry, it's still okay to kill and maim the enemy, just don't blind them.

Latona - From Roman mythology, the mother of Apollo. The Greeks called her Leto.

Launch - To start or run a computer program. Also called Load.

Launch Window - A period of time, ranging from minutes to hours, within which a launch

must occur for a rocket or Space Shuttle to place its payload in the proper orbit.

Lava - This is what magma is called when it reaches the surface of a planet.

LCC - Launch Control Center, Kennedy Space Center.

LDEF - Long-Duration Exposure Facility. This satellite was in orbit for almost six years (1984 - 1990) before being brought back by the Space Shuttle. It gave valuable information on how radiation, space debris and other conditions affect materials in space.

Lead - This metal guards against witchcraft and evil spirits.

LED - Light-Emitting Diode.

Lemures - From Roman mythology, spirits who afflicted people with incurable illnesses. The afflicted person must purge every wrong doing from their life before they died, or the Larvae would chase them in the lower world. They are the spirits of evil people. They were also called Larvae. See Lares.

Leprechauns - A small elf of Irish folklore. Often they are shoemakers, but they also have several pots of buried treasure. If you catch a Leprechaun, he can be forced to reveal the location of his treasure. But if you let go of him, or take your eyes off him, he will disappear.

Lernean Hydra - From Greek mythology, this serpent usually had nine heads. If one head is cut off, two grow to replace it. Hercules slew the monster by having Iolaus, his charioteer, burn the stump as soon as a head was cut off. This prevented new heads from growing. This was Hercules' second labor.

Lethe - In Greek mythology, this is the river of forgetfulness in the underworld. See Acheron, Cocytus, Phlegethon and Styx.

Leto - From Greek mythology, the mother of Apollo. The Romans called her Latona.

Leviathan - From Hebrew mythology, a huge female sea monster. In the last days of the Earth, she will repulse attacks by angels until her male counterpart, Behemoth, kills her.

Libera - From Roman mythology, the wife of Hades. He carried her away from the Earth and her mother, Ceres (The Greeks called her Demeter). This caused Ceres, the goddess of agriculture, such grief that the first winter arrived. Libera spends six months of the year with Hades, which causes winter, and six months with Ceres, which brings on spring. The Greeks called her Persephone.

Lidar - An instrument which operates like radar, but uses visible light.

Liege - A feudal lord.

Light Year - The distance that light travels in a vacuum in one year, 9,461,000,000,000 kilometers (5,880,000,000,000 miles).

Lime Water - A substance used in the dying of fabric to make the color fast. The most common mordant today and in history is Alum, which is Aluminum Potassium Sulfate. Other mordants include: Urine and Gum Arabic (which produces a stiff, brittle fabric). See Fabric Dyes.

Limnades - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

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Lir - From Celtic mythology, the god of the sea. His son is Manannan.

List - The location where a Medieval tournament was to be held. If a person was going to be competing in the tournament, they were said "To be in the lists."

Lithium Hydroxide - A chemical compound (LiOH) which removes Carbon Dioxide (CO<sub>2</sub>) from a spaceship's atmosphere.

Lithosphere - The upper layer of the Earth's crust where plate tectonics occurs. The Lithosphere goes to a depth of 50 to 100 kilometers (31 to 62 miles).

Little People - These are the dwarfs, leprechauns, gnomes, goblins and other small spirits of the wild found in almost every mythology of the world. They are usually helpful, but sometimes tricksters.

LM - Lunar Module. During the Apollo missions, this was the part of the spacecraft that would land on the Moon.

Loa - From Voodoo mythology, these spirits are African tribal gods which parallel Roman Catholic saints. For example, a snake god would correspond with Saint Patrick. During a voodoo ceremony, the Loa will take possession of one or more dancers. The possessed person behaves like the spirit that possesses them. During the possession, the person can give advice and cure the sick.

Load - To start or run a computer program. Also called Launch.

Local Group - The Milky Way belongs to this small group of loosely associated galaxies.

Local Supercluster - The supercluster of galaxies to which our Local Group belongs.

Loch Ness Monster - A giant sea serpent that lives in Scotland's Loch Ness. Also called Nessie.

Lock - To open a lock, place a piece of mistletoe or moonwort in it.

Lodestone - The stone Magnetite, which is a magnet. Used over the centuries by philosophers, alchemists and magicians to reunite lovers, cure illness and insanity and in alchemical experiments. Also called Lodstone.

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Logograph - A written language system of pictures where the word signs are not necessarily pictures of the things they represent. All pictographs are logographs, but logographs are not usually pictographs. See Pictographs and Epigrapher.

Loki - From Norse mythology, this handsome giant represented evil and mischief, and possesses great knowledge and cunning. He and the goddess Hel will lead the forces of evil against the Aesir (gods) in the battle of Ragnarok at the end of the world.

Long Bow - A Medieval weapon which could shoot an arrow accurately for over 183 meters (200 yards). A well trained archer could easily fire eight to ten arrows in thirty seconds. The long bow faded from use as armor got thicker and the use of firearms grew.

Long Count Days - These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well over 1,000,000. Lintel 8 at Yaxchil « n has a Long Count Day showing the passage of 1,412,661 days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

Long Period Comets - Comets that take over 200 years to circle the Sun. See Oort Cloud and Short Period Comets.

Lono - From Hawaiian mythology, the god of agriculture, farming, rain and peace. Sacrifices to him consisted of pigs, taro, sweet potatoes and Kapa.

Loophole - A narrow vertical slit cut in a castle wall, similar to an Arrow Loop, but larger. The inside of the slit was tapered to give the soldier a large field of fire while remaining protected. This tapered chamber is called an Embrasure. Most often a small cannon would be fired through the Loophole at attacking troops outside the castle. See Arrow Loop.

LOS - Loss Of Signal. This loss of radio signal is caused from shock waves and ionization

which are created when a spaceship passes through the atmosphere at a high rate of speed. Also called Blackout.

Loup-garou - The French word for Werewolf. A Werewolf is a person who can turn into a wolf or a wolf like creature, either voluntarily or involuntarily. Often a full Moon will cause the transformation into a Werewolf. They are known to kill and eat people. A Werewolf can be killed or injured by shooting him, or her, with a silver bullet. According to legend, a person can be made into a Werewolf if bitten by a Werewolf. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Lycanthropy.

Love Potions - Some of the ingredients for love potions include all or part(s) of: Ant, apple, bat, capers, carrot, cock, corpse, cyclamen, daffodil, deer, dill, dog, dragon, elecampane, fern, fly, fox, frog, ginseng, henbane, jasmine, lettuce, lizard, lotus, mandrake, mistletoe, moonwort, musk, myrtle, newt, remora, roebuck, salt, snail, sparrow, turtledove and vervain.

Low-Thrust Engines - These are designed for long term missions, and would supply low-thrust for long periods of time with highly efficient use of fuel. See Propulsion.

Lowell, Percival - (1855 AD - 1916 AD) This American astronomer founded the Lowell Observatory in Flagstaff, Arizona in 1894. This is the observatory where Clyde Tombaugh (1906 AD - 1997 AD) discovered the planet Pluto in 1930.

LOX - Liquid Oxygen.

Lub - The resting place for the Mayan number gods of their calendar. Each day had different gods, who rested on that day. So on December 12, 725, the gods that represented that day rested, and the next day other gods rested.

Lucifer - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Old Scratch and Beelzebub. See Ahriman.

Lucky Piggy - These fairy pigs from The Isle of Man are supposed to bring good luck if captured. Also called Arkan Sonney.

Lug - From Celtic mythology, he was the god of all the arts, and was armed with a javelin and sling. His surname is Samild« nach.

Lunantishee - These fairies guard Blackthorn bushes, and prevent any stick being cut from them on November 11th and May 11th. If you do somehow cut a stick on either of these days, you will encounter misfortune. Also called Lunantishess.

Lunantishess - These fairies guard Blackthorn bushes, and prevent any stick being cut from them on November 11th and May 11th. If you do somehow cut a stick on either of these days, you will encounter misfortune. Also called Lunantishee.

Lung, The - From Chinese mythology, a benevolent dragon who is the god of rain and the

waters. It can make itself as small as a silk worm, or large enough to throw the Earth into shadow. It can fly and dive into the deepest spring. It has the horns of a stag, the head of a camel, a demon's eyes, the neck of a snake, it's covered with fish's scales, has the claws of an eagle, the pads of a tiger, ears of a bull and whiskers of a cat.

Lycanthropy - This term refers to a person who believes they are a wolf or Werewolf.

Lyssophobia - An intense fear of insanity.

## **M** [Top Of Document](#)

Maat - From Egyptian mythology, the goddess of truth and daughter of Ra.

Mab - A fairy queen who governs men's dreams.

Mabon - From Celtic mythology, the god of liberation, harmony, music and unity. He is the Son of Light, and the Celtic equivalent of the Roman god Apollo.

Mace - This weapon was popular when people battled in armor. It is a steel ball, with or without spikes, attached to a strong stick. The long stick allowed the steel ball to strike with great force when swung. A large stone could also be used instead of a steel ball, although the steel would hold up better against armor. It is similar in design to the Flail, and used the same way.

Maceualtin - What the Aztecs called commoners. See Aztec.

Mach - A unitless measure of the speed of sound. Mach 1 is the speed of sound, Mach 2 is twice the speed of sound, and so on. See Hypersonic, Transonic, Speed Of Sound and Subsonic.

Machicolations - Permanent stone structures attached to the top of a castle's walls and towers. They extended over the outer edge of the wall allowing arrows and missiles to be fired at the base of the castle walls. See Hoarding.

Machu Picchu - A fabulous Incan city located near Cuzco, Peru. Discovered by Hiram Bingham, on July 24, 1911, who was led to the site by a local farmer. This city was built in the fifteenth century.

Macuilxochitl - From Aztec mythology, the god of dance and music.

Maenads - From Greek mythology, followers of Dionysus. These women left their homes to roam the wilderness and engage in wild ceremonies of orgies and dancing in honor of Dionysus. The ceremonies also included the rending of human flesh. Also called Bacchantes. See Dionysus.

Magic - Gaining knowledge or power over the elements through the use of Divination, Sympathetic Magic, Sortilege or Thaumaturgy. Another form of Magic, called Conjuring,

was the art of illusion used to entertain people. Magicians use misdirection, imitation, concealment and suggestion to achieve their illusion. See Sorcery, Seidr, Lodstone, Sympathetic Magic, Philosopher's Stone, Talisman, Wizard, Witch and Witchcraft.

Magician - One who practices magic, either real or for entertainment. See Magic.

Magma - Molten rock within a planet. When magma reaches the surface, it is called lava.

Magnetar - This type of star is created when a large star, at least eight times larger than the Sun, goes supernova. The star's core must spin fast, at least 200 revolutions per second, immediately after going supernova. This fast rate of spin creates a magnetic field in the gas cloud around the star. These magnetic fields are hundreds of times stronger than any other magnetic fields. They are so strong that they occasionally create a starquake, which cracks the star's solid metal crust. These cracks release streams of charged particles and radiation from within the magnetar. The Earth was hit by one of these streams for five minutes on August 27, 1998 at 2:22 AM Pacific time, from magnetar SGR 1900+14. The stream of X-rays and gamma radiation overloaded sensors on satellites and disrupting long range radio transmissions. Magnetars are very dense. On Earth, one teaspoon of their matter would weigh about 907,000,000 metric tons (1,000,000,000 tons). There are probably millions of dormant magnetars in the Milky Way Galaxy.

Magnitude - The brightness of an astronomical object. The brightest star has a magnitude of -1.4, while the faintest visible star's magnitude is 6.

Magus - A member of a distinct Persian priestly cast of Medians who were well known as astrologers, diviners and magicians. See Witch.

Maieusiophobia - An intense fear of childbirth.

Main Sequence Stars - A grouping of stars on the Hertzsprung-Russell diagram that contains most stars. This grouping runs diagonally from the upper left of the chart to the lower right.

Mambo - A priestess of Voodoo mythology.

Mammetum - From Babylonian mythology, she is the maker or mother of fate.

Manannan - From Celtic mythology, the god of the waves. He ferried the mortally wounded King Arthur to the otherworld where he could be cured. His father is Lir.

Mandrake - A root often used in magic. The root resembles a person in that it appears to have a body with arms and legs. It is said that when the root is pulled from the ground it lets out a scream that either kills, or drives insane, the person who pulled the root out. Often a dog is used to pull the root out of the ground. The dog's owner ties one end of a cord to the root, and the other end to the dog's collar. When at a safe distance, the man calls the dog to him, which causes the root to be pulled from the ground as the dog goes to his master. If the root screams, the man is too far away to hear it, and thus safe. The effect on the dog is not reported.



Manes, The - From Greek and Roman mythology, the hostile souls of the dead. They live in the Underworld and come to the Earth only on certain days. On these days offerings are made to the Manes.

Manism - The worship of the spirits of the dead, and of the spirits of dead ancestors.

| <b>Manned Space Flights, US</b> |                          |                     |
|---------------------------------|--------------------------|---------------------|
| <b>Name</b>                     | <b>Number Of Flights</b> | <b>Launched</b>     |
| Mercury                         | 17                       | 1959 – 1963         |
| Gemini                          | 12                       | 1964 - 1966         |
| Apollo                          | 22, plus 4 test launches | 1967 - 1972         |
| Skylab                          | 4                        | 1973                |
| Apollo-Soyuz Test Project       | 1                        | 1975                |
| Space Shuttle                   | 93, plus 4 test launches | 1981 - October 1998 |

Manor - Land granted to a minor noble. It included a Demense (the lords personal land), peasants and lands large enough to sustain the noble. The land worked by the peasants provided additional income and food for the lord, and his peasants, while the Demense provided for the lord's basic needs.

Manticora - A fierce man-eating creature. It has a red lion's body; a human face and ears; blue eyes; and a voice that is a combination of a trumpet and panpipes. It also has three rows of teeth in each jaw; a fatal scorpion like stinger in its tail and poisonous spines along its tail which can be shot like arrows in any direction. The Manticora is very swift and can leap over any object or across any space.

Marake - A mat holding poisonous ants or wasps, used by Guiana Indians and some Amazonian tribes. It is held against various parts of the body during puberty ceremonies, magical ordeals and to improve a hunters skills.

Marduk - From Babylonian mythology, he replaced the other Babylonian gods to become the central figure of their pantheon. See Tiamat.

Marfa Lights - Balls of light in the sky which change color and dance around. They are named after Marfa, Texas, where they are often seen.

Mariner 2 - The first US interplanetary probe to reach Venus. Launched 7/28/64.

MARISAT - US **Mar**itime Communications **Sat**ellites. A total of three launches in 1976.

Mars - From Roman mythology, the god of war. His father is Jupiter and Juno his mother. His bird is the vulture, and the dog his animal. The Greeks called him Ares.

Marshal - The officer in the king's household who took care of the horses and other animals used for sport. During times of war, other duties were assigned to the Marshal.

Maschalismos - From ancient Greece, a murderer will cut off his victims hands, feet, nose, ears, and other body parts. The parts are then strung together and tied under the corpses armpits. This prevents the victims ghost from following his slayer. Some other cultures around the world also do this.

Mascons - Areas of high-mass scattered randomly below the surface of the moon.

Mass Number - The number of protons and neutrons in an atomic nucleus.

Mastaba - These large bunker shaped buildings were the first tombs of the Egyptian pharaohs. Most have crumbled into dust long ago since they were made from sun dried bricks. In 2630 BC a mastaba was made for the pharaoh Djoser by his vizier Imhotep, but this mastaba was different. It began as a normal mastaba, but was enlarged by stacking five mastabas on top. Each one was smaller than the one below, creating a step pyramid. When finished, it consisted of six terraces 60 meters (200 feet) high, and the entire structure was encased in smooth limestone. This was the first step toward the creation of the great pyramids of Egypt. See Pyramid.

Master - When someone joins a guild, they begin as an Apprentice. He will work for his master for usually seven years, sometimes more. His work pays off the debt of his training. Next he will become a Journeyman, then a Master.

Mastigophobia - An intense fear of flogging.

Matres - From Celtic mythology, these are the divine mothers of the people. They were normally pictured as a triad, and often carried infants, cornucopia and baskets of fruit. Also called Matronae.

Matronae - From Celtic mythology, these are the divine mothers of the people. They were normally pictured as a triad, and often carried infants, cornucopia and baskets of fruit. Also called Matres.

Matter Antimatter Propulsion - This process combines an equal amount of matter and

antimatter. They annihilate themselves, and in the process create large amounts of energy. This can be used as a power source for spaceships. The problem arises in how to store antimatter since if it contacts any matter it will explode. The two best ways are using a magnetic bottle, and praying that the power never goes out, or storing the antimatter in a crystal lattice. The lattice would hold the antimatter between the crystal molecules with its magnetic field, preventing the antimatter from coming into contact with the molecules themselves. Antimatter could be released as desired by subjecting the crystal lattice to electromagnetic energy, changing the lattices polarity and freeing the antimatter in a controlled manner. This is how starships in Star Trek® © ™ ö (did I forget anything?) are powered. See Propulsion.

Maui - From Hawaiian mythology, the trickster god.

Maunder Minimum - A period of very low solar activity, from the years 1645 through 1715.

Mauthe Doog - A giant evil dog that was supposed to have lived on the Isle of Man.

Maya - The ancient Maya were American Indians who lived mainly in what is today called: Chiapas, Tabasco, Campeche, Yucatan, Quintana Roo, Belize, Guatemala and Honduras. Their culture started in 2000 BC and lasted until the Spanish conquest in the 16th century. Their written history begins in 50 BC. They developed intensive agriculture and sophisticated water management between 900 BC and 300 BC. At the present time, we can interpret only about 80% of the Maya glyphs. Their architecture can still be seen today in the palaces, pyramids, shrines and ball courts that they built. They were skilled mathematicians, astronomers and architects, with a highly evolved society. See Ahau, Chilam Balam, Codex, Ixchel, Mitnal, Stelae, Tikal, Lub, Tunkul and Yaxche.

MB - Megabyte. 1,048,576 bytes.

MBK - Medications-and-Bandage Kit. Used on the space shuttle.

MCC - Mission Control Center. The facility that controls and monitors a space flight.

MCC-H - Mission Control Center at Houston.

Mead - A fermented drink of mainly honey and water. Used by the Greeks, Romans and people of medieval Europe.

Mechanophobia - An intense fear of machinery.

Medium - A person who can communicate with the spirits of the dead. See Channeler and Spiritualism.

Medusa - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Megabyte - 1,048,576 bytes. Also called MB.

Megaera - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Megaparsec - One million parsecs. A parsec is the distance at which a star appears to have an annual parallax of 1" of arc ( $1/3600^\circ$ ). Parsec is an abbreviation of Parallax Second. A parsec equals 3.26 light years, or 206,265 Astronomical Units. Also called MPC.

Melampus - From Greek mythology, he is the first person to possess prophetic powers, the first mortal doctor and the first Greek to worship Dionysus.

Melee - A Free For All style of group combat from the Middle Ages of Europe. Two or more groups may be involved in this combat.

Meliae - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Melpomene - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Men-In-Black - Men wearing black business suits, and who all look alike, that visit people who report seeing U.F.O.'s. The Men-In-Black tell people to either leave the area where they are observing or waiting to see a U.F.O., or warn them to tell no one that they have seen a U.F.O. It is believed these Men are either aliens or government agents, and they often look oriental and have no hair (including facial hair and eyebrows). They usually travel in groups of three and drive mint condition late model black Cadillacs. Also called MIBs. See Unidentified Flying Objects.

Menat, The - From Egyptian mythology, an amulet that brought the wearer health and joy. It represented the power of reproduction.

Mephistopheles - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Mercury - First manned space flight project.

Mercury - From Roman mythology, his father is Jupiter and Maia his mother. He wears winged sandals and a winged hat, and he is Jupiter's messenger. Known as the Master Thief, he is the most cunning of the gods. He also invented the lyre. Mercury is also the Divine Herald who guides the souls of the dead to the underworld. The Greeks called him Hermes.

Merlin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Myrddin.

Merlon - The high segment of a castle's battlement. These segments are the typical walls seen in castles in the movies and look like this. See Crenel and Finial.

Mermaid - These Nereids and Oceanids live in the sea. They have a human body down to the waist, and a fish body from the waist down. The males are called Mermen.

Merman - A male Mermaid.

Merrows - From Irish mythology, they are the Merpeople. The women are beautiful, and the men ugly. They live in the depths of the sea and wear a red feather cap. If their cap is stolen, they are unable to return to the sea. They are usually friendly, and the females often fall in love with fishermen.

Mesoamerica - This term was created by Paul Kirchoff in 1943. It is a cultural and geographic term identifying a region limited by aboriginal farming. This region does not extend into the deserts of northern Mexico, and goes eastward as far as Mayan speakers and their cultural and economical influence.

MET - Mission-Elapse Time. How long the mission has been underway since launch.

Meteor - A meteoroid that strikes our atmosphere at high speed and is seen as a streak of light in the night sky. Also called Shooting Stars and Falling Stars.

Meteor Shower - When the Earth goes through a large collection of meteoroids many meteors can be seen per minute or hour, depending on the concentration of meteoroids. All the meteors seem to come from the same direction and place in the sky. See Fall Of Meteorites and Find Of Meteorites.

Meteorite - A meteoroid which impacts on the surface of a planet.

Meteorite ALH84001,0 - The meteorite of Martian origin which contains fossilized primitive bacteria-like organisms. The fossils were discovered in 1996. Whether the fossils are Martian in origin is still under debate. See Panspermia.

Meteoritics - The study of meteorites and the formation of our solar system.

Meteoroid - Asteroids that are on a collision course with Earth. Most meteoroids are fragments of asteroids or comets, but some stones are fragments of the Moon or Mars, ejected from the impact of a meteorite. See Achondrite, Asteroid, Bolide, Breccia,

Carbonaceous Chondrites, Carbonaceous Meteorite, Chondrite, Crater, Eucrite Meteorite, Fall of Meteorites, Falling Stars, Find Of Meteorites, Fireball, Meteor, Meteor Shower, Meteorite, Meteorite ALH84001, Meteoritics, Meteorophobia, Micrometeoroids, Nuclear Winter, Panspermia, Regolith and Shooting Star.

Meteorophobia - An intense fear of meteors. See Cometophobia and Siderophobia.

Metzli - From Aztec mythology, the Moon god.

MIBs - Men-In-Black. Men wearing black business suits, and who all look alike, that visit people who report seeing U.F.O.'s. The Men-In-Black tell people to either leave the area where they are observing or waiting to see a U.F.O., or warn them to tell no one that they have seen a U.F.O. It is believed these Men are either aliens or government agents, and they often look oriental and have no hair (including facial hair and eyebrows). They usually travel in groups of three and drive mint condition late model black Cadillacs. See Unidentified Flying Objects.

Microgravity - A shipboard condition created when a spaceship is orbiting a planet. The spaceship has sufficient forward velocity to balance the ships desire to fall toward the planet. This creates a "Freefall" condition where objects on the ship seem to have no weight, and float around the ship at will. Microgravity is what most people call Weightlessness and Zero Gravity. Due to the lack of gravity, an astronaut usually returns to Earth about 2.54 centimeters (1 inch) taller than when he left.

Micrometeoroids - Meteor particles which are the size of salt grains. They are abundant in space and can be dangerous because of their high velocity. A ship can be shielded from them with a barrier of thin aluminum or similar material. When they enter the Earth's atmosphere, they are slowed quickly enough that they don't burn up. Instead, they simply float to the Earth's surface.

Microprocessor - A component in a computer, which acts like a small computer, and performs a very limited number of specific tasks.

Microwave Weapons - The power of these weapons can be adjusted to cause a variety of effects, including: heat, burns, fevers, memory loss, cardiac arrest, seizures, stun effects and impaired motor functions. They can be mounted on vehicles, or a series can be set up to act like a fence.

Mictlan - From Aztec mythology, this is the underworld. All the dead reside here, except for warriors and women who died in childbirth. It is ruled by Mictlantecuhtli. See Mitnal.

Mictlantecuhtli - From Aztec mythology, the god of Mictlan and the dead.

Middle Ages Life 500 AD - 1500 AD (see Renaissance Life)

Families - Children were born at home with the aid of friends and/or a midwife. The child would be baptised as soon as possible , because so many children died

within a few days. Eight out of nine children died before the age of five. A child would bathe about once a month, and have their clothes washed every month, or every other month. At about the age of five a child was sent to live in: another home to learn what he needed in adult life, a monastery or apprenticed to a trade. A twelve year old girl would be planning her marriage, and be married by fourteen. A boy could be married at fifteen.

Food - Spices were often used to disguise the taste and smell of eating rotting food. The nobility ate mainly pastries and meat, including: starlings, vultures, swans, peacocks, chickens, porpoises, dolphins, seals, whales, cod, salmon, sardines, lamprey, eels, deer, sheep, and pigs. Merchants ate meat and vegetables, including: onions, peas, beans, cabbage and shallots. Cucumbers and leaks were considered unhealthy, and not eaten. The poor ate mainly vegetables and dark breads. Raw fruits were considered unhealthy, and seldom eaten. The fruits most often eaten were: apples, plums, pears and peaches. Nuts were also eaten. My favorite course, dessert, was most often cheeses, cakes, spiced wine, cookies, waffles and jellies.

Midgard - From Norse mythology, the region between heaven and earth, where man lives.

Midir The Proud - From Celtic mythology, he was known for his beauty and splendor.

Mimir - From Norse mythology, the god of wisdom and knowledge.

Minerva - From Roman mythology, she is the daughter of Jupiter alone, and has no mother, and is a virgin goddess. She sprang from Jupiter's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridle and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. The Greeks called her Pallas Athena and Athena.

Minor Planet - An object orbiting the Sun, that is smaller than a planet and has no atmosphere or any type of activity associated with comets. There are three types of asteroids. Irons (5.7%) - made of mainly iron and nickel; Stones (92.8%) - made of silicates; Stony Irons (1.5%) - made of varying proportions of stone and iron. Asteroids were formed about 4.6 billion years ago. Also called Asteroid. See Amor Asteroid, Apollo Asteroid, Asteroid Belt, Asteroid Family, Aten Asteroids, Earth-approach Asteroid, Eucrite Meteorite, Kirkwood Gaps, Meteoroid and Planetesimal.

Minos - From Greek mythology, this king of Crete commissioned Daedalus to build a labyrinth under his palace at Cnossus. The Minotaur then lived in the labyrinth.

Minotaur - From Greek mythology, this creature had the head of a bull, the upper body of a man and the body of a bull, and it eats human flesh. The Minotaur was imprisoned in a labyrinth on Crete by Minos. Each year seven young men and seven young women were sacrificed to him. These youth of Athens were sent into the labyrinth where they were killed

by the Minotaur. They were tribute demanded by King Minos.

Mithraism - A religion introduced into the Roman Empire in 68 BC. By 250 AD this religion was as widespread and powerful as Christianity. The initiation ceremony of the Mithraic cult included a bath in the blood of a sacrificed bull. This made it especially appealing to the soldiers of the time. The religion is based on Mithras, the Persian god of light, who captured and killed the sacred bull, from whose blood all life on Earth was created. Mithras promised his followers compensation after death for all the evil they had suffered in life.

Mitnal - From Maya mythology, the underworld where the wicked are tortured. See Ah Puch and Mictlan.

MLP - Mobile Launcher Platform. The movable platform used to launch the Space Shuttle.

MMU - Manned Maneuvering Unit. This one man nitrogen propelled backpack attaches to the EMU space suite's PLSS. Using hand controls the crew member can perform precision flying around the Shuttle, or to nearby objects.

Mnemosyne - From Greek mythology, the Titan who rules over memory. She was also the mother of the Muses.

Moat - A deep trench dug around the outside of a castle wall to make access to the wall more difficult. The moat could be dry or filled with water.

Mobius Band - Named after its inventor August Mobius, a German mathematician. This is a piece of paper with only one side. To make one, cut a strip of paper about six inches long and one half inch wide. Lay it flat on a table top and hold one end down. Twist the other end one hundred and eighty degrees, then bring the ends together and attach them with tape. You now have a Mobius Strip. To show that it has one side, place a pen point on the paper. Without removing the pen from the paper, draw a line along the length of the strip. Eventually the line you are drawing will reach the starting point forming an unbroken line. Mr. Wizard lives. Also called a Mobius Strip.

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Modem - A device that translates computer signals (digital) into analog signals, which can then be sent over phone lines. It also reverses this process when information is coming to the computer over phone lines.

Moirai - From Greek mythology, the Fates. The gods would spin the web of a person's



destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Monks Of The Sword - These are the soldiers of Christ, the first being the Knights Of The Temple. This order of knights was founded in 1119 AD in the Holy Land. They were to guard the site of the Temple of Solomon, and to protect pilgrims who were coming to visit this site. Formed by two knights, Hugh de Payns and Godefroi de Saint Omer, they took an oath of poverty, chastity and obedience. Bernard of Clairvaux drew up the rules of the order in 1130 AD. These rules created two classes of knight. The knights wore red crosses, and the Sergeants, or Serving Brothers, wore a black or brown mantle and were of a lower status than the knights. A married man who joined the order could only be a sergeant, and when he died his property went to the order instead of his wife. The Templars received many lavish gifts, and became the wealthiest single entity, next to the church, and set up a huge banking industry. The church feared their power and brought them down in 1308 AD, when King Philip IV of France accused their leader of witchcraft and heresy, and seized their assets. This destroyed the Knights Templar, but some stories say they went underground. See Hospitallers.

Monotheism - The belief and worship of one god. See Polytheism.

Moon, The - The natural satellite which orbits the Earth. It has a diameter of about 3,480 kilometers (2,160 miles), which is more than one quarter the size of the Earth, with a volume equal to about one fiftieth of the Earth's. Since the density of the Moon is only three fifths that of the Earth, the Moon's gravitational pull is one sixth of Earth's. From New Moon to New Moon takes 29 1/2 days. The Moon reflects 7% of the light that hits its surface, this is about the same reflectivity as coal dust. The surface temperature ranges from -173° C - 127° C (-279° F - 261° F). The Moon is about 4,600,000,000 years old, and has about 3,000,000,000,000 craters with a diameter over 1 meter (3.32 feet). Water ice has been found on the Moon's south polar region, possibly left there by a comet impact about 3,600,000,000 years ago. The patch of ice is about 7.6 meters (25 feet) thick, and about 183 meters (200 yards) across. See Waxing, Waning, New Moon, Quarter Moon, Regolith and Mascons.

Mordant - A substance used in the dyeing of fabric to make the color fast. The most common mordant today and in history is Alum, which is Aluminum Potassium Sulfate. Other mordants include: Urine, Gum Arabic (which produces a stiff, brittle fabric) and Lime Water. See Fabric Dyes.

Mordred - From Arthurian legend, the son of King Arthur, who fatally wounded Arthur in battle. Arthur killed Mordred moments after receiving his fatal wound.

Morgan le Fay - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is skilled in magic and the healing arts. She is Morgause's sister.

Morgause - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is Morgan le Fay's sister.

Morpheus - From Greek mythology, the god of dreams.

Morphology - The biological study of an organism's structure and form.

Morrigan - From Celtic mythology, the goddess of war and death. She has a passionate nature, and is the Sacred Prostitute. She would also take the form of a crow and hover over the dead. She is probably who the character Morgan la Fee, from Arthurian literature, is based on. Also called Morrighu.

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Morta - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Mother Ship - A large U.F.O. that carries smaller U.F.O.'s to a planet or destination. Once at this destination the Mother Ship launches the smaller U.F.O.'s to carry out their mission. See Unidentified Flying Objects.

MPC - Megaparsec. One million parsecs. A parsec is the distance at which a star appears to have an annual parallax of 1" of arc ( $1/3600^\circ$ ). Parsec is an abbreviation of Parallax Second. A parsec equals 3.26 light years, or 206,265 Astronomical Units.

Mukha-Lingams - Sculpted towers of the Bayon temple, near Angkor Wat, which represent the four faces of Shiva. See Angkor Wat.

Mummy - The body of a human or animal that has been artificially preserved. Practiced in

many parts of the world, the most notable practitioners were in ancient Egypt. They began embalming people sometime before 4000 BC, and continued for over 30 centuries. The Egyptians embalmed about 730,000,000 people, and several million are still awaiting discovery in unknown tombs and burial sites. The mummy was made by removing the brain and internal organs. The internal organs went into Canopic Jars. The brain's function was unknown, so it was thrown away. The body cavity was then filled with balsamic herbs and other substances, then the body was covered with natrin (carbonate of soda) to dry it out. After the body was dry, the body cavity was then filled with bituminous and aromatic substances and salt. Cloths saturated with similar materials were wrapped around the body. The Egyptian embalming process was so good that, even after 3,000 years, the soles of the feet of some mummies are still soft and elastic. See Canopic Jars and Sarcophagus.

Murder Hole - A hole in the roof of a gatehouse where boiling water or oil could be poured down on attackers, rocks thrown on them, or archers shoot at them. See Gatehouse.

Muryans - This Cornish word for "ant" refers to the souls of people in Purgatory. As time passes a soul gets smaller and smaller, until it is the size of an ant. Then they disappear, but no one knows where they go next.

Muses, The - From Greek mythology, like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Mutilation - A person's hand(s), finger(s), ear(s) or nose would be cut off singly or in any combination. It was common to cut off the hand of a thief, or to blind him. See Torture and Ordeals.

Myrddin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Merlin.

Myrmidons - From Greek mythology, this old race was started when Zeus changed ants into people.

Mythophobia - An intense fear of myths and stories.

**N** [Top Of Document](#)

Nabu - From Babylonian mythology, the god of writing and wisdom.

Nacon - From Maya mythology, the god of war.

Nagas - From Hindu mythology, these semi-divine creatures are human down to the waist,

and a serpent from the waist down.

Naiads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Nail Star - This is the name give the Pole Star by the Chukchi people of eastern Siberia. Also called the North Star.

Namtar - From Babylonian mythology, he is the herald of death, and commands sixty diseases.

Nanosecond - One billionth of a second.

