

The Blue Witch Glossary

Characters, creatures, places, magic, objects, and terms from the novel

This glossary provides concise, student-friendly definitions for the story-specific people, places, creatures, magical language, and traditions found in *The Blue Witch*.

A

ABCs (Animals, Beasts, and Creatures)

A class at Tarkana Academy where witchlings study magical creatures and learn spells for charming and controlling them.

Abigail Tarkana

A nine-year-old firstling at Tarkana Academy whose unusual blue witchfire leads her to uncover the truth about her family and her magic.

Acolyte

A witch-in-training who has advanced beyond the first years of magical study.

Aegir

The sea god whom Jasper claims as his father.

Ancient History

A class at the Balfin School for Boys that covers the history of witches, Orkney, and the Rubicus Prophecy.

Arachnia

A race of giant, intelligent spiders banished to the Netherworld and ruled by Queen Octonia.

Aredoma flaria

The words Abigail speaks when she channels her star-born magic to hatch the Omera egg.

Asgard

The realm of the Norse gods.

Aurvandil

The earlier name of Rigel, a companion of Thor who became the Morning Star.

B

Baba Nana

A banished witch who lives outside the Tarkana Fortress, serves as Calla's godmother, and knows the truth about Lissandra and Melistra.

Balastero

Baba Nana's true name and the name by which Melistra recognizes her.

Balfin

One of the human inhabitants of Balfour Island. Balfins are not born with witch magic and often serve the Tarkana coven as soldiers, craftspeople, and workers.

Balfin Council

A governing group made up of selected Balfin leaders.

Balfin School for Boys

The school Hugo attends, where boys study subjects such as Ancient History and train for the roles available to Balfins.

Balfour Island

The island where Tarkana Fortress, Jadewick, the Balfin community, and the surrounding swamps are located.

Big Daddy

The name Abigail gives the large male Omera that guards the aerie.

Big Mama

The name Abigail gives the mother Omera who carries her to the aerie and asks for help hatching an egg.

Black Guard

The witches' private army, made up largely of Balfin soldiers.

Blue witchfire

Abigail's rare cerulean-blue magical fire, inherited through her connection to the Morning Star.

C

Calla

A secondling who is treated as a glitch-witch because her powers have not appeared. She becomes Abigail's friend and later gains magic.

Catriona

The daughter of Rubicus, remembered for continuing his vengeance and waging war against mankind.

Charm spell

A spell used to calm, command, or tame a magical creature.

Cora vivina, cara estima, cura malada

A healing spell Abigail uses in an attempt to save Calla from Queen Octonia's venom.

Coven

The organized community of witches. The Tarkana coven functions as both a family group and a governing society.

Creche

The home where newborn witchlings are raised until they are old enough to attend Tarkana Academy.

D

Dominus delirias dalaros

The return spell that must be spoken three times to leave the Netherworld.

Dragonfly colony

A community of giant, intelligent dragonflies living in the Netherworld under King Karran.

E

Emenor Suppermill

Hugo's older brother, who owns a magical medallion and pressures Hugo to replace it after it is destroyed.

Endera Tarkana

A powerful and ambitious firstling, Melistra's daughter, and Abigail's chief rival at Tarkana Academy.

F

Fein kinter

The words used to call upon witchfire.

Fetch

A small green servant of Odin who carries Abigail to the Creche as a baby and later helps Abigail and Hugo.

Firstling

A first-year student at Tarkana Academy.

G

Gally mordana, gilly pormona, gelly venoma

A spell from Melistra's spellbook that sends its targets to the Netherworld.

Glitch-witch

A witch whose magic has not developed as expected.

Glorian

One of Endera's two closest companions.

Great Hall

The main ceremonial chamber inside Tarkana Fortress, where the High Witch Council gathers.

Great Mother

The enormous sacred spider honored as the namesake and guardian of the Tarkana witches.

H

Head Witchling

The highest-ranked student in a class at Tarkana Academy, chosen on the basis of achievement.

Hermodan

The benevolent king of Orkney who offered sanctuary to magical beings when Odin removed magic from mankind's world.

High Witch

A powerful witch who serves on the High Witch Council.

High Witch Council

The ruling council of the Tarkana coven.

History of Witchery

A Tarkana Academy class focused on the history, traditions, and beliefs of witches.

Hugo Suppermill

A curious Balfin boy and aspiring scientist who becomes Abigail's closest friend and partner in solving magical mysteries.

J

Jadewick

The seaport town near Tarkana Fortress.

Jasper

An old sailor who knows Lissandra's history, recognizes Abigail's blue witchfire, and helps Abigail and Hugo.

Jookberry tree

A fruit tree growing near the wall of Tarkana Fortress where Abigail and Hugo often meet.

K

King Karran

The crowned leader of the giant dragonflies in the Netherworld.

L

Lissandra

Abigail's mother, a Tarkana witch whose love for Abigail led her to flee the coven.

Lucilla

A quiet firstling who is expelled after failing to bring a creature to the ABCs competition.

