

## Glossary: World of Lyndesfarne

An alphabetical [glossary of terms](#) and an [index of characters](#) for the world of Lyndesfarne.

### The Books

The [New Bridge to Lyndesfarne](#) sequence (in progress) of modern fantasy novels by [Trevor Hopkins](#) ([email](#))

**[New Bridge to Lyndesfarne](#)** ([Synopsis](#) | [Chapter Summaries](#)). Set in the present day, this work follows [Kevin](#), a talented but lonely forty-something who is commissioned to design a [New Bridge](#) between the [Two Worlds](#). Accompanied by [Tanji](#), his [guide](#) and interpreter from Lyndesfarne, Kevin inadvertently discovers a conspiracy to destroy the bridge which puts their lives in danger.

**[Bridge at War](#)** ([Synopsis](#) | [Chapter Summaries](#)). A prequel to [New Bridge to Lyndesfarne](#), this book is set in 1946, immediately after the end of the Second World War. The story follows three young men ([Tom](#), [Alistair](#) and [Bram](#)) who were comrades in the Army during the War. Bram gently introduces the world of Lyndesfarne to the others, and engineers their recruitment into the [Guardians](#), one of the secretive organisations whose purpose is to protect the crossing to Lyndesfarne.

**[Death on the New Bridge](#)** ([Chapter Summaries](#)). A sequel to [New Bridge to Lyndesfarne](#), this novel once again follows [Kevin](#) and [Tanji](#), who are asked by [Bret](#) to assist with the investigation of the mysterious death of [Andrew Wollack](#), a microbial epidemiologist, who was found in the exact centre of the [New Bridge](#) shortly after its official opening.

**[Bridge of Stone and Magic](#)**. This book is partially a prequel to [Bridge at War](#), set in Napoleonic times, when the original Lyndesfarne [Bridge](#) was being constructed. It is also partially a sequel to [Death on the New Bridge](#), set in the present time, with [Kevin](#), [Bret](#) and [Tanji](#) investigating a suspected new crossing between the worlds, a crossing which was supposed to have been closed permanently several centuries ago.



**Disclaimer:** The world of Lyndesfarne described in these books is entirely fictitious, and bears no resemblance to the charming Holy Island of [Lindisfarne](#) in North East England.

### Glossary

A (partial) glossary of terms used in the [Lyndesfarne](#) series.

[A](#) | [B](#) | [C](#) | [D](#) | [E](#) | [F](#) | [G](#) | [H](#) | [I](#) | [J](#) | [K](#) | [L](#) | [M](#) | [N](#) | [O](#) | [P](#) | [Q](#) | [R](#) | [S](#) | [T](#) | [U](#) | [V](#) | [W](#) | [X](#) | [Y](#) | [Z](#)    [[Characters](#)]

#### A [[Glossary](#)]

**Acris** (Warden Acris): [Warden](#) in charge of the [College for Guardians](#). She is described as having a rather stern appearance and steel-grey hair, cut unfashionably short.

**Agrea**: A country elsewhere in the world in Lyndesfarne. At one time, Agrea was linked directly to our world by their own [crossing](#) to [Siberia](#); however, this crossing was closed many years ago. More recently, Agrea was implicated in an attempt to destroy the Lyndesfarne crossing.

**Alnwick**: A market town in England, close to [Holme Farm](#) and the [crossing](#) to Lyndesfarne. The market is visited by [Tom](#), [Alistair](#) and [Bram](#), where they meet the mysterious [Irish Mystic](#) and hear old tales about [magic](#) and the [Faerie crossings](#) that used to exist in Ireland.

#### B [[Glossary](#)]

**Barrier**: The magical protection on the [crossing](#) between the [Two Worlds](#), which disables (almost) all magic when removed from Lyndesfarne, and also prevents all but the simplest of machines from working. Originally thought to be a natural property, but later discovered to be a man-made effect, carefully maintained by the Board of Control.