Nanotechnology - The science of designing machines that are so small they are made up of molecules, proteins, DNA and similar components, instead of materials like metal, plastic and glass. These small machines can include solenoids, motors, containers, drills, information storage and more. They can be designed to seek out and repair damaged cells and organs, produce insulin, reverse arthritis and cure cancer. They can also be used outside the body to clean up hazardous waste or clean windows. Their uses are endless in the areas of biology, science and manufacturing.

Napaeae - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

NASA - The National Aeronautics and Space Administration. This organization is in charge of the United States space program.

Nasca Plains - Located in Peru's south coast. In this area very long lines are drawn on the ground, which look almost like some crazy giant prehistoric airport, with runways going in all directions. These Geoglyphs, which can only be seen from the air, not only include these lines, but line drawings of plants, animals and shapes. They were created by removing the dark surface rock, revealing the light desert soil underneath. The explanation of their use ranges from being a U.F.O. landing area, to sacred pathways used by the Indians in religious rituals. Some scientists believe that 1,000 years ago the Indians used the very light and strong fabric they wove to make hot air balloons, which would allow them to see the

lines from the air. In 1967 scientists successfully created and flew a hot air balloon made with local materials and fabric.

Nastrand - From Norse mythology, this is the worst region of hell. The roofs and doors were wattled with snakes who ejected poison. Murderers and perjurers were forced to wade through this poison as punishment.

NATOSAT - **N**orth **A**tlantic **T**reaty **O**rganization **C**ommunications **S**atellites. A total of six launches between 1970 and 1984.

Nebula - A glowing cloud of interstellar dust or gas.

Nebular Theory, The - This theory says that the Sun and planets formed at the same time.

Necromancer - One who practices Necromancy.

Necromancy - Divination by communication with the dead, and any magic performed with the help of the spirits of the dead. Practitioners are called Necromancers.

Necrophobia - An intense fear of corpse(s).

Nectar - From Greek mythology, the drink of the gods which gave them eternal youth. See Ambrosia and Iduna.

Nefer, the - From Egyptian mythology, an amulet that brought the wearer happiness and good luck.

Nemean Lion - From Greek mythology, no weapons could hurt him, and killing him was one of Hercules' twelve labors. After Hercules stunned it with a blow from a club he strangled it, then wore its skin, which made Hercules almost indestructible.

Nemesis - From Greek mythology, the goddess of righteous anger and punishment.

Neophobia - An intense fear of anything new.

Neptune - From Roman mythology, he is the god of the sea, earthquakes and horses, and is Jupiter's brother. He gave the first horse to man, and he always carried his three pronged spear, the Trident. His wife is Amphitrite, a granddaughter of the Titan Ocean. The Greeks called him Poseidon.

Nereids - From Greek mythology, nymphs who live in the Mediterranean Sea, and are the daughters of the sea god Nereus. See Mermaid.

Nereus - From Greek mythology, the god known as the Old Man of the Sea. The sea referred to here is the Mediterranean Sea. His wife is Doris, a daughter of Ocean. They had fifty daughters called the Nereids. One of the Nereids is Thetis, the mother of Achilles, another is Amphitrite, Poseidon's wife.

Nessie - A giant sea serpent that lives in Scotland's Loch Ness. Also called the Loch Ness Monster.

Network (Computer) - Connecting a series of computers and shared hardware, like a printer. This allows the computers to easily share files, programs and hardware. For example, five computers could be networked and share one printer instead of each computer needing its own printer.

Neutrino - A fundamental particle produced in stars. They are hard to detect since they pass through everything with virtually no interaction. They can pass completely through the Earth, or your body, as easily as they pass through the near vacuum of space.

Neutron - A particle that has no charge and, except for the hydrogen nucleus, is present in all known nuclei.

Neutron Star - A Pulsar whose density is so great that the electrons have been stripped from the atoms that compose the star. It is the dead core of a star, all that remains after a supernova. A Neutron Star may be only a few kilometers across, but have more mass than our Sun.

New Kingdom - In ancient Egypt this was the period between 1546 BC and 1085 BC.

New Moon - This is the phase of the moon when it is completely black. See Quarter Moon.

Newgrange - An Irish prehistoric passage grave and astronomical site located 42 kilometers (26 miles) north of Dublin. On the sunrise of the Winter Solstice, light penetrates a small window, shines down a 19 meter (62 foot) corridor, and lights a triple spiral carved onto a stone in the end of the vault. Newgrange was built about 3300 BC.

Newton - The amount of force needed to accelerate a mass of one kilogram (2.205 pounds) at a rate of one meter (1.094 yards) per second per second. See Bar.

Newton, Sir Isaac - (1642 AD - 1727 AD) This English mathematician and physicist described the mutual attraction everything in the universe experiences, also called gravity. His mathematical equations let him calculate any object's trajectory in space and time.

Nidaba - From Sumerian mythology, the goddess of writing.

Nidhoggr - From Norse mythology, this dragon represents Earth's volcanic power. It also symbolizes the decay of nature in that it eats the corpses of evil doers.

Nimbus - A circle of light, or halo, around the head or body of a hero, saint or god.

Nin-agal - From Babylonian mythology, this patron god of smiths chews copper and makes tools.

Nin-ildu - From Babylonian mythology, he is the carpenter god, and carries the pure ax of the Sun.

Ninja - A practitioner of the Japanese medieval art of Ninjitsu. A ninja is an expert in espionage, martial arts and assassination. See Chunin, Fukiya, Fukumi-bari, Jonin,

Kunoichi, Ninjitsu, Shuriken and Tonpo.

Ninjitsu - A style of Japanese martial art. See Ninja.

Ninurta - From Babylonian mythology, the god of war.

Nissaba - From Babylonian mythology, she is the harvest goddess of cereal grains. Her breast nourishes the field, and her womb gives birth to the vegetation and grain.

Nixies - From Norse folklore, these beings live in beautiful palaces, in bodies of fresh water. They can assume various forms, or become invisible. They resemble mermaids and mermen, but will go to market disguised as old women, or dances as young and attractive people. They are usually unfriendly, and lure people into deep water where they drowned them. They must have at least one victim a year, and use to be offered human sacrifices. Sometimes, however they would take a human mate and have children.

Njord - From Norse mythology, the god of the sea.

Nobility - Those descended from a noble or aristocratic family.

Noctiphobia - An intense fear of night.

Nomex - The brand name of a synthetic fiber used as thermal insulation in the space program.

Nona - From Roman mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Norns - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

North Star - This star is stationary in the sky, and used for navigation. Also called Pole Star and Nail Star.

Northern Lights - Light radiated by atoms and ions in the ionosphere interacting with the planet's gravitational field, usually seen at the magnetic North and South poles. Aurora Borealis is the aurora in the northern hemisphere, and Aurora Australis is the aurora in the southern hemisphere. They make a beautiful light show. Also called Aurora.

Nosferatu - A vampire. Literally translates as "Living Corpse".

Notus - From Greek mythology, he is the South Wind. His Latin name is Auster.

Nova - A star that suddenly releases large amounts of radiant energy, increasing its luminosity hundreds or thousands of times. A star may Nova repeatedly, until too much mass is lost to continue the process. See Supernova.

Nu - From Egyptian mythology, the god of chaos and the primordial waste of waters. Nun can be found in present day. He is the water found when digging deep, as for a well, and he is the turbulent floodwaters of the Nile. Also called Nun.

Nuckelavee - From Scottish mythology, this horrible sea fairy is a gigantic horse, with a huge mouth, evil eyes and legs that are part flipper. Issuing from its back is an ugly torso with long arms that almost reach the ground, a skinny neck and a huge head. It has no skin, so black blood flowing through yellow veins, white sinew and strong red muscles are easily seen. He hates fresh running water, so crossing a stream will stop it if one happens to chase you.

Nuclear Propulsion - Type 1: A ship is designed with a heavy plate attached perpendicularly to the rear of the ship. A nuclear bomb is detonated on or near the plate, which is designed to withstand the blast and protect the ship from radiation. The blast pushes against the plate and propels the ship. It should work fine, if you don't mind being on a ship loaded with a few thousand nuclear bombs. Type 2: This engine has been under development in the US since the 1960's, and is far more efficient than liquid fueled engines. This engine carries liquid hydrogen, which is released into the engine in a gaseous state. The hydrogen gas is heated in a nuclear fission reactor to very high temperatures, and directed out of the rocket nozzle at high velocity and pressure. The hydrogen is not ignited. This engine is designed to work in space, not in our atmosphere. See Propulsion.

Nuclear Winter - The sudden decline of a planet's surface temperature, caused when the sun's rays are blocked by clouds of dust and smoke created when a large meteorite impacts the planet's surface, or nuclear weapons are detonated globally. The meteorite would send large amounts of dust, created by the impact, and smoke from burning forests and cities, into the atmosphere. Nuclear weapons would create vast amounts of smoke from fires, but no dust.

Nun - From Egyptian mythology, the god of chaos and the primordial waste of waters. Nun can be found in present day. He is the water found when digging deep, as for a well, and he



is the turbulent floodwaters of the Nile. Also called Nu.

Nut - From Egyptian mythology, the goddess of the sky. She is represented as a woman with an elongated body arched over the Earth. Her husband and brother is Geb.

Nymph - From Greek mythology, a lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Nyseides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

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Oak - The most widely worshipped tree in the world. It is sacred to Jehovah, Zeus, Hercules, Demeter, Thor, Celtic druids, Irish Dagda and many others.

OAQ - Orbiting Astronomical Observatories. A total of four launches between 1966 and 1972.

Ob - From Hebrew mythology, a necromancer or the necromancer's familiar. The plural is Oboth.

Obatala - From Afro-Caribbean mythology, the god of peace, harmony and purity. He created humans and most of the other gods. He represents clarity, justice and wisdom, and everything that is white belongs to him.

Obeah - A term used by Negroes in the Caribbean to denote various types of supernatural powers, or magic. Also called Obia.

Obelisks - Monolithic stone erection, ranging in height from 1 meter (3 feet) to 255 meters (836 feet). Their shape is usually a four sided pillar with a pyramidal top. They are often inscribed with the reason for the creation of the Obelisk. It may be to commemorate a battle, pay homage to a ruler, mark boundaries to territories or some other reason important to the peoples of the time.

Oberon - He is from the mythology of the British Isles, and is called the king or prince of elves or fairies. His court is around Stratford-on-Avon in Great Britain. His wife is Titania, the queen of the elves or fairies.

Obia - A term used by Negroes in the Caribbean to denote various types of supernatural powers, or magic. Also called Obeah.

Obliquity - The tilt of a planet's axis with respect to its orbit.

Obol - A small coin placed on the mouth of a dead person to pay Charon for taking them across the River Styx.

Oboth - The plural of Ob. From Hebrew mythology, a necromancer or the necromancer's familiar.

Occam's Razor - Named after the 14th century theologian William of Occam. When critiquing his colleagues' complex arguments, he used a simple rule of thumb, "the simplest solution to a problem is probably the correct one." This later became known as Occam's Razor.

Occultation - When one celestial body blocks the light of another, like when the Moon eclipses a star or planet.

Occultism - The study and control of supernatural powers.

Oceanids - Nymphs who are the daughters of Oceanus, the ocean which flows around the Earth. They have the ability to change shape. See Mermaid.

Oceanus - From Greek mythology, this Titan is the great sea that surrounds the Earth. In earlier stories, it was a river that surrounded the Earth. His wife is Tethys.

Odin - From Norse mythology, he is the one eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Woden and Votan.

Odysseus - From Greek mythology, the king of Ithaca and the hero of Homer's Odyssey. The Romans call him Ulysses. See Penelope.

Odyssey - From Greek mythology, one of the two great epics written by Homer. This, combined with the other story, the Iliad, tells about the Trojan War and the events following the war.

Oedipus - From Greek mythology, he was the king of Thebes who solved the riddle of the Sphinx, killed his father, and married his mother. At the time, he was not aware of the fact that they were his parents. This is where the Oedipal Complex, when a man is in romantic love with a mother figure, gets its name.

Of Four Quarterings - A person possessing noble heritage from all four of their grandparents.

Ogma - From Celtic mythology, he symbolizes physical strength.

Ogmios - From Celtic mythology, the god of the strength of poetry, charm and incantation. The Celts believed that eloquence was of greater power than physical strength, and that eloquence reached its zenith in old age. For this reason, Ogmios was often depicted as an old Hercules, by the Romans.

OGO - Orbiting Geophysical Observatories. A total of six launches between 1964 and 1969.

Ogoun - From Haitian mythology, the Voodoo warrior hero.

Ogre - A giant and hideous monster who often eats human flesh, and is very stupid and gullible. He is also easily frightened. See Ogress.

Ogress - A female Ogre.

Ohdows - From Iroquois mythology, they are the ones, the Jogah, who control the spirits in the underworld and prevent them from coming back to the surface of the Earth.

Okypete - From Greek mythology, one of the Harpies. these three ugly creatures have the head of an old woman, the body of a bird (whose feathers could not be pierced), large claws and they stink. They are also always hungry. The gods sometimes used them to punish criminals. The other Harpies are Aello and Celaeno.

Old Man - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man and Old Man Coyote. Also called Coyote.

Old Man Coyote - From American Indian mythology, he is a trickster and hero. He can look like a coyote, or a human, but he always talks and behaves like a human. The Crow Indians call him Old Man and Old Man Coyote. Also called Coyote.

Old Scratch - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Satan, Mephistopheles, Lucifer and Beelzebub. See Ahriman.

Oloddumare - From Afro-Caribbean mythology, he is the main god of Yoruba based religions, such as the Santeria and Candomble.

Olympians - From Greek mythology, the gods who live on Olympus. The twelve main Olympians are Zeus, Poseidon, Hades, Hestia, Hera, Ares, Athena, Apollo, Aphrodite, Hermes, Artemis and Hephaestus.

Olympus - From Greek mythology, the mountain where the Greek gods live. See Sumeru.

Ombrophobia - An intense fear of rain.

Omen - An incident which is a prophetic sign, or reveals the future.

Ometecuhli - From Aztec mythology, the god of duality and the creator of all things.

OMS - Orbital Maneuvering System. The Space Shuttle has two of these engines, which operate only in space. They are used for major maneuvers in orbit, and to slow the Shuttle in preparation for re-entry. These engines use nitrogen tetroxide as the oxidizer, and monomethyl hydrazine as the fuel.

Oneiromancy - Gaining knowledge about the future from dreams. The dreams can be specific, vague or symbolic. See Divination.

Oni - From Japanese folklore, devils and demons. The Shinto mythology believes the Oni bring disease, calamity and misfortune. They are human in shape but have three eyes, a wide mouth, horns and three sharp talons on their hands and feet. They can fly, and often swoop down on wicked men who are about to die and seize their soul. They are similar to the Tengu. Buddhist monks are their sworn enemies.

Ono Pacakoti - From Inca mythology, the great flood that Viracocha used to destroy his first created race of giants. Two of the giants were saved to help him recreate a new race of people, and a new world.

Oort Cloud - Dutch astronomer Jan H. Oort (1900 AD - 1992 AD) in 1950 proposed that a spherical region around our solar system contained several hundred billion comets. The Oort Cloud is a great distance from our solar system, about 40,000 to 60,000 AU. As stars pass near the Oort cloud, their gravity knocks some of the comets from their stable orbit, and sends them toward the Sun. This is the source of most Long Period Comets.

Ophidiophobia - An intense fear of snakes.

OPF - Orbiter Processing Facility, Kennedy Space Center. Where Space Shuttles are prepared for their next launch.

Oracles - From Greek mythology, these were places where the gods would answer questions and foretell the future. There was usually a temple at the site and a priest or priestess who acted as intermediary between man and god. The most famous oracle was the Oracle at Delphi, created by the god Apollo. See Pythia. See Divination.

Orbit - A balance between a ship's tendency to fly off into space, inertia, and the gravitational pull of a planet. This allows a ship or satellite to rotate around a planet without using a propulsion system, once it has the proper altitude and speed.

Ordeals - These were tests of guilt or innocence used in early England (after 400 AD) when no clear cut evidence existed to prove guilt or innocence. It was believed that god would protect the innocent.

- Cold Water Ordeal - A suspected witch was bound hand and foot and thrown into a pond or river. If she floated, then she was a witch, since it was believed this was an act of the devil

protecting his own. If she sank, she was innocent, but she was also probably drowned.

- Hot Water Ordeal - The victim fasted for three days, then a ring or piece of metal, blessed by a priest, was thrown into a pot of boiling water. The victim reached into the pot and pulled out the object. The worse the crime the deeper the boiling water. The arm was bandaged and left for three days. If the wound healed the verdict was innocent.
- Ploughshares Ordeal - Ploughshares were laid across a fire pit in a grid pattern and allowed to become red hot. The victim then walked barefoot across the ploughshares, and if his wounds healed in three days he was innocent. This was also used to select leaders of tribes.
- Ordeals in other cultures included: Licking a hot iron spoon (Bedouin); Carrying a hot iron (Indian); Taking a stone out of boiling water (Africa); Walking through fire (India).

Oreads - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Orisha - From Afro-Caribbean mythology, these are the gods.

Ormuzd - From Egyptian mythology, this god is the personification of spiritual goodness.

Ornithomancy - Gaining knowledge about the future from the flight of birds, or all omens from birds. See Divination.

Ornithophobia - An intense fear of birds.

Oshun - From Afro-Caribbean mythology, the goddess of love, sexuality, beauty and diplomacy. She protects the abdominal area, and teaches people about pleasure and happiness.

Osiris - From Egyptian mythology, the god of the dead, and corn. He presided over the judgment of souls, and taught ancient man how to raise crops.

OSO - Orbiting Solar Observatories. A total of nine launches between 1962 and 1975.

Outer Curtain - A wall that encloses the outer ward of a castle.

Outer Ward - The area around and adjacent to the inner curtain of a castle.

Outgard - From Norse mythology, this is the home of giants and monsters.

Outgassing - The process where the gases of a planet's atmosphere come from gases escaping from the planet's crust.

Ovda - From Finnish mythology, a wild spirit who wanders through the forest seeking trespassers. If he finds any, he tickles them to death.

Oxidizer - A compound that supplies oxygen to fuel so that the fuel can burn and supply thrust for a jet or rocket engine. See Propulsion.

Oya - From Afro-Caribbean mythology, the goddess of wind, fire and thunderbolts. In Yoruba religions, she is the female warrior and represents female power. She is always willing to take risks, and she is strong, assertive, courageous and independent. When she is angered, or ready to make changes, she can create tornadoes and hurricanes. She is considered a great witch and the guardian of the gates of death.

## **P** [Top Of Document](#)

PAM - Payload Assist Module. A small rocket that is attached to a satellite and fires after the satellite leaves the Space Shuttle's bay. It lets the satellite achieve Geosynchronous orbit. This rocket is smaller than an IUS.

P'an Chin Lein - From Chinese mythology, the goddess of fornication. She was a young widow whose brother-in-law caught her in a "compromising position" with her lover. Her brother-in-law then killed the lover. She is the patroness of prostitutes.

P'an-Ku - From Chinese mythology, in the beginning the universe was an egg. It hatched open and the top of the egg became the sky, the bottom became the Earth. P'an-Ku hatched from the egg, and each day he grew 3 meters (10 feet) taller, and the sky became 3 meters (10 feet) higher and the Earth 3 meters (10 feet) thicker. This went on for 18,000 years, then P'an-ku died. His body split into many parts. His head became the Sun and Moon, his blood made the seas and rivers, his hair created the forests, his sweat made the rain, his breath became the wind, his voice is the thunder and his fleas were the ancestors of mankind. This must be a true story because I know people who are flea brained, or blood sucking (lawyers).

Pa Cha - From Chinese mythology, the god who protects against grasshoppers and locusts. He has a bird's beak, a clawed right hand which holds a magic gourd filled with magic insecticide and he carries a sword in his left hand.

Pa Hsien - From Chinese mythology, eight immortals that predate the Sung dynasty (960 AD to 1127 AD) who go around performing all sorts of activities that go against etiquette, especially the etiquette of the Sung dynasty. The eight are: Chang Kuo, Han Chung-li, Han Hsiang-tzu, Ho Hsien-ku, Lan Ts'ai-ho, Li T'ieh-kuai, Lu Tung-pin and Ts'ao Kuo-chiu.

Paccari Tambo - From Inca mythology, the three caves from which emerged the four Ayar brothers and their four sisters, who became the ancestors of the Inca family.

Pachamama - From Inca mythology, the earth goddess.

Page - What you're reading. Sorry, just kidding. This was usually a boy between the age of eight and thirteen who was training to be a knight. They were mainly household servants to

their lord. They served food, worked in the kitchen, learned to read (maybe), helped the lord dress, and other similar duties.

Palisade - A sturdy wooden fence which encloses a site while a permanent stone wall is being built. Most often used where a castle is under construction.

Palladium, The - From Greek mythology, this small wooden figure of Pallas-Athena fell from heaven and landed on the citadel of Troy. From there, it was carried to Greece and then Rome. Whatever city the Palladium resides in will have safety and prosperity. Diomedes and Odysseus stole the Palladium from Troy, and the city soon fell to the Greeks.

Pallas Athena - From Greek mythology, she is the daughter of Zeus alone, and has no mother, and is a virgin goddess. She sprang from Zeus's head full-grown and in full armor. She is the Goddess of the City, the protector of civilized life, agriculture and handicrafts. She also invented the bridle and tamed horses for men to use. Her temple is the Parthenon, Athens is her favorite city. She created the olive, and her bird is the owl. Also called Athena, the Romans called her Minerva.

Pan - From Greek mythology, the god of herds and the son of Hermes. He has the horns of a goat, and instead of feet has the hoofs of a goat. Pan is the goatherds' and shepherds' god, and all wild places are his home. He plays beautiful music on his reed pipes, and is always in love with one or another wood nymph. His birthplace was Arcady.

Pandora - From Greek mythology, she was made by Hephaestus out of earth, and was endowed with one of each of the god's qualities. Beauty from Aphrodite, cunning from Hermes, and so on. She was the god's revenge on mankind for the gift of fire that Prometheus gave us. When sent to Earth, she was given a jar and told not to open it (Pandora's box was really a jar), but she eventually did, which released all the ills that have since afflicted mankind. Only Hope was left in the jar. Man still possesses hope.

Pangaea - The name given the single land mass from which the present continents formed through movement of tectonic plates. Pangaea existed about 150 million years ago. See Plate Tectonics and Continental Drift.

Pannage - From Medieval Europe, this was the payment made to a lord for the right to graze in his meadows and woods.

Panphobia - An intense fear of everything.

Panspermia - Life from one planet spreading to another. Possibly a meteorite impact threw a stone with organic matter into space, say from Mars. Hundreds or thousands of years later that rock impacts Earth as a meteor and the organic matter survives and thrives on Earth. This could be how life arose on Earth. It could be possible that life formed only on one planet in the universe, and through meteorite impacts spread to other planets, so that all life in the universe has one origin. See Meteorite ALH84001,0.

Pantheism - The belief that god is the universe and the laws which rule the universe. See Animism.

**Paper Virus** - A way of preventing a scientific breakthrough by placing false information in data or a formula. Lets say Einstein's Theory of Relativity showed how to travel faster than light, but an alien race didn't want us to have that knowledge. They would make a small change to the formula which would show that faster than light travel was impossible. The change would be small and simple, so simple it would not be questioned. The formula would also not be questioned since it had been around for over fifty years and is fully accepted by the scientific community. See Computer Virus.

**Parallactic Shift** - The apparent displacement of the position of a celestial object on the celestial sphere when seen from two different places. Also called Parallax. See Parallax.

**Parallax** - The apparent displacement of the position of a celestial object on the celestial sphere when seen from two different places. The Diurnal Parallax is the parallactic shift of a celestial object when seen from two points that are one Earth diameter apart (12 hour interval). Stellar Parallax, important in astronomy, is the apparent change in position of a nearby star when observed from opposite sides of Earth's orbit (6 month interval). The farther away the star is the smaller the parallax. Stellar parallax is measured in arc seconds. Also called Parallactic Shift.

**Parapet** - A low wall along the top edge of a castle wall. It protects soldiers on the wall from enemy fire.

**Parapsychology** - The study of psychic abilities. Parapsychologists study two kinds of psychic phenomena. The first phenomena is Extrasensory Perception (ESP), which is when a person gets information using their mind, and not their five senses. This includes: seeing the future (Precognition), seeing the past (Retrocognition) which is often done in conjunction with Psychometry, seeing other places using the mind's eye (Clairvoyance, or Second Sight), hearing things with the mind that the ears could not hear (Clairaudience), reading someone's mind or sending a mental message to someone (Telepathy) and sending your mind to some other place or time while your body stays in one place (Astral Projection). The other phenomena is Psychokinesis (also called PK) which is the ability to have some affect on an object without sensory input. This includes: moving an object (Telekinesis), causing an object to burst into flame (Pyrokinesis) and telling the history of an object by simply touching or holding it (Psychometry). Psychic research also studies hauntings, ghosts and trance mediumship. Also called psi phenomena. See TaischTaisch.

**Parcae** - From Roman mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians



called the Fates the god Shai.

Paris - From Greek mythology, he abducted Helen of Troy, which started the Trojan War.

Parques - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Parsec - The distance at which a star appears to have an annual parallax of 1" of arc ( $1/3600^\circ$ ). Parsec is an abbreviation of Parallax Second. A parsec equals 3.26 light years, or 206,265 Astronomical Units. See Megaparsec.

Parthenophobia - An intense fear of girls.

Partial Pressure - A spaceship's cabin contains a mixture of gases, mainly oxygen and nitrogen. Each of these gases exerts a percentage of the total cabin pressure which is in proportion to the amount of each gas present.

Patecatl - From Aztec mythology, the god of medicine.

Pavilion - This medieval tent was usually round, brightly decorated and supported by numerous ropes.

Pavise - A canvas covered wood shield used to protect crossbowmen while they loaded and fired their weapon. The pavise was either propped up or supported by another soldier. It was used from the fourteenth to the sixteenth centuries.

Pavor Sceleris - An intense fear of bad men.

Pax - Latin for peace.

PDE - Pulsed Detonation Engine. This engine creates an explosion in the rear of a chamber which produces a shock wave which travels at about Mach 4 to the front of the chamber. This shock wave compresses a fuel-oxidizer mixture which is then detonated. Then the shock wave bounces off the front of the chamber, and pushes the combustion products out of the thrust nozzle. This creates a high amount of thrust with a minimum of fuel. The PDE engine is lightweight, fuel efficient, can operate in or out of our atmosphere and can propel a ship at speeds around 5,632 kilometers (3,500 miles) per hour.

PDF - Portable Document Format. A standard used by Adobe Acrobat software which

allows it to display any type of document on any computer.

Peccatiphobia - An intense fear of sinning. See Hamartophobia.

Pediophobia - An intense fear of dolls.

Pegasus - From Greek mythology, this winged horse sprang from the Gorgon's blood when the Gorgon was killed by Perseus. Athena caught and tamed him, then gave him to the Muses. He was kept near Corinth.

Pele - From Hawaiian mythology, the fire goddess of volcanoes.

Peleus - From Greek mythology, he was an Argonaut and King of the Myrmidons.

Pellinore - From Arthurian legend, Warlord of Wrekin and father of Perceval. He is generally considered the keeper of the Holy Grail. Having an injury to the leg or groin, he never stood, but was always seated. The injury was probably caused by a lance. Also called the Fisher King.

Penates - Gods worshipped in the private homes of ancient Rome. These guardian deities were placed at the hearth.

Pendragon, Uther - From Arthurian legend, King Arthur's father.

Penelope - From Greek mythology, the wife of Odysseus who stayed faithful to him during all his travels. Too bad the same can't be said about Odysseus.

Peniaphobia - An intense fear of poverty.

Pennant - A small triangular banner usually attached to a knight's lance. It displayed his heraldic device.

Pentacle - A five pointed star which is used extensively in ceremonial magic. If the pentagram has one point upward, it represents the deity, controlling nature with the mind and the microcosm. With two points up, it represents Satan. The five points of the pentagram represent the five senses. Also called a Pentagram.

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Penthesilea - From Greek mythology, the leader of the Amazons, who fought against the Greeks in the Trojan War.

Penumbra - During an eclipse, this is the partial shadow area, which lies between the Umbra and complete illumination, cast by one body onto another. See Umbra.

People Of The Hills, The - English fairies who live under green mounds.

## People

For astronauts, see Space Dates.

Accolon of Gaul - From Arthurian legend, he is Morgan le Fey's lover.

Achilles - From Greek mythology, his father is Peleus and his mother, Thetis, is a Nereid. As a baby he was dipped in the river Styx by his mother, to make him invulnerable to attack. She held him by his ankle so the water never touched this spot. In the Trojan War, he was killed by a poisoned arrow that hit him in the heel. This is where the term Achilles Heel comes from.

Adapa - From Babylonian mythology, the first of the seven antediluvian sages sent by Ea to bring the arts of civilization to mankind.

Alexander The Great - (356 BC - 323 BC) He was the king of Macedonia who conquered the Persian Empire, and is considered one of the greatest military minds of all time. He excelled as a military tactician and troop leader and was able to move his army over large expanses of territory quickly. He was tutored by Aristotle in literature, science, medicine, philosophy and rhetoric. In 332 BC he founded the city of Alexandria at the mouth of the Nile River. This became the center for commerce, science and literature in the Greek world. See Alexandria, The Library Of.

Aristotle - (384 BC - 322 BC) He is one of the most famous of the ancient philosophers, and is responsible for helping to shape modern language, common sense and theology. Born in Stagira, Macedonia, this Greek philosopher and scientist was the son of a physician to the royal court. He spent twenty years at Plato's Academy, first as a student, then a teacher. Later Aristotle went to Pella, the capital of Macedonia, where he tutored the king's son, Alexander, who would later be known as Alexander the Great. In 335 BC, he established his own school, the Lyceum, in Athens. Since many of the lessons were taught while the teachers and students walked on the school's grounds, it became known as the Peripatetic School, which means walking or strolling school.

Bathory, Countess Elizabeth - (1560 AD - 1614 AD) She believed that bathing in the blood of a virgin would keep her young forever. A lesbian, she often had orgies with the girls before killing them. The girls she didn't kill were bled often, or placed in a cage suspended from the ceiling. Long spikes in the bottom of the cage pierced the victims feet, and the countess would stand under the cage and shower in the blood. She also drank the blood of her victims. When discovered, she was sentenced to be walled up in the bedroom of her castle, where she lived for another four years. Also known as The Bloody Countess.

Bedivere - From Arthurian legend, King Arthur's foster-brother and counselor.

Bloody Countess, The - (1560 AD - 1614 AD) She believed that bathing in the

blood of a virgin would keep her young forever. A lesbian, she often had orgies with the girls before killing them. The girls she didn't kill were bled often, or placed in a cage suspended from the ceiling. Long spikes in the bottom of the cage pierced the victims feet, and the countess would stand under the cage and shower in the blood. She also drank the blood of her victims. When discovered, she was sentenced to be walled up in the bedroom of her castle, where she lived for another four years. Also known as Countess Elizabeth Bathory.

Bluebeard The Pirate - (1404 AD - 1440 AD) A nobleman and soldier in the French army, he fought along with Joan of Arc against the English. Peasant children, mainly boys, disappeared wherever de Rais traveled or lived. These crimes were overlooked, but when he stole money from the nobility to solve his financial problems, he was tortured for two days. Then he was hanged and burned at the same time. Bluebeard's real name was Giles de Rais.

Boudicea - In about 60 AD, in a Roman province that would eventually become England, she and her husband, King Prasutagus, ruled the Celtic tribe of Iceni. Boudicea is described as being huge of frame, terrifying to look at, with a harsh voice and a mass of bright red hair that fell to her knees. The Romans often commented at how large the Celtic men and women were. When the king died, custom dictated that half his kingdom be transferred to Queen Boudicea, and their two daughters, Princesses Camorra and Tasca, since there was no male heir. However, Roman law didn't agree. The Romans flogged the Queen, raped her daughters, plundered her kingdom and household, took the family estates from the Iceni chieftans and made the king's relatives into slaves. Queen Boudicea joined her Iceni tribe with the Trinobantes tribe, and they began attacking Roman colonies. They conquered Camulodunum (Cholchester), Londinium (London) and Verulamium (St. Albans), killing all the Roman citizens they encountered. The Romans sent an entire division against her, but she defeated them. She was finally overthrown when a Roman army, smaller in number than hers, attacked in a narrow valley, which negated the advantage of her superior numbers. Queen Boudicea and her daughters escaped, but later killed themselves with poison so as not to be taken prisoner. If the Romans had not defeated her in this valley, Queen Boudicea would have probably driven the Romans out of England.

Brahe, Tycho - (1546 AD - 1601 AD) This Danish astronomer made the most accurate observations of the positions of celestial objects to date, including our solar system and over 700 stars. His data was the most accurate until the invention of the telescope in the early 17th century. In his time there were only five known planets in the solar system.

Buddha - (about 563 BC - 483 BC) Meaning, the Enlightened, his name was Guatama Siddhartha, and he founded the Buddhist religion. His father was a prince.

Cai - From Arthurian legend, King Arthur's foster-brother. Also called Cei

Cassini, Gian Domenico - (1625 AD - 1712 AD) Italian born astronomer who discovered four of Saturn's satellites, and noticed a dark division in the rings which was named for him, the Cassini Division.

Cei - From Arthurian legend, King Arthur's foster-brother. Also called Cai.

Charon - From Greek mythology, he is the boatman who ferries the souls of the dead across Cocytus, the river of lamentation. He will only ferry souls who had the passage money placed on their lips when they died, and were properly buried. See Obol and Farbanti.

Chilam Balam - The last great Maya prophet. He lived in the end of the fifteenth, or the early sixteenth century. He predicted the appearance of strangers from the East who would establish a new religion. The Spaniards soon arrived.

Confucius - (551 BC - 478 BC) A Chinese philosopher and moralist who established moral codes of conduct for people and government officials to follow.

Copernicus, Nicolaus - (1473 AD - 1543 AD) This Polish astronomer presented the idea of a Sun centered universe, called the Heliocentric or Sun-Centered system. See Heliocentric Theory, Geocentric Theory and Pythagoras.