M

Madame Arisa

The severe instructor who teaches Spectacular Spells at Tarkana Academy.

Madame Barbosa

The feline-featured instructor who teaches ABCs at Tarkana Academy.

Madame Greef

The elderly instructor who teaches History of Witchery.

Madame Hestera

The leader of the Tarkana coven and great-aunt of Calla.

Madame Radisha

The cheerful instructor who teaches Positively Potent Potions.

Madame Vex

The strict headmistress of Tarkana Academy and a former friend of Lissandra.

Magical Maths

A core subject taught at Tarkana Academy.

Medallion

A token that holds witch magic and allows a Balfin to cast a stored spell.

Melistra

A High Witch, Endera's mother, and a dangerous enemy of Abigail and her family.

Melly onus, stella kalira

The charm spell taught in ABCs for taming magical creatures.

Midgard

The realm of mankind.

Minxie

A firstling who sometimes shows Abigail kindness and later claims responsibility for Endera's spell to protect her.

N

Nelly

One of Endera's two closest companions.

Netherworld

A cold, shadowy realm where banished creatures live, including the Arachnia and the dragonfly colony.

O

Odin

The ruler of the Norse gods, whose actions and concerns shape Abigail's fate.

Old Nan

The lesser witch who raises Abigail at the Creche and conceals the truth about her mother.

Omera

A huge black-winged creature with scales, sharp teeth, talons, and a spiked tail. Omeras are among the most powerful beasts in Orkney.

Omera aerie

The high mountain nesting place where Big Mama keeps her eggs and hatchlings.

Orkney

The magical kingdom placed in the Ninth Realm after Odin removed magic from mankind's world.

P

Penelope

The false name Abigail is given for her mother before learning that she is Lissandra's child.

Portia

A beautiful and high-achieving firstling in Abigail's class.

Positively Potent Potions

A Tarkana Academy class where witchlings learn to brew magical potions.

Professor Oakes

Hugo's Ancient History teacher, who knows about the Rubicus Prophecy and recognizes Hugo's drawing of a viken.

Promotion Day

One of the three annual occasions when witch mothers visit their daughters at the Creche.

Q

Queen Octonia

The vain and ravenous queen of the Arachnia in the Netherworld.

R

Rathos

Large, aggressive rodents that infest the abandoned dungeons beneath Tarkana Fortress.

Rigel

The Morning Star and Abigail's father, whose celestial power is the source of her blue magic.

Rubicus

An ancient he-witch who cursed the sun, fought Odin, and vowed that a male descendant would one day avenge him.

Rubicus Prophecy

A prophecy that a daughter of Rubicus's bloodline will bear a son who may bring war to Orkney.

S

Sea emerald

A magical green stone given by Jasper that changes the visible color of Abigail's witchfire from blue to green.

Secondling

A second-year student at Tarkana Academy.

Shreek

A black-winged rodent whose acidic spittle can burn. Shreeks are among the creatures studied in ABCs.

Shun Kara

A large black wolf that roams Balfour Island and can be charmed by a powerful witch.

Sleipnir

Odin's eight-legged horse.

Sneevil

A large, pig-like swamp creature with curved tusks and an aggressive nature.

Spectacular Spells

A Tarkana Academy class where witchlings learn spells and practice calling upon witchfire.

Spellbook

A book containing written spells. Melistra's ancient spellbook can tempt its reader toward dark magic.

Starfire

The name Abigail gives the Omera hatchling born with golden, star-like eyes.

Starshine

The radiant celestial power Abigail inherits from Rigel.

Swamps

The dangerous wilderness surrounding Tarkana Fortress and home to shreeks, sneevils, Shun Karas, and the viken.

T

Tarkana

The name shared by the witches of the Tarkana coven.

Tarkana Academy

The school inside Tarkana Fortress where witchlings begin their formal magical education at age nine.

Tarkana Fortress

The walled stronghold containing Tarkana Academy, the Great Hall, dormitories, gardens, stables, and dungeons.

Thor

The Norse god who carried Aurvandil through the frozen north and placed his frozen toe in the sky as a star.

Tyrfing

Odin's sword in the story of Rubicus's defeat.

V

Vena Volgrim

An ancestor whose ancient magic was used to create the first viken.

Vexer

The name Abigail gives the mischievous Omera hatchling that repeatedly nips at her.

Viken

A massive wolf-like beast created through forbidden magic and sent to hunt Abigail.

Vor

The Goddess of Wisdom, a seer who advises Odin and later offers Abigail guidance and sanctuary.

W

Waxer

The name Abigail gives the gentler of Big Mama's two hatched Omera younglings.

Witchfire

The magical energy witches release from their hands when casting spells. Ordinary witchfire is emerald green.

Witchling

A young witch.

Witches' Code

A set of verses recited at Tarkana Academy that teaches witchlings to value coldness, wickedness, power, and deceit.

Y

Yule Day

A winter holiday and one of the days when witch mothers traditionally visit their daughters at the Creche.