**Black Bull:** A public house in the village near [Holme Farm](#) frequented by [Tom](#), [Alistair](#) and [Bram](#).

[Bridge at War, Chapter 8:](#) This hostelry was frequented by workers and labourers from the surrounding area, and was often very jolly and raucous. There was regularly music and singing around the piano later in the evening, with one or another of the men grinding out an energetic and often suggestive ditty.

**Block:** A unit of weight in general use in Lyndesfarne. A block is equal to thirty pounds, and a hundred blocks makes up a Lyndesfarne ton.

[Kevin](#) is briefed on Lyndesfarne weights and measures by [Doctor Willis](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

**Boards:** A general term for the organisational committees which control almost all aspects of life in Lyndesfarne. The [Board of Control](#) is one such example, being in charge of all aspects of the [crossing](#) to our world. The [Board of Construction](#) is the organisation responsible for the construction of the Lyndesfarne half of the [New Bridge](#).

[Bridge at War, Chapter 34:](#) "But all this is based on philanthropic and autocratic, rather than socialist, principles," Briz went on, getting louder as he spoke, "Our governments are not democratic, not elected, and there's no assertion that all men - and women - are in any way equal. A place for everyone, and everyone in their place, is the motto."

**Board of Control:** The central authority in charge of the [crossing](#) in Lyndesfarne. It is organised as a collection of overlapping committees and sub-boards. A better translation of its name from the Lyndesfarne language might be 'Board for the Protection of Mutual Interests'.

Both [Amis](#) and [Briz](#) are members of the Board of Control. The [Ferryman](#) has a very important, but secret, role in the Board of Control.

**Board of Construction:** The organisation responsible for the construction of the Lyndesfarne half of the [New bridge](#). [Craz](#) the Overseer works for the Board of Construction, as does [Quarl](#).

**British Professional Male:** [Kevin](#)'s private term for most of his colleagues.

[New Bridge to Lyndesfarne, Chapter 2:](#) Up to that point, the men in the room - and they were all men - could have been assembled from an identikit of the British Professional Male. Hair shaved or clipped short, to disguise encroaching baldness; sober and usually slightly tatty business suits; blue or white shirts, and ties evidently chosen either by wives or in some failed attempt to communicate individuality and a sense of humour.

## C [ [Glossary](#) ]

**Cape:** A long cloak with a hood, frequently worn by people from Lyndesfarne. [Magically](#) enhanced to remain warm and to dry out quickly. It is believed that the capes worn by the [Watchers](#) and the [Ferryman](#) have additional magical properties, including disguise and invisibility.

**Castle:** An ancient stone building set on the coast of Lyndesfarne, not far from the [causeway](#). The castle is now maintained by the [Cultural History Maintenance Board](#).

[New Bridge to Lyndesfarne, Chapter 20:](#) From the Mainland side, the castle appeared completely ruined, with just the suggestion of crumbling walls and the stumps of towers visible. Even that much detail was difficult to make out, and Kevin had initially assumed that there was little of interest there. From the Island side, however, a very different impression was to be had. The castle had been built on a vast outcropping of rock at the end of a long narrow promontory, with the fortifications themselves appearing to have been extruded from the stone underneath. The walls seemed tall and solid, pierced with arrow-slits and topped with crenulations.

The castle was visited one sunny day by [Kevin](#) and [Ricard](#), and later used as an escape route by Kevin and [Tanji](#).

**Causeway:** The pair of built-up roadways which join the [Old Bridge](#) to the coasts of England and Lyndesfarne. The causeway is more than a mile in length, and wide enough for two horse-drawn wagons to pass easily.

[New Bridge to Lyndesfarne, Chapter 7:](#) Over the years, the paths over the sands had been first marked and then built up with stones brought from either side. Eventually, larger blocks had been quarried, transported by some combination of ox-cart and prodigious human effort, and set deep in the sands to form the causeways, the ends of the causeways forming jetties for the ferry, which could even now still be seen as part of the supports for the old bridge.