Ector de Maris - From Arthurian legend, he is Lancelot's half-brother. See Knights of the Round Table.

Einstein, Albert - (1879 AD - 1955 AD) A German-born American mathematician and physicist who created the general and special theories of relativity. The general theory sees space and time as one object, not two separate ones. He also hypothesized the particle nature of light. A genius, Einstein taught himself Euclidean geometry at the age of twelve. See Relativity, Paper Virus and Space-Time.

Fisher King - From Arthurian legend, in Grail stories, he is the lord of the Grail castle. He possesses the Grail, the bleeding lance and the silver plate. Wounded in his thighs by a spear, the only activity he enjoys is fishing, which he can do sitting down. See Pellinore.

Galahad- One of the knights most often mention as a member of the Knights of the Round Table. See Knights of the Round Table.

Galileo Galilei - (1564 AD - 1642 AD) Italian mathematician, astronomer and physicist. He was the first person to observe the sky using a telescope. His observations led him to discover sunspots, mountains and valleys on the Moon, Jupiter's four largest satellites and the phases of Venus. Galileo was a supporter of the Heliocentric Theory, but the Church declared teaching that the Earth moved as heresy, and had him placed under house arrest. The Church held this

position for 350 years, until in 1979 when an investigation was started into the possible reversal of Galileo's condemnation. He was officially exonerated in 1992. This was a victory for Galileo who spent most of his life fighting to keep scientific research free from censorship. See Galilean Satellite.

Gawain - From Arthurian legend, he is considered the perfect knight. See Knights of the Round Table.

Giles de Rais - (1404 AD - 1440 AD) A nobleman and soldier in the French army, he fought along with Joan of Arc against the English. Peasant children, mainly boys, disappeared wherever de Rais traveled or lived. These crimes were overlooked, but when he stole money from the nobility to solve his financial problems, he was tortured for two days. Then he was hanged and burned at the same time. de Rais was better known as Bluebeard the Pirate.

Guenever of Rheged - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guinevere.

Guinevere - From Arthurian legend, the wife and queen of King Arthur, who fell in love with Lancelot. Also spelled Guenever.

Halley, Edmond - (1656 AD - 1742 AD) This English astronomer applied Newton's laws of motion to historical comet data. This allowed him to predict the reappearance of the comet which now bears his name.

Helen Of Troy - From Greek mythology, she was considered the most beautiful woman in Greece, with a face "that could launch a thousand ships." Her parents were Zeus and Leda, the wife of King Tyndareus of Sparta. Paris, a prince of Troy, abducted her from her husband Menelaus thus starting the ten year Trojan War. See Trojan Horse.

Igraine - From Arthurian legend, she is King Arthur's mother, and wife of Uther, the High King of Britain.

Jason - From Greek mythology, he led the Argonauts to Colchis, in search of the Golden Fleece, then back to Greece. He was raised by Chiron the Centaur.

Joseph of Arimathea - He received and buried the body of Christ, and also possessed the Holy Grail until he passed it on to Bron.

Kalki Avatara - From Hindu mythology, the tenth Avatar of Vishnu. He has not appeared yet, but will arrive armed with a scimitar and riding a white horse. He will end the present age.

Kepler, Johannes - (1571 AD - 1630 AD) This German astronomer and philosopher showed that the planets moved in elliptical orbits, not round ones as was previously believed. He formulated and certified the three laws of planetary motion, called Kepler's laws. They are: 1 - The planets orbit the Sun in elliptical

paths, and the Sun is one focus of the ellipse. 2 - The closer a planet is to the Sun the faster it moves in its orbit. 3 -  $d^3/t^2$  is the same for all planets ( $d$  = a planet's mean distance from the Sun.  $t$  = a planet's orbital period).

King Arthur - From Arthurian legend, he was born about 480 AD. King Arthur was the High King of Britain, and created a golden age of chivalry. He lived in Camelot, his mentor was the wizard Merlin, and he created the Round Table, where the Knights of the Round Table met. He was killed in the battle of Camlann, and his body taken to Avalon, where in a time of great need he will rise to do battle again. See Camelot.

King Midas - From Greek mythology, Pan gave him the gift of turning anything he touched into gold, including his food, furniture and even people. He later had the gift taken back.

Lady of the Lake, The - She gave Excalibur to Merlin who in turn gave it to King Arthur, and Excalibur was given back to her when King Arthur died. She lives in calm bodies of water.

Lancelot - From Arthurian legend, he is King Arthur's best and favorite knight, who later betrayed him by acting on his love for Guinevere, the queen. See Knights of the Round Table.

Lao-tzu - One of the founders of Taoism.

Libera - From Roman mythology, the wife of Hades. He carried her away from the Earth and her mother, Ceres (The Greeks called her Demeter). This caused Ceres, the goddess of agriculture, such grief that the first winter arrived. Libera spends six months of the year with Hades, which causes winter, and six months with Ceres, which brings on spring. The Greeks called her Persephone.

Lowell, Percival - (1855 AD - 1916 AD) This American astronomer founded the Lowell Observatory in Flagstaff, Arizona in 1894. This is the observatory where Clyde Tombaugh (1906 AD - 1997 AD) discovered the planet Pluto in 1930.

Melampus - From Greek mythology, he is the first person to possess prophetic powers, the first mortal doctor and the first Greek to worship Dionysus.

Merlin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Myrddin.

Minos - From Greek mythology, this king of Crete commissioned Daedalus to build a labyrinth under his palace at Cnossus. The Minotaur then lived in the labyrinth.

Mordred - From Arthurian legend, the son of King Arthur, who fatally wounded Arthur in battle. Arthur killed Mordred moments after receiving his fatal wound.

Morgan le Fay - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is skilled in magic and the healing arts. She is Morgause's sister.

Morgause - From Arthurian legend, she is the daughter of Igraine and Gorlois, Igraine's first husband, and the half-sister of King Arthur. She is Morgan le Fay's sister.

Myrddin - From Arthurian legend, a great wizard and teacher of King Arthur. He lives his life backward, which allows him to see the future, which is really his past. Also called Merlin.

Newton, Sir Isaac - (1642 AD - 1727 AD) This English mathematician and physicist described the mutual attraction everything in the universe experiences, also called gravity. His mathematical equations let him calculate any object's trajectory in space and time.

Odysseus - From Greek mythology, the king of Ithaca and the hero of Homer's Odyssey. The Romans call him Ulysses. See Penelope.

Oedipus - From Greek mythology, he was the king of Thebes who solved the riddle of the Sphinx, killed his father, and married his mother. At the time, he was not aware of the fact that they were his parents. This is where the Oedipal Complex, when a man is in romantic love with a mother figure, gets its name.

Pandora - From Greek mythology, she was made by Hephaestus out of earth, and was endowed with one of each of the god's qualities. Beauty from Aphrodite, cunning from Hermes, and so on. She was the god's revenge on mankind for the gift of fire that Prometheus gave us. When sent to Earth, she was given a jar and told not to open it (Pandora's box was really a jar), but she eventually did, which released all the ills that have since afflicted mankind. Only Hope was left in the jar. Man still possesses hope.

Paris - From Greek mythology, he abducted Helen of Troy, which started the Trojan War.

Peleus - From Greek mythology, he was an Argonaut and King of the Myrmidons.

Pellinore - From Arthurian legend, Warlord of Wrekin and father of Perceval. He is generally considered the keeper of the Holy Grail. Having had an injury to the leg or groin, he was unable to stand, and was always seated. The injury was probably caused by a lance. See Fisher King.

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Penthesilea - From Greek mythology, the leader of the Amazons, who fought against the Greeks in the Trojan War.

Perceval - From Arthurian legend, Pellinore's eldest son. See Knights of the Round Table.

Persephone - From Greek mythology, the wife of Hades. He carried her away from the Earth and her mother, Demeter. This caused Demeter, the goddess of agriculture, such grief that the first winter arrived. Persephone spends six months of the year with Hades, which causes winter, and six months with Demeter, which brings on spring. The Romans called her Libera.

Perseus - From Greek mythology, he slayed the Gorgon and used its head to kill the Kraken (turning it to stone), thus rescuing Andromeda who was being sacrificed to it.

Plato - (about 428 BC - 347 BC) This Greek philosopher was one of the most influential people in Western philosophy. In 387 BC, he founded the Academy in Athens where biology, mathematics, astronomy, philosophy and political theory were taught. His best known written work is the "Republic", which covers his views on justice and knowledge.

Priestley, Joseph - (1733 AD - 1804 AD) Discovered oxygen.

Psyche - From Roman mythology, the personification of the passion of love. Cupid fell in love with her. Eventually she was made immortal and they spent all time together.

Pythagoras - (about 580 BC - 500 BC) A Greek philosopher and mathematician who was the first known person to believe the Sun was at the center of the universe. See Geocentric Theory, Copernicus, Pythagoreans and Heliocentric Theory.

Qin's Tomb, Emperor - He died in 210 BC and was buried in a huge earthen pyramid, located about 25 miles east of the present city of Xi'an, in the Shanxi Province. In 1974, when villagers were digging a well three miles west of Qin's tomb, they discovered a life-size terracotta statue of a soldier. Archeologists excavated a pit 210 meters (689 feet) long and 60 meters (197 feet) wide. In the pit they found over 6,000 terracotta soldiers and six terracotta chariots drawn by four terracotta horses, all were life size, and each statue had a different face. Test excavations in two other pits have brought the total number of soldiers to over 7,500. This army of infantrymen, charioteers, cavalymen, archers and officers guarded Emperor Qin's east flank. During his reign Emperor Qin unified the feudal states of China into one nation, and established a uniform system of writing, a universal code of law and standardized the system of weights and measures.

Siddhartha, Gautama - (about 563 BC - 483 BC) This is the name Buddha was given at birth. Buddha means the Enlightened, and he founded the Buddhist religion. His father was a prince.

Sigurd - From Germanic mythology, the greatest hero who ever lived and the central character of the Saga Of The Volsungs.

Sin Eater - A person who takes upon himself the sins of a dead person by eating food placed upon the breast of the corpse. This allows the dead persons soul to go to heaven.

Sisyphus - From Greek mythology, after this evil king of Corinth died he was condemned to spend all eternity rolling a huge stone up a hill. Just as he reaches the top the stone rolls down and he must begin again.

Tantalus - From Greek mythology, he is the son of Zeus, and the former king of Phrygia in Lydia. He was admitted to the table of the gods, but he displeased them so they put him in a lake. When he became thirsty and bent down to drink, the water would recede. When he became hungry, he would reach for the fruit laden branches hanging over his head, but they would pull back. So he spent eternity hungry and thirsty, with water and food just out of his reach. Water water everywhere...

Thomson, Joseph John - (1856 AD - 1940 AD) He identified the first subatomic particle, the electron, in 1897.

Tombaugh, Clyde - (1906 AD - 1997 AD) discovered the planet Pluto in 1930 at the Lowell Observatory in Flagstaff, Arizona in 1894.

Ulysses - From Roman mythology, the king of Ithaca and the hero of Homer's Odyssey. The Greeks call him Odysseus. See Penelope.

Urien - From Arthurian legend, he is the King of Northumbria, and husband of Morgan.

Uwain - From Arthurian legend, he is the son of Morgan and Urien.

Van Allen, James - (born 1914 AD) This American physicist headed the team of scientists who discovered the Earth's radiation belt, called the Van Allen Belt, using a Geiger counter aboard Explorer I. This was America's first satellite and was launched on January 31, 1958.

Vestal Virgins - These were six virgin priestesses in Rome who cared for Hestia's sacred fire. Chosen between the age of six and ten, they served for thirty years. After this time, they could leave if they chose. They had special privileges, including: the ability to dispose of their property as they saw fit; freedom from paternal controls; and when marching in procession through the streets, if they encountered a criminal who was on his way to be executed, they

could order him set free. Neglect of their duties was treated with severe punishment. Letting the sacred flame go out resulted in a flogging, letting her chastity be violated would see her buried alive and her seducer scourged in public until dead.

Vlad the Impaler - (1431 AD - 1476 AD) A ruler of Wallachia, which is now part of Romania. He was a cruel leader and was reported to have killed hundreds of people. He often put his victims, both commoner and royalty, on tall pikes for all to see. Once, he gave a feast for all his subjects who were blind, lame or had other severe handicaps. During the feast, he had the hall's windows boarded up and the hall set on fire. The legend of the vampire may be based on him. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Vampire, Zombie, Countess Elizabeth Bathory, and Giles de Rais.

Pepheredo - From Greek mythology, one of the Graiae. These three gray women had only one eye that they shared by passing it amongst themselves. They live on the farther shore of Ocean. Their names are Pephredo (dread), Deino (alarm), Enyo (horror). Their sisters are the Gorgons.

Perceval - From Arthurian legend, Pellinore's eldest son. See Knights of the Round Table.

Periastron - In a binary star system, this is the position in one star's orbit when it is closest to its companion star.

Perigee - The position of a satellite orbiting the Earth when it is closest to the center of the Earth. See Apogee and Perihelion.

Perihelion - The position of a satellite orbiting the Sun when it is closest to the center of the Sun. See Apogee and Perigee.

Period - How comets are classified. A period is the length of time it takes a comet to travel once around the sun. Short-period comets can complete one cycle in 3.3 years, while very long-period comets can take thousands of years to complete one orbit, or may never complete one orbit.

Persephone - From Greek mythology, the wife of Hades. He carried her away from the Earth and her mother, Demeter. This caused Demeter, the goddess of agriculture, such grief that the first winter arrived. Persephone spends six months of the year with Hades, which causes winter, and six months with Demeter, which brings on spring. The Romans called her Libera.

Perseus - From Greek mythology, he slayed the Gorgon and used its head to kill the Kraken (turning it to stone), thus rescuing Andromeda who was being sacrificed to it.

Perturbations - Changes in an objects orbit caused by the gravitational effects of other bodies.

Petra - A beautiful city in Jordan carved out of sandstone. One of the buildings in the city is Khasneh al Faroun, meaning "Pharaoh's Treasury." This building can be seen in the movie, "Indiana Jones And The Last Crusade." It is the building where they find the Holy Grail.

Phagophobia - An intense fear of eating.

Pharaohs - Rulers of ancient Egypt who were believed to be gods.

Pharmacophobia - An intense fear of medicine.

Phasmophobia - An intense fear of ghosts.

Phengophobia - An intense fear of daylight.

Pheromones - A scent emitted by a creature (but not plants) which strongly attracts that same creatures opposite sex and causes an almost irresistible desire to mate.

Phial - In the Middle Ages this was any bottle that held liquid.

Philosopher's Stone - Alchemists constantly searched for this stone. When ground down and combined with water, drugs and other materials it would produce an elixir. This elixir would change imperfect metals (metals other than gold) into perfect metals (gold). This stone is also able to give a person immortality.

Phlegethon - From Greek mythology, this is the river of fire in the underworld. See Acheron, Cocytus, Lethe and Styx.

## **Phobias**

Acarophobia - An intense fear of insects.

Achluophobia - An intense fear of darkness.

Acrophobia - An intense fear of height.

Aerophobia - An intense fear of air.

Agoraphobia - An intense fear of open spaces.

Aichmophobia - An intense fear of knives.

Ailurophobia - An intense fear of cats. See Cynophobia.

Algophobia - An intense fear of pain.

Amathophobia - An intense fear of dust.

Androphobia - An intense fear of man. See Gynophobia.

Anemophobia - An intense fear of wind.

Anginophobia - An intense fear of choking.

Anthropophobia - An intense fear of people.

Apeirophobia - An intense fear of infinity.

Apiphobia - An intense fear of bees.

Arachneophobia - An intense fear of spiders.

Astraphobia - An intense fear of lightening. See Astrphobia.

Astrphobia - An intense fear of thunder. See Astraphobia.

Autophobia - An intense fear of being alone.

Ballistophobia - An intense fear of missiles.

Barophobia - An intense fear of gravity.

Catagelophobia - An intense fear of ridicule.

Cenophobia - An intense fear of barren spaces.

Chemimaphobia - An intense fear of cold.

Chinophobia - An intense fear of snow.

Chrematophobia - An intense fear of money.

Chromatophobia - An intense fear of color(s).

Chronophobia - An intense fear of time.

Claustrophobia - An intense fear of confinement.

Coitophobia - An intense fear of sexual intercourse.

Cometophobia - An intense fear of comet(s). See Meteorophobia and Siderophobia.

Cynophobia - An intense fear of dogs. See Ailurophobia.

Demonia - An intense fear of demons. See Demonophobia.

Demonophobia - An intense fear of the devil. See Demonia and Theophobia.

Demophobia - An intense fear of crowds.

Dikephobia - An intense fear of justice.

Eisoptrophobia - An intense fear of mirrors.

Ereuthophobia - An intense fear of blushing.

Erotophobia - An intense fear of love.

Esosophobia - An intense fear of dawn.

Gamophobia - An intense fear of marriage.

Gephyrophobia - An intense fear of bridges.

Graphophobia - An intense fear of writing.

Gymnophobia - An intense fear of the naked body.

Gynophobia - An intense fear of women. See Androphobia.

Hadephobia - An intense fear of hell. See Demonophobia, Uranophobia and Theophobia.

Hamartophobia - An intense fear of sin. See Peccatiphobia.

Haptophobia - An intense fear of being touched.

Harpaxophobia - An intense fear of robbers. See Scelerophobia.

Hedonophobia - An intense fear of pleasure.

Heirophobia - An intense fear of sacred things.

Heliophobia - An intense fear of sunlight.

Hematophobia - An intense fear of blood.

Hodophobia - An intense fear of travel.

Homichlophobia - An intense fear of fog.

Hydrophobia - An intense fear of water.

Hylephobia - An intense fear of materialism.

Hylophobia - An intense fear of forest(s).

Hypengyophobia - An intense fear of responsibility.

Hypnophobia - An intense fear of sleep.

Ideophobia - An intense fear of ideas.

Iophobia - An intense fear of poison.

Kainophobia - An intense fear of change.

Kleptophobia - An intense fear of stealing.

Lalophobia - An intense fear of speaking.

Lyssophobia - An intense fear of insanity.

Maieusiophobia - An intense fear of childbirth.

Mastigophobia - An intense fear of flogging.

Mechanophobia - An intense fear of machinery.

Meteorophobia - An intense fear of meteors. See Cometophobia and Siderophobia.

Mythophobia - An intense fear of myths and stories.

Necrophobia - An intense fear of corpse(s).

Neophobia - An intense fear of anything new.

Noctiphobia - An intense fear of night.

Ombrophobia - An intense fear of rain.

Ophidiophobia - An intense fear of snakes.

Ornithophobia - An intense fear of birds.

Panphobia - An intense fear of everything.

Parthenophobia - An intense fear of girls.

Pavor Sceleris - An intense fear of bad men.

Peccatiphobia - An intense fear of sinning. See Hamartophobia.

Pediophobia - An intense fear of dolls.

Peniaphobia - An intense fear of poverty.

Phagophobia - An intense fear of eating.

Pharmacophobia - An intense fear of medicine.

Phasmophobia - An intense fear of ghosts.

Phengophobia - An intense fear of daylight.

Phobophobia - An intense fear of fearing.

Photophobia - An intense fear of light.

Phronemophobia - An intense fear of thinking.

Pnigerophobia - An intense fear of smothering.

Poinophobia - An intense fear of punishment.

Polyphobia - An intense fear of many things.

Ponophobia - An intense fear of work.

Pyrophobia - An intense fear of fire.

Scelerophobia - An intense fear of burglars. See Harpaxophobia.

Scopophobia - An intense fear of being looked at.

Siderophobia - An intense fear of stars. See Meteorophobia and Cometophobia.

Taphephobia - An intense fear of being buried alive.

Thalassophobia - An intense fear of the sea.

Thanatophobia - An intense fear of death.

Theophobia - An intense fear of God. See Demonophobia, Uranophobia and Hadeophobia.

Uranophobia - An intense fear of heaven.

Xenaphobia - An intense fear of being pummeled by a leather clad Warrior Princess. Just kidding.

Xenophobia - An intense fear of strangers.

Zelophobia - An intense fear of jealousy.

Zoophobia - An intense fear of animals.

Phobophobia - An intense fear of fearing.

Phoebus Apollo - From Roman mythology, he is the son of Jupiter and Latona (The Greeks called her Leto), and the sun god. His twin sister is Diana (The Greeks called her Artemis). The music he plays on his golden lyre delights all on Olympus. He is the archer god and the healer, who first taught men the healing arts. Apollo is also the god of light and truth. His oracle was at Delphi. The dolphin and crow were sacred to him, and the laurel was his tree. Also called Apollo by the Romans. Some sources call Helios the sun god, not Apollo. Quadriga is the four horse chariot of the Sun god Apollo, who drove it across the sky each day. The Greeks called him Apollo.

Phoenix - This bird is associated with the worship of the Sun, in both ancient Egypt and



classical antiquity. The phoenix has beautiful scarlet and gold feathers and a melodious cry. Only one Phoenix lives at one time, but it lives for at least 500 years. When its death drew near, the Phoenix would create a nest of aromatic spices and boughs. It would set the nest on fire and let itself be consumed by the flames. From the flames, a new Phoenix would emerge. This new Phoenix would embalm the ashes of the dead Phoenix in an egg of myrrh, then fly the ashes to the City of the Sun in Egypt and place them on the alter of the Sun god.

Phoenix Project - Due to federal budget cuts in 1994, SETI is now privately funded by the Phoenix Project. See Search For Extraterrestrial Intelligence.

Phonogram - One of the two types of signs used in Egyptian Hieroglyphics. Phonograms are sound signs, and are used purely for their phonetic value. See Hieroglyphics.

Phooka - From Irish mythology, a goblin who appears as a variety of creatures, including: a dog, a bull, a horse or an eagle. In any form, he is usually black with blazing eyes. He often appears as a friendly pony to weary travelers who, after mounting him, are taken on a violent ride then dumped in an undesirable place.

Photodissociation - When light, usually ultraviolet light, causes a molecule to break up.

Photon Engine - This engine would eject photons (light particles) from the rear of the engine, at the speed of light. Since a photon has almost no energy, a tremendous amount of photons would need to be ejected to produce sufficient thrust. The photons could be used to push a Solar Sail. See Propulsion.

Photophobia - An intense fear of light.

Photosphere - The visible surface of a star.

Photosynthesis - Life-forms that synthesis energy by using light to cause a chemical reaction. This process is carried on by chlorophyll in plants. See Chemoautotrophic.

Phra - From Egyptian mythology, the god of the Sun, personifying its strength. He is the leader of the other gods, and the creator of mankind and all other living things. Also called Re and Ra.

Phronemophobia - An intense fear of thinking.

Phurbu - A nail used by Tibetan lamas and sorcerers to drive off or impale demons. It is triangular and wedge shaped, 20 to 25 centimeters (8 to 10 inches) long and usually made of wood. On occasion, it is made of cardboard with mystical sentences written on it. Also called P'ur-bu.

Pictographs - A written language system of pictures where the word signs are pictures of the things they represent. All pictographs are logographs, but logographs are not usually pictographs. See Logograph, Hieroglyphics and Epigrapher.

Pikeman - A soldier who fought with a pike, a type of spear.

**Pillory** - Used as a form of public punishment for fraudulent tradesmen, slanderers and tricksters. This "T" shaped device of wood allowed a standing person's wrists and neck to be held in place by two hinged wood planks. A large hole in the center held the head, a smaller hole on each side held the wrists. The victim was put on public display where they were sometimes pelted with rotting vegetables or rocks. This form of punishment was used until 1905 in Delaware. See Stocks, Torture and Ordeals.

**Pion** - A particle that can have a positive, negative or no charge, and has a mass of about 270 times that of an electron.

**Pilum** - A heavy spear used by Roman soldiers. It had an oval shaped point and long steel shaft attached to a wooden shaft. It could be thrown at close range, or used as a thrusting weapon. Overall length is about 2 meters (7 feet). Each Roman soldier carried two of these. See Verutum.

**Piri Reis Map** - A map from the 16th century which accurately depicts Antarctica, as it would appear without ice. Since Antarctica has been constantly covered with ice since long before the 16th century, the maps accuracy could only recently be verified by using satellites equipped with ice penetrating radar.

**Pitch** - The up and down rotation of a ship's nose.

**Pixies** - Small fairies who dance in the moonlight to the music of crickets and frogs. They love water, and basins of water are often left out for them at night. Pixies like to pinch untidy maids, startle people by knocking on walls, kiss girls in the dark to hear them scream and to lead people astray.

**PK** - Psychokinesis. The ability to move objects using only the mind. See Parapsychology.

**Plague** - This plague swept across western and central Europe during the fourteenth century, killing about one third of the 60,000,000 people living in that area. Needless to say, it destroyed the economy of affected areas. The cost of labor went up, while land values went down. There were three kinds of plague. Bubonic plague was spread by flea bites, and had a fatality rate of 50-60%. Pneumonic plague was spread directly from one victim to another via sputum, and had a fatality rate of 95-100%. Septicaemic plague was spread by flea bites and body lice, and had a fatality rate of 100%. Death from Septicaemic plague occurred within a day. Also called the Black Death.

**Planetary Nebulas** - Envelopes of gas blown off the cores of Red Giants as they die. See Red Giants.

**Planetesimal** - Large asteroid-like accretions of particles.

**Planets - Finding Them Outside Our Solar System** - Generally, due to limitations of science at this time, we can only see extra-solar planets that are larger than Jupiter. No optical telescope can see an extra-solar planet yet, that will probably occur in about 25 to 50 years from now. There are, however, several ways to find extra-solar planets. As of November 1999, scientists have found 28 planets outside of our solar system.

- Interferometers are separate radio telescopes that work in unison. So if you place two telescopes of an interferometer 1.6 kilometers (1 mile) apart, it's like having one giant telescope with a lens 1.6 kilometers (1 mile) across. This allows for very detailed images. An interferometer can have more than two telescopes, which would be like having a telescope equal to the total distance of separation of all the telescopes. The largest Interferometers are called a Very Large Array (VLA). The largest VLA is on an isolated plain near Socorro, New Mexico. It has 27 parabolic dishes that are each 25 meters (82 feet) in diameter. They are laid out in a Y configuration, with 9 dishes on each arm. The ultimate in VLA includes a satellite which is now in orbit. It will be used with parabolic dishes on the Earth, making an array that is wider than the circumference of the Earth.
- Next is telescopes in space, like the Hubble Deep Space Telescope, which doesn't have to deal with atmospheric interference.
- Adaptive optics are also used. An active laser is shined upwards during observations with a telescope. The laser tells how the atmosphere is moving so the computer recording the image from the telescopes can compensate and get a better image.
- Photometric detection lets us see an eclipse of a primary star by a companion planet.
- The spectroscopic method lets us detect motion of a primary star caused by the gravitational pull of a companion planet that is rotating around the star. The Astrometric methods also detects motion of a primary star.
- Another technique is masking out the light from a primary star using apodizing disks, which allows the viewing of a planet near a star.

| <b>The Planets</b> | <b>Distance From Sun<br/>(in millions)</b> | <b>Atmospheric<br/>Gas(es)</b>               | <b>Temperature<br/>Range</b>                                 | <b>Moon(s)*Scien<br/>life exists in wa<br/>the frozen surfa<br/>Tidal Heating.</b> |
|--------------------|--|--|--|--|
| Mercury            | 57.9<br>km<br><br>36 mi                    | Sodium,<br>Helium<br><br>Hydrogen,<br>Oxygen | -180°<br>C to<br>430°<br>C<br><br>-292°<br>F to<br>806°<br>F |  |

|              |  |   |   |  |
|--------------|--|---|---|--|
| <p>Venus</p> | <p>108.2<br/>km</p> <p>67.2<br/>mi</p> | <p>Carbon<br/>Dioxide</p> <p>Nitrogen</p>   | <p>459°<br/>C</p> <p>858°<br/>F</p>                                     |  |
| <p>Earth</p> | <p>149.5<br/>km</p> <p>93 mi</p>       | <p>Nitrogen,<br/>Oxygen</p> <p>Water<br/>Vapor,</p> <p>Argon,<br/>Hydrogen</p> <p>Carbon<br/>Dioxide</p> <p>Ozone,<br/>Methane</p> <p>Neon,<br/>Krypton</p> <p>Xenon,<br/>Helium</p> <p>Carbon<br/>Monoxide</p> | <p>-90°<br/>C to<br/>58°<br/>C</p> <p>-130°<br/>F to<br/>136°<br/>F</p> |  |

|      |                          |   |  |     |
|------|--------------------------|---|--|-----|
| Mars | 227.9<br>km<br>142<br>mi | Carbon<br>Dioxide<br>Nitrogen,<br>Argon<br>Oxygen,<br>Krypton<br>Neon,<br>Xenon<br>Carbon<br>Monoxide<br>Water<br>Vapor | -87°<br>C to<br>17°<br>C<br>-125°<br>F to<br>63° F | Pho |
|------|--------------------------|---|--|-----|

|                |                                      |   |  |  |
|----------------|--------------------------------------|---|--|--|
| <p>Jupiter</p> | <p>778.4<br/>km<br/>483.4<br/>mi</p> | <p>Hydrogen<br/>Helium,<br/>Methane<br/>Ammonia<br/>Carbon<br/>Monoxide<br/>Ethane,<br/>Acetylene<br/>Phosphine<br/>Water<br/>Vapor</p> | <p>-125°<br/>C to<br/>17°<br/>C<br/>-193°<br/>F to<br/>63° F</p> | <p>Io<br/>C<br/>Mo<br/>Am<br/>Sinc<br/>Lys<br/>Car<br/>]</p>     |
| <p>Saturn</p>  | <p>1429.4<br/>km<br/>888<br/>mi</p>  | <p>Hydrogen,<br/>Helium<br/>Methane,<br/>Ethane<br/>Ammonia<br/>Phosphine</p>   | <p>-176°<br/>C<br/>-284°<br/>F</p>                               | <p>Titan<br/>P<br/>Ej<br/>E<br/>Tele<br/>Di<br/>Hele<br/>Iap</p> |

|         |                              |                               |  |                            |
|---------|------------------------------|-------------------------------|--|----------------------------|
| Uranus  | 2875<br>km<br>1785.4<br>mi   | Hydrogen<br>Helium<br>Methane | -216°<br>C<br>-357°<br>F                                   | Op<br>D<br>Ju<br>Mi<br>Obe |
| Neptune | 4504.3<br>km<br>2797.2<br>mi | Hydrogen<br>Helium<br>Methane | -218°<br>C<br>-360°<br>F                                   | Na<br>Thal<br>Gal<br>Ner   |
| Pluto   | 5900.1<br>km<br>3664<br>mi   | Methane                       | -223°<br>C to<br>-233°<br>C<br>-369°<br>F to<br>-387°<br>F |                            |

## Plants

Acacia - A sacred tree to the ancient Hebrews. The wood from this tree was used by Moses in the building of the Ark of the Covenant and the sacred Tabernacle. Near Eastern Christian legend says that a thorny species of this tree was used for Christ's crown of thorns.

Angelica - The leaves of this plant are a protection from witchcraft when worn on the body, carried or placed about the house.

Bluebell - Anyone who hears this flower ring will die soon, and fields of Bluebells are dangerous as they are intricately interwoven with fairy enchantments.

Date - The date palm is considered the "tree of life" by the ancient Egyptians, Sumerians and Chinese Taoists. The Taoists also consider it the symbol of offspring. Hindus thought the tree was intelligent and only one step away from the animal kingdom.

Doctrine Of Signatures - In the Middle Ages of Europe, it was noticed that some parts of some plants resembled parts of the human body. It was believed that those parts of the plant cured illness in that body part. People believed that every plant was signed with its own use, and a person only needed to look for, and understand, the signature. Some of the plants were: Liverwort (liver), Bladder-Wort (bladder), Lungwort (lung) and Red Sandalwood (blood).

Garlic - It protects against the evil eye, demons, vampires and witchcraft. It is most often hung over the door of a house.

Hemlock - A poisonous herb that is an ingredient in flying ointments used by witches. It is a hallucinogen that creates a sensation of flying.

Henbane - A poisonous herb that is an ingredient in flying ointments used by witches. See Love Potions.

Lock - To open a lock, place a piece of mistletoe or moonwort in it.

Love Potions - Some of the ingredients for love potions include all or part(s) of: Ant, apple, bat, capers, carrot, cock, corpse, cyclamen, daffodil, deer, dill, dog, dragon, elecampane, fern, fly, fox, frog, ginseng, henbane, jasmine, lettuce, lizard, lotus, mandrake, mistletoe, moonwort, musk, myrtle, newt, remora, roebuck, salt, snail, sparrow, turtledove and vervain.

Mandrake - A root often used in magic. The root resembles a person in that it appears to have a body with arms and legs. It is said that when the root is pulled from the ground it lets out a scream that either kills, or drives insane, the person who pulled the root out. Often a dog is used to pull the root out of the ground. The dog's owner ties one end of a cord to the root, and the other end to the dog's collar. When at a safe distance, the man calls the dog to him, which causes the root to be pulled from the ground as the dog goes to his master. If the root screams, the man is too far away to hear it, and thus safe. The effect on the dog is not reported.

Oak - The most widely worshipped tree in the world. It is sacred to Jehovah, Zeus, Hercules, Demeter, Thor, Celtic druids, Irish Dagda and many others.

Photosynthesis - The process where plants synthesize energy by using chlorophyll and light to cause a chemical reaction. This process is carried on by chlorophyll in plants. See Chemoautotrophic.

Primroses - Eating primroses lets you see invisible fairies. If you touch a fairy



rock with correct number of primroses in a posy, fairy gifts, and the way into fairyland will be revealed to you. However, the wrong number will bring you doom.

Saint John's Wort - It protects against fairy spells, and promotes healing.

Plasma - A hot, electrically conducting gas made of ions and free electrons.

Plasma-Jet - This engine allows an extremely hot ionized gas to escape at high velocity from the rear of the engine. An electromagnetic field may be used to accelerate the ionized gas. See Propulsion.

