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# A PLAGUE OF GIANTS



BOOK ONE OF THE SEVEN KENNINGS

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KEVIN HEARNE

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Illustrations by Yvonne Gilbert  
Map drawn by the author

*The Northern Yawn*



**THE SIX NATIONS OF TELDWEN**  
*at the beginning of the Calm of Mistral Kira, may she breathe peace by*  
 THE ZEPHYR'S CARTOGRAPHER  
*Vargus Wyff*  
 Post Rift 3040

*Kira*



*Rift Ocean*  
 HERE BE KRAKENS

*Peles Ocean*

## Dramatis Personae

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**FINTAN, BARD OF THE POET GODDESS KAELIN:** Raelech bard assigned to perform daily for the people of Pelemyn, telling the story of the Giants' War.

**DERVAN DU ALÖBAR:** Brynt historian tasked to write down the Raelech bard's tale. Widowed, providing shelter now to a family of refugees.



**GORIN MOGEN:** Hearthfire of Harthrad, determined to secure safe haven for his people.



**NEL KIT BEN SAH:** Fornish greensleeve of the White Gossamer Clan, opposed to Gorin Mogen's schemes.

**KALLINDRA DU PASKRE:**  
Daughter of a Brynt merchant.  
Fond of honey-apple bacon.



**ABHINAVA KHOSE:** Son of a hunting family in Ghurana Nent, struggling with how to tell them that he doesn't want to hunt anymore.

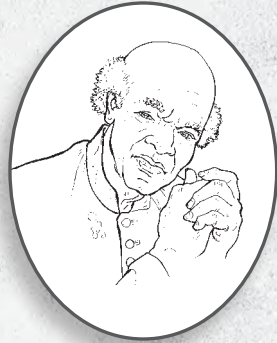
**MELISHEV LOHMET:** Viceroy of Hashan Khek, the southernmost Nentian city. To him falls the task of repelling Gorin Mogen. Plagued by a persistent health issue.





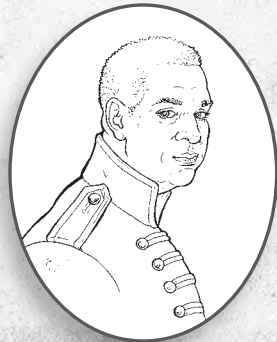
**TALLYND DU BÖLL:** Tidal mariner of Pelemyn, widowed mother of two boys.

**GONDEL VEDD:** Kaurian scholar of linguistics. Married, fond of mustard.



**MEARA, STONECUTTER OF THE EARTH  
GODDESS DINAÆ:** Young stonecutter engaged to a soldier in the garrison in Baseld. Likes to play in the mud.

**CULLAND DU RAFFERT:** Brynt spice importer in Fornyd, compelled to seek an abrupt career change.



# APPENDIX

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## JEREH TABLE

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This is the latest table according to Fintan, the Raelech bard. By looking at the three colored stones on a Raelech's Jereh band, one can tell immediately a person's status and profession. The left stone always identifies the goddess or other affiliation, and the middle stone indicates rank; the right-hand stone will signal one's profession or status when combined with the left affiliation stone. A Jereh band that reads brown, purple, and white, therefore, would indicate that the wearer is affiliated with the Goddess Dinae as a master healer. A journeyman tanner would wear yellow, blue, and brown; an apprentice hunter would wear red, brown, and evergreen, and so on. Visitors must also wear cheaper, temporary bands, the first stone usually green (foreign) or white (unskilled, at least in Raelech eyes). Relationship status is indicated with the metal of the band: bronze means single, gold means married.

### AFFILIATION (LEFT STONE):

(RUBY) RED:	Hall of the Warrior Goddess Raena (usually called the Huntress)
(SARD) BROWN:	Hall of the Earth Goddess Dinae
(CITRINE) YELLOW:	Hall of the Poet Goddess Kaelin
(MALACHITE) EVERGREEN:	Foreign National
(OBSIDIAN) BLACK:	Criminal
(ONYX) WHITE:	Triune Council/Ward of the Triune

## RANK (MIDDLE STONE):

- (SARD) BROWN: Apprentice
- (SAPPHIRE) BLUE: Journeyman/Laborer
- (AMETHYST) PURPLE: Master
- (JADE) APPLE GREEN: Protected by the Goddess (Raelechs from ages nine to twelve)
- (OBSIDIAN) BLACK: To be determined/Probationary Status/  
Stripped of Rank/Foreign skill
- (ONYX) WHITE: Unskilled/Tradeless/Raelech children up to age nine

PROFESSIONS (RIGHT STONE) ACCORDING TO AFFILIATION,  
ALWAYS SUBJECT TO CHANGE/EXPANSION:

COLOR/STONE	RAENA	DINAE
Red/Ruby	Soldier	Farmer
Brown/Sard	Constable	Miner
Yellow/Citrine	Temblor	Shepherd/Cowherd/etc.
Blue/Sapphire	Archer	Fisherfolk
Purple/Amethyst	Navigator	Laborer
Orange/Fire Opal	Army Officer	Miller
Green/Malachite	Hunter	Forester
White/Onyx	Enforcer	Healer
Black/Obsidian		
Dark Blue/Sodalite	Naval Officer	Herbalist
Violet/Charoite	Architect	Dyemaker
Apple/Jade	Scout	
Green/Emerald	Mercenary	Gardener
Sepia/Smoky Quartz	Juggernaut	Stonecutter
Light Blue/Chalcedony	Sailor	
Mother of Pearl	Courier	Brewer/Distiller
Pink/Rose Quartz	Jurist (Lawyer)	Sexitrist
Gold/Tourmaline	Engineer	Beekeeper
Grey/Howlite	Siege Crew	
Silver/Quartz	Jailer	
Turquoise	Bailiff	
Mauve/Rhodolite Garnet	Clergy	Clergy

Please note that some terms are catchalls: Hospitality, for example, includes a multitude of professions, from bartenders and innkeepers to household employees of all kinds. Almost all professions involved in food production are given a ruby in Kaelin's Hall, but curiously (at least to me) is the inclusion of Brewers and Distillers in Dinae's Hall. Fintan's explanation for this is a Raelech legend in which Dinae supposedly outdrank her sisters one fine Felech evening three thousand years ago, and thus became the patron goddess of hopheads everywhere. —*Dervan*

KAELIN	FOREIGN	CRIMINAL	TRIUNE
Chefs, Butchers, Bakers	Mercenary		Colaiste Master
Tanner	Lawyer		Magistrate
Bard	Diplomat		Diplomat
Potter	Herald	Jereh Fraud, Other Fraud	Herald
Hospitality	Laborer		Laborer
Merchant	Merchant	Thief	Coiner/Banker
Woodcraft		Despoiler	
Papermaker	Student		Student
		Murderer	
Chandler	Official of State	Smuggler	Adviser
Glasswork		Fence	Teamster
Armorer	Head of State		Tax Official
Weaver			Hygienist
Mason			Clave Poobah
Blacksmith	Tradesman		Stevedore
Dancer/Acrobat/Artisan			Council Member
Thespian		Organized Crime	
Jereh/Gemcraft	Scholar		Scholar
Tailor	Tourist	Poison/Drug Offenses	Harbor Master
Cobbler		Violent Crimes	Postal Service
Clerk/Printer	Clerk	Conspiracist	Clerk
Clergy	Clergy		

# KAURIAN CALENDAR

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Though Ghurana Nent insists on a different timekeeping system for their internal use, the Six Nations otherwise use the Kaurian Calendar. It begins on the day of the Spring Equinox and ends on the last day of winter. It uses eight-day weeks: ten months have four weeks, but months six and twelve have three, for a total of 368 days. A few days are usually subtracted from the last week of the year to ensure that the Spring Equinox falls on Bloom 1, which means in practical terms that Thaw is often only twenty-one to twenty-two days long. Bloodmoon 1 is usually the day after Autumn Equinox.

The Giant Wars began in the winter of 3041 with the eruption of Mount Thayil and the destruction of Harthrad, followed closely by the du Paskre Encounter and the capture of Saviič in the east.

## SPRING SEASON

Bloom (32)   Rainfall (32)   Foaling (32)   (96 days)

SUMMER SEASON

Sunlight (32) Bounty (32) Harvest (24) (88 days)

AUTUMN SEASON

Bloodmoon (32) Amber (32) Barebranch (32) (96 days)

WINTER SEASON

Frost (32) Snowfall (32) Thaw (21) (85 days)

DAYS OF THE WEEK

*Kaurian Language*

Deller, Soller, Tamiller, Keiller, Shaller, Feiller, Beiller, Reiller

*Raelech Language*

Delech, Solech, Tamech, Kelech, Shalech, Felech, Belech, Ranech

## Acknowledgments

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I've had the Raelech bard in my head a long time—longer than the Iron Druid, in fact. The idea of nightly, serial storytelling has fascinated me ever since I learned that this was something Homer might have done in ancient Greece, and it took me about ten years to figure out how to simulate that experience in a novel. It could not have been done without the following:

1. My wife's constant belief that I could pull this off. Thank you, Kimberly.
2. My editor's keen insights and tremendous patience while I figured things out. Thank you, Tricia.
3. My good friend Alan O'Bryan, who read extremely early versions of the story, provided feedback, and helped think through the Raelech Jereh system. Thank you, Alan.

Many thanks to you for reading, and I hope you'll return for the rest of the bard's tales.

## ABOUT THE AUTHOR

KEVIN HEARNE lives with his wife, son, and doggies in Colorado. He hugs trees, rocks out to heavy metal, and will happily geek out over comics with you. He also thinks tacos are a pretty nifty idea.

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