**Chain:** A unit of measure still in use in Lyndesfarne, and previously used in England. A chain is defined as 66

feet. A [league](#) is defined as 250 chains.

[Kevin](#) is briefed on Lyndesfarne weights and measures by [Doctor Willis](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

**Champagne:** A sparkling white wine very popular in parts of Lyndesfarne, and still imported from our world in large quantities.

**Chocolate:** A hot drink popular in Lyndesfarne, drunk at all times of the day and night.

**Cliviger Grange** (The Grange): An old house set in spacious grounds, now the home of the [Reserve Defence Training Establishment](#), also known as Guardian School. Much of the grounds are now filled with newer buildings, used as barracks for the [Guardians](#), as well as other less well-defined purposes.

**Concealer:** A kind of Lyndesfarne [magical sprite](#) which makes invisible a person or object.

**College for Guardians:** The training establishment for [Guardians](#) in the world of Lyndesfarne. Originally mis-translated by [Tom](#) as 'First School of Guardians'. The corresponding organisation in our world is the [Reserve Defence Training Establishment \(RTDE\)](#), based at [Cliviger Grange](#).

**Construction Stone:** A form of self-amalgamating building material in widespread use in Lyndesfarne, construction stone is imbued with magical properties which makes it easy to work and handle. Construction stone was used for the Lyndesfarne half of the [New Bridge](#).

**Crossed Keys:** A public house in [Alnwick](#) where the [Irish Mystic](#) lady met [Tom](#), [Alistair](#) and [Bram](#). Also the meeting place for [Tarm](#) and [Markham](#), as observed by Alistair.

**Crossing:** A technical term referring to a path or passage between the World of Lyndesfarne and our own world. At one time, there were many paths and crossings between the [Two Worlds](#) but, over the years, most of these have been closed.

There is only one known crossing between the worlds, located in North East England. The crossing appears as a long [causeway](#) and an [old stone bridge](#) to a small [island](#) - whether approached from the Lyndesfarne world or from our own. For mysterious reasons, the visibility across the deep [straights](#) between the worlds is almost always obscured by mist and haze, even on the sunniest of summer days. It is almost impossible to make out any details on the opposite shore.

**Cultural History Maintenance Board:** Another of the Lyndesfarne [Boards](#) which is responsible for the maintenance of the Lyndesfarne [castle](#). Thought to be similar to organisations in our own world like English Heritage and the National Trust.

## D [ [Glossary](#) ]

**Dragon:** One of several large species of flying reptile native to the world of Lyndesfarne. The largest dragons have wingspans of around ten feet. In the wild, they bring down deer and wild boar, but will prey on domestic animals or even humans if they can.

Most kinds of dragon are regarded as pests and vermin, and hunted down. [Old Ged](#) the dragon-hunter has many hunting tales. Dragon flesh is not fit to eat, but their skins can be made into a form of hardwearing leather.

*[Bridge at War, Chapter 12:](#) "Dragons are almost impossible to hit when they are flying," the old man resumed, "Whatever you try - arrows, spears, fireballs. They're both swift and agile in flight, surprisingly so given their size, and firing at them just annoys them. But they're much more vulnerable on the ground, and much more jumpy, too."*

Smaller species of dragon are kept as domestic animals, trained to bring down rabbits and pigeons for the pot. [Nightwings](#) are an even smaller type, used to hunt rats and mice in farm buildings.

**Dragon's Nest** (Nest of Dragons): A public house close to the Lyndesfarne side of the [causeway](#). Visited on one occasion by [Kevin](#) and [Tanji](#), although Kevin is told that it is called the [Squirrel's Nest](#). Also visited by [Tom](#), [Alistair](#) and [Bram](#), where they encounter [Old Ged](#) the [dragon](#)-hunter.

**Duty Warden:** A senior rank within the [Guardians](#), although not as senior as [Warden](#). [Arden](#) is a Duty Warden.