Plate Armor - This is the metal armor that "Knights in Shining Armor" wear. It was used from the 1400s until the 1600s. The best armorers in Europe were in northern Italy and southern Germany. See Gauntlet.

Plate Tectonics - Earth's crust is composed of giant plates. As these plates collide or grind together, they create mountain ranges, and/or earthquakes. As they drift apart, they create oceans. See Continental Drift and Pangaea.

Plato - (about 428 BC - 347 BC) This Greek philosopher was one of the most influential people in Western philosophy. In 387 BC, he founded the Academy in Athens where biology, mathematics, astronomy, philosophy and political theory were taught. His best known written work is the "Republic", which covers his views on justice and knowledge.

PLBD - **P**ayload **B**ay **D**oor. The large rear doors on the Space Shuttle.

Pleiades, The - A loose cluster of 400 to 500 stars about 415 light years away. They have been used by ancient astronomers as seasonal points of reference. Some Channelers say they communicate with the inhabitants of the Pleiades.

PLSS - Primary Life-Support System. This backpack unit is permanently attached to the hard upper torso of the space suits used aboard the Shuttle. The PLSS supplies oxygen for breathing, suit pressurization and ventilation. It also cools and circulates water for the liquid cooling ventilation garment, controls ventilation gas temperature, absorbs carbon dioxide and removes odors from the suit atmosphere.

Pluto - From Roman mythology, the ruler of the underworld and the dead, and the precious metals found in the earth. He has a helmet which renders its wearer invisible. Pluto lacked pity, but he is just. His wife is Libera. The Greeks called him Hades.

Pneumonic Plague - This plague swept across western and central Europe during the fourteenth century, killing about one third of the 60,000,000 people living in that area. Needless to say, it destroyed the economy of affected areas. The cost of labor went up, while land values went down. There were three kinds of plague. Bubonic plague was spread by flea bites, and had a fatality rate of 50-60%. Pneumonic plague was spread directly from one victim to another via sputum, and had a fatality rate of 95-100%. Septicaemic plague

was spread by flea bites and body lice, and had a fatality rate of 100%. Death from Septicaemic plague occurred within a day. Also called the Black Death.

Pnigerophobia - An intense fear of smothering.

Poinophobia - An intense fear of punishment.

Pole Arms - Used around the world from ancient times through the Renaissance, they are a type of spear. Instead of the standard oval shaped spear head, the head may be shaped like a sword or ax blade, or a combination of both. This was the most common weapon used, since the farther away you can keep your enemy, the safer you are.

Pole Star - This star is stationary in the sky, and used for navigation. Also called North Star and Nail Star.

Polyhymnia - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Polyphemus - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Polyphobia - An intense fear of many things.

Polytheism - The belief and worship of more than one god. See Monotheism.

Ponophobia - An intense fear of work.

Pontus - From Greek mythology, god of the deep sea, his mother is Mother Earth.

Pooka - From Irish folklore, a harmless but very mischievous supernatural being. It often appears in animal or half animal form. He can give the gift of understanding animal speech. Also called a Puca.

Portcullis - A heavy grating, made of wood or metal, that could be raised or lowered to open or close the passage between the towers of a castle's gatehouse.

POS - Portable Oxygen System, used aboard the space shuttle.

Poseidon - From Greek mythology, he is the god of the sea, earthquakes and horses, and is Zeus's brother. He gave the first horse to man, and he always carried his three pronged spear, the Trident. His wife is Amphitrite, a granddaughter of the Titan Ocean. The Romans called him Neptune.

Postern Gate - A less important or side gate into a castle.

Potameides - From Greek mythology, a type of Nymph. A lesser female divinity or spirit of nature, like a fairy. They live in forests and water, and appear as young beautiful maidens who are fond of music and dancing. The types of Nymphs are: Crenids - Springs; Dryads and Hamadryads - Oak trees; Epipotamides - Rivers; Limnades - Lakes, marshes, swamps; Limoniades - Meadows of flowers; Meliae - Ash Trees; Naiads - Brooks, lakes and springs; Napaeae - Glens; Nereids - The Sea; Nyseides - Votaries of Dionysus; Oceanids - The Ocean; Oreads - Mountains; Potameides - Fountains, lakes, rivers and springs. See Elementals.

Pototo - The Inca war trumpet, which can play only one note.

Precognition - The ability to psychically see into the future. See Parapsychology.

Pressing - A person was tied down on their back, and a large flat section of boards, usually a heavy door, was placed on top of their stomach and chest. Weights or rocks were placed on the board, slowly crushing the person. Death often took several days. See Torture and Ordeals.

Priestley, Joseph - (1733 AD - 1804 AD) Discovered oxygen.

Primroses - Eating primroses lets you see invisible fairies. If you touch a fairy rock with correct number of primroses in a posy, fairy gifts, and the way into fairyland will be revealed to you. However, the wrong number will bring you doom.

Privy - From Medieval Europe, a latrine or bathroom. See Garderobe and Cesspit.

Project Bluebook - This is the governmental agency that was established in 1952 to study U.F.O. sightings. Its goals were to explain U.F.O. sightings, determine if U.F.O.'s were a threat to national security, and if they did exist, how we could utilize their advanced technology. When Project Bluebook was closed in 1969, it was determined that of the 12,618 U.F.O. sighting investigated (701, or 5.6% were unexplained), none were alien space craft, and whatever they were posed no threat. See Unidentified Flying Objects.

Prometheus - From Greek mythology, a Titan who was the savior of mankind by giving us fire, writing, architecture, astronomy, medicine, navigation, figures, metalworking and prophecy.

Propellants - This is a combination of fuel and oxidizer used in rocket engines to supply thrust. NASA currently uses four types of propellants. Petroleum - RP-1 (refined petroleum) is a very pure form of kerosene, and used as a propellant in the first stage boosters of several rockets. Cryogenic - Liquid oxygen (LOX) is the oxidizer and burned

with liquid hydrogen (LH2), which is the fuel. Hypergolic - These propellants are fuels and oxidizers that ignite on contact with each other, and need no other ignition source. The fuel is monomethyl hydrazine (MMH) and the oxidizer is nitrogen tetroxide (N2O4). Solid - Solid propellants motors are the oldest and simplest type of rocket engines. They burn solid chemicals at a rapid rate, expelling hot gases from a nozzle to achieve thrust. However, unlike liquid propellants, solid rocket fuel can't be shut off once ignited.

### **Propulsion - and other ways to travel in space.**

Cryo-Travel - This is when crew members on a spaceship are put in a state of suspended animation by freezing them. This allows for space journeys that would take longer than the crews normal life span. Also called Cryogenic Suspension.

Cryogenic Suspension - This is when crew members on a spaceship are put in a state of suspended animation by freezing them. This allows for space journeys that would take longer than the crews normal life span. Also called Cryo-Travel.

Generation Ship - These ships are used when a space voyage will take longer than the average life span of the ships inhabitants. The ship is designed as a place where people will be born, grow old and die. As a crew member becomes to old to perform their duties, or dies, he is replaced by a young crew member who was born and raised on the ship. This isn't a form of propulsion, but I thought it should be listed here, along with other alternatives to new propulsion.

Hyperjump - We live in three dimensional space, but you can "Jump" (Hyperjump) into Hyperspace. The "Jump" takes you from our three dimensional space to a space composed of four or more dimensions. In Hyperspace, our three dimensional space is folded and curved making distant points in our universe very close together in Hyperspace. The trick is being able to "Jump" from three dimensional space, to Hyperspace, and back to three dimensional space. "Jumps" are achieved by using gates, tunnels or doorways.

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Low-Thrust Engines - These are designed for long term missions, and would supply low-thrust for long periods of time with highly efficient use of fuel. These engines include:

Plasma-Jet - This engine allows an extremely hot ionized gas to escape at high

velocity from the rear of the engine. An electromagnetic field may be used to accelerate the ionized gas.

**Ion Engine** - Ionized atoms, such as cesium atoms, are accelerated to high velocity in an electrostatic field, and allowed to escape from the rear of the engine. This type of engine can reach high velocity. In 1998 a satellite using an Ion Engine was launched. It used xenon gas instead of cesium atoms. Also called a Solar Electric Engine.

**Photon Engine** - This engine would eject photons (light particles) from the rear of the engine, at the speed of light. Since a photon has almost no energy, a tremendous amount of photons would need to be ejected to produce sufficient thrust. The photons could be used to push a Solar Sail.

**Solar Electric Engine** - Ionized atoms, such as cesium atoms, are accelerated to high velocity in an electrostatic field, and allowed to escape from the rear of the engine. This type of engine can reach high velocity. In 1998 a satellite using an Ion Engine was launched. It used xenon gas instead of cesium atoms. Also called an Ion Engine.

**Matter Antimatter Propulsion** - This process combines an equal amount of matter and antimatter. They annihilate themselves, and in the process create large amounts of energy. This can be used as a power source for spaceships. The problem arises in how to store antimatter since if it contacts any matter it will explode. The two best ways are using a magnetic bottle, and praying that the power never goes out, or storing the antimatter in a crystal lattice. The lattice would hold the antimatter between the crystal molecules with its magnetic field, preventing the antimatter from coming into contact with the molecules themselves. Antimatter could be released as desired by subjecting the crystal lattice to electromagnetic energy, changing the lattices polarity and freeing the antimatter in a controlled manner. This is how starships in Star Trek® ©™ Ö (did I forget anything?) are powered.

**Nuclear Propulsion - Type 1:** A ship is designed with a heavy plate attached perpendicularly to the rear of the ship. A nuclear bomb is detonated on or near the plate, which is designed to withstand the blast and protect the ship from radiation. The blast pushes against the plate and propels the ship. It should work fine, if you don't mind being on a ship loaded with a few thousand nuclear bombs.

**Type 2:** This engine has been under development in the US since the 1960's, and is far more efficient than liquid fueled engines. This engine carries liquid hydrogen, which is released into the engine in a gaseous state. The hydrogen gas is heated in a nuclear fission reactor to very high temperatures, and directed out of the rocket nozzle at high velocity and pressure. The hydrogen is not ignited. This engine is designed to work in space, not in our atmosphere.

Oxidizer - A compound that supplies oxygen to fuel so that the fuel can burn and supply thrust for a jet or rocket engine.

Propellants - This is a combination of fuel and oxidizer used in rocket engines to supply thrust. NASA currently uses four types of propellants. Petroleum - RP-1 (refined petroleum) is a very pure form of kerosene, and used as a propellant in the first stage boosters of several rockets. Cryogenic - Liquid oxygen (LOX) is the oxidizer and burned with liquid hydrogen (LH2), which is the fuel.

Hypergolic - These propellants are fuels and oxidizers that ignite on contact with each other, and need no other ignition source. The fuel is monomethyl hydrazine (MMH) and the oxidizer is nitrogen tetroxide (N2O4). Solid - Solid propellant motors are the oldest and simplest type of rocket engines. They burn solid chemicals at a rapid rate, expelling hot gases from a nozzle to achieve thrust. However, unlike liquid propellants, solid rocket fuel can't be shut off once ignited.

PDE - Pulsed Detonation Engine. This engine creates an explosion in the rear of a chamber which produces a shock wave which travels at about Mach 4 to the front of the chamber. This shock wave compresses a fuel-oxidizer mixture which is then detonated. Then the shock wave bounces off the front of the chamber, and pushes the combustion products out of the thrust nozzle. This creates a high amount of thrust with a minimum of fuel. The PDE engine is lightweight, fuel efficient, can operate in or out of our atmosphere and can propel a ship at speeds around 5,632 kilometers (3,500 miles) per hour.

Pulsed Detonation Engine - This engine creates an explosion in the rear of a chamber which produces a shock wave which travels at about Mach 4 to the front of the chamber. This shock wave compresses a fuel-oxidizer mixture which is then detonated. Then the shock wave bounces off the front of the chamber, and pushes the combustion products out of the thrust nozzle. This creates a high amount of thrust with a minimum of fuel. The PDE engine is lightweight, fuel efficient, can operate in or out of our atmosphere and can propel a ship at speeds around 5,632 kilometers (3,500 miles) per hour.

Quantum Singularity - A point of zero volume and infinite density. Can be used as a power source for spaceships. It is like a mini Black Hole. See Singularity.

Ramdrive - A Ramdrive is used to cut back the amount of fuel a ship must carry on long journeys. After conventional fuel has been used to get the ship up to a specified speed, a large funnel shaped structure is deployed in front of the ship. This funnel collects interstellar matter, which in turn is used for fuel. Also called a Ramscoop.

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called a Ramdrive.

Rocket Engine - An engine which carries its own fuel and oxidizer, thus needing no outside fuel source or oxygen.

Solar Sail - The sail is pushed by Solar Wind, the flow of plasma leaving a sun, and used to propel a space ship. The sails are huge and delicate, and offer very slow acceleration. A Photon Engine could also push the Solar Sail.

Thrust - The force created by a ship's engine.

Time Dilation - A ship using this technique travels very close to the speed of light, without actually reaching light speed. Since time would compress for the crew, they would age very little, even on a long voyage. However, the rest of the universe would age at normal speed, including everyone they left behind on Earth. Depending on the length of the voyage, the crew's family and friends may be long dead when the ship reaches its destination.

Wormhole - Standard Black Holes do not rotate or have an electrical charge. If you get a Black Hole that rotates and/or has an electrical charge, then you have something special. You could fall into this type of Black Hole and not hit the Singularity. The interior of this type of Black Hole can join up with a corresponding White Hole in such a way that an object falling into the Black Hole would be ejected from the attached White Hole. A Black Hole and White Hole that are joined in this way are called a Wormhole. The White Hole could be located anywhere, even in a different Universe. This would allow for rapid travel between distant points, another Universe or even back in time. See Black Hole and White Hole.

Proteus - From Greek mythology, this god can foretell the future and change shape. Some say he is Poseidon's son, others that he is his attendant.

Proton - A particle that is identical with the nucleus of a hydrogen atom, and is positively charged.

Protoplanet - Planetesimal which is growing by attracting nebular material, and is in the process of becoming a planet.

Protostar - A collapsing cloud of dust and gas which is in the process of becoming a star.

psi - **P**ounds of pressure per square **i**nch. Using the metric system psi is called kilopascals.  $1 \text{ psi} \times 6.895 = 1 \text{ kilopascal}$ .

PSI Phenomena - The study of psychic abilities. Parapsychologists study two kinds of psychic phenomena. The first phenomenon is Extrasensory Perception (ESP), which is when a person gets information using their mind, and not their five senses. This includes: seeing the future (Precognition), seeing the past (Retrocognition) which is often done in

conjunction with Psychometry, seeing other places using the mind's eye (Clairvoyance, or Second Sight), hearing things with the mind that the ears could not hear (Clairaudience), reading someone's mind or sending a mental message to someone (Telepathy) and sending your mind to some other place or time while your body stays in one place (Astral Projection). The other phenomena is Psychokinesis (also called PK) which is the ability to have some affect on an object without sensory input. This includes: moving an object (Telekinesis), causing an object to burst into flame (Pyrokinesis) and telling the history of an object by simply touching or holding it (Psychometry). Psychic research also studies hauntings, ghosts and trance mediumship. Also called Parapsychology. See TaischTaisch.

Psyche - From Roman mythology, the personification of the passion of love. Cupid fell in love with her. Eventually she was made immortal and they spent all time together.

Psychokinesis - The ability to psychically have some affect on an object without sensory input. Also called PK. See Parapsychology.

Psychometry - The ability to psychically tell the history of an object by simply touching or holding it. See Retrocognition and Parapsychology.

Ptolemaic Theory - It states that the Earth is a fixed body at the center of our solar system, and the Sun and planets orbit around it. Also called Geocentric Theory. See Heliocentric Theory.

Puca - From Irish folklore, a harmless but very mischievous supernatural being. It often appears in animal or half animal form. He can give the gift of understanding animal speech. Also called a Pooka.

Pugio - A short dagger carried by ancient Roman soldiers at the left hip. It was used from the first century BC to the first century AD. The blade is somewhat hourglass shaped.

Pulsars - Stars that are a distinct source of radio, optical and x-ray pulses. They pulse every fraction of a second, to several seconds. These pulses are very constant. It is believed that Pulsars are stars that have collapsed under their own gravity, until their diameter is only 10 kilometers (6 miles). They are very dense. A piece of a Pulsar the size of the ball from a ball point pen would weigh over 91,000 metric tons. The Pulsar probably rotates once for every pulse.

Pulsed Detonation Engine - This engine creates an explosion in the rear of a chamber which produces a shock wave which travels at about Mach 4 to the front of the chamber. This shock wave compresses a fuel-oxidizer mixture which is then detonated. Then the shock wave bounces off the front of the chamber, and pushes the combustion products out of the thrust nozzle. This creates a high amount of thrust with a minimum of fuel. The PDE engine is lightweight, fuel efficient, can operate in or out of our atmosphere and can propel a ship at speeds around 5,632 kilometers (3,500 miles) per hour. See Propulsion.

P'ur-bu - A nail used by Tibetan lamas and sorcerers to drive off or impale demons. It is triangular and wedge shaped, 20 to 25 centimeters (8 to 10 inches) long and usually made



of wood. On occasion, it is made of cardboard with mystical sentences written on it. Also called Phurub.

Putlog Hole - A hole in a castle wall where a horizontal pole can be inserted. These poles supported hoardings during times of battle.

Pylon - A giant gateway made of two distinctive towers. Often seen as two truncated pyramids outside ancient Egyptian temples.

Pyramid - Large permanent structures built mostly by the people of the ancient Egyptian, Guatemalan, Honduran, Mexican and Peruvian cultures. The Egyptian pyramids are true pyramid shaped, with four triangular sides and a pointed top. However, the first pyramid was a step pyramid, conceived and built by Imhotep, an architect, physician, scribe and grand vizier of the pharaoh Zoser in the Third Dynasty. They were built between 2700 BC and 1000 BC, and used mainly as royal tombs. Although the Great Pyramid at Giza may have been used for time travel, according to some researchers. The New World pyramids are four sided polyhedrons with flat tops. They were built from 1200 BC until 1500 AD, when the Spanish conquest destroyed the South American cultures. They were used as tombs, military defense and platforms for temples and palaces. Due to Continental Drift, the pyramids of Egypt are now located 4 kilometers (2.5 miles) further south than when they were original building. See Mastaba and Pyramid of Giza.

Pyramid of Giza, The Great - This tomb was made for the Egyptian Pharaoh Khufu, and it is one of the Seven Wonders of the World. It stands 147 meters (481 feet) high, and each side of the square base is 230 meters (756 feet) long. Made of almost 2,300,000 blocks of stone weighing between 13.6 and 1.4 metric tons (15 and 1.54 tons), with an average weight of 2.3 metric tons (2.5 tons).

Pyramid Texts - A collection of spells and incantations which ensured the safe passage of the pharaohs to the next world after their death.

Pyrokinesis - The ability to psychically cause an object to burst into flame. See Parapsychology.

Pyrophobia - An intense fear of fire.

Pythagoras - (about 580 BC - 500 BC) A Greek philosopher and mathematician who was the first known person to believe the Sun was at the center of the universe. See Geocentric Theory, Copernicus, Pythagoreans and Heliocentric Theory.

Pythagoreans - Followers of Pythagoras.

Pythia - What the priestess was called at the Oracle of Delphi. Greek legend says that Apollo came to Pytho, and slew a giant serpent (Python) who guarded the site, then built his oracle there.

## Q [Top Of Document](#)

Qeb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Keb, Geb and Seb.

Qin's Tomb, Emperor - He died in 210 BC and was buried in a huge earthen pyramid, located about 25 miles east of the present city of Xi an, in the Shan xi Province. In 1974, when villagers were digging a well three miles west of Qin's tomb, they discovered a life-size terracotta statue of a soldier. Archeologists excavated a pit 210 meters (689 feet) long and 60 meters (197 feet) wide. In the pit they found over 6,000 terracotta soldiers and six terracotta chariots drawn by four terracotta horses, all were life size, and each statue had a different face. Test excavations in two other pits have brought the total number of soldiers to over 7,500. This army of infantrymen, charioteers, cavalrymen, archers and officers guarded Emperor Qin's east flank. During his reign Emperor Qin unified the feudal states of China into one nation, and established a uniform system of writing, a universal code of law and standardized the system of weights and measures.

Quadriga - From Greek mythology, this is the four horse chariot of the Sun god Apollo, who drove it across the sky each day.

Quantum Mechanics - An area of physics dealing with the structure of atoms and how they interact with one another, and with radiation.

Quantum Singularity - A point of zero volume and infinite density. Can be used as a power source for spaceships. It is like a mini Black Hole. See Singularity and Propulsion.

Quark - There are six different kinds of quarks: up, down, strange, charm, bottom and top. In various combinations, they are believed to make up all elementary particles, called Hadrons. Hadrons include protons, neutrons and pions.

Quarter Moon - This is when the Moon is half lit. It happens about a week after a New Moon.

Quasar - The energetic nuclei of very distant galaxies. They have the luminosity of hundreds of normal galaxies, but are about 1,000,000 times smaller than a normal galaxy. They are traveling away from earth at about 80% of the speed of light. See Active Galactic Nucleus.

Quetzalcoatl - From Aztec mythology, the Winged and or Feathered Serpent. He is their main god, with strong solar characteristics and born of a virgin, and is a priest, ruler, god, the inventor of writing and the calendar, and one of the most important figures in Mesoamerica. He ruled Tollan (or Tula) between 800 AD and 1,000 AD, and predicted the coming of the Spaniards. The Maya called him Kukulcan.

Quipus - Colored and knotted strings used by the Inca to keep accurate numerical records of troops, supplies, population, and other items. See Inca.

Quirin - A stone found in the nests of Lapwings. It is highly valued by witches because it can be placed under a man's pillow, and when he sleeps he will reveal his deepest secrets.

Quwai - From Cuebo Indians of Columbia mythology, the god who created fish and taught people how to weave and mourn for the dead.

## **R** [Top Of Document](#)

° R - Degrees Rankine. Water freezes at 492° R and boils at 672° R. Absolute zero is at 0° R. Also called Absolute Fahrenheit.

Ra - From Egyptian mythology, the god of the Sun, personifying its strength. He is the leader of the other gods, and the creator of mankind and all other living things. Also called Re and Phra.

The Rack - A person was tied hand and foot onto this table-like device, with the other ends of the rope were tied to large round pieces of wood that could be turned. When turned, the rope wrapped around the wood, creating great tension on the ropes. If the tension was strong enough, it would dislocate the person's arms and legs. There were only two racks in Britain. One was in the Tower of London, and the other in the Castle at Southampton. The Earl of Exeter invented the rack in Britain in the Middle Ages. Earlier versions of the rack were used in Ancient Egypt and Babylonia and in Italy around 1500 AD. See Torture and Ordeals.

Rad - A unit of radiation absorbed by the human body. A safe level of exposure is five Rads over a thirty year period. A large solar flare can give off 1,000 Rads. See Death In Space.

Radio Astronomy - The science of studying the radio portion of electromagnetic radiation created by celestial objects. In 1965, American radio astronomers Arno Penzias and Robert Wilson discovered a 3° K (-454° F) cosmic background radio emission, which probably came from the Big Bang.

Radio Galaxies - These galaxies emit radio signals up to 100,000,000 times stronger than our own. These radio signals don't originate from the galaxy itself, but from a plasma cloud (superheated, ionized gases) located hundreds of thousands to millions of light years away from the Radio Galaxy. It is not uncommon for these plasma clouds to be 100 times larger than the Radio Galaxy. They are one of the largest known objects in the universe. The source of the tremendous amount of energy needed to generate these powerful signals, and how they are converted to radio waves, is still a mystery. It is possible that a Black Hole is located at the center of the galactic nucleus, and it supplies the needed energy for the radio signal, which is transferred from the Black Hole to the plasma cloud.

Radioactivity - The process where unstable nuclei release energy, causing them to become more stable.

Ragnarok - From Norse mythology, the day of the titanic battle between the gods and the

forces of evil, at the end of the world. This battle will bring about a new order.

Raiden - From Japanese mythology, the god of thunder. He is a demon with claws and a string of drums. Also called Kaminari Sama.

Railgun Accelerator - A projectile accelerator which accelerates an object using electromagnetic forces which are created when the object completes an electrical circuit between two conducting rails connected to a source of high current. In English, this means that two parallel rails are laid out like the rails of a railroad track. One end of each of these rails is connected to a power source to create an electromagnet. An object is then placed between the rails and the power is turned on. The object completes the circuit between the rails, and the electromagnetic field from the rails encompasses and grabs the object between them, then the field launches down the rails. At the end of the rail the object is launched, the circuit is broken and a new object can be put between the rails so it can then be launched. A Railgun Accelerator could be used as a rifle type device, or something that could fire asteroids at an object.

Giles de Rais - (1404 AD - 1440 AD) A nobleman and soldier in the French army, he fought along with Joan of Arc against the English. Peasant children, mainly boys, disappeared wherever de Rais traveled or lived. These crimes were overlooked, but when he stole money from the nobility to solve his financial problems, he was tortured for two days. Then he was hanged and burned at the same time. de Rais was better known as Bluebeard the Pirate.

Rakshshasas, The - From Hindu mythology, the powers of darkness against whom Indra constantly battles. They are pure evil and can assume the form of any animal or human. They spread fear, chaos and confusion, and feast on human flesh.

RAM - Random Access Memory. A computer's working memory which determines the number and size of programs that can be run simultaneously and the amount of data that can be processed.

Ramdrive - A Ramdrive is used to cut back the amount of fuel a ship must carry on long journeys. After conventional fuel has been used to get the ship up to a specified speed, a large funnel shaped structure is deployed in front of the ship. This funnel collects interstellar matter, which in turn is used for fuel. Also called a Ramscoop and Propulsion.

Rampart - A broad earthwork around a castle or fort where parapets or walls were built.

Ramscoop - A Ramscoop is used to cut back the amount of fuel a ship must carry on long journeys. After conventional fuel has been used to get the ship up to a specified speed, a large funnel shaped structure is deployed in front of the ship. This funnel collects interstellar matter, which in turn is used for fuel. Also called a Ramdrive.

Ranno - From Egyptian mythology, the garden god.

Rapa Nui - This island belongs to Chile, and is located in the South Pacific Ocean about 3,700 kilometers (2,300 miles) west of Chile. It was given its name by a Dutch explorer

who landed on the island on Easter Day. This island is archaeologically important because it is the richest site of megaliths of the Pacific island groups, and the only source of writing used in Polynesia. Little is known about the people who carved the megaliths and created the wooden tablets covered with picture writing. One theory is that, about 18 centuries ago, South Americans inhabited the island. Then Polynesians from the Margueas Islands arrived in canoes, killed the inhabitants, and settled on the island. Some archeologists believe that the megaliths were already in place when the Polynesians arrived. The statues are placed around the island, or on burial platforms called Ahus. Each Ahu usually has four to six statues standing on top of it. The statues are carved of tuff, a soft volcanic rock, and usually are between 3 and 12 meters (10 and 40 feet) tall. About 100 of the original 600 statues are still standing. Also called Easter Island.

Rath - Two or more earthen walls that surrounded a compound consisting of several wooden structures. This created a Dun, a fortified enclosure where ancient Irish kings and nobles dwelt.

Red Dwarfs - Small stars that are redder than our Sun, but don't appear red to the naked eye.

Red Giants - Very large old red stars that are cool, as compared to a normal sun's temperature. Their size is caused by the accumulation of waste in their core from the vast amount of helium they have burned during their lifetime. See Planetary Nebulas.

Redcap - He is one of the most evil of goblins and lives in ruined towers, especially ones with an evil history. His cap is dyed red with human blood.

Redshift - The apparent change in wavelength due to motion. All remote galaxies we see have a red shift. The wavelengths of the white light they emit has been stretched to a longer wavelength (red). This is because they are moving away from us, or we are moving away from them, or both, at a high rate of speed. If they were moving toward us they would have a blue shift. See Doppler Effect.

Refraction - The bending of a light wave as it goes from one medium to another. See Index Of Refraction and Invisible.

Regolith - The surface soil of any airless body, such as our Moon, that has been pulverized by meteorite impacts.

Reifriesen, The - From Norse mythology, these giants brought the winter.

Reincarnation - The rebirth of a soul in successive bodies. This is done so the soul can learn and grow and pay off past Karma.

Relativistic Electron - An electron moving at almost the speed of light.

Relativistic Particle - A particle moving at almost the speed of light.

Relativity, Special Theory Of - ( $E = MC^2$  energy (E) equals mass(M) times the speed of light (C) squared). This theory was created by Albert Einstein and was critical in creating

the first atomic bomb. It provides a framework for the description of the phenomena associated with moving bodies, electricity and magnetism. It also shows the relativity of space and time, and their unification into four-dimensional space-time.

General Theory Of - Also created by Einstein, this extends the special theory framework to include gravity, which causes space-time to curve. See Einstein.

Relic - A holy object, or a portion of the object, which maintains a mystical link with the god it is connected with. In Christian mythology, it could be the cross or crown of thorns used in the crucifixion of Jesus.

Renaissance Life 1500 AD - 1650 AD (see Middle Ages Life)

Families - Almost 50% of the children born between the late 1500's and the mid 1600's died before reaching adulthood. If you reached the age of 21, you would probably live to the age of 62. The age of 70 was considered very old. Upper class women often lived into their 80's and 90's. The average family had five or six children, with three to five of them surviving past early childhood. Most children in their early teens, or even younger, were sent away to school, apprenticeship or to live with a foster family. The foster family would teach them all the skills they would need in life. The average age for men and women to marry was in their mid to late twenties, and arranged marriages were common. The nobility often married a little earlier, to protect their inheritance. Between 20% and 33% of all brides were pregnant on their wedding day, but the child was considered legitimate if he was born between troth plight (the announced engagement) and marriage.

Food - The nobility ate mainly pastries and meat, including: Deer, sheep, pigs, oxen, larks, chicken, cow, rabbits, goose, swan and wild birds. A townsmen would eat whatever meat he could afford, along with herring, bread and cheese. A peasant would eat mainly black bread and cheese. He may also have eggs, leeks, parsnips, cabbage, beans and bacon once in a while.

Reptoids - Reptilian aliens who control the Greys, are behind abductions by aliens, and want to conquer the Earth and other planets. They also like humans as an entree. Hey, would this make a great TV mini-series or what? See Greys and Unidentified Flying Objects.

Retrocognition - The ability to psychically see past events, often in conjunction with Psychometry. See Parapsychology.

Retro-fire - Firing a ships engines in the direction of motion so that forward velocity is reduced. This permits gravity to pull an orbiting ship downward. See Retrorocket.

Retrograde - The apparent backward motion of Mercury, Mars, Venus, Jupiter and Saturn, during part of their orbit in the night sky.

Retrorocket - A rocket designed to fire in the direction of a ship's motion, so that forward velocity is reduced. This permits gravity to pull an orbiting ship downward. See Retro-fire.

Reverse Engineering - The process in which a machine is disassembled to uncover how it works. This is what the government does to U.F.O.'s that have crashed. Also called Deconstructing. See Unidentified Flying Objects.

RMS - Remote Manipulator System. The robot arm on the Space Shuttle.

Roane - What the Irish call a Selkie. These creatures, which look like seals, live in the seas around Orkney and Shetland. The female can shed her skin, revealing a beautiful woman. If a human finds the skin, the Selkie must become the perfect wife. He must hide her skin though, because if the Selkie finds it she can return to the sea. If this happens, the man will die of a broken heart. The male Selkies seek revenge against humans for killing their kin by causing storms and overturning boats.

Roc - This giant bird from Arabic legends was big enough to carry off elephants for food. The Roc had two horns on its head and four humps on its back. Also called Rukh.

Roche Limit - The minimum distance a satellite can orbit its parent planet without having tidal forces tear it apart.

Rocket Engine - An engine which carries its own fuel and oxidizer, thus needing no outside fuel source or oxygen.

Rogue Planets - Planets which don't orbit a star.

Roll - To rotate on a ship's axis from front to back. This would cause a ship to spin nose over tail.

ROM - Read Only Memory. A computer disk or file that can be read, but not written to or deleted.

Ronin - A masterless samurai.

Roodmas - One of the two most important Sabbats for practitioners of witchcraft (April 30). Also called Walpurgis Night. See Halloween.

Rosetta Stone, The - This one meter (1.094 yards) high slab of black basalt, made in 196 BC, shows the same decree honoring Ptolemy V inscribed in Egyptian hieroglyphics, Demotic Egyptian and Greek. It was this stone that led to the eventual deciphering of the Egyptian hieroglyphics in 1822 by French Egyptologist, Jean Francois Champollion. It was discovered in 1799 by a soldier serving in Napoleon's campaign in Egypt.

Rosmerta - From Celtic mythology, this is one of the goddess' of plenty who accompany Kernunos, the god of plenty, prosperity and earthly fertility. Another goddess of plenty is Atrio.

Roswell Incident - On July 7th, 1947, "something" crashed outside of Roswell, New

Mexico on William Brazel's farm. The Air Force first said a "flying disk" had been recovered, but within hours said it was a weather balloon. Brazel had lived next to an Air Force base for many years and had weather balloons land on his property before. He said what he found was not a weather balloon. The pieces of the U.F.O. were sent to Wright Air Field. In 1979 Major Marcel, the first person Brazel showed the U.F.O. to, and other eye witnesses, said the object was a flying disk, not a weather balloon. In 1994, the Air Force admitted they had lied, and what was found was a Project Mogul Balloon. The controversy continues to this day.

Rotation - Movement of a ship around its axis producing pitch, yaw or roll.

Round Table, The - From Arthurian legend, a round table in King Arthur's castle where his knights met. The table was round so no one would have any type of preferred seating and everyone would be equal.

Ruby - A red gemstone that becomes cloudy or dark when evil threatens.

Rudder - A control surface on the tail of a ship which gives the ship stability and prevents yaw.

Rukh - This giant bird from Arabic legends was big enough to carry off elephants for food. The Roc had two horns on its head and four humps on its back. Also called Roc.

Runes - A Norse and Saxon secret alphabet used in the practice of magic.

Runic Wand - From Norse mythology, this wand is made from smoothed willow, and inscribed with Runes.

