GLOSSARY FOR NGUNI'S TRADE

Anah, An-, -An : The leader of the tanninim tribe, a tannin chosen for physical strength and responsible for the tribe's safety and well-being. The Anah's authority is paramount, and challenging him is a serious transgression against tribal order.

An-Mbire: A powerful black tannin. Nguni's older brother and the current Anah of the tanninim. He is characterized by his stoicism, wisdom, and deep commitment to the tribe's safety and spiritual well-being.

Amidah: The evening prayer service observed by the tanninim. It is a communal ritual, often held outdoors, where the tribe gathers for spiritual reflection and hymns.

Bashat: An ocean-blue tannin, son of Karanga and Manyika, making him An-Mbire's grandson. He trains to be a goldsmith.

Daga / Dagas: The traditional huts or houses constructed by both tanninim and Longevity. These simple, usually two-roomed, mud-brick structures are clustered by families.

Davoud: A mysterious, tall man of ancient appearance from Persian lands.

Great Zimbabwe: The walled city constructed by the tanninim and Longevity in the interior velds, serving as their primary settlement after leaving Kilwa. It is a marvel of stonework, built for protection and self-sufficiency. Its development, from initial construction to expanding trade networks (stone, iron, gold), evolves as relationships with human communities expand.

Keeper of Tannin Lore / Keeper: A God-given role within the tanninim tribe, responsible for preserving and upholding the tribe's history, customs, and laws. The position creates a strong telepathic link between the holder and the tribe's Anah.

Kilwa: The original "paradise" island home of the tanninim, known today as Kilwa-Kisiwani and is located off the coast of modern day Tanzania.

LeahAn: Longevity who serves as Keeper when the tribe immigrates to the interior.

Longevity: A group of humans who live alongside and are deeply integrated with the tanninim tribe. They are distinguished by their longer lifespans and their shared faith with the tanninim, often serving as scribes, pastors, or craftsmen. They are loyal to the Anah and typically defer to the tanninim's leadership, although they have their own council which bears minimal influence on the Anah.

Manyika: A royal blue tannin. The only surviving child of Pastor Jacobus.

Melek: The ancient, overarching king of all tanninim and Longevity, a figure of immense authority and wisdom, distinct from the Anah who leads a specific tribe. Melchaiyim, which means King of Life, is God's original tannin from creation.

Mwoyo: A young Longevity blacksmith who is eager to expand his trade beyond Great Zimbabwe.

Ndau: Young Longevity who is a journeyman mason.

Nguni: A young black tannin and worker of pottery. The ambitious younger brother of An-Mbire.

Pastor Jacobus: A wise midnight blue tannin, and pastor within the Great Zimbabwe community. He is also Manyika's father and Bashat's grandfather.

Rozwi: A powerful crimson tannin and Nguni's long-time friend and confidante. She is a master mason.

Shatranj: A strategy board game, an ancient form of chess, played by the tanninim and Longevity.

Tannin / Tanninim: A sentient race capable of shapeshifting between human and dragonlike forms. They possess enhanced senses, strength, and longevity.

Tannin Exodus: A significant historical event in the tanninim's past, approximately seven centuries before the main narrative begins. It refers to their forced migration and scattering after the Roman Empire targeted them due to their involvement with John the Essene's rebellion before the destruction of Jerusalem in A.D. 70.

Veld / Velds: The open grassland regions that characterize the inland setting of Great Zimbabwe. The narrative distinguishes between the "lower veld," "middle veld," and "high veld," denoting different elevations and areas of tribal activity (e.g., smithing, housing, city walls).

Zezuru: A rare golden tannin whom the Melek brings to the tribe following the execution of her mother in Cathay (modern day China).