## E [ [Glossary](#) ]

**Elfin:** The natural appearance of most people in Lyndesfarne is often described as "elfin". Typically they have prominent cheekbones and slightly pointed ears. [Shapeshifters](#) can change their appearance, and often do so to minimise problems when they visit our world.

## F [ [Glossary](#) ]

**Faerie:** An old-fashioned name for the world of Lyndesfarne, no longer in everyday use. This name is featured in stories told by the [Irish Mystic](#) lady to [Tom](#), [Alistair](#) and [Bram](#) in the [Crossed Keys](#) public house in [Alnwick](#).

[Bridge at War, Chapter 6](#): Even in those days, access to the world of Faerie was variable and unpredictable. One pathway was widely used for trade and commerce, with many travellers crossing with goods and returned with much money in silver and gold in their purses. This crossing could only be used under certain weather conditions. When the sun shone from the Faerie lands and lit up the rain in our world, then - and only then - was it safe to cross. Truly, it was necessary to follow the rainbows to reach your goal."

**Ferry:** The only way to cross between the [Two Worlds](#) before the construction of the [causeway](#) and the [Old Bridge](#). Now long since discontinued. The [Ferryman](#) guided you to and from the ferry across the marshes and sandbanks.

**Ferryman:** A semi-mythological figure, who was once reputed to guide [Visitors](#) safely across the marshes and quicksands, and then to pilot the [ferry-boat](#), in order to cross between the worlds. He is described as a tall man in voluminous oiled leather waterproof [cape](#) with a hood drawn up over his head. He has a grizzled beard and smokes a long-stemmed pipe.

[New Bridge to Lyndesfarne, Chapter 7](#): "To cross, you had to walk the sands in single file to the ferry, following closely the person in front so as not to get separated. Then you and your companions had to row across the open water. The Ferryman was your guide - he steered the boat, held the lantern, and directed you along the safe path over the mudflats. He was never known to row himself. There are many Ferryman stories: all concerned with heroic adventures, great deeds of rescue, and the saving of many lives under strange and desperate circumstances."

Nowadays, the Ferryman is thought to have an important (but secret) role in the running of the [Board of Control](#).

**Finder:** A kind of Lyndesfarne [magical sprite](#) which determines the location of a person or object. Also known as [Locators](#).

The pendant found in a ditch near [Holme Farm](#) by [Alistair](#) contained a Finder.

**Finger:** A unit of measure equal to half an inch. Used widely in Lyndesfarne.

[Kevin](#) is briefed on Lyndesfarne weights and measures by [Doctor Willis](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

## G [ [Glossary](#) ]

**Garden of Boundaries:** A direct translation from the Lyndesfarne language of the name of the hostel [Kevin](#) knows as the [Walled Garden](#).

**Games:** Games of luck and chance are not popular in Lyndesfarne, presumably because of the ready availability of predictive [magic](#) (such as that embedded in [Kevin's paperweight](#)). However, single- and multi-player role-playing games are popular, using immersive magic based on 'Game Stones'.

[New Bridge to Lyndesfarne, Chapter 30](#): Games were played "for real" in what the Professor could only describe as a light trance. For single-player games, one took what looked like a pair of smallish stones into each hand; they fitted neatly into each palm. For multiple players, the participants were seated together, and each took up a similar pair of stones. At an initialization gesture, the stones soften, allowing the manipulation of what Kevin thought of as a virtual environment.

**Gestures:** In Lyndesfarne, [magic](#) is controlled using a complex language of hand movements.

Learning about gestures is an important part of [Kevin's](#) briefings at [NISSA](#) (given by Professor [Alan](#)), as well as the classes attended by [Tom](#) and [Alistair](#) at [Cliviger Grange](#).

**Grange:** A shortened name for [Cliviger Grange](#).

**Guardians:** The name given to the groups responsible for policing the [crossing](#) to Lyndesfarne. Based in both worlds, and usually stationed at the entrances to the [causeway](#) to the [Old Bridge](#), as well as the approaches

to the [New Bridge](#) during and after its construction.