Ryu - A Japanese dragon that can live in the air, water or on land. It is the god of the sea, and controls rain, thunder and wind.

## **S** [Top Of Document](#)

Sabbat - A large regional meeting of witches with attendance in the hundreds. The two most important Sabbats are April 30 (Roodmas or Walpurgis Night) and October 31 (Halloween).

Safe Conduct - From Medieval Europe and other countries, this was a guarantee of safe passage through a territory by the person who ruled that territory. This may be granted to all merchants, heralds, knights on their way to a tournament and students. A writ of safe passage could also be issued. These were more specific, and named the recipient, the number of people in their party allowed to pass and the goods they could carry. Any other goods were subject to confiscation, and they often were.

Saint Elmo's Fire - A globular or flame shaped electrical discharge sometimes seen at night on a ship's masthead, ends of yardarms, or on men's heads, when the ship is in stormy weather. St. Elmo is the patron saint of sailors.



Saint John's Wort - This herb protects against fairy spells, and is used in healing.

Salamander - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Salt - A very powerful protection against witchcraft and the evil eye. A witch can't eat food that contains salt.

The Sam - From Egyptian mythology, an amulet for sexual pleasure.

Samurai - A Japanese warrior, skilled with the sword and martial arts techniques. Similar to the knights of Europe. See Ronin, Wakizashi and Katana.

Sanctuary - From Medieval Europe, this rule let criminals, not charged with infamy or felonies against church property, to find refuge in almost any church property for up to forty days. After forty days, the person could be removed. Some abbeys in England had no time limit, and Sanctuary extended for a league or more around their property. Sanctuary was used as a kind of cooling off period, so that after a crime was committed justice was not handed out by a mob.

Sappers - During the siege of a castle, these people dig a tunnel, called a mine, under the castle walls from the outside. A framework of logs supports the mine. When the tunnel is far enough under the wall, the framework is burned, and hopefully the wall above the mine collapses. The enemy soldiers can then enter the castle through this breach in the wall.

Saracen - During the Crusades, this was the name given the Arabs and Muslims. It is actually the name of a Bedouin tribe from the Sinai.

Saraswati - From Hindu mythology, the goddess of poetry, wisdom, eloquence and fine art.

Sarcophagus - An above ground coffin made of wood or terra-cotta, but most often of stone. The outside of the Sarcophagus was often decorated. Greek and Roman Sarcophagi were decorated on the sides with friezes or reliefs of garlands, Etruscan had effigies of the dead on the lid, Christian sarcophagi had biblical scenes and Egyptian sarcophagi were carved to appear like the enclosed mummy.

Satan - In Judeo-Christian mythology, this is the being which possesses all evil, controls all evil and is the enemy of mankind. Also called The Devil, Mephistopheles, Old Scratch, Lucifer and Beelzebub. See Ahriman.

Satellite - An object that rotates around a planet.

Saturn - From Roman mythology, the god who ruled the Titans and was overthrown by one of his sons, Jupiter. The Greeks called him Cronus.

Satyr - From Greek mythology, this creature has the upper body of a man and the lower body of a goat. They are associated with the god Dionysus, and are well known for their

debauchery.

SCA - Shuttle Carrier Aircraft. A plane that carries a Space Shuttle piggyback from one location to another.

Scelerophobia - An intense fear of burglars. See Harpaxophobia.

Scimitar - A curved sword with a broad blade, the edge on the convex side is sharpened. It is used mainly by the Arabs and Turks.

Scopophobia - An intense fear of being looked at.

Scottish Claymore - A large double edged broadsword used by the Scottish Highlanders between the fifteenth and seventeenth centuries. "Claymore" comes from the Gaelic word claidheamohmor, which means "great sword."

Scottish Targe - This round wooden shield was used by the Scottish clansmen as late as 1745 AD. In the center of the shield was a steel spike about 18 centimeters (7 inches) long, which made a good thrusting weapon in close combat. The shield may be covered with leather and studded with tacks.

Scutage - If a man-at-arms or knight didn't want to perform military service, as stipulated under the terms by which he held his fiefdom, he could pay his lord a fee to avoid this service. This fee was called a Scutage.

Sea Serpent - A giant snake like creature that lives in the ocean and is usually aggressive to people and ships.

Search Engine - A computer utility that locates Internet sites by searching for keywords that you tell it to look for.

Search For Extraterrestrial Intelligence - Started as a NASA program, the SETI project listens to thousands of radio frequencies trying to find patterns not found in nature. These patterns could be created by alien intelligence on other planets trying to contact us. Due to federal budget cuts in 1994, SETI is now privately funded by the Phoenix Project.

Seb - From Egyptian mythology, he is the earth god whose body was the Earth. His wife and twin sister is Nut, the goddess of the sky. Also called Keb, Qeb and Geb.

Second Sight - The ability to psychically see other places using the mind's eye. Also called Clairvoyance. See Parapsychology.

Seidr - From Norse mythology, this magic was used by Odin for harmful purposes.

Selkie - These creatures, which look like seals, live in the seas around Orkney and Shetland. The female can shed her skin, revealing a beautiful woman. If a human finds the skin, the Selkie must become the perfect wife. He must hide her skin though, because if the Selkie finds it she can return to the sea. If this happens, the man will die of a broken heart. The male Selkies seek revenge against humans for killing their kin by causing storms and

overturning boats. The Irish call them Roane.

Seneschal - From Medieval Europe, a lord's representative who administered the lord's estate, presided over manorial courts, audited accounts, conducted inquests and performed other similar duties.

Seppuku - Japanese ritual suicide involving disembowelment using a short sword called a Wakizashi.

Septicaemic Plague - This plague swept across western and central Europe during the fourteenth century, killing about one third of the 60,000,000 people living in that area. Needless to say, it destroyed the economy of affected areas. The cost of labor went up, while land values went down. There were three kinds of plague. Bubonic plague was spread by flea bites, and had a fatality rate of 50-60%. Pneumonic plague was spread directly from one victim to another via sputum, and had a fatality rate of 95-100%. Septicaemic plague was spread by flea bites and body lice, and had a fatality rate of 100%. Death from Septicaemic plague occurred within a day. Also called the Black Death.

Serf - In England's Dark Ages, they were the lowest state of slavery. The master, whose land they tilled and lived on, fed and clothed them, but the fruits of their labor belonged to the master. See Tallage.

Servitum Debitum - This was the military service a vassal owed his lord for the use of the lord's land. The vassal had to serve a certain number of days each year (usually forty) plus supply men-at-arms and equipment (weapons, etcetera.). See Vassal.

Set - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. His wife and twin sister is Nephthys. Also called Seth and Sutekh.

Seth - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. Also called Seth and Sutekh. His wife and twin sister is Nephthys. Also called Set and Sutekh.

SETI - See **S**earch For **E**xtraterrestrial **I**ntelligence. Started as a NASA program, the SETI project listens to thousands of radio frequencies trying to find patterns not found in nature. These patterns could be created by alien intelligence on other planets trying to contact us. Due to federal budget cuts in 1994, SETI is now privately funded by the Phoenix Project.

#### Seven Wonders Of The World

1. The Great Pyramid of Khufu (circa 2600 BC).
2. The Pharos Lighthouse at Alexandria (circa 280 BC, survived until about the 14th century AD) this lighthouse stood over 134 meters (440 feet) tall, and was located on an island at the entrance to the harbor at Alexandria. A fire burned at the top of the Pharos, so the harbor could be located by ships in the Mediterranean.
3. The Hanging Gardens of Babylon (circa 600 BC) built by the Babylonian king Nebuchadnezzar II.
4. The Temple of Artemis (Diana) at Ephesus (circa 550 BC and rebuilt 356 BC, destroyed by

the Goths in 262 AD) it was located at Ephesus in Greece, and built by Croesus, the king of Lydia. It was best known for the works of art it housed.

5. The Statue of Zeus at Olympia (circa 450 BC, destroyed 462 AD) it stood 9 meters (30 feet) tall and showed a gold and ivory plated Zeus seated on a throne. It was made by Phidias, a Greek sculptor, and resided in the Temple of Zeus at Olympia, Greece.
  6. The Mausoleum at Halicarnassus (circa 353 BC, destroyed by an earthquake sometime between 1100 and 1500 AD) this huge marble tomb was built for King Mausolus of Caria in Asia Minor. The walls formed a platform which supported 36 columns and a pyramid. It was topped by a chariot drawn by four horses.
  7. The Colossus of Helios at Rhodes (circa 280 BC, destroyed by an earthquake at about 220 BC) this statue of the Greek sun god Helios was made of bronze, reinforced by iron and stood 30 meters (100 feet) tall. It was placed at the entrance to the harbor at Rhodes.
- Only the Great Pyramid still survives. Some lists of The Seven Wonders Of The World include all the Egyptian pyramids, and the Sphinx.

Seyfert Galaxy - Any of a class of spiral galaxies with a small, yet very active, nucleus. See Active Galactic Nucleus.

Sgain-Dubh - This small knife is used by the Scots, and most often worn in the stocking, but it can also be worn on the belt, or strapped to a travel bag. This all purpose knife was rugged, for daily use, but also part of fashionable dress. The handle is usually made of stag horn, and the blade is about 10 centimeters (4 inches) long.

Shai - From Greek mythology, the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Shaman - A man or woman who has supernatural power to heal or cause injury. Shamans are often found in American Indian tribes, but also in other cultures. They are well versed in the use of herbs and native plants.

Shamash - From Babylonian mythology, he is the Sun god, and he travels on foot or in a chariot drawn by fiery mules. He is a lawgiver, upholds truth and justice, and informs oracles.

Shango - From Afro-Caribbean mythology, he is the thunder god.

Shapeshifting - A creature or object able to change its shape at will or under special circumstances.

Shareware - Computer software that you can try for free. If you decide to keep the software you are expected to pay a fee. Often shareware has a time limit of thirty to ninety days, after that time a code must be entered or the software will no longer work.

Sharru - From Babylonian mythology, the god of submission.

Shelter - Locate your shelter in an area away from wind, rain, snow and direct sunlight. Also, stay away from avalanche slopes, dead limbs overhead, and dead trees that may fall in a strong wind. Be sure that in a rain you are not located in an area that will flood or become a stream. Avoid dangerous plants, ant hills and dens of dangerous animals. Don't forget to build your camp near the materials you will need to make your shelter. Some more common shelters include: caves, rock outcroppings, wickiup (a tipi shaped structure covered with brush. It is good for mild climates.), lean-to (a frame is covered with brush and makes a roof at a 45 degree angle. Both ends can also be filled with brush, leaving just the front open.) and snow cave (burrow into a snowbank and make an igloo type shelter). See Wilderness Survival.

Shen, The - From Egyptian mythology, an amulet that represented the Sun's orbit and eternity.

Shepherd Satellite - A satellite which maintains the structure of rings around a planet through the effects of the satellites gravity. The F ring of Saturn has two shepherd moons, Prometheus and Pandors, which maintain its structure.

Shield Wall - A military formation used by the infantry of Medieval Europe. Men carrying shields would stand shoulder to shoulder, making penetration of this wall difficult or impossible, even by cavalry. This wall also protects many of the people making the wall from attacks by arrows and other missile weapons.

Shiltrons - Designed to defeat cavalry, this was a dense formation of spearmen, three rows deep. With long spears it was very effective.

Shire - A county in medieval England. There were many Shires across England.

Shirt-Sleeve Environment - An environment similar enough to Earth that no pressure suit, or other special protective equipment, is needed.

Shiva - From Hindu mythology, the most dangerous and violent of their gods, he is known as the Destroyer. He has four arms and faces and three eyes. The third eye is in the center of his forehead and is lethally destructive.

Shogun - A Japanese military dictator.

Shooting Star - A meteoroid that strikes our atmosphere at high speed and is seen as a streak of light in the night sky. Also called Falling Stars.

Short Period Comets - Comets that take less than 200 years to orbit the Sun. See Kuiper Belt and Long Period Comets.

Shu - From Egyptian mythology, he is the god of atmosphere and dry winds. His twin sister and wife is Tefnut.

Shuriken - A multi-pointed throwing weapon used by ninjas.

Siddhartha, Gautama - (about 563 BC - 483 BC) This is the name Buddha was given at birth. Buddha means the Enlightened, and he founded the Buddhist religion. His father was a prince.

Sidereal Day - The true rotation period of a planet, determined by the time between appearances of a star in the same place in the sky. Since the rotation of the Earth is gradually slowing down, a day in the past was shorter than now, and in the future it will be longer. Today a day is actually 23 hours and 56 minutes long, but 900,000,000 years ago a year was made of 481 eighteen hour days. Also called a Star's Day.

Siderophobia - An intense fear of stars. See Meteorophobia and Cometophobia.

Siege - A military tactic used against a castle or fortified city. After surrounding the target, three strategies were used. Close Assault - Using siege towers to scale the walls, or tunnels to collapse the walls. Bombardment - Using archery, ballista, trebuchets, catapults and cannons. Capitulation - This technique kept new supplies from getting into the castle, starving the inhabitants into surrender.

Siege Tower - A tall wooden tower that is positioned against the outside of a castle wall during a battle. Enemy soldiers climb up the back of the tower, lower a small drawbridge, and try to climb over the castle's wall.

Sigurd - From Germanic mythology, the greatest hero who ever lived and the central character of the Saga Of The Volsungs.

Sileni, The - From Greek mythology, these creatures are part man and part horse, but they walk on two legs. There are no stories about the Sileni, but Greek vases will often show them.

Silenus - From Greek mythology, the god who taught Bacchus how to make wine. He is a jovial fat old man who is usually too drunk to walk so he rides an ass.

Simurgh - From Persian mythology, a giant birdlike monster. This creature is so old that it has seen the Earth destroyed three times, and it possesses the knowledge of all the ages.

Sin - From Babylonian mythology, he is the Moon god. He has a beard of Lapis Lazuli, and rides a winged bull.

Sin Eater - A person who takes upon himself the sins of a dead person by eating food placed upon the breast of the corpse. This allows the dead person's soul to go to heaven.

Singularity - A point of zero volume and infinite density. See Black Hole and Quantum Singularity.

Sirens - From Greek mythology, sea nymphs whose beautiful music and voices lured sailors to their death. The sailors try to reach the Sirens, but wind up crashing their ships on the rocks where the Sirens sing. They are a woman from the waist up, and fish from the waist down. Some reports give them the bodies of birds.

Sisyphus - From Greek mythology, after this evil king of Corinth died he was condemned to spend all eternity rolling a huge stone up a hill. Just as he reaches the top the stone rolls down and he must begin again.

Situa - A feast of the Inca, celebrated in September. It drives out all diseases and calamities from the cities and towns. This is one of their most important feasts.

Skuld - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Skylab - First US space station, launched in 1973 it performed various experiments successfully until on its 34,981st orbit, on July 11, 1979, it fell out of orbit and burned up in the atmosphere. Its orbit was allowed to decay because NASA no longer felt a need to maintain the station. Debris rained down on the Indian Ocean and Western Australia.

SLS - Spacelab Life Sciences. This Spacelab, aboard the shuttle, studies how people, animals and plants react to a weightless environment.

Sluagh - These Highland fairies are the hosts of the Unforgiven Dead. Some say they are the dead, others that they are fallen angels, but the most common belief is that they are the souls of dead mortals.

Small Cells - Many places had small cells to hold prisoners, or where people were left to die. These cells were so small that a person was often in a crouched position, and unable to move. This resulted in excruciating pain from muscle cramps. See Torture and Ordeals.

Smart Agent - A computer utility that scans various Internet resources and collects files containing information that is of interest to you.

Software - Computer programming that is stored on an electromagnetic (disk or diskette), optic (CD ROM) or other system that can only be read by a computer.

Sol - From Roman mythology, the sun. The Greeks call it Helios. See Apollo.

Solar Cell - A device which changes light into electricity.

Solar Cycle - A somewhat regular eleven year cycle of activity on the Sun where Sun Spots and other activity ranges from very active to almost non-existent. See Solar Flare.

Solar Day - The time it takes the Sun to make successive appearances in the same place in the sky.

Solar Eclipse - An eclipse of the Sun by the New Moon, caused when the Moon passes in front of the Sun.

Solar Electric Engine - Ionized atoms, such as cesium atoms, are accelerated to high velocity in an electrostatic field, and allowed to escape from the rear of the engine. This type of engine can reach high velocity. In 1998 a satellite using an Ion Engine was launched. It used xenon gas instead of cesium atoms. Also called an Ion Engine.

Solar Flare - A huge eruption of the Sun's matter from its surface. These columns and loops of matter may be hundreds of kilometers high and affect radio signals on Earth. See Solar Cycle.

Solar Nebula - A cloud of dust and gas which later formed into a solar system.

Solar Sail - The sail is pushed by Solar Wind, the flow of plasma leaving a sun, and used to propel a space ship. The sails are huge and delicate, and offer very slow acceleration. A Photon Engine could also push the Solar Sail. See Propulsion.

Solar System - All of the objects revolving around a sun, including: planets, moons, comets and meteoroids.

Solar Wind - A flow of plasma leaving the Sun. Solar Sails can be pushed by this wind and help propel spaceships. The sails are huge and offer very slow acceleration. The average velocity of the Solar Wind is almost 350 kilometers (217 miles) per second. Holes in the Sun's Corona allow for regions of much stronger Solar Winds called High-Speed Solar Wind Streams. As the Sun rotates, these winds point in different directions, like holding a hose in front of you with the water squirting straight out, and then slowly spinning around in a circle. The Earth gets sprayed with High-Speed Solar Wind Streams from the same coronal holes about every 27 days. See Stellar Winds.

Solstice - Twice a year the Sun is farthest from the celestial equator, this is the Solstice. See Summer Solstice and Winter Solstice.

Sorcerer - One who practices Sorcery. Also called a Warlock.

Sorcery - Through the use of supernatural means, and acquired knowledge, the practitioner can perform works of wonder, including controlling nature and material substances. There are two types of magic. White magic is used to heal and to nullify the effects of Black magic. Black magic is used to injure or kill someone. See Sorcerer.

Sortilege - Gaining knowledge about the future through the casting of lots. Bones, teeth,



marked dice and other objects are thrown onto the ground. The way the objects are positioned when they come to rest reveals information about the future. See Divination.

**Space Dates - To all those who have given their lives in the exploration of space, we commend your bravery.**

October 4, 1957 - Sputnik 1 (USSR) is the first artificial satellite.

January 4, 1958 - Sputnik 1 reenters the atmosphere and burns up.

January 31, 1958 - Explorer I, the first US satellite, is launched. See Van Allen, James.

October 1959 - First pictures from the dark side of the Moon made by the Soviet spacecraft Lunik III.

April 12, 1961 - Yuri Gagarin (USSR) is the first man in space. There is a rumor the USSR sent a man in space before this. Only his heartbeat could be heard on telemetry. He died several hours or days after launch. This was designed as a suicide mission.

February 20, 1962 - First American man in Space; John Glenn; Friendship 7 (Mercury)

June 3, 1965 - First American to walk in space; Ed White; Gemini 4.

January 31, 1966 - Luna 9 (USSR) is the first probe to make a soft landing on the Moon.

January 27, 1967 - Fire in the Apollo 1 capsule during a launch pad test kills three astronauts; "Gus" Grissom, Ed White and Roger Chaffee.

April 24, 1967 - Vladimir Komarov (USSR) was the first human to be killed in space flight. While returning to Earth, the lines of his Soyuz 1 parachute became tangled, and the parachute collapsed. His craft burst into flames when it crashed.

July 20, 1969 - First lunar landing by Neil Armstrong and Edwin "Buzz" Aldrin aboard the lunar module "Eagle"; Apollo 11. Michael Collins was in the capsule orbiting the Moon.

July 20, 1969 - First man to step on the surface of the Moon; Edwin "Buzz" Aldrin; Apollo 11. As he set foot on the Moon he said "That's one small step for man, one giant leap for mankind."

April 13, 1970 - Apollo 13 - This mission was aborted 56 hours after launch when oxygen tank number 2, on board the service module, ruptured. The rupture also caused tank number 1 to fail. This resulted in the command module losing its normal supply of light, electricity and water. Equipment had to be jury-rigged

to remove excess carbon dioxide from the spacecraft. The astronauts rationed everything, and returned to Earth with 9% of their water, 20% of the LM's electricity and 28.5 pounds of the LM's oxygen (over half of what was available after the explosion) unused. This allowed the astronauts to return to Earth alive, but all together they lost 31.5 pounds due to dehydration. During this mission Jack Swigert, Jr. uttered the famous phrase, "Houston, we've had a problem here." The crew consisted of James Lovell, Jr., John "Jack" Swigert, Jr., Fred Haise, Jr.

June 30, 1971 - While returning from a 23 day mission aboard the Salyut 1 space station, three soviet astronauts died of suffocation when a leak in their capsule allowed all of its air to escape. Until then, the Soviet Union was so sure of the safety of their spacecraft that their astronauts didn't wear space suits during reentry. After this accident, Soviet astronauts wore space suits. The astronauts who died in the capsule were Georgi Dobrovolsky, Vladislav Volkov and Viktor Patsayev.

April 12, 1981 - First launch of the Space Shuttle. The crew consisted of Commander John Young, and pilot Robert Crippen.

June 18, 1983 - First American woman in space, Sally Ride, mission STS-7; The crew consisted of Sally Ride, Robert Crippen, Frederick Hauck, John Fabian and Norman Thagard; Space Shuttle Challenger.

August 30, 1983 - First Black American to perform a space flight, Guion Bluford, mission STS-8; The crew consisted of Guion Bluford, Richard Truly, Daniel Brandenstein, Dale Gardner and William Thornton; Space Shuttle Challenger.

January 28, 1986 - "O" ring failure on a solid rocket booster causes an explosion 73 seconds after the launch of Space Shuttle mission STS 51-L , killing all astronauts on board. Some died from the explosion, the rest died when the Shuttle impacted the ocean. The crew consisted of Francis Scobee, Michael Smith, Ronald McNair, Judith Resnik, Ellison Onizuka, Gregory Jarvis, Sharon McAuliffe (school teacher); Space Shuttle Challenger.

February 3, 1995 - Lieutenant Colonel Eileen Collins becomes the first woman to pilot the Space Shuttle, mission STS-63; The crew consisted of James Wetherbee, Eileen Collins, Michael Foale, Janice Voss, Bernard Harris, Vladimar Titov; Space Shuttle Discovery.

October 29, 1998 - Astronaut John Glenn, at the age of 77, went back into space aboard the shuttle Discovery (mission STS-95). This was his first space flight since the Friendship 7 in 1962. After the Friendship 7 flight, President Kennedy contacted NASA and ordered them not to let John Glenn go into space again. The president didn't want to risk having this latest international hero killed in a space accident. John Glenn was not told about the president's order until after

Kennedy had been assassinated. The crew consisted of John Glenn, Curtis Brown, Steven Lindsey, Stephen Robinson, Scott Parazynski, Pedro Duque and Chiaki Mukai.

Space Lab - A laboratory carried in the Space Shuttle's cargo bay, used to perform various experiments during a shuttle mission.

## **Space Shuttle**

Abort - In essence, this means to end. The term is generally used to mean ending a space flight before its objective is complete (abort the mission), or to end a computer program before it has finished running (abort the program). Either of these is usually caused by some type of emergency.

Accelerometer - An instrument which measures acceleration.

Airlock - A chamber on a spaceship used to allow the passage between two areas of differing pressure. It is most often used by astronauts traveling between a pressurized cabin and the vacuum of space. When used properly, it prevents the vacuum of space from sucking all the atmosphere out of the spaceship.

ATLAS - Atmospheric Laboratory for Applications and Science. This Spacelab, aboard the Space Shuttle, maps Earth's atmosphere to compare ozone levels globally and any factors which may influence these levels.

Blackout - (1) A loss of consciousness caused by excessive G-Forces. (2) A loss of radio signal (LOS) caused from shock waves and ionization which are created when a spaceship passes through the atmosphere.

CSS - Control Stick Steering. Steering a spaceship with a stick instead of another steering device.

Deorbit Burn - Firing a retro-rocket to slow a spaceship down so that it can come out of orbit.

Dock - To join two spaceship together while in orbit or in space.

Downlink - When a spaceship is in communication with a ground based station.

Elevon - One of the Space Shuttle's control surfaces used after it reenters the atmosphere. It is a combination elevator and aileron, and controls pitch and roll.

EMK - Emergency Medical Kit, use aboard the space shuttle.

EMU - Extravehicular Mobility Unit. The propulsion unit astronauts wear on the Space Shuttle during EVA.

Escape Velocity - The velocity an object must achieve to break free from the

gravity of another body, like a planet, and not fall back.

EVA - Extravehicular Activity. Activities done outside a spaceship, in the vacuum of space, commonly called a space walk. See Space Walk.

Flare - A pitch-up (nose-up) position that reduces a gliding ship's speed, in preparation of landing.

Fuel Cell - A device which mixes oxygen and hydrogen to produce pure water and electricity.

Gimbal - An attachment using ball joints or hinges to allow movement in two or three axes. This is used with rocket nozzles to allow them to thrust in different directions.

Glideslope - The angle of descent used by a gliding ship, with respect to the ground.

IUS - Inertial Upper Stage. A rocket that is attached to a satellite and fires after the satellite leaves the Space Shuttle bay. It lets the satellite achieve Geosynchronous orbit. This rocket is larger than a PAM.

IVA - Intravehicular Activity. Work done in a spaceship. See EVA.

Launch Window - A period of time, ranging from minutes to hours, within which a launch must occur for a rocket or Space Shuttle to place its payload in the proper orbit.

Lithium Hydroxide - A chemical compound (LiOH) which removes Carbon Dioxide (CO<sub>2</sub>) from a spaceship's atmosphere.

LOS - Loss Of Signal. This loss of radio signal is caused from shock waves and ionization which are created when a spaceship passes through the atmosphere at a high rate of speed. Also called Blackout.

MBK - Medications-and-Bandage Kit, used aboard the space shuttle.

MCC - Mission Control Center. The facility that controls and monitors a space flight.

MCC-H - Mission Control Center at Houston.

MET - Mission-Elapse Time. How long the mission has been underway since launch.

Microgravity - A shipboard condition created when a spaceship is orbiting a planet. The spaceship has sufficient forward velocity to balance the ship's desire to fall toward the planet. This creates a "Freefall" condition where objects on the ship seem to have no weight, and float around the ship at will. Microgravity is

what most people call Weightlessness and Zero Gravity. Due to the lack of gravity, an astronaut usually returns to Earth about 2.54 centimeters (1 inch) taller than when he left.

MLP - Mobile Launcher Platform. The movable platform used to launch the Space Shuttle.

MMU - Manned Maneuvering Unit. This one man nitrogen propelled backpack attaches to the EMU space suit's PLSS. Using hand controls, the crew member can perform precision flying around the Shuttle, or to nearby objects.

NASA - The National Aeronautics and Space Administration. This organization is in charge of the United States space program.

Nomex - The brand name of a synthetic fiber used as thermal insulation in the space program.

OMS - Orbital Maneuvering System. The Space Shuttle has two of these engines, which operate only in space. They are used for major maneuvers in orbit, and to slow the Shuttle in preparation for re-entry. These engines use nitrogen tetroxide as the oxidizer, and monomethyl hydrazine as the fuel.

OPF - Orbiter Processing Facility, Kennedy Space Center. Where Space Shuttles are prepared for their next launch.

Orbit - A balance between a ship's tendency to fly off into space, inertia, and the gravitational pull of a planet. This allows a ship or satellite to rotate around a planet without using a propulsion system, once it has the proper altitude and speed.

PAM - Payload Assist Module. A small rocket that is attached to a satellite and fires after the satellite leaves the Space Shuttle's bay. It lets the satellite achieve Geosynchronous orbit. This rocket is smaller than an IUS.

Partial Pressure - A spaceship's cabin contains a mixture of gases, mainly oxygen and nitrogen. Each of these gases exerts a percentage of the total cabin pressure which is in proportion to the amount of each gas present.

Pitch - The up and down rotation of a ship's nose.

PLBD - **P**ayload **B**ay **D**oor. The large rear doors on the Space Shuttle.

PLSS - Primary Life-Support System. This backpack unit is permanently attached to the hard upper torso of the space suits used aboard the Shuttle. The PLSS supplies oxygen for breathing, suit pressurization and ventilation. It also cools and circulates water for the liquid cooling ventilation garment, controls ventilation gas temperature, absorbs carbon dioxide and removes odors from the suit atmosphere.

POS - Portable Oxygen System, used aboard the space shuttle.

RMS - Remote Manipulator System. The robot arm on the Space Shuttle.

Retro-fire - Firing a ship's engines in the direction of motion so that forward velocity is reduced. This permits gravity to pull an orbiting ship downward.

Retrorocket - A rocket designed to fire in the direction of a ship's motion, so that forward velocity is reduced. This permits gravity to pull an orbiting ship downward.

Roll - To rotate on a ship's axis from front to back. This would cause a ship to spin nose over tail.

Rotation - Movement of a ship around its axis producing pitch, yaw or roll.

Rudder - A control surface on the tail of a ship which gives the ship stability and prevents yaw.

SCA - Shuttle Carrier Aircraft. A plane that carries a Space Shuttle piggy back from one location to another.

Shirt-Sleeve Environment - An environment similar enough to Earth that no pressure suit, or other special protective equipment, is needed.

SLS - Spacelab Life Sciences. This Spacelab, aboard the shuttle, studies how people, animals and plants react to a weightless environment.

Space Lab - A laboratory carried in the Space Shuttle's cargo bay, used to perform various experiments during a shuttle mission.

Space Shuttle - The sixth manned space flight project, and the first to use a reusable spacecraft. The Space Shuttles are launched from the Kennedy Space Center in Florida, and lands at this same facility, or at Edward's Air Force Base in California. Another landing site that can be used is Space Harbor (formerly Northrop Strip) at White Sands, New Mexico. The Shuttle's orbital altitude is between 304 and 528 kilometers (190 and 330 miles), and orbits the Earth at about 28,000 kilometers per hour (17,500 miles per hour). The Space Shuttles names, in the order they were built, are: Enterprise, Columbia, Challenger, Discovery, Atlantis and Endeavor. The cost of the Challenger was about \$1.7 billion.

Space Shuttle Crew - Commander: During a flight, the commander has onboard responsibility for the ship, crew, mission success and safety of the flight. Pilot Astronaut: They serve as both commander and pilots. A pilot assists the commander in controlling and operating the ship, deploying and retrieving satellites and using the RMS. Mission Specialist Astronauts: They work with the commander and pilot, and have responsibility for coordination the Shuttle

systems, crew activity planning, consumables usage and experiment and payload operations. They also do EVAs and operate the RMS. Payload Specialists: They have specialized onboard duties, and are not NASA astronauts.

Space Walk - When a suited astronaut exits a space vehicle to perform some function. See EVA.

| <b>Space Walks by US Astronauts (* = Lunar Surface EVA) Info from NASA</b> |                  |                 |
|--|------------------|-----------------|
| <b>Mission</b>   | <b>Astronaut</b> | <b>Hours:Mi</b> |
| Gemini<br>4  | White            | 00:23           |
| Gemini<br>9  | Cernan           | 02:08           |
| Gemini<br>10   | M. Collins       | 01:30           |
| Gemini<br>11   | Gordon           | 01:57           |
| Gemini<br>12   | Aldrin           | 05:37           |
| Apollo<br>9  | D. Scott         | 01:01           |
|  | Schweickart      | 01:07           |
| Apollo<br>11   | Armstrong*       | 02:32           |
|  | Aldrin*          | 02:15           |
| Apollo<br>12   | Conrad*          | 07:45           |
|  | Bean*            | 07:45           |

|   |           |       |
|---|-----------|-------|
| Apollo<br>14  | Shepard*  | 09:23 |
|   | Mitchell* | 09:23 |
| Apollo<br>15  | Worden    | 00:39 |
|   | D. Scott* | 19:08 |
|   | Irwin*    | 18:35 |
| Apollo<br>16  | Matingly  | 01:24 |
|   | Young*    | 20:15 |
|   | Duke*     | 20:15 |
| Apollo<br>17  | Evans     | 01:06 |
|   | Cernan*   | 22:04 |
|   | Schmitt*  | 22:04 |
| Skylab<br>2   | Conrad    | 06:34 |
|   | Kerwin    | 03:58 |
|   | Weitz     | 02:11 |
| Skylab<br>3   | Bean      | 02:41 |
|   | Garriott  | 13:42 |
|   | Lousma    | 11:01 |
| Skylab<br>4   | Carr      | 15:48 |
|   | E. Gibson | 15:17 |
|   | Pogue     | 13:31 |
| Space Shuttle Astronauts have logged well over 300 hours of EVA |           |       |

Spacesuit - A garment which protects the wearer from micrometeoroids,



temperature extremes, radiation and the vacuum of space, while providing the wearer with an Earth like environment.

Speed Brake - The rudder on the Orbiter, which can spread out to the sides. This is done during descent and landing to create drag and slow down the ship.

SRB - Solid Rocket Booster. Rocket engines which use solid fuel. Once ignited they can not be turned off.

SSME - Space Shuttle Main Engine.

STS - Space Transportation System. This is what NASA calls the Space Shuttle.

Telemetry - Data transmitted to Earth from a spaceship, which gives information about the ship, crew and ongoing experiments.

Transfer Orbit - An oval shaped orbit created when a ship changes from one nearly circular orbit to another nearly circular orbit. See Apogee Kick Motor.

Translation - The movement of a ship along its principal axis.

Uplink - When a ground based station is in communication with a spaceship.

Vernier Engine - A small engine used to make precision adjustments to a spaceships position.

Vertical Stabilizer - The tail of a ship.

WCS - Waste Collection System, for the Space Shuttle.

Yaw - A left to right rotation of the nose of a ship.

Space Shuttle - The sixth manned space flight project, and the first to use a reusable spacecraft. The Space Shuttles are launched from the Kennedy Space Center in Florida, and lands at this same facility, or at Edward's Air Force Base in California. Another landing site that can be used is Space Harbor (formerly Northrop Strip) at White Sands, New Mexico. The Shuttle's orbital altitude is between 304 and 528 kilometers (190 and 330 miles), and orbits the Earth at about 28,000 kilometers per hour (17,500 miles per hour). The Space Shuttles names, in the order they were built, are: Enterprise, Columbia, Challenger, Discovery, Atlantis and Endeavor. The cost of the Challenger was about \$1.7 billion.

Space Shuttle Crew - Commander: During a flight the commander, has onboard responsibility for the ship, crew, mission success and safety of the flight. Pilot Astronaut: They serve as both commander and pilots. A pilot assists the commander in controlling and operating the ship, deploying and retrieving satellites and using the RMS. Mission Specialist Astronauts: They work with the commander and pilot, and have responsibility for coordination the Shuttle

systems, crew activity planning, consumables usage and experiment and payload operations. They also do EVAs and operate the RMS. Payload Specialists: They have specialized onboard duties, and are not NASA astronauts.

Space Walk - When a suited astronaut exits a space vehicle to perform some function. See EVA.

| <b>Space Walks by US Astronauts (* = Lunar Surface EVA) Info from NASA</b> |                  |                 |
|--|------------------|-----------------|
| <b>Mission</b>   | <b>Astronaut</b> | <b>Hours:Mi</b> |
| Gemini<br>4  | White            | 00:23           |
| Gemini<br>9  | Cernan           | 02:08           |
| Gemini<br>10   | M. Collins       | 01:30           |
| Gemini<br>11   | Gordon           | 01:57           |
| Gemini<br>12   | Aldrin           | 05:37           |

|              |             |       |
|--------------|-------------|-------|
| Apollo<br>9  | D. Scott    | 01:01 |
|              | Schweickart | 01:07 |
| Apollo<br>11 | Armstrong*  | 02:32 |
|              | Aldrin*     | 02:15 |
| Apollo<br>12 | Conrad*     | 07:45 |
|              | Bean*       | 07:45 |
| Apollo<br>14 | Shepard*    | 09:23 |
|              | Mitchell*   | 09:23 |
| Apollo<br>15 | Worden      | 00:39 |
|              | D. Scott*   | 19:08 |
|              | Irwin*      | 18:35 |
| Apollo<br>16 | Matingly    | 01:24 |
|              | Young*      | 20:15 |
|              | Duke*       | 20:15 |
| Apollo<br>17 | Evans       | 01:06 |
|              | Cernan*     | 22:04 |
|              | Schmitt*    | 22:04 |
| Skylab<br>2  | Conrad      | 06:34 |
|              | Kerwin      | 03:58 |
|              | Weitz       | 02:11 |

|   |           |       |
|---|-----------|-------|
| Skylab<br>3   | Bean      | 02:41 |
|   | Garriott  | 13:42 |
|   | Lousma    | 11:01 |
| Skylab<br>4   | Carr      | 15:48 |
|   | E. Gibson | 15:17 |
|   | Pogue     | 13:31 |
| Space Shuttle Astronauts have logged well over 300 hours of EVA |           |       |

**Space-Time** - In Einstein's theory of relativity, this allows time and space to be treated as one entity, creating a four-dimensional continuum. See Einstein.

**Spacesuit** - A garment which protects the wearer from micrometeoroids, temperature extremes, radiation and the vacuum of space, while providing the wearer with an Earth like environment.

**Space-time Continuum** - A place consisting of one time and three spatial coordinates. This allows the time and place of an event to be specified.

**Specter** - A disembodied spirit, often caused when a person meets a violent death or when a spirit feels some earthly chore must be completed before they can leave this plane. Light a candle in a house, and if the flame burns blue a ghost is present. Also called a Ghost and Elementaries. See Cats, Juju and Haunted House.

**Speed Brake** - The rudder on the Orbiter, which can spread out to the sides. This is done during descent and landing to create drag and slow down the ship.

**Speed Of Light** - In a vacuum, light travels at about 299,792 kilometers per second (about 186,170 miles per second).

**Speed Of Sound** - In dry air, at 0° C (32° F), sound travels at 331.6 meters per second (1,088 feet per second). As the temperature increases, so does the speed of sound. See Mach, Hypersonic, Transonic and Subsonic.

**Sphinx** - From Greek mythology, this creature is a winged lion with a woman's face and breast. It held the city of Thebes captive, guarding the only road into the city. It gave a riddle to anyone who wished to pass. Answer the riddle and live, or fail and be eaten. The riddle was "What animal walks on four legs in the morning, two legs in the afternoon, and three in the evening?" Oedipus gave the proper answer, Man. He crawls on all fours when a baby, walks on two legs as a young man and uses a staff to help walk in old age. When

Oedipus gave the answer, the Sphinx killed itself.

Sphinx At Giza, The Great - This giant carving of a lions body with a mans head stands 20 meters (66 feet) high, and 73 meters (240 feet) long. It was originally thought to have been created by the Egyptians to honor the Pharaoh Khafre (Chephren in Greek), but new evidence puts this in dispute. The head is proportionally smaller than the body, and may have been recarved several times, and computer reconstruction of the face doesn't match that of the Pharaoh Khafre. Geologists believe that erosion from water over the eons shows that the Sphinx may be thousands of years older than originally believed. Archaeologists do not support this theory, however. Geologically, it appears that the Sphinx was carved at least 2,000 years before the Egyptian pharaohs existed, about 5,000 BC or earlier, by an advanced civilization. A civilization that was not supposed to exist that early in time, according to scientists. Seismic monitors have discovered several cavities in the bedrock under the Sphinx. Scientists will enter these cavities soon to see if they are natural or man made. If man made, what might we find there?

Spinoffs - These are technologies which are used differently from their original application. Some spinoffs from the space program include: the insulin infusion pump; advanced wheelchairs, including voice control; vehicle controller for the handicapped; weather forecasting; water recycling; scratch resistant glasses; reading machines for the blind; breathing systems for firefighters; advanced turboprops; anti-corrosion paint; laser heart surgery; and new flame-resistant materials.

Spiritualism - The belief that spirits of the dead can manifest themselves through a living person, called a Medium. See Channeler

Spotted Heliotrope - This green chalcedony stone contains spots of red jasper that resemble blood. Some believe the spots are dragon's blood. Worn as an amulet it brings fame, long life, prevents miscarriage and eases child birth. Sleep with it under your pillow to have dreams about the future. A witch can inscribe their name on the stone in their blood and exchange it with another witch who has done the same, and their power will increase ten fold. Also called Bloodstone.

Spriggans - These ill-tempered and ugly creatures are the ghosts of giants. They are very small but can inflate themselves to huge proportions. They guard treasures hidden in hills, and are dangerous, destructive and very skilled thieves. They also kidnap babies and leave behind baby Spriggans, which are very ugly.

Sprite - A spirit fairy.

Sputnik - First artificial space satellite, launched by the Soviet Union. See Space Dates.

Squire - These were young men in training to become knights. There were different types of Squires. The Squire of the Table dressed the knight and served at his table. The Arming Squire went with his knight to war, where he helped put on the knights armor and care for his equipment. The Arming Squire usually served a five year apprenticeship, from the age of thirteen to eighteen. Sometimes the duties of these Squires would overlap. See Armiger.

SRB - Solid Rocket Booster. Rocket engines which use solid fuel. Once ignited they can not be turned off.

SSME - Space Shuttle Main Engine.

Staff - This simple weapon is nothing more than a long straight stick between 1 to 2 meters (4 to 6 feet) in length. Don't underestimate this weapon, it is very powerful, and can easily defeat a swordsman. The greatest swordsman in ancient Japan was only defeated once, and his opponent used a staff. Called the Bo in Japan.

Staff Sling - Similar to a slingshot, this is a shaft with a leather sling at one end. The user could hurl stones with tremendous force. This, and other slings, were used by European armies until the 16th century.

Star - A large celestial body of hot gases held together by gravity. They emit electromagnetic radiation, especially visible light, caused by nuclear reactions inside the star. There are about 8,000 stars visible to the naked eye.

## **Stars**

Absolute Magnitude - The brightness of a star seen from a distance of ten parsecs.

Apparent Magnitude - The observed brightness of a star.

Association - A loose collection of young stars who show indications of having a similar origin, due to spectral type, motion or position in the sky.

Binary Stars - Two stars revolving around each other.

Binary System - This is when two stars are very close to each other, and revolve in an orbit around their common center of mass. Binary and Multiple-star systems constitute over half the stars in the sky. See Periastron.

Black Dwarf - The final stage of a low-mass dwarf star, it is essentially a burned out cinder that no longer radiates any appreciable light.

Black Hole - A collapsed star with a gravity field so strong that no radiation, including visible light, can escape. See Event Horizon, Singularity, Quantum Singularity, White Hole and Wormhole.

Brown Dwarf - Bodies that are much larger than planets, but are too small to carry out continuous nuclear fusion in their cores, so they can't become stars.

Carbon-Nitrogen-Oxygen Cycle - This is when the nuclear reactions in a star's core, using carbon as a catalyst, transform hydrogen into helium. Also called CNO Cycle.

Cepheid Variable - A Yellow Supergiant star that changes its brightness in a

rather accurate cycle. The brightness may change in a day, or it may take hundreds of days. The change in brightness is caused by the star expanding and contracting like a balloon. The longer it takes the star to go from dim to bright, the greater its brightness.

Chandrasekhar Limit, The - The greatest mass that a star can have and still be considered a white dwarf. The mass is roughly 1.4 solar masses.

Chromosphere - The area of the Sun which extends several thousand kilometers (several thousand miles) above the Photosphere.

CNO Cycle - Carbon-Nitrogen-Oxygen Cycle. This is when the nuclear reactions in a star's core, using carbon as a catalyst, transform hydrogen into helium.

Constellation - A configuration of stars which different cultures over the years have named. It can also be the area of the sky where a constellation is located. Some constellations are: the Big Dipper, Leo, Sagittarius, the Hunter and others.

Corona - The outer atmosphere of the Sun, and the hottest part of the Sun.

Eclipsing Variable - A Binary System where one star is brighter than the other. As one star eclipses the other, the brightness increases or decreases, as seen from the Earth. This change in brightness may take hours or years.

Eddington Limit - The maximum amount of mass a star can have. This is equal to about one hundred of our Suns.

Event Horizon - This is the spherical surface that marks the boundary of a Black Hole. It is created by the massive gravitational forces of a Black Hole, which distort space-time. It's possible to pass in through the Event Horizon, but you could never get back out. Once you pass into the horizon, the Black Hole's gravity will pull you into the Singularity at its center.

Galaxy - A large collection of gas, dust and stars. The stars may number in the millions or hundreds of billions.

Giant Molecular Cloud - A large cloud of gas in interstellar space. This gas is more concentrated than in other gas clouds and is combining into molecules. Stars and planets are formed when a Giant Molecular Cloud collapses and coalesces. These clouds may have a diameter that is tens of parsecs across, and a mass of  $10^5$  solar masses.

Helmholtz-Kelvin Contraction - The gradual gravitational contraction of a cloud or star, which causes the release of gravitational potential energy.

Magnetar - This type of star is created when a large star, at least eight times larger than the Sun, goes supernova. The star's core must spin fast, at least 200

revolutions per second, immediately after going supernova. This fast rate of spin creates a magnetic field in the gas cloud around the star. These magnetic fields are hundreds of times stronger than any other magnetic fields. They are so strong that they occasionally create a starquake, which cracks the star's solid metal crust. These cracks release streams of charged particles and radiation from within the magnetar. The Earth was hit by one of these streams for five minutes on August 27, 1998 at 2:22 AM Pacific time, from magnetar SGR 1900+14. The stream of X-rays and gamma radiation overloaded sensors on satellites and disrupting long range radio transmissions. Magnetars are very dense. On Earth, one teaspoon of their matter would weigh about 907,000,000 metric tons (1,000,000,000 tons). There are probably millions of dormant magnetars in the Milky Way Galaxy.

**Magnitude** - The brightness of an astronomical object. The brightest star has a magnitude of -1.4, while the faintest visible star's magnitude is 6.

**Main Sequence Stars** - A grouping of stars on the Hertzsprung-Russell diagram that contains most stars. This grouping runs diagonally from the upper left of the chart to the lower right.

**Nail Star** - This is the name given the Pole Star by the Chukchi people of eastern Siberia. Also called the North Star and Pole Star.

**Neutrino** - A fundamental particle produced in stars. They are hard to detect since they pass through everything with virtually no interaction. They can pass completely through the Earth, or your body, as easily as they pass through the near vacuum of space.

**Neutron Star** - A Pulsar whose density is so great that the electrons have been stripped from the atoms that compose the star. It is the dead core of a star, all that remains after a supernova. A neutron star may be only a few kilometers across, but have more mass than our Sun.

**North Star** - This star is stationary in the sky, and used for navigation. Also called Pole Star and Nail Star.

**Nova** - A star that suddenly releases large amounts of radiant energy, increasing its luminosity hundreds or thousands of times. A star may Nova repeatedly, until too much mass is lost to continue the process. See Supernova.

**Parallax** - The apparent displacement of the position of a celestial object on the celestial sphere when seen from two different places. The Diurnal Parallax is the parallactic shift of a celestial object when seen from two points that are one Earth diameter apart (12 hour interval). Stellar Parallax, important in astronomy, is the apparent change in position of a nearby star when observed from opposite sides of Earth's orbit (6 month interval). The farther away the star is the smaller the parallax. Stellar parallax is measured in arc seconds. Also called Parallactic



Shift.

Parsec - The distance at which a star appears to have an annual parallax of 1" of arc ( $1/3600^\circ$ ). Parsec is an abbreviation of Parallax Second. A parsec equals 3.26 light years, or 206,265 Astronomical Units.

Periastron - In a binary star system, this is the position in one star's orbit when it is closest to its companion star.

Photosphere - The visible surface of a star.

Planetary Nebulas - Envelopes of gas blown off the cores of Red Giants as they die. See Red Giants.

Pleiades, The - A loose cluster of 400 to 500 stars about 415 light years away. They have been used by ancient astronomers as seasonal points of reference. Some channelers say they communicate with the inhabitants of the Pleiades.

Pole Star - This star is stationary in the sky, and used for navigation. Also called North Star and Nail Star.

Protostar - A collapsing cloud of dust and gas which is in the process of becoming a star.

Pulsars - Stars that are a distinct source of radio, optical and x-ray pulses. They pulse every fraction of a second, to several seconds. These pulses are very constant. It is believed that Pulsars are stars that have collapsed under their own gravity, until their diameter is only 10 kilometers (6 miles). They are very dense. A piece of a Pulsar the size of the ball from a ball point pen would weigh over 91,000 metric tons. The Pulsar probably rotates once for every pulse.

Red Dwarfs - Small stars that are redder than our Sun, but don't appear red to the naked eye.

Red Giants - Very large old red stars that are cool, as compared to a normal sun's temperature. Their size is caused by the accumulation of waste in their core from the vast amount of helium they have burned during their lifetime. See Planetary Nebulas.

Solar Flare - A huge eruption of the Sun's matter from its surface. These columns and loops of matter may be hundreds of kilometers high and affect radio signals on Earth.

Solar Wind - A flow of plasma leaving the Sun. Solar Sails can be pushed by this wind and help propel spaceships. The sails are huge and offer very slow acceleration. The average velocity of the Solar Wind is almost 350 kilometers (217 miles) per second. Holes in the Sun's Corona allow for regions of much stronger Solar Winds called High-Speed Solar Wind Streams. As the Sun rotates,

these winds point in different directions, like holding a hose in front of you with the water squirting straight out, and then slowly spinning around in a circle. The Earth gets sprayed with High-Speed Solar Wind Streams from the same coronal holes about every 27 days.

**Star** - A large celestial body of hot gases held together by gravity. They emit electromagnetic radiation, especially visible light, caused by nuclear reactions inside the star. There are about 8,000 stars visible to the naked eye.

**Star Cluster** - A group of stars held together by their own gravity.

**Stellar Winds** - Solar Winds from another star.

**Sunspot** - A temporary cool area in the solar photosphere that appears dark.

**Sunspot Cycle** - A somewhat regular eleven year cycle where the frequency of sunspots goes from almost none, to many.

**Supergiant** - The largest type of Red Stars. These stars have diameters over 400 times larger than that of our Sun, but they are not very dense, maybe only 40 times more than our Sun.

**Supermassive Stars** - Astronomers believe these stars may exist, but have no proof yet. If they exist, they would be about 1,000 times larger than our Sun.

**Supernova** - An explosion of a star that marks the last stage of its evolution. After a star goes Supernova, the gases that were blown off become a bright gaseous cloud called a nebula. The Crab Nebula was observed as a Supernova in 1054 AD. Sometimes after a Supernova a Pulsar is left as a remnant of the exploded star. See Neutron Star and Nova.

**Variable Star** - A star whose luminosity varies.

**White Dwarfs** - A Red Giant star that has used most of its nuclear fuel and has collapsed, leaving it with a diameter 0.01 times that of our Sun, but with much more mass.

**White Hole** - This is the opposite of a Black Hole. Instead of things being drawn into it, objects are ejected from it. See Black Hole and Wormhole.

**Wormhole** - Standard Black Holes do not rotate or have an electrical charge. If you get a Black Hole that rotates and/or has an electrical charge, then you have something special. You could fall into this type of Black Hole and not hit the Singularity. The interior of this type of Black Hole can join up with a corresponding White Hole in such a way that an object falling into the Black Hole would be ejected from the attached White Hole. A Black Hole and White Hole that are joined in this way are called a Wormhole. The White Hole could be located anywhere, even in a different Universe. This would allow for rapid travel

between distant points, another Universe or even back in time. See Black Hole and White Hole.

x-ray Star - Stars that emit large amounts of radiation at x-ray frequencies.

Star City - The former Soviet Unions space center. Their equivalent to the United States Kennedy Space Center.

Star Cluster - A group of stars held together by their own gravity.

Star's Day - The true rotation period of a planet, determined by the time between appearances of a star in the same place in the sky. Since the rotation of the Earth is gradually slowing down, a day in the past was shorter than now, and in the future it will be longer. Today a day is actually 23 hours and 56 minutes long, but 900,000,000 years ago a year was made of 481 eighteen hour days. Also called Sidereal Day.

Starquake - A massive earthquake on a magnetar. A magnetar is a type of star that is created when a large star, at least eight times larger than the Sun, goes supernova. The star's core must spin fast, at least 200 revolutions per second, immediately after going supernova. This fast rate of spin creates a magnetic field in the gas cloud around the star. These magnetic fields are hundreds of times stronger than any other magnetic fields. They are so strong that they occasionally create a starquake, which cracks the star's solid metal crust. These cracks release streams of charged particles and radiation from within the magnetar. The Earth was hit by one of these streams for five minutes on August 27, 1998 at 2:22 AM Pacific time, from magnetar SGR 1900+14. The stream of X-rays and gamma radiation overloaded sensors on satellites and disrupting long range radio transmissions. Magnetars are very dense. On Earth, one teaspoon of their matter would weigh about 907,000,000 metric tons (1,000,000,000 tons). There are probably millions of dormant magnetars in the Milky Way Galaxy.

Statum Armorum In Torniametis - In 1265 AD, under Edward I, these were the first documented rules for the tournament. They specified how many squires a knight could bring to a tournament, and forbade any squire from carrying a pointed sword, dagger or staff. If a knight violated these rules, he would lose his armor, horse and be imprisoned for three years. See Tournament.

Steady State Theory - A theory which states that the Earth is infinitely old, with no beginning and no end.

Stelae - A carved Maya monument, usually of stone, shaped like a slab.

Stellar Parallax - Stellar Parallax, important in astronomy, is the apparent change in position of a nearby star when observed from opposite sides of Earth's orbit (6 month interval). The farther away the star is the smaller the parallax. Stellar parallax is measured in arc seconds. See Parallax.

Stellar Winds - Solar Winds from another star.

Steropes - From Greek mythology, one of the Cyclopes. These one eyed giants forged Zeus' thunderbolts. They are very fierce and have a savage temper. The three Cyclopes were named Brontes, Steropes and Arges. Greek mythology has two other groups of one eyed giants. The first are sheep herders on Sicily. The best known of these is Polyphemus, who was blinded by Odysseus. The others were the Encheirogateresbellyhands. They built the walls of Tiryns for King Proetus, the walls of Mycenae and the Lion Gate. They had a shrine erected for them on the Isthmus of Corinth. According to Virgil, they also worked for Hephaestus as metal smiths in the forge under Mt. Etna.

Steward - The man responsible for the daily affairs of a castle when the lord is absent.

Stheino - From Greek mythology, one of the Gorgons. These three women were winged dragon-like creatures with snakes for hair, and were so ugly they could turn someone to stone by looking at them. Two of the three Gorgons are immortal, Euryale and Stheino, Medusa was mortal and slain by Perseus. Their sisters are the Graiae.

Stiletto - The sole purpose of this knife was as a thrusting weapon. They are known for their long and slender blade of about 30 centimeters (12 inches), which often had three or four sides. This gave the blade strength, and increased the severity of the wound. First used in the late 1500's, they were most popular in Italy, but could also be found in Spain and Germany.

Stocks - Used as a form of punishment, this heavy wooden device put the victim on public display. Two large hinged boards had notches cut in them to hold a persons ankles. The person usually sat on a bench with his legs stretched out in front of him. They were thus unable to move until released. See Pillory, Torture and Ordeals.

Stone Of Destiny - After his unsuccessful campaign against the Scots in 1296, Edward I took this ancient Coronation stone of Scotland from the Scone Abbey in Perthshire, Scotland, and put it in Westminster Abbey. In 1996, the British government promised to return it to Scotland. Also called the Stone Of Scone.

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Stone Of The Suns - This giant circular stone is a 24,036 kilogram (53,000 pound) piece of olivine basalt that is 4 meters (13 feet) in diameter. Originally it was thought to be a calendar, since it occupied a prominent place in the Aztec capital of Tenochtitlan, but it is actually a symbolic carving. The Stone is a symbolic picture of the universe, showing cosmic order and legitimizes the Aztecs right to rule. It was discovered on December 17, 1790 when the main plaza of Colonial Mexico City was being excavated. Also called the Aztec Calendar Stone.

Stonehenge - A circular stone monument on the Salisbury Plain of England. Built about 4,500 years ago, one of its uses was as an astronomical observatory, to mark the location of

the rising and setting of the Sun and Moon. It probably also served as a temple for religious celebrations. New features were added to Stonehenge over hundreds of years of use. The builders remain unknown, but it is said that the magician Merlin brought the stones over from Ireland. Many graves of nobles and the rich can be found in the area surrounding Stonehenge. The Druids did not build Stonehenge, as it was created long before they ever existed. Also called the Giants' Dance. See Woodhenges.

## **Stones**

**Aetites** - This stone is found in the head, neck or stomach of an eagle. Worn as a talisman, it brings courage, good fortune and health, and longevity. If a pregnant woman wears it on the wrist of her left arm, or on her little finger, it will make the baby strong and prevent abortion or miscarriage. Also called Aquilaeus.

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**Aztec Calendar Stone** - This giant circular stone is a 24,036 kilogram (53,000 pound) piece of olivine basalt that is 4 meters (13 feet) in diameter. Originally it was thought to be a calendar, since it occupied a prominent place in the Aztec capital of Tenochtitlan, but it is actually a symbolic carving. The Stone is a symbolic picture of the universe, showing cosmic order and legitimizes the Aztecs right to rule. It was discovered on December 17, 1790 when the main plaza of Colonial Mexico City was being excavated. Also called the Stone Of The Suns.

**Bloodstone** - This green chalcedony stone contains spots of red jasper that resemble blood. Some believe the spots are dragon's blood. Worn as an amulet it brings fame, long life, prevents miscarriage and eases child birth. Sleep with it under your pillow to have dreams about the future. A witch can inscribe their name on the stone in their blood and exchange it with another witch who has done the same, and their power will increase ten fold. Also called the Spotted Heliotrope.

**Breccia** - A rock composed of fragments of matter that have been re-cemented together. This could be caused when a body is hit by many meteors and breaks up, but gravity pulls the pieces back together.

**Diamond** - A gemstone that is usually clear. When worn as an amulet, it brings the wearer strength, invulnerability, fame, fortune and protects against witchcraft.

**Emerald** - A green gemstone that, when worn as an amulet, brings the wearer wealth, good fortune and the ability to predict the future.

Flint - A hard stone that creates a shower of sparks when struck with iron, making it very useful in starting fires. When worn as an amulet, it keeps away incubi and other evil spirits. Throw flint behind your back toward the West to make it rain.

Lodestone - The stone Magnetite, which is a magnet. Used over the centuries by philosophers, alchemists and magicians to reunite lovers, cure illness and insanity and in alchemical experiments. Also called Lodstone.

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Philosopher's Stone - Alchemists constantly searched for this stone. When ground down and combined with water, drugs and other materials, it would produce an elixir. This elixir would change imperfect metals (metals other than gold) into perfect metals (gold). This stone is also able to give a person immortality.

Quirin - A stone found in the nests of Lapwings. It is highly valued by witches because it can be placed under a man's pillow, and when he sleeps he will reveal his deepest secrets.

Ruby - A red gemstone that becomes cloudy or dark when evil threatens.

Spotted Heliotrope - This green chalcedony stone contains spots of red jasper that resemble blood. Some believe the spots are dragon's blood. Worn as an amulet it brings fame, long life, prevents miscarriage and eases child birth. Sleep with it under your pillow to have dreams about the future. A witch can inscribe their name on the stone in their blood and exchange it with another witch who has done the same, and their power will increase ten fold. Also called Bloodstone.

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symbolic picture of the universe, showing cosmic order and legitimizes the Aztecs right to rule. It was discovered on December 17, 1790 when the main plaza of Colonial Mexico City was being excavated. Also called the Aztec Calendar Stone.

Strappado - The accused had their hands tied behind their back. Then a rope, that ran over a pulley in the ceiling, was tied to their wrists. They were then hoisted several feet off the ground where they were left to hang. To increase the pain weights would be attached to the victim's legs. In extreme cases the victim would be hoisted up to the ceiling, and dropped, stopping just before they hit the floor. This would easily dislocate their shoulders. See Torture and Ordeals.

STS - Space Transportation System. This is what NASA calls the Space Shuttle.

Stymphalian Birds - These countless man-eating birds have iron talons and arrow sharp feathers. One of the Twelve Labors of Hercules was to kill them. He rang a large bell to attract them, then shot most of them and the rest flew away in fright. See Hercules.

Styx - From Greek mythology, this is the river of the unbreakable oath in the underworld. The gods swear by the river Styx. See Acheron, Cocytus, Lethe and Phlegethon.

Sublimate - Changing a material's state directly from a solid to a gas. Also called Sublimation and Sublime.

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Sublime - Changing a material's state directly from a solid to a gas. Also called Sublimate and Sublimation.

Subsonic - Speeds less than Mach 1. See Hypersonic, Transonic, Mach and Speed Of Sound.

Succubus - A female demon which seeks to have sexual intercourse with sleeping men. Such a union produces witches, demons and deformed children. See Incubus.

Sumeru - From Hindu mythology, the world mountain where the gods live. See Olympus.

Summer Solstice - About June 21, this is when the Sun is in the ecliptic, farthest from the celestial equator to the North. This is as far north in the sky as the Sun goes. See Winter Solstice.

Sun-Centered System - A theory which states that the Sun is a fixed body at the center of our solar system, and all the other planets revolve around it. This theory was first presented by the Greek, Aristarchus of Samos in the third century BC. Also called the Heliocentric Theory. See Geocentric Theory, Pythagoras, Ptolemaic Theory and Copernicus.

Sunspot - A temporary cool area in the solar photosphere that appears dark.

Sunspot Cycle - A somewhat regular eleven year cycle where the frequency of sunspots goes from almost none, to many.

Supergiant - The largest type of Red Stars. These stars have diameters over 400 times larger than that of our Sun, but they are not very dense, maybe only 40 times more than our Sun.

Superior Planets - These are planets which have an orbit larger than the Earth's. They are Mars, Jupiter, Saturn, Uranus, Neptune and Pluto. See Inferior Planets, Jovian Planets and Terrestrial Planets.

Supermassive Stars - Astronomers believe these stars may exist, but have no proof yet. If they exist they would be about 1,000 times larger than our Sun.

Supernova - An explosion of a star that marks the last stage of its evolution. After a star goes Supernova, the gases that were blown off become a bright gaseous cloud called a nebula. The Crab Nebula was observed as a Supernova in 1054 AD. Sometimes after a Supernova a Pulsar is left as a remnant of the exploded star. See Neutron Star and Nova.

Supersonic - Speeds greater than Mach 1. See Transonic.

Surface Gravity - The weight of an object on the surface of a planet, moon or other object.

Sutekh - From Egyptian mythology, this god is considered the devil and enemy of Osiris, and the lord of Upper Egypt. His wife and twin sister is Nephthys. Also called Seth and Set.

Sylph - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Sympathetic Magic - A desired effect is achieved through symbolism and imitation. To have good luck in the hunt, a dance or ritual is performed with the performers dressing and acting like the animal they want to hunt. An animal's strengths and abilities can become part of a person if he eats the animal. Eating an animal's heart usually gives the animals courage to the person eating it. To injure an enemy, pins can be stuck in a doll that looks like him and contains some part of the person, usually hair or nail clippings.

**T** [Top Of Document](#)

Tabu - A system of religious and socially forbidden activities.

Tachyon - This hypothetical particle only travels faster than the speed of light. Data or messages could be piggy-baked onto a Tachyon particle to send messages faster than light, or into the future.

TaischTaisch - The Gaelic name given to Second Sight, the ability to spontaneously see the future or distant events. See Parapsychology.



Talisman - This is an object which can be placed somewhere, worn on the body or touched to the body of another. It wards off evil and disease or brings about a desired result. If stones or gems are used in a Talisman, they are often engraved with magic words, characters or pictures. See Amulet.

Tallage - Taxes imposed upon the serfs of an estate by the lord to supply the lord with an income. In the twelfth century, Tallage became more formalized, before that the lord could "Tallage at will" and charge any amount he desired. See Serf.

Talos - From Greek mythology, Zeus gave this bronze man to Europa to guard Crete. Talos would clutch people to his chest and jump into a fire, burning them alive.

Tantalus - From Greek mythology, he is the son of Zeus, and the former king of Phrygia in Lydia. He was admitted to the table of the gods, but he displeased him so they put him in a lake. When he became thirsty and bent down to drink, the water would recede. When he became hungry he would reach for the fruit laden branches hanging over his head, but they would pull back. So he spent eternity hungry and thirsty, with water and food just out of his reach. Water water everywhere...

Tanto - A Japanese dagger with a single-edged blade. See Kozuka and Kogai.

Taphephobia - An intense fear of being buried alive.

Tartarus - From Greek mythology, the lowest part of The Underworld where the wicked were sent to be punished.

Tatzlwurm - From Germanic mythology, a winged dragon who breaths fire.

Tefnut - From Egyptian mythology, the goddess of life giving dew and moisture. Her husband and twin brother is Shu. Each morning, she and Tefnut received the newborn Sun, and she is depicted as a lioness or having the head of a lion and wearing the solar disk.

Telekinesis - The ability to psychically move an object without touching it. See Parapsychology.

Telemetry - Data transmitted to Earth from a spaceship, which gives information about the ship, crew and ongoing experiments.

Telepathy - The ability to psychically read someone's mind or send or send a mental message to someone. See Parapsychology.

Tem - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tum and Atum.

Tengu, The - From Japanese mythology, evil spirits known for their fury and threatening behavior. They are similar to the Oni. They are either humans with wings and eagles claws, or large birds.

Teoyaomqui - From Aztec mythology, the god of dead warriors.

Terminator - The dividing line between the unilluminated and illuminated portion of a planet's or moon's disk.

Terminus - From Greek and Roman mythology, the god of boundaries.

Terpsichore - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Terraforming - Changing a planet's existing environment and ecosystem to be hospitable to colonists from another planet.

Terrestrial Planets - These are small, dense and rocky in composition, with a thin atmosphere and slow rotation. They are Mercury, Venus, Mars, Earth and the Moon. See Inferior Planets, Jovian Planets and Superior Planets.

Tesseract - A four dimensional hypercube which can't be seen in our three dimensional world. In three dimensions, its shadow looks like a cube with a smaller cube inside, and each corner of the smaller cube has all the vertices connected by lines.

Tethys - From Greek mythology, a Titan and the wife of Ocean.

Tetragrammaton - A term from the Cabala referring to the unpronounceable four letter name for God, written YHWH.

Teutonic Knights - This military-religious order of knights allowed only Germans to join. They started out as part of the Hospitallers, but split off under Hermann von Salza. Their symbol was a white cloak with a black cross on the left shoulder. When Acre fell in 1291 AD, they went to Venice and were commissioned by Emperor Frederick II to convert the heathens in Prussia, Lithuania and Estonia. The order made their headquarters in Marienburg from 1309 AD to 1509 AD, and were very successful. Also called Teutonic Knights Of The Hospital Of The Blessed Virgin. See Knights Templar, Hospitallers and Knight.

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Tezcatlipoca - From Aztec mythology, the trickster god and patron of warriors. He is

associated with witches, thieves and evildoers, and has the ability to take or give life.

Thalassophobia - An intense fear of the sea.

Thalia - From Greek mythology, one of the Graces. These three sisters are Aglaia (Splendor), Euphrosyne (Mirth) and Thalia (Good Cheer). Their father is Zeus, and Eurynome their mother. They danced to Apollo's lyre, to the delight of the gods, and no banquet of the gods or mortals was complete without them and their companions the Muses.

Thanatophobia - An intense fear of death.

Thanatos - From Greek mythology, the god of death.

Thaumaturgy - This includes the practices of sorcery, alchemy and witchcraft.

Themis - From Greek mythology, the goddess of divine justice, who is portrayed as a blindfolded woman holding scales and a sword. She sits next to Zeus on Olympus. Her daughter, with Zeus, is Dike.

Theophobia - An intense fear of God. See Demonophobia, Uranophobia and Hadeophobia.

Theriomorphism - The worship of gods in the shape of animals, like golden calves.