The Guardians are under the command of the [Board of Control](#) in Lyndesfarne. In our own world, [Cliviger Grange](#) acts as the training school for new recruits to the Guardians, which is where [Tom](#) and [Alistair](#) become trainees. In Lyndesfarne, the equivalent organisation is known as the [College for Guardians](#).

**Guide:** A general term used to refer to those whose role it is to escort [Visitors](#) from one world to their desired destination in the [Other World](#). Members of both the [Guild of Directions](#) (in Lyndesfarne) and the [Travellers Guidance Group](#) (TGG) in our own world are sometimes loosely called Guides.

[Alistair](#) speaks of joining the Guides when he is enrolled in the Travellers Guidance Group.

**Guild of Directions:** The conventional English translation of a Lyndesfarne [Guide](#) organisation who employs both [Tanji](#) and [Ricard](#). Affiliated to the [Board of Control](#). A better translation might be 'Visitor Escort Bureau'.

**Guild of Transportation:** The Lyndesfarne organisation which is responsible for the maintenance of the [portals](#). [Tanji's Uncle](#) is a Senior Convenor in the Guild of Transportation.

## H [ [Glossary](#) ]

**Hand:** A unit of measure equal to four inches. Used widely in Lyndesfarne, and not just for the measurement of horses.

[Kevin](#) is briefed on Lyndesfarne weights and measures by [Doctor Willis](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

**Holme Farm:** The farm where [Tom](#), [Alistair](#) and [Bram](#) spend the summer working the land before travelling to Lyndesfarne to meet [Briz](#). Holme farm is home to [Farmer John Smith](#) and his wife [Edna](#).

## I [ [Glossary](#) ]

**Island:** [Kevin's](#) private name for the world of Lyndesfarne. He persists in thinking of the [Other World](#) as "The Island" long after he understands the truth about the [crossing](#).

Kevin also mentally uses the term 'Islander' to refer to people from the world of Lyndesfarne.

## J [ [Glossary](#) ]

## K [ [Glossary](#) ]

## L [ [Glossary](#) ]

**Landberr:** The name of a town close to the [crossing](#) in Lyndesfarne where [Kevin](#) visits a [Board of Construction](#) office building for a meeting. Here, Kevin learns about the Lyndesfarne preference for living underground, as well as the use of [magical windows](#).

**Lawn-bug:** A [magical](#) construction which trims garden lawns in Lyndesfarne. Typically tear-drop in shape (when seen from above) and domed up to a height of about four inches.

[New Bridge to Lyndesfarne, Chapter 24:](#) "Many people keep one to keep the grass down. It floats over the lawn, trimming off the tops and, um, digesting the results. Although it's not really alive. I suppose you would call it a machine."

**League:** A unit of measure for long distances, defined in Lyndesfarne as 250 [chains](#) or a little over three miles.

[New Bridge to Lyndesfarne, Chapter 22:](#) Kevin wondered idly about the seven league boots he recalled from children's stories. That would mean that, on the Island, someone wearing such boots would take about 22 miles per step.

[Kevin](#) is briefed on Lyndesfarne weights and measures by [Doctor Willis](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

**Locator:** Another name for a [Finder](#), a kind of Lyndesfarne [magical sprite](#) which determines the location of a person or object.

**Loch Ness Monster:** A [plesiosaur](#) stolen (as an egg) from Lyndesfarne and smuggled across the [crossing](#).

[New Bridge to Lyndesfarne, Chapter 27](#): "...they kept the animal for several years, although how they managed to feed it and keep it hidden no one knows. Then, in the natural course of things, the animal grew too large, and it somehow escaped (or perhaps they just released it) into some lake up north somewhere. Apparently, the conspirators made several failed attempts to re-capture it, but their activities attracted the attention of the authorities and they were forced to abandon their prize.

Over the next few years, the creature was spotted by various locals, especially around dawn when it came to the surface to feed on plants at the lakeside.