Thetis - A Nereid who is also the mother of Achilles. A Nereid is a type of Nymph of the sea. A lesser female divinity or spirit of nature, like a fairy. They appear as young beautiful maidens who are fond of music and dancing. See Hamadryads.

Thomson, Joseph John - (1856 AD - 1940 AD) He identified the first subatomic particle, the electron, in 1897.

Thor - From Norse mythology, the god of thunder, yeomen and peasants, one of their greatest gods. His mighty hammer is called Mjolnir.

Thoth - From Egyptian mythology, the god of wisdom.

Thoueris - From Egyptian mythology, a hippopotamus goddess responsible for fertility and protecting women in childbirth.

Thrust - The force created by a ship's engine.

Thumbscrew - This device consisted of two strips of metal, one on top of the other, with a bolt and nut on each end. The nuts were loosened and the victim's thumbs were placed between the strips. The bolts were then tightened, eventually breaking the thumbs. Variations of this device included ridges or teeth on the inside of the metal strips, to add even more pain. A similar device was The Boot.

Thunderbird - From North American Indian mythology, a powerful spirit, in the form of a bird. The Thunderbird waters the Earth and causes vegetation to grow. Lightning flashes from its beak, and rolling thunder comes from the beating of its wings.

Thyrsus - From Greek mythology, this was a wand wreathed with ivy leaves and topped with a pine cone. It was a symbol of Bacchus. See Caduceus.

Tiamat - From Babylonian mythology, he was the dragon of primordial chaos. He was slain by Marduk who used Tiamat's body to create the sky and sea. He then created order out of the chaos.

Tidal Heating - This is the heating of a satellite's interior caused by gravity induced friction. As the satellite rotates around a planet, and possibly passes other satellites, the gravity pulls from different angles and changes the planets shape into a slight oval. This pulling causes friction which generates heat. A satellite could have a frozen surface but a liquid interior, like Europa and Ganymede, moons of Jupiter, probably have.

Tikal - The largest and grandest city of the Mayan, located in Guatemala, north of the city Flores. It consists of pyramids (one over 200 feet tall), multi-level palace complexes, plazas, temples and stelae. At about 800 AD, this city covered almost 130 square kilometers (50 square miles), and had a population of about 50,000. It was discovered by Colonel Modesto Mendez, chief magistrate of Flores, and Ambrosio Tut, governor of Flores, in 1848. This city was inhabited between 100 BC and the end of the ninth century AD.

Tilting - Mock battle where two mounted knights charge each other, with lances and shields, sometimes across a barrier known as a tilt. This was a test of the knight's prowess. During battle, knights would also joust, resulting in injury or death. Also called Jousting.

Time Dilation - A ship using this technique travels very close to the speed of light, without actually reaching light speed. Since time would compress for the crew, they would age very little, even on a long voyage. However, the rest of the universe would age at normal speed, including everyone they left behind on Earth. Depending on the length of the voyage, the crew's family and friends may be long dead when the ship reaches its destination. See Propulsion.

Tisiphone - From Greek mythology, one of the Erinyes. They live in the underworld and punish evildoers. Their names are Tisiphone, Megaera and Alecto. The Romans call them The Furies.

Titania - She is from the mythology of the British Isles, and is called the queen of elves or fairies. Her court is around Stratford-on-Avon in Great Britain. Her husband is Oberon, king or prince of the elves or fairies

Titans - From Greek mythology, these Elder Gods were huge and very strong. Cronus (Saturn) ruled all the Titans until his son Zeus dethroned him, seized power and banished the Titans. When Zeus took power, he allowed a few of the Titans to remain, these were: Oceanus, Tethys, Hyperion, Mnemosyne, Themis, Iapetus, Atlas and Prometheus.

Tlalmaitl - The Aztec name for a low group of commoners who were tenant farmers and not allowed to own land. See Aztec.

Tlaloc - From Aztec mythology, the god of rain and fertility. He has tusk-like teeth, rings

around his eyes and a scroll emerging from his mouth. The rings around his eyes represented snakes, which are associated with rain in Mexican mythology. He lived with Chicomecoatl in a paradise called Tlalocan. Those who died from lightning, dropsy, skin diseases and those sacrificed to Tlaloc, went to Tlalocan.

Tlalocan - From Aztec mythology, the paradise where Tlaloc lived.

Tlazolteotl - From Aztec mythology, the goddess of filth. She is associated with witchcraft and the purification of sin.

Toltec - These people were indigenous to Mesoamerica. After the decline of the city Teotihuacan, in about 700 AD, they migrated south. Eventually they established the city of Chichen Itza. This became their capital and religious center. The Toltecs who lived in the north were conquered in the 12th century by invaders, while those in the south were eventually absorbed by the people they had originally conquered, the Maya. See Aztec.

Tombaugh, Clyde - (1906 AD - 1997 AD) discovered the planet Pluto in 1930 at the Lowell Observatory in Flagstaff, Arizona in 1894.

Tonacatecuhtli - From Aztec mythology, the creator and provider of food.

Tonatiuh - From Aztec mythology, he is a sun god, the eagle and heavenly warrior.

Tongues - Mediums, oracular priests and people in trances have been known to speak in tongues. They relay information about the future, or talk with the spirit's of dead people. See Divination.

Tonpo - Ninja escape techniques.

Tools - Many tools can be made from natural materials, including:

Cordage - Plant fibers can be easily twisted, and they are very strong. Sinew also makes a strong cordage, but if it gets wet it can stretch and knots may loosen.

Blades - Stones, especially obsidian, jasper, chert and agate, can be made into knives, arrowheads, axes and scrapers. This does require a lot of practice though. Bone and antlers can also hold a point or edge, and are easier to work with. Even a fire hardened piece of green wood can be given a hard sharp point. Just give the green wood a point, and stick it in a fire for awhile. See Wilderness Survival and Weapons.

## **Torture**

In the Medieval period, about 1100 AD - 1600 AD, torture was perfectly legal, and was used to gather information, illicit confessions (from both the guilty and the innocent) or punish criminals. In England, there were over 300 crimes punishable by death. They included poaching, damaging fish ponds, setting fire to stacks of corn or hay and stealing

goods valued at 40 shillings from a dwelling house. Following are several forms of torture that were widely used. See Ordeals.

**Beheading** - A person was most often beheaded with a guillotine, ax or sword. Often, beheading by ax or sword could be very painful and take several blows. It was not uncommon for the victim to receive blows to the shoulder or scalp before a lethal blow was finally administered.

**Boiled Alive** - In 1531 AD, Henry VIII passed a law allowing prisoners to be boiled to death. However, this form of torture had been used in England and the continent for centuries. It was repealed in 1547 AD, shortly after Henry VIII's death.

**The Boot** - This was a boot shaped device designed to break or crush a person's foot. After the victim's foot was placed into The Boot, various parts could be tightened, which first broke bones, and eventually turned the foot into a bloody pulp. A similar device was the Thumbscrew.

**Burning** - Being burned alive at the stake was a common form of execution for witches, but other criminals were burned, too.

**Fallbrett** - This was similar to the guillotine, but instead of a blade falling on a person's neck, a board was placed edgewise on the neck. The board was then struck with a mallet, breaking the victim's neck, and crushing his throat. Death was usually from asphyxiation.

**Flogging** - A variety of whips were used, including: flails (less lethal than those used for weapons. See Flail), scourges and lashes. The person being whipped was usually restrained in some way, often tied to a post, wall, cart or some other sturdy object.

**Gibbet Irons** - The criminal would be bound in a tight fitting cage or restraints made of iron bands. He was then hung by the restraint in the dungeon or at a crossroads, where he served as a warning to other criminals. It was a very slow form of death. Also called Hanging In Irons. See Torture and Ordeals.

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**Hot Stuff** - Red hot pokers, pinchers and other metal torture devices were often used to burn out eyes, rip off strips of flesh and remove nipples or anything else they could grab. Boiling lead, oil and water were also poured into the nose or ears.

**Hung, Drawn and Quartered** - This form of execution was used to punish

someone for high treason. It was first performed on David, Prince of Wales in 1282 for attacking Hawarden Castle, and last recorded in 1817 in Derby. The poet Shelley witnessed this last execution. The victim was dragged behind a horse throughout the streets on a sled. He was then hanged until half dead (about ten minutes), cut down and disemboweled. His heart and bowels were then burned before him, his head spiked on the city wall and his body cut into four quarters. The quarters were sent north, south, east and west of the city and buried in unconsecrated ground.

Interrogation Chair - This was a chair with restraints for the arms and legs. What made it painful was that spikes were placed wherever a person's body would come into contact with the chair and restraints. See Iron Seat.

Iron Maiden - This life-size case was in the shape of a standing woman. The front would open with two doors and the victim was placed inside, then the doors would be closed. The torture aspect was that the inside was lined with spikes that would impale the victim once the doors were closed. This included two spikes at face-level, designed to put out the victim's eyes. Recent studies are showing that the Iron Maiden may be a myth, and never really existed during torture's heyday.

Iron Seat - This was a chair made of iron into which the victim was strapped. Then, using fire underneath the seat, the chair was heated red-hot. See Interrogation Chair.

Mutilation - A person's hand(s), finger(s), ear(s) or nose would be cut off singly or in any combination. It was common to cut off the hand of a thief, or to blind him.

Pillory - Used as a form of public punishment for fraudulent tradesmen, slanderers and tricksters. This "T" shaped device of wood allowed a standing person's wrists and neck to be held in place by two hinged wood planks. A large hole in the center held the head; a smaller hole on each side held the wrists. The victim was put on public display where they were sometimes pelted with rotting vegetables or rocks. This form of punishment was used until 1905 in Delaware.

Pressing - A person was tied down on their back, and a large flat section of boards, usually a heavy door, was placed on top of their stomach and chest. Weights or rocks were placed on the board, slowly crushing the person. Death often took several days.

The Rack - A person was tied hand and foot onto this table-like device, with the other ends of the rope were tied to large round pieces of wood that could be turned. When turned, the rope wrapped around the wood, creating great tension on the ropes. If the tension was strong enough, it would dislocate the person's arms and legs. There were only two racks in Britain. One was in the Tower of London, and the other in the Castle at Southampton. The Earl of Exeter invented

the rack in Britain in the Middle Ages. Earlier versions of the rack were used in Ancient Egypt and Babylonia and in Italy around 1500 AD. See Torture and Ordeals.

**Small Cells** - Many places had small cells to hold prisoners, or where people were left to die. These cells were so small that a person was often in a crouched position, and unable to move. This resulted in excruciating pain from muscle cramps.

**Stocks** - Used as a form of punishment, this heavy wooden device put the victim on public display. Two large hinged boards had notches cut in them to hold a person's ankles. The person usually sat on a bench with his legs stretched out in front of him. They were thus unable to move until released.

**Strappado** - The accused had their hands tied behind their back. Then a rope, that ran over a pulley in the ceiling, was tied to their wrists. They were then hoisted several feet off the ground where they were left to hang. To increase the pain weights would be attached to the victim's legs. In extreme cases the victim would be hoisted up to the ceiling, and dropped, stopping just before they hit the floor. This would easily dislocate their shoulders.

**Thumbscrew** - This device consisted of two strips of metal, one on top of the other, with a bolt and nut on each end. The nuts were loosened and the victim's thumbs were placed between the strips. The bolts were then tightened, eventually breaking the thumbs. Variations of this device included ridges or teeth on the inside of the metal strips, to add even more pain. A similar device was The Boot.

**Two Man Saw** - This device ranged from a simple pole hung horizontally, to an elaborate framework. The idea was simple. Tie the victim by his feet, upside down, with his feet spread apart, then place a two man saw on the victim's groin, and cut him in half. Death was not instantaneous.

**Water** - Various forms of water torture were used. The famous Chinese Water Torture consisted of tying someone down on their back and having one drop of water at a time drop onto their forehead. After some time, this would drive the victim nearly crazy. Don't have a long time? Then try this quicker method. Tie the person down, clamp or seal their nose and force a funnel into their mouth. Water is then poured into the funnel, forcing the person to swallow the water in order to breathe. Eventually this would cause the person to vomit (which may drown him if the water goes into his lungs), it could possibly even rupture the stomach, but I doubt this happened often. There was also the Dunking Stool. A stool was tied to one end of a giant seesaw, the end that overhung a creek, river or other body of water. A person was tied onto the stool, and it was lowered into the water where the person was held under for varying lengths of time.

**Total Eclipse** - A solar eclipse occurs when the entire surface of the Sun is hidden by the



Moon, while a lunar eclipse occurs when the Moon's surface is hidden by the Earth's shadow. See Eclipse and Annular Eclipse.

Tournament - From Medieval Europe, this is any of a wide range of martial activities, first began as a form of training for war. In the fourteenth century, the Tournaments became a way for knights to earn fame and demonstrate their skills. See Statum Armorum In Tornamentis.

Transfer Orbit - An oval shaped orbit created when a ship changes from one nearly circular orbit to another nearly circular orbit. See Apogee Kick Motor.

Translation - The movement of a ship along its principal axis.

Transonic - Speed at about Mach 1. See Mach, Speed Of Sound, Hypersonic and Subsonic.

Trebuchet - A type of Catapult which utilizes a counterweight to fire its projectile. An earlier version had a team of men pulling on ropes attached to the short end of the beam. Usually a free-swinging bucket was attached to the short end of the throwing arm, and anything heavy (rocks, dirt, etcetera) was put into the bucket. The long end of the arm was pulled down, raising the bucket, and locked in place. One end of an elongated net was attached to this end of the arm, a rock was placed into the net, and the other end of the net was pulled over the rock and placed on a hook. When the anchoring pin for the arm was released, the weighted bucket swung the arm with great force. At the apex of the long end of the arm the one end of the net came off the hook, and the rock was launched. This weapon could fire a very heavy stone for a long distance with remarkable accuracy. No castle wall could withstand the assault of this weapon. See Catapult and Ballista.

Trencher - These large flat pieces of bread were used like plates in castles during the Middle Ages. One was placed in front of two people, one of them would cut it in half and give one half to the person next to him. The Trencher would catch meat juices, pieces of meat, and other scraps. After the meal, servants collected the Trenchers and gave them to the Almoner who distributed them to the poor and needy.

Triton - From Greek mythology, the god who is the trumpeter of the sea. His trumpet is a great sea shell. The upper half of his body was human, while the lower half was a fish. His father is Poseidon and Amphitrite his mother.

Trojan Horse - From Greek mythology, a giant wooden horse made by the Greeks to help them gain entry to Troy. The horse was left outside the gates of Troy and the Greeks pretended to leave. The Trojans thought they had won the war and brought the horse in as a trophy. Inside the horse were hidden several soldiers. During the night, they got out of the horse and opened the city's gates, allowing the Greek army to enter and take Troy. The horse was made by the Greek sculptor Epeios.

Trojan Horse Program - A computer program that looks like something interesting, like a game, but contains another program designed to damage your computer software.

Trolls - These creatures from Scandinavian folklore were either giants, human size or

smaller. They possess magic powers and are hostile to people. If exposed to light they either burst or turned into stone. Trolls represent the self-destructive instincts of people.

Trollweiber, The - From Norse mythology, phantoms from the land of the dead who at night rode to Earth on a wolf bridled with snakes.

Troubadour - During the Middle Ages, the Troubadour composed and performed music for the royal courts. See Jongleur.

Troy - This great citadel, made famous by Homer in his Iliad, was actually nine citadels, one built on top of the other. It lasted for 3,500 years, from 3,000 BC to 500 AD. The Troy of Homer fame is called Troy VI by archeologists and was in existence from 1,700 BC to 1,250 BC. Archeologists have found evidence of habitation into the 13th century AD. See Trojan Horse.

Truncheon - This short wooden baton, like the American night stick, has been carried by British policemen since the 1820s.

Tum - From Egyptian mythology, a predynastic Sun god and an early god of the city Heliopolis. Also called Tem and Atum.

Tumbler - Used in the Middle Ages, this drinking cup had a pointed or rounded bottom and couldn't be set down until it was empty since it would tumble over.

Tun - A specific number of days. These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well over 1,000,000. Lintel 8 at Yaxchil« n has a Long Count Day showing the passage of 1,412,661 days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

Tunguska - On June 30, 1908, in Central Siberia, a fireball hit the Earth and exploded. It leveled 2,000 square kilometers (1,243 square miles) of forest, burned thousands of trees and produced a shockwave that circled the Earth twice. So much dust was thrown into the air, that for two days after the explosion, you could read a newspaper in London, 10,000 kilometers (6,214 miles) away from the blast, at night due to scattered light. What the glowing ball was is unknown, but some theories are: a piece of antimatter, but no radioactivity was found at the site; a mini Black Hole passing through the Earth, but no evidence of an exit site was found on the other side of the planet; a U.F.O., but no wreckage was found, or at least not reported. However, there were several reports of the object changing course; a piece of a comet, since no impact crater was created, may have been what hit the area.

Tunkul - Great Maya war drums.

Turret - A small tower built on top of one of a castle's main towers. It is used as a lookout point.

Tutankhamun, King (Tut) - An Egyptian king in about 1361 BC whose burial chamber was found intact on November 26, 1922 by Howard Carter. This intact tomb gave us much of our current knowledge about burial chambers, since all other burial chambers had been plundered and left empty.

Two-Handled Sword - Developed in Europe in the 15th century, this two handled sword was an awkward instrument at best. The blade was five to six feet long and ended in two handles, usually in a V shape. The sword was very heavy, hard to handle, and was wielded by two men who had to carefully coordinate their movements. It was not uncommon to have one of the handles break off during battle. This left one man with a handle but no sword, and the other man with a sword almost too heavy for him to raise.

Two Man Saw - This device ranged from a simple pole hung horizontally, to an elaborate framework. The idea was simple. Tie the victim by his feet, upside down, with his feet spread apart, then place a two man saw on the victims groin, and cut him in half. Death was not instantaneous. See Torture and Ordeals.

Tylwyth Teg - These Welsh fairies like to kidnap children who have long golden hair. They live underground or underwater and like to dance and make fairy rings. The fairy maidens often like to marry humans.

Typhoeus - From Greek mythology, this fire breathing dragon had one hundred heads, and never rested. Killed by Zeus in the battle against the Titans, its body is buried under Mt. Etna in Sicily.

Typhon - From Greek mythology, the father of fierce and destructive winds.

Tyr - From Norse mythology, the god of war and athletic sports. The Vikings believe him to bring victory in battle, so many of their swords were marked with the letter T. See Ullr.

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U.F.O. - Unidentified Flying Object. The Air Force defines it as: "an airborne object that by performance, aerodynamic characteristics, or unusual features, does not conform to known aircraft or missiles, or does not correspond to Air Force definitions of familiar or known objects or unidentified aircraft." Most people believe that U.F.O.'s are either spaceships from another planet, or time travelers from our future. Also called Flying Saucer. See Mother Ship, Grays, ET, Reptoids, MIB, Area 51, Foo Fighters, Area S-4, Marfa Lights, Element 115, Roswell Incident, UFOonauts, Deconstructing, Tunguska, Cattle Mutilation, Project Bluebook and Reverse Engineering.

UFOonauts - This is the term which refers to aliens and alien abductors.

Uinal - A specific number of days. These records of important Mayan events tell how many days have passed since a specific event in history. The number of days may be well over 1,000,000. Lintel 8 at Yaxchil« n has a Long Count Day showing the passage of 1,412,661

days. Baktun equals 144,000 days; Katun equals 7,200 days; Tun equals 360 days; Uinal equals 20 days; Kin (or Sun) equals 1 day. Each of these units has a specific number it is to be multiplied by, which is called its coefficient.

Uitzilopochtli - From Aztec mythology, the Sun god. He murdered his sister Coyolxauhqui, the Moon goddess.

Ullagone - An Irish lament for the dead, made of high-pitched exclamations of woe, and moaning sounds. See Keen.

Ullr - From Norse mythology, the god of war and the chase. See Tyr.

Ulysses - From Roman mythology, the king of Ithaca and the hero of Homer's Odyssey. The Greeks call him Odysseus. See Penelope.

Umbilical - A cable with one end connected to a ship, and the other connected to an astronaut's spacesuit. The umbilical carries electricity and life support.

Umbra - During an eclipse, this is the completely dark part of the shadow cast by one body onto another. See Penumbra.

Undead - The reanimated body of a dead person. See Vampire and Zombie.

Underworld, The - From Greek mythology, this is where the souls of the dead go. Sometimes it is also called Hades, after the god who ruled there, but this is an improper term. See Acheron, Cerberus, Charon, Cocytus, Elysian Fields, Erinyes, Hades, Lethe, Persephone, Phlegethon, Styx and Tartarus.

Undine - An Elemental, spirits of the forces of nature. The six main ones are Gnomes (earth), Undines (water), Sylphs (air), salamander (fire), Dryads (vegetation) and Fauns (animal life). They are not immortal, but can be made immortal by cohabiting with people. See Nymph.

Unicorn - This beautiful animal is a white horse with a grooved spiral horn growing out of the center of its forehead. The horn is red at the tip, black in the middle and white at the base. The Unicorn is a symbol of purity and love, and will only let a gentle maiden approach it.

Unidentified Flying Object - The Air Force defines it as: "an airborne object that by performance, aerodynamic characteristics, or unusual features, does not conform to known aircraft or missiles, or does not correspond to Air Force definitions of familiar or known objects or unidentified aircraft." Most people believe that U.F.O.'s are either spaceships from another planet, or time travelers from our future. Also called Flying Saucer. See Mother Ship, Grays, ET, Reptoids, MIB, Area 51, Foo Fighters, Area S-4, Marfa Lights, Element 115, Roswell Incident, UFOonauts, Deconstructing, Tunguska, Cattle Mutilation, Project Bluebook and Reverse Engineering.

Uplink - When a ground based station is in communication with a spaceship.

Urania - From Greek mythology, one of the Muses. Like The Graces, they are gifted in song and dance, and bring great pleasure to anyone they favor. They are Clio the muse of history, Urania of astronomy, Melpomene of tragedy, Thalia of comedy, Terpsichore of the dance, Calliope of epic poetry, Erato of love poetry, Polyhymnia of songs to the gods and Euterpe of lyric poetry. Their father is Zeus and Mnemosyne their mother. The Muses favor several mountains, namely, Helicon, Parnassus, Olympus and Pieris in Pieria, their birthplace.

Uranophobia - An intense fear of heaven.

Urd - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Urien - From Arthurian legend, he is the King of Northumbria, and husband of Morgan.

Urine - A substance used in the dying of fabric to make the color fast. The most common mordant today and in history is Alum, which is Aluminum Potassium Sulfate. Other mordants include: Gum Arabic and Lime Water. See Fabric Dyes.

URL - Uniform Resource Locator. Describes the access method and location of a site on the Internet. All Web sites have a URL.

Urth - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a persons life, Lachesis (Disposer of Lots) who determined the threads length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Utchat - This amulet represents the eye of Horus and was used in ancient Egypt. It should be made of lapis-lazuli or mak stone. However, they have been found to be made of any material that was available.

Utukki - From Babylonian mythology, they are the seven evil demons.

Uwain - From Arthurian legend, he is the son of Morgan and Urien.

**V**

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Valaskialf - From Norse mythology, the tower in Asgard where Odin watched man's activities on Earth.

Valhalla - From Norse mythology, this is Odin's favorite of his three homes where he entertains warriors chosen from the slain.

Valkyries, The - From Norse mythology, these warrior women presided over the battlefield and decreed the victory or death of male warriors. They conducted the souls of slain heroes to Valhalla. The leader of the Valkyries was Brunhild. See Amazon Women.

Vampire - One of the undead. A corpse that lives in a grave during the day, and at night seeks nourishment by sucking the blood of humans. A vampire can take the form of a bat or wolf, and has no reflection in a mirror. The only way to kill a vampire is by driving a stake through its heart, exposing it to sunlight or cremation. There are many ways to protect yourself from a vampire, including the use of: garlic (worn or hung around doors and windows to protect a house), mustard seeds (vampires love to count, so sprinkling seeds around will keep them occupied counting until you escape or the Sun rises), salt, holly, holy water, juniper, bells (vampires don't like loud noises), crosses and candles. The legend of the vampire may be based on Vlad the Impaler. According to legend, there are three ways a person can become a Vampire. They can be bitten by a Vampire and die, to arise the next night as a Vampire; they can be bitten, but not killed; they can be bitten three times by a Vampire, who only takes a little blood each time. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Vlad the Impaler, Zombie, Countess Elizabeth Bathory, and Giles de Rais.

Van Allen, James - (born 1914 AD) This American physicist headed the team of scientists who discovered the Earth's radiation belt, called the Van Allen Belt, using a Geiger counter aboard Explorer I. This was America's first satellite and was launched on January 31, 1958.

Variable Star - A star whose luminosity varies.

Vassal - In the Middle Ages, a Vassal was a free man who offered his services to a lord in exchange for protection. This provided a type of stability that helped society grow. See Servitum Debitum.

Venus - From Roman mythology, she is the goddess of love and beauty, and the daughter of Jupiter and Dione. Other accounts have her coming from the foam of the sea. Her husband is Vulcan. The myrtle is her tree, and the dove, sparrow and swan are her birds. The Romans called her Aphrodite.

Verdandi - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Vernal Equinox - The first day of spring, about March 21, this is when the day and night are of equal length and the Sun rises due east and sets due west. See Autumnal Equinox.

Vernier Engine - A small engine used to make precision adjustments to a spaceship's position.

Verthandi - From Greek mythology, one of the Fates. The gods would spin the web of a person's destiny, and the Fates would carry out the gods' will by laying out the web, and cutting it when the person's life was to end. The three goddesses were called Moirai. They were Clotho (Spinner) who spun the thread of a person's life, Lachesis (Disposer of Lots) who determined the thread's length and Atropos (Inflexible) who cut the thread when the person's life was to end. In modern Greek mythology, the Moirai will appear on the third night after a child is born and direct the course of its life. In Roman mythology, the Parcae (Fates) were Nona, Morta and Decuma. In French mythology, the Fates were called Parques. The Norse mythology called the Fates Norns. They were named Urth or Urd who was the past, Verthandi or Verdandi who was the present and Skuld who was the future. The Egyptians called the Fates the god Shai.

Vertical Stabilizer - The tail of a ship.

Verutum - A lightweight javelin used by Roman soldiers. It had an oval shaped point and long steel shaft attached to a wooden shaft. It was designed to penetrate an enemy's shield, after which the steel shaft would bend. The extra weight made the enemy's shield useless. Overall length is about 2 meters (7 feet). Each Roman soldier carried three of these. See Pilum.

Vesta - From Greek mythology, she is Zeus's sister and a virgin goddess. She is the goddess of the hearth. Also called Hestia.

Vestal Virgins - These were six virgin priestesses in Rome who cared for Hestia's sacred fire. Chosen between the age of six and ten, they served for thirty years. After this time, they could leave if they chose. They had special privileges, including: the ability to dispose of their property as they saw fit; freedom from paternal controls; and when marching in procession through the streets, if they encountered a criminal who was on his way to be executed, they could order him set free. Neglect of their duties was treated with severe

punishment. Letting the sacred flame go out resulted in a flogging, letting her chastity be violated would see her buried alive and her seducer scourged in public until dead. See Hestia.

Vigil - This is the watch a man kept the night before he was to be made a knight. This was not practiced much before the fifteenth century.

Villein - A man bonded to the land that he worked. Living in villages attached to a lord's holdings, they were virtual slaves and almost never given their freedom. The lord could do anything he wanted with them, except mutilate or kill them. Villeins had few rights, and were not allowed to fish, hunt or gather firewood from the lord's lands. The son of a villein could not join a holy order, or a daughter marry, without the lord's permission. Usually the daughter had to pay a fee too. The children of a villein were also villeins.

Vingulf - From Norse mythology, the mansion in Asgard where the goddesses lived. See Gladsheim.

Viracocha - From Inca mythology, this is their supreme deity, the creator and ruler of all living things. See Ono Pacakoti.

Vishnu - From Hindu mythology, their highest god and the personification of the preserving power of the divine spirit.

Vithar - From Norse mythology, the second strongest god, next to Odin. He killed the Fenris wolf by holding down its lower jaw with his foot, grabbing its upper jaw, and tearing its mouth apart.

VLA - Very Large Array. See Interferometers listed under Planets, Finding Them Outside Our Solar System.

Vlad the Impaler - (1431 AD - 1476 AD) A ruler of Wallachia, which is now part of Romania. He was a cruel leader and was reported to have killed hundreds of people. He often put his victims, both commoner and royalty, on tall pikes for all to see. Once he gave a feast for all his subjects who were blind, lame or had other severe handicaps. During the feast, he had the hall's windows boarded up and the hall set on fire. The legend of the vampire may be based on him. See Vampire, Zombie, Countess Elizabeth Bathory, and Giles de Rais.

Voodoo - A religion originated in Africa and practiced in Haiti, Brazil, Trinidad, Cuba and the southern United States. Voodoo brings together various elements of tribal religions of western Africa and Roman Catholicism. Practitioners worship a high god, twins and the dead through singing, dancing and music. See also Bon Dieu, Loa, Goofer Dust, Ogoun, Houngan, Zombie and Mambo.

Vortex Weapons - These weapons use an explosive charge to create and fire a doughnut shaped shock wave which travels at several hundred miles per hour, and spins at Mach 1 or faster. The weapon could also fire a vortex ring filled with gases or chemical agents. The power of these vehicle mounted or hand carried weapons could knock down a person, or an



aircraft.

Votan - From Norse mythology, he is the one eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Woden and Odin.

Vulcan - From Roman mythology, he is the god of fire. His father is Jupiter and Juno his mother. He is the only lame god, and is the armorer and smith for the gods. His wife is Venus. The Greeks call him Hephaestus.

## W

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Wakizashi - This Japanese short sword is one of the two swords carried by a samurai. It is used in fighting and in performing Seppuku, ritual suicide. See Katana.

Wall Walk - The area along the top of a castle's walls where soldiers could defend the castle. The town next to a castle may also be surrounded by a wall with a Wall Walk, which would allow soldiers to defend the town too.

Walpurgis Night - One of the two most important Sabbats for practitioners of witchcraft (April 30). Also called Roodmas. See Halloween.

Waning (Moon) - The phases of the Moon going from full to non-existent. See Waxing.

War Hammer - Used in Medieval Europe against plate armor. This lightweight hammer had a flat head on one side, like a modern hammer, and a curved pike on the other. The pike was about 10 centimeters (4 inches) long. The hammer head was attached to a wood or steel shaft about 63 centimeters (25 inches) long. The war hammer could easily break, dent or crush armor, and could pierce mail.

Warlock - A male witch, sorcerer or wizard. See Witch.

Water - Bathing in running water will cure someone who has been changed into an animal by a witch.

Water - Various forms of water torture were used. The famous Chinese Water Torture consisted of tying someone down on their back and having one drop of water at a time drop onto their forehead. After some time, this would drive the victim nearly crazy. Don't have a long time? Then try this quicker method. Tie the person down, clamp or seal their nose and force a funnel into their mouth. Water is then poured into the funnel, forcing the person swallow the water in order to breathe. Eventually this would cause the person to vomit (which may drown him if the water goes into his lungs), it could possibly even rupture the stomach, but I doubt this happened often. There was also the Dunking Stool. A stool was tied to one end of a giant seesaw, the end that overhung a creek, river or other body of

water. A person was tied onto the stool, and it was lowered into the water where the person was held under for varying lengths of time. See Torture and Ordeals.

Water - Water was much safer in olden times, but now it can contain poison and parasites (giardia and hepatitis). The best water is fast moving and at high elevations, and away from human habitation. Water should always be clear, never discolored or with an oil slick on the surface. Drinking water can be found in rock depressions or the crook of a tree or a stump, but be sure there is no algae or critters present. They may indicate that the water is stagnant. However, large sources of water should have plants growing in and around the water, along with fish and frogs. Animal tracks may also be present on the bank. All of these indicate the water may be safe, but remember that wild animals can drink water that is not fit for human consumption. All in all, there is no clear cut indication if water is safe to drink. Drinking contaminated water can result in stomach cramps and diarrhea. In a true wilderness situation, this can be fatal. Water that is muddy or has a lot of material suspended in it can be filtered with a cloth, or a hollow log with a grass mesh bottom and clean sand over the grass. After filtering, the water should be boiled for at least five minutes, but twenty minutes would be much better. Boiling will kill anything that is living in the water, but some chemical pollutants may remain. Water may also be found underground in dried creekbeds. Dig one or more holes in the creekbed and hopefully water will seep in. Gather the liquid with a cloth or dried grasses, and wring it over a container, then filter and boil. It may take over an hour for water to start seeping into the hole(s). Plants also are a source of water. In early spring, walnut, maple, birch and hickory trees can be tapped, while the sycamore can be tapped year round. Grape vines can be cut at the base, and water will drip out of the plant. You can also peel thistle stems and chew on them. Some cactus (water barrel and prickly pear) contain a high amount of moisture in their pulp. Another source of water is dew. Lick it up directly or collect it on a rag or dried grasses, and wring it into a container. In the winter you can use snow and ice as a water source, but it should be melted first. Chewing on snow doesn't cut your thirst, and your body uses a lot of energy melting the snow in your stomach. See Wilderness Survival.

Watertown - Another name for Area 51. Located 130 miles north of Las Vegas, Nevada this is the name of a top secret Air Force base. It consists of the Nellis Bombing and Gunnery Range, the dry Groom Lake, an 8,500 foot runway, a million-plus gallon fuel storage tank and is rumored to hold alien spacecraft and their inhabitants. Built in 1955 by Lockheed for the CIA, it was designed as the testing ground for the top secret U-2 spy plane. Later the SR-71 Blackbird and F-117A Stealth Fighter were developed here, and now it houses other top secret Department Of Defense-related projects. If you are caught trespassing in Area 51, the military has the right to kill you. Also called The Facilities Near Groom Lake and Dreamland. See Area S-4 and Unidentified Flying Object.

Wattle - A mat of woven weeds and sticks, used in the construction of walls in Medieval Europe. A mixture of mud or clay, called daub, is applied over wattle to seal and strengthen it.

Waxing (Moon) - The phases of the Moon going from non-existent to full. See Waning.

WCS - Waste Collection System, for the Space Shuttle.

## **Weapons** (See Tools)

**Acoustic Weapons** - The frequency of these weapons can be adjusted for different effects. The sonic frequencies cause the hair cells of the inner ear to vibrate. This creates the feeling of motion sickness, vertigo and nausea. Adjusting the frequency can cause internal organs to resonate, resulting in pain, spasms or death. Acoustic guns could be mounted on vehicles or carried by soldiers. They can also be mounted on helicopters, which could position themselves over an enemies stronghold and fire the weapon, because the sonic waves would easily penetrate the building. Fences of sonic speakers could also be used to keep people away from certain areas. The closer a person gets to the fence, the stronger the effects. Mobil acoustical weapons could be used to disperse crowds, rescue hostages or clear a path for men and equipment moving through an area.

**Ballista** - A weapon used to fire stones weighing up to 45 kilograms (100 pounds) at castle walls, or inside the castle. This weapon used torsion created by twisting ropes between two uprights to throw the stones. This weapon had very poor accuracy. Another form of this weapon worked like a giant crossbow. This weapon was very accurate to a range of about 457 meters (500 yards). See Catapult and Trebuchet.

**Bandorelle** - A small streamer tied to the head of a lance.

**Bastard Sword** - Usually this sword is used with one hand, but the grip is long enough to grasped by two or three fingers of the left hand. This allows for extra impact. This lighter and faster sword started to become popular in the 15th century. This was the time when the use of full armor was declining due to the use of firearms. Also called Hand And A Half Sword.

**Battering Ram** - A large tree was first cut down and stripped of its branches. Then it was carried horizontally by many men, or suspended from a tower, where it was used to strike and eventually break down the gate of a castle. A steel cap may be put on the striking end.

**Battle Ax** - Used most often by Northern European tribes, this ax with two large curved blades was a formidable weapon.

**Bearded Ax** - A small ax, usually less than 61 centimeters (24 inches) in length, with one curved blade. It was used to chop wood and other similar tasks, but in battle it was excellent for close combat, and as a throwing weapon.

**Belfroi** - These movable wooden towers were used to attack castles. They were tall enough to allow archers to fire at soldiers on the castle walls, and the top of a castle wall could be attacked or breached. Battering rams or borers were often

built into the Belfroi. These towers were very heavy. The one used at the siege of Rhodes in 305 BC needed 3,400 soldiers to move it.

Bhuj - A knifelike battle-ax used in northern India. It is also called an "elephant's head" because of a decorative elephant's head located between the blade and shaft.

Bisento - A Japanese broad-bladed spear.

Bo - Bo is the Japanese name for staff. This simple weapon is nothing more than a long straight stick between 1 to 2 meters (4 to 6 feet) in length. Don't underestimate this weapon, it is very powerful, and can easily defeat a swordsman. The greatest swordsman in ancient Japan was only defeated once, and his opponent used a staff.

Broadsword - A heavy sword with a wide, straight blade that is often single-edged.

Caltrops - Usually made of four sharpened iron spikes that look something like children's jacks, only larger. When dropped on the ground three of the points form a base, while the fourth projects upward. Many of these would be thrown on the ground to slow down infantry and horses. They were often used in Medieval Europe, and by Ninjas in Japan.

Catapult - A machine used during the siege of a castle to hurl large objects over a castle's walls. Another form of Catapult worked like a giant crossbow and fired javelins, missiles and darts. See Trebuchet and Ballista.

Chakram - An East Indian throwing weapon that is a flat steel ring with a razor sharp outer edge. Used mainly by the Sikhs of north west India, they were worn around a tall, conical turban. To throw it, the user either whirled it around the forefinger, or held it between thumb and forefinger and threw it underarm. This is the favorite weapon of Xena, from the TV show of the same name.

Cinquedea - A short sword popular with wealthy Italians in the 1400's. Its name refers to the hilt of the blade which is supposed to be five (cinque) fingers wide.

Curtana - One of the royal swords of England, during the fourteenth and fifteenth centuries, that was used in the Coronation ceremony.

Cutlass - Used by pirates in the seventeenth century, this short saber had a blade about 56 centimeters (22 inches) long and was slightly curved toward the point. There was also a steel basket on the handle to protect the hand, which could be used for striking in close quarter fighting. This saber was also used by infantrymen.

Dagger - A small knife, about 15 centimeters (6 inches) long often carried secretly in the hand or belt. It is said this knife is the creator of the handshake.

An enemy would hide the knife in the palm of his hand, possible during negotiations in a battle, then kill his opponent when he got in range. By shaking the right hand, the weapon hand, you could detect the weapon. The Roman handshake, where the forearm is grasped, has the same creation. A short knife was often strapped to the forearm and hidden by clothing, grasping the forearm would detect the knife.

Flail - This weapon consists of a steel ball, with or without spikes, attached to a chain, which was in turn attached to a strong stick. The Flail was used mainly between the 13th and 18th centuries. It is similar in design to the Mace, and used the same way.

Fudo-ryu - A class of Japanese fast sword-drawing techniques. See Kenjitsu, Iaijitsu and Iai.

Fukiya - Pins and poison darts shot through a blow gun. Used by ninjas.

Fukumi-bari - Ninjas used these tiny, pin-sized dirks by holding them in their mouth and blowing them at an enemy's eyes.

Fustibal - This device was used during the siege of a castle to throw flaming projectiles over the castle's walls.

Gladius - A short, double edged thrusting sword used by ancient Roman infantry. It was worn at the right hip on a belt or a baldric, a shoulder belt.

Greek Fire - This was a horrible weapon used by the ancient Greeks, and others, that is similar to present day napalm. The formula for this weapon is lost, but it was probably made from quicklime, sulfur, naphtha and saltpeter. This flaming liquid stuck to whatever it touched, and even jumping onto water wouldn't put out the flames. It was shot at troops, ships and forts through pressurized siphons. Squirt guns were used to spray the enemy in close combat, and ceramic hand grenades were also used.

Gungnir - From Norse mythology, this is Odin's infallible spear. Oaths were often made on the spear. See Odin.

Hand And A Half Sword - Usually this sword is used with one hand, but the grip is long enough to be grasped by two or three fingers of the left hand. This allows for extra impact. This lighter and faster sword started to become popular in the 15th century. This was the time when the use of full armor was declining due to the use of firearms. Also called a Bastard Sword.

Iai - The Japanese art of drawing a sword. See Iaijitsu, Kenjitsu and Fudo-ryu.

Iaijitsu - Japanese fast sword drawing technique. See Fudo-ryu, Kenjitsu and Iai.

Jambiya - A dagger used in battle and ceremony in India and the Middle East. It

is of Arabian origin.

Kama - A sickle or scythe used as a weapon in many Japanese martial arts.

Katana - A long Japanese sword carried by a samurai. See Wakizashi.

Katar - A push dagger from Persia and India used from the sixteenth through nineteenth centuries. The blade is triangular in shape, about 25 centimeters (10 inches) long, and the base of the blade is a little wider than the average hand. The base of the blade is attached to the top of a steel "H". The crossbar of the "H" is gripped by the hand, with the legs protecting the wrist. This knife easily punched through mail and was also a fierce slashing weapon.

Kenjitsu - Japanese swordsmanship.

Khanjar - An East Indian recurved dagger with a double-edged blade.

Kogai - A small Japanese skewer carried on one side of a Tanto scabbard. See Kozuka.

Koppo - A form of Japanese martial art designed to break an enemy's bones.

Kozuka - A small Japanese knife carried on one side of a Tanto scabbard. See Kogai.

Kukri - A large knife with a single-edged curved blade. It is the national knife and main weapon of the Gurkhas of Nepal.

Laser Weapons - **L**ight **A**mplification by **S**timulated **E**mission of **R**adiation. A device which is able to amplify light, at a specific wavelength, into a coherent beam. A Laser weapon emits a high intensity light which can make a person look away, or a "dazzling" or "glare" laser will cause temporary blindness. Laser weapons which cause permanent blindness have been banned by international treaty, but don't worry, it's still okay to kill and maim the enemy, just don't blind them. See Laser.

Long Bow - A Medieval weapon which could shoot an arrow accurately for over 183 meters (200 yards). A well trained archer could easily fire eight to ten arrows in thirty seconds. The long bow faded from use as armor got thicker and the use of firearms grew.

Mace - This weapon was popular when people battled in armor. It is a steel ball, with or without spikes, attached to a strong stick. The long stick allowed the steel ball to strike with great force when swung. A large stone could also be used instead of a steel ball, although the steel would hold up better against armor. It is similar in design to the Flail, and used the same way.

Microwave Weapons - The power of these weapons can be adjusted to cause a variety of effects, including: heat, burns, fevers, memory loss, cardiac arrest,

seizures, stun effects and impaired motor functions. They can be mounted on vehicles, or a series can be set up to act like a fence.

Mjolnir - From Norse mythology, the hammer of the thunder god Thor. The hammer could penetrate anything and always returns to the hand of the person who threw it. Norse warriors used to attach a leather thong to their war hammers, tying the other end to their wrist, so if they threw them at an enemy they could pull it back to themselves. This may be where the idea of Thor's hammer returning came from.

Pavise - A canvas covered wood shield used to protect crossbowmen while they loaded and fired their weapon. The pavise was either propped up or supported by another soldier. It was used from the fourteenth to the sixteenth centuries.

Pilum - A heavy spear used by Roman soldiers. It had an oval shaped point and long steel shaft attached to a wooden shaft. It could be thrown at close range, or used as a thrusting weapon. Overall length is about 2 meters (7 feet). Each Roman soldier carried two of these. See Verutum.

Pole Arms - Used around the world from ancient times through the Renaissance, they are a type of spear. Instead of the standard oval shaped spear head, the head may be shaped like a sword or ax blade, or a combination of both. This was the most common weapon used, since the farther away you can keep your enemy, the safer you are.

Pugio - A short dagger carried by ancient Roman soldiers at the left hip. It was used from the first century BC to the first century AD. The blade is somewhat hourglass shaped.

Railgun Accelerator - A projectile accelerator which accelerates an object using electromagnetic forces which are created when the object completes an electrical circuit between two conducting rails connected to a source of high current. In English, this means that two parallel rails are laid out like the rails of a railroad track. One end of each of these rails is connected to a power source to create an electromagnet. An object is then placed between the rails and the power is turned on. The object completes the circuit between the rails, and the electromagnetic field from the rails encompasses and grabs the object between them, then the field launches down the rails. At the end of the rail the object is launched, the circuit is broken and a new object can be put between the rails so it can then be launched. A Railgun Accelerator could be used as a rifle type device, or something that could fire asteroids at an object.

Scimitar - A curved sword with a broad blade, the edge on the convex side is sharpened. It is used mainly by the Arabs and Turks.

Scottish Claymore - A large double edged broadsword used by the Scottish Highlanders between the fifteenth and seventeenth centuries. "Claymore" comes

from the Gaelic word claidheamohmor, which means "great sword."

**Scottish Targe** - This round wooden shield was used by the Scottish clansmen as late as 1745 AD. In the center of the shield was a steel spike about 18 centimeters (7 inches) long, which made a good thrusting weapon in close combat. The shield may be covered with leather and studded with tacks.

**Sgain-Dubh** - This small knife is used by the Scots, and most often worn in the stocking, but it can also be worn on the belt, or strapped to a travel bag. This all purpose knife was rugged, for daily use, but also part of fashionable dress. The handle is usually made of stag horn, and the blade is about 10 centimeters (4 inches) long.

**Shield Wall** - A military formation used by the infantry of Medieval Europe. Men carrying shields would stand shoulder to shoulder, making penetration of this wall difficult or impossible, even by cavalry. This wall also protects many of the people making the wall from attacks by arrows and other missile weapons.

**Shiltrons** - Designed to defeat cavalry, this was a dense formation of spearmen, three rows deep. With long spears it was very effective.

**Shuriken** - A multi-pointed throwing weapon used by ninjas.

**Siege** - A military tactic used against a castle or fortified city. After surrounding the target, three strategies were used. **Close Assault** - Using siege towers to scale the walls, or tunnels to collapse the walls. **Bombardment** - Using archery, ballista, trebuchets, catapults and cannons. **Capitulation** - This technique kept new supplies from getting into the castle, starving the inhabitants into surrender.

**Siege Tower** - A tall wooden tower that is positioned against the outside of a castle wall during a battle. Enemy soldiers climb up the back of the tower, lower a small drawbridge, and try to climb over the castle's wall.

**Staff** - This simple weapon is nothing more than a long straight stick between 1 to 2 meters (4 to 6 feet) in length. Don't underestimate this weapon, it is very powerful, and can easily defeat a swordsman. The greatest swordsman in ancient Japan was only defeated once, and his opponent used a staff. Called the Bo in Japan.

**Staff Sling** - Similar to a slingshot this is a shaft with a leather sling at one end. The user could hurl stones with tremendous force. This, and other slings, were used by European armies until the 16th century.

**Stiletto** - The sole purpose of this knife was as a thrusting weapon. They are known for their long and slender blade of about 30 centimeters (12 inches), which often had three or four sides. This gave the blade strength, and increased the severity of the wound. First used in the late 1500's, they were most popular in Italy, but could also be found in Spain and Germany.



Tanto - A Japanese dagger with a single-edged blade. See Kozuka and Kogai.

Trebuchet - A type of Catapult which utilizes a counterweight to fire its projectile. An earlier version had a team of men pulling on ropes attached to the short end of the beam. Usually a free-swinging bucket was attached to the short end of the throwing arm, and anything heavy (rocks, dirt, etcetera) was put into the bucket. The long end of the arm was pulled down, raising the bucket, and locked in place. One end of an elongated net was attached to this end of the arm, a rock was placed into the net, and the other end of the net was pulled over the rock and placed on a hook. When the anchoring pin for the arm was released, the weighted bucket swung the arm with great force. At the apex of the long end of the arm the one end of the net came off the hook, and the rock was launched. This weapon could fire a very heavy stone for a long distance with remarkable accuracy. No castle wall could withstand the assault of this weapon. See Catapult and Ballista.

Truncheon - This short wooden baton, like the American night stick, has been carried by British policemen since the 1820s.

Two-Hafted Sword - Developed in Europe in the 15th century, this two handled sword was an awkward instrument at best. The blade was five to six feet long and ended in two handles, usually in a V shape. The sword was very heavy, hard to handle, and was wielded by two men who had to carefully coordinate their movements. It was not uncommon to have one of the handles break off during battle. This left one man with a handle but no sword, and the other man with a sword almost too heavy for him to raise.

Verutum - A lightweight javelin used by Roman soldiers. It had an oval shaped point and long steel shaft attached to a wooden shaft. It was designed to penetrate an enemy's shield, after which the steel shaft would bend. The extra weight made the enemy's shield useless. Overall length is about 2 meters (7 feet). Each Roman soldier carried three of these. See Pilum.

Vortex Weapons - These weapons use an explosive charge to create and fire a doughnut shaped shock wave which travels at several hundred miles per hour, and spins at Mach 1 or faster. The weapon could also fire a vortex ring filled with gases or chemical agents. The power of these vehicle mounted or hand carried weapons could knock down a person, or an aircraft.

Wakizashi - This Japanese short sword is one of the two swords carried by a samurai. It is used in fighting and in performing Seppuku, ritual suicide. See Katana.

War Hammer - Used in Medieval Europe against plate armor. This lightweight hammer had a flat head on one side, like a modern hammer, and a curved pike on the other. The pike was about 10 centimeters (4 inches) long. The hammer head

was attached to a wood or steel shaft about 63 centimeters (25 inches) long. The war hammer could easily break, dent or crush armor, and could pierce mail.

Yari - Used in ancient Japan, this spear had a long head, about 38 centimeters (15 inches), that is triangular in cross section and could be used for thrusting and cutting.

Weightlessness - A condition where gravity is absent. Also called Zero Gravity. See Microgravity.

Werewolf - A person who can turn into a wolf or a wolf like creature, either voluntarily or involuntarily. Often a full Moon will cause the transformation into a Werewolf. They are known to kill and eat people. A Werewolf can be killed or injured by shooting him, or her, with a silver bullet. According to legend, a person can be made into a Werewolf if bitten by a Werewolf. Also called Loup-garou. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Lycanthropy.

White Dwarf - A Red Giant star that has used most of its nuclear fuel and has collapsed, leaving it with a diameter 0.01 times that of our Sun, but with much more mass.

White Hole - This is the opposite of a Black Hole. Instead of things being drawn into it, objects are ejected from it. See Black Hole and Wormhole.

White Magic - The type of magic practiced by good witches. See Witch.

Wicca - An early term for a witch. It means, The Way Of The Wise. See Witch.

Wild Hunt - This comes from folklore all over the world. These are ghost hunters, the restless dead, who ride through the sky on stormy evenings. Seeing the Wild Hunters is a bad omen for the community. The Wild Hunters' horses and dogs make eerie noises as they ride by, and earthly dogs howl and yelp in response.

### **Wilderness Survival**

Sometime, you may have a character that is living off the land. Following is some general information that may prove useful.

Water - Water was much safer in olden times, but now it can contain poison and parasites (giardia and hepatitis). The best water is fast moving and at high elevations, and away from human habitation. Water should always be clear, never discolored or with an oil slick on the surface. Drinking water can be found in rock depressions or the crook of a tree or a stump, but be sure there is no algae or critters present. They may indicate that the water is stagnant. However, large sources of water should have plants growing in and around the water, along with fish and frogs. Animal tracks may also be present on the bank. All of these indicate the water may be safe, but remember that wild animals can drink water that is not fit for human consumption. All in all, there is no clear cut indication if

water is safe to drink. Drinking contaminated water can result in stomach cramps and diarrhea. In a true wilderness situation, this can be fatal. Water that is muddy or has a lot of material suspended in it can be filtered with a cloth, or a hollow log with a grass mesh bottom and clean sand over the grass. After filtering, the water should be boiled for at least five minutes, but twenty minutes would be much better. Boiling will kill anything that is living in the water, but some chemical pollutants may remain. Water may also be found underground in dried creekbeds. Dig one or more holes in the creekbed and hopefully water will seep in. Gather the liquid with a cloth or dried grasses, and wring it over a container, then filter and boil. It may take over an hour for water to start seeping into the hole(s). Plants also are a source of water. In early spring, walnut, maple, birch and hickory trees can be tapped, while the sycamore can be tapped year round. Grape vines can be cut at the base, and water will drip out of the plant. You can also peel thistle stems and chew on them. Some cactus (water barrel and prickly pear) contain a high amount of moisture in their pulp. Another source of water is dew. Lick it up directly or collect it on a rag or dried grasses, and wring it into a container. In the winter you can use snow and ice as a water source, but it should be melted first. Chewing on snow doesn't cut your thirst, and your body uses a lot of energy melting the snow in your stomach.

Food - Many plants are edible, but you must be able to absolutely identify a plant. The difference between an edible and poisonous plant can be very minor. Also, some parts of some plants are edible, while other parts are poisonous. Almost all bladed grasses are edible, but since they are very difficult to digest, just chew them for a long time, swallowing the juice, and spit out the pulp. You can also steep them to make tea. Cattails are edible all year round, in all phases of growth. Pine needles can be boiled into a tea, and it is very high in vitamin C. The seeds from mature cones are also edible. Acorns are a good food, and high in protein.

Now for the movable feast. Many insects are edible, but they are so small it would be better to seek other prey, unless you stumble upon a nest where you can collect many insects. Edible insects include: grasshoppers (don't eat the spiny back legs), crickets, katydids, cicadas, ants, and the eggs and larvae of bees and termites, maggots, earthworms and slugs. It just makes your mouth water, doesn't it? Other edibles include: most freshwater and marine fish, bullfrogs (nonpoisonous ones), snakes, lizards, birds, mammals. Be sure you can positively identify something before you eat it, and never eat a sick or diseased anything. Animals can be tracked by their tracks, droppings, trails where brush is pressed down, and regular sleeping spots. To kill an animal you can: wait for it to come by, attract it with bait, set a trap (including snares and rigging a rock or heavy piece of wood to fall on it, a throwing stick, which is a boomerang that doesn't return, spear, slingshot and bow and arrow). Fish can be caught with your bare hands, spears, nets and hooks.

Fire - To make a campfire you will need:

- A cleared area, about 1.22 meters (4 feet) round, that is between 1.22 - 1.83 meters (4 - 6 feet) away from the entrance to your shelter.
- A fire pit. This is a dish-shaped hole, about 15.24 - 30.48 centimeters (6 - 12 inches) deep, with gently sloping sides.
- A reflector of stones, dirt, mud or sand, around one side of the fire. This low wall structure will reflect heat back toward you.
- For fuel you will need tinder, which is light material that burns easily, such as dried grasses, reeds and thistle. Over this goes a tipi shaped pile of kindling, which is slivers of wood, or twigs, that range in size from a pencil lead to a pencil. Over this pile goes wood that is bigger than kindling, but no bigger than your wrist. Light the tinder and it will ignite the rest of the wood. Once it is going well than bulk firewood can be placed on top.
- To light the tinder you will need a coal. This is most often created by using a bow drill, mouth drill or hand drill. You can also light tinder by showering it with sparks created by striking together flint and steel.

Shelter - Locate your shelter in an area away from wind, rain, snow and direct sunlight. Also, stay away from avalanche slopes, dead limbs overhead, and dead trees that may fall in a strong wind. Be sure that in a rain you are not located in an area that will flood or become a stream. Avoid dangerous plants, ant hills and dens of dangerous animals. Don't forget to build your camp near the materials you will need to make your shelter.

Some more common shelters include: caves, rock outcroppings, wickiup (a tipi shaped structure covered with brush. It is good for mild climates.), lean-to (a frame is covered with brush and makes a roof at a 45 degree angle. Both ends can also be filled with brush, leaving just the front open.) and snow cave (burrow into a snowbank and make an igloo type shelter.)

Tools - Many tools can be made from natural materials, including:

Cordage - Plant fibers can be easily twisted, and they are very strong. Sinew also makes a strong cordage, but if it gets wet it can stretch and knots may loosen.

Blades - Stones, especially obsidian, jasper, chert and agate, can be made into knives, arrowheads, axes and scrapers. This does require a lot of practice though. Bone and antlers can also hold a point or edge, and are easier to work with. Even a fire hardened piece of green wood can be given a hard sharp point. Just give the green wood a point, and stick it in a fire for awhile.

Will-O'-The-Wisp - A light that occasionally appears in the night over marshy ground and is often caused by the combustion of gas from decomposed organic matter.

Winter Solstice - About December 21, this is when the Sun is in the ecliptic, farthest from the celestial equator to the South. This is as far south in the sky as the Sun goes. See Summer Solstice.

Witch - A practitioner of witchcraft. Also able to become invisible and fly on a broom. A witch usually doesn't cry, and if she does, she sheds no more than three tears. She also must count things. If she sees a broom, she must count the straws, she must also count seeds on the ground or in a container or the letters in a document. When fighting a witch, giving them things to count can help delay them when you are trying to fight them or slow them down. Just like people, there are good witches and bad ones. The good ones practice White Magic, while the bad ones practice Black Magic. In many countries, it is believed that a person whose eyebrows meet is a werewolf, vampire or witch. See Ergot, Evil Eye, Henbane, Hemlock, Familiar, Magus, Fire, Grain, Quirin, Sabbat, Coven, Roodmas, Halloween, Salt, Water, Warlock, Wicca and Witchcraft.

Witch Doctor - Found in many pre-industrial tribes, they cure the sick, assure success in the hunt and war, make rain and exorcise demons.

Witchcraft - The use of magic or sorcery to cause or cure illness, control the elements of nature, arouse or destroy love and to cause harm or death with a glance (called the Evil Eye). See Witch.

Wivern - A two legged, winged dragon with a barbed tail. It symbolizes guardianship and is found on heraldic shields.

Wizard - A sorcerer or magician. Also called a Warlock.

Woden - From Norse mythology, he is the one eyed chief of the gods, and the god of war and wisdom. He looks about 50 years old, and has long curly hair, or is bald with a long gray beard. His clothes are gray, except for a hooded cloak that is blue. He carries his spear Gungnir and usually wears his ring Draupnir. He presides over Gladsheim, the great hall of the gods, in Asgard. Also called Odin and Votan.

World Egg - This term comes from the mythology of many countries. It refers to the Cosmic Egg from which the universe, mankind or the creator of the universe and mankind emerged.

World Wide Web - This is a description of how computers on the Internet are linked together. They don't link in a linear fashion, but in a web like network. The Web allows computers to share information and conduct business.

Wormhole - Standard Black Holes do not rotate or have an electrical charge. If you get a Black Hole that rotates and/or has an electrical charge, then you have something special. You could fall into this type of Black Hole and not hit the Singularity. The interior of this type of Black Hole can join up with a corresponding White Hole in such a way that an object falling into the Black Hole would be ejected from the attached White Hole. A Black Hole and White Hole that are joined in this way are called a Wormhole. The White Hole could be located anywhere, even in a different Universe. This would allow for rapid travel between distant points, another Universe or even back in time. See Black Hole, White Hole and Propulsion.

Wraith - An apparition of a person who is alive, or died the moment the Wraith appeared. The Wraith looks exactly like the living or dead person looks at that moment, including clothes, hair, etcetera.

WTR - Western Test Range. Missiles are launched from this facility, located on Vandenberg Air Force Base in California.

Wu Cults - The official religion of Chinese nobility that lasted until about 300 BC.

Wu Kuan - From Chinese mythology, the king of the fourth Chinese hell. This hell of the Lake of Blood is where counterfeiters and cheats are sent to be punished.

Wu Yo - The five sacred mountains of China. They are located in the north, south, east, west and center of China. The most famous of these mountains is T'ai Shan, located in Shantung.

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X-Ray Star - Stars that emit large amounts of radiation at x-ray frequencies.

Xanthos - From Greek mythology, one of two immortal horses that Poseidon gave to Peleus as a wedding gift. The other horse was Balios. These horses pulled Achilles' chariot during the Trojan War.

Xenophobia - An intense fear of being pummeled by a leather clad Warrior Princess. Just kidding.

Xenophobe - A person, or group of people, with an unrealistic fear of anything foreign, especially of people from other places or worlds.

Xenophobia - An intense fear of strangers.

Xilonen - From Aztec mythology, the goddess of young maize.

Xipe Totec - From Aztec mythology, the god of seed time and agriculture. He is the flayed god who skinned himself to provide food for mankind. He is also the god of penitential torture who gave man smallpox, blindness and other diseases.

Xiuhtecuhtli - From Aztec mythology, the fire god who assisted the spirits of the dead be absorbed into the earth.

Xochipilli - From Aztec mythology, the god of feasting and young maize, and the lord of souls.

Xochiquetzal - From Aztec mythology, the goddess of the flowering and fruitful surface of the Earth.

Xolotl - From Aztec mythology, this god is the giver of misfortune, and usually depicted

with backward feet.

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Yacatecuhtli - From Aztec mythology, the god of merchant adventurers.

Yahweh - From Hebrew and Christian mythology, their only god. The Hebrews would later call him Jehovah. See Oak and Babel, Tower Of.

Yali - A creature with a lion's body and the trunk and tusks of an elephant. It is found in Indian mythology.

Yama - From Hindu mythology, the king and judge of the dead, and the punisher of the guilty. He is green and armed with a club and noose and seated on a buffalo. The road to his realm is guarded by two dogs that have four eyes each.

Yari - Used in ancient Japan, this spear had a long head, about 38 centimeters (15 inches), that is triangular in cross section and could be used for thrusting and cutting.

Yaw - A left to right rotation of the nose of a ship.

Yaxche - From Maya mythology, the tree of heaven. Good souls rejoice under Yaxche.

Yemalla - From Afro-Caribbean mythology, the goddess of the sea and the Moon. She is the personification of motherhood and the provider of wealth. She gives life and sustains the Earth. She also owns the collective subconscious and ancient wisdom.

Yen Lo - From Chinese mythology, Lord and judge of the Fifth Hell. The punishment here is the memory of things past.

Yen Wang - From Chinese mythology, the god of death.

Yeti - A large hairy man-like creature living in the Himalayas. Similar to Bigfoot. Also called the Abominable Snowman.

Yin-Yang - From Chinese mythology, the Yin (female) and Yang (male) are in eternal opposition, which creates a dynamic balance.

Ymir - From Norse mythology, this giant was slain by Odin, Vili and Ve. The sea was made from his blood, the earth from his flesh, rocks from his bones and the cavity of the heavens from his skull.

Yum Cimil - From Aztec mythology, the god of death.

Yum Kaax - From Maya mythology, the god of maize and agriculture.

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Zephyr - From Greek mythology, he is the West Wind. His Latin name is Favonius.

Zero Gravity - A condition where gravity is absent. Also called weightlessness. See Microgravity.

Zeus - From Greek mythology, the ruler of the gods. He is Lord of the Sky, the Rain god and the Cloud-gatherer, who wielded powerful thunderbolts. He is constantly falling in love with mortal women, and while seducing them will often disguise himself as an animal, another person or an object. His bird is the eagle, his tree the oak and his oracle is Dodona in the land of the oak trees. His will was revealed by the rustling of oak leaves, which was then interpreted by the priests. Hera is his wife and sister. The Romans called him Jupiter. See Cornucopia.

Zodiac - Twelve constellations which the Sun appears to travel through each year. They are: Aries (March 21 - April 20), Taurus (April 21 - May 21), Gemini (May 22 - June 21), Cancer (June 22 - July 23), Leo (July 24 - August 23), Virgo (August 24 - September 23), Libra (September 24 - October 23), Scorpio (October 24 - November 22), Sagittarius (November 23 - December 21), Capricorn (December 22 - January 20), Aquarius (January 21 - February 19) and Pisces (February 20 - March 20).

Zombie - A reanimated dead body, brought back through the practice of Voodoo magic, especially in Haiti. Often a living person is made into a Zombie. A powder is blown onto the persons face which, among other things, contains dried blowfish poison. The victim appears to die and is buried, but awakens in the coffin where he suffocates or occasionally digs his way out. Most often, the person who poisoned them digs them up from the grave and uses them as a slave, since the poison removes their will power and keeps them in a stupor. It is believed that the Zombie's soul has been stolen by the person who poisoned them.

Zoomorphic - A deity that has the form or traits of an animal.

Zoophobia - An intense fear of animals.

Zu - From Babylonian mythology, a storm bird who is evil.

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An Astronomy Course For High School Students

<http://www.cnde.iastate.edu/staff/jtroeger/astronomy.html>

Astronomy Hot Links

<http://www.kalmbach.com/astro/HotLinks/HotLinks.htm#Satellites>

The Astronomy Thesaurus

<http://msowww.anu.edu.au/library/thesaurus>

Dr. Odenwald's Ask The Astronomer Page

<http://www2.ari.net/home/odenwald/qadir/amaster.html>

Lowell Observatory Home Page

<http://www.lowell.edu>

Nerd World: Astronomy

<http://www.tiac.net/users/dstein/nw37.html>

The Nine Planets

<http://seds.lpl.arizona.edu/nineplanets/nineplanets/nineplanets.html>

Reaching For The Planets

<http://hyperion.advanced.org/10591>

Welcome to the Planets

<http://pds.jpl.nasa.gov/planets>

Welcome to the SETI Institute

<http://www.seti-inst.edu>

## **U.F.O.'s**

The Art Bell Web Page

<http://www.artbell.com>

Independence Day

<http://wwwid4.com>

Skywatch International

<http://www.wic.net/colonel/ufopage.htm>

UFO Folklore

<http://www.qtm.net/~geibdan>

The Ultimate UFOLOGISTS WWW Page

<http://ourworld.compuserve.com:80/homepages/AndyPage/WWWUFO.htm>

## **Magazines**

Brochures - Various Information Summaries, brochures, releases and reports from NASA

Educational Horizons (from NASA)

The Net - The Net's Glossary and The Net's Lexicon

Time, Special Issue: Welcome To Cyberspace, Spring 1995

Andrews, A. and Landis, G., Science: Ice on the Moon may allow us to venture into the rest of our solar system, Science Fiction Age, Volume 5, Number 4

Chaikin, A., At Last, Company - Hints of Life on Mars, Popular Science

Daly, T., The Medieval Vampire, Tournaments Illuminated, Autumn 1996

de Leon, D., The Two-Hafted Sword, Tournaments Illuminated, Vol. XI, #44

Diedre of Spean Bridge, And A Ship Came Bearing Death, Renaissance Magazine, Vol. 1 #4, Issue #4

Douglas Pasternak, D., Wonder Weapons, U.S. News & World Report, July 7, 1997

Eccentric, Lord Xaviar the, The Origin of the Holy Grail, Tournaments Illuminated, Summer 1996

Hayden, Thomas, Debut of a Mighty Magnetar, Newsweek, October 12, 1998

Lady Kimberly and Iain Kerr, England's Coronation "Stone of Destiny" Returned to Scotland, Renaissance Magazine, Vol. 1 #4, Issue #4

Kondo, Y. and Sheffield, C., Science: Discovering planets outside our solar system changes the way we look at the universe, Science Fiction Age, Volume 5, Number 3

Landis, G. and McCarthy, W., Science: Someday, the very, very small might transform the world as we know it, Science Fiction Age, Volume 5, Number 6

Luu, J. and Jewitt, D., The Kuiper Belt, Scientific America, May 1996

Mayor, A., Fiery Finery, Archaeology, March/April 1997

Meltzer, David, North America's Vast Legacy; Archaeology, January / February 1999

Monastersky, R., Deep Dwellers, Science News, March 29, 1997

Noonan, P., The Pyramids Of Illinois, Omni

Oberg, J. and A., Pioneering Space: Living on the Next Frontier, McGraw-Hill, 1986, excerpted in Omni

Scheltema, Janet, If You Were a Child in the Middle Ages; Tournaments Illuminated, Spring 1999

Szesny, Julie Ann, The Truth About Real-Life Warrior Queens - Part I, Xena Warrior Princess, Topps Publishing, Issue 3

## **Television Stations**

A&E Channel

Discovery Channel

History Channel

Knowledge TV

Learning Channel

PBS

Sci Fi Channel

Travel Channel