## M [ [Glossary](#) ]

**Magic:** Lyndesfarne has a rich and sophisticated culture at least as advanced as our own. Because of the [barrier](#), the elaborate machines and technology which are so essential to life in our own world fail dramatically in Lyndesfarne. No machinery more intricate than wood-wheeled carts can be relied upon in the [Other World](#). Life in Lyndesfarne relies entirely on techniques incomprehensible to visitors which can only be described as "magic". Some mysterious property of the [barrier](#) between the [Two Worlds](#) prevents magical items imported from Lyndesfarne from working in our world, just as finely engineered items fail in Lyndesfarne.

**Mainland:** [Kevin](#)'s private name for his own world - the England side of the Lyndesfarne [crossing](#).

**Maps:** Maps in Lyndesfarne are [magically](#) enhanced, responding to [gestures](#) to display different scales and levels of details.

[Bridge at War, Chapter 31](#): They were poring, heads together, over a large sheet of paper which, as he drew closer, he could see was a map of the area. As they watched, Briz stabbed a forefinger on a location before making a spreading movement with his fingers, a gesture Tom knew meant "make larger" or, perhaps, "expand". Obediently, the image on the map rippled and redrew itself to show an enlarged representation of the area he had just pointed at.

**Mind-Wipe:** A [magical](#) capability to remove or suppress some or all of a person's memory. A technique used as a last resort to maintain the secret of the Lyndesfarne [crossing](#).

[Kevin](#) is threatened with mind-wipe when he discovers the conspiracy surrounding the [New Bridge](#), but is reprieved by the [Ferryman](#).

As a child, [Tom](#) had been mind-wiped (for his own protection) to remove memories of his mother ([Lizzie](#)) and father ([Brad](#)). He later recovers his memory after a fall from the communication [tower](#).

**Messengers** (Official Messengers): A cadre under the control of the [Guild of Directions](#), responsible for the rapid and secure delivery of important messages between the [Two Worlds](#).

[Bridge at War, Chapter 19](#): The Messengers dressed in different ways, often rather nondescript, but usually included a cloak and a knapsack of some kind. Nevertheless, they were always recognisable to the trained eye, mainly because of the trademark staff, a full-size walking stick with an intricate carving in the handle. The Messengers could commandeer transport, such as a car and driver from the Guardian base at the point where the causeway met the coast.

**Money:** A different system of money is in use in Lyndesfarne. Paper currency is not used; instead, [magical](#) coins are ubiquitous.

[New Bridge to Lyndesfarne, Chapter 3](#): Lyndesfarne currency consisted of large thin disks of various sizes, apparently made of a rather dull metal and covered with fine engraving. On the Island, they were invested with a number of magical properties to prevent counterfeiting, as well as the ability for a person to press together many coins of the same denomination, so that a large amount of money had the same size and weight as a single disk.

## N [ [Glossary](#) ]

**New Bridge:** The new crossing over the [straights](#) jointly designed by [Kevin](#) and [Bret](#). On the England side, it is a cable-stay bridge, consisting of a single steel-reinforced concrete support tower with a concrete roadbed, and with high tensile steel support cables. The Lyndesfarne side also has a tower and roadway of [construction stone](#), supported by two pairs of triangular [magical](#) "tension distribution sails". The join between the two sections, where neither magic nor technology is totally reliable (because of the [barrier](#)), is a laminate of construction stone and conventional steel-reinforced concrete.

**Newcastle Institute of Special Sciences and Arts** (NISSA): One of the few accessible organisations in England whose sole purpose is to study the world of Lyndesfarne. Nominally attached to the University of Newcastle, and located on the University campus.

NISSA provides briefing sessions for new [Visitors](#) from our own world (including [Kevin](#)), as well as translation

services.

**Nightwing:** A small nocturnal species of [dragon](#) kept in Lyndesfarne as domestic pets, and to keep down the vermin on farms.

[New Bridge to Lyndesfarne, Chapter 25](#): The animal looked like a large flying reptile, obviously a night hunter, judging by the large and mobile eyes like those of a bird of prey. It came equipped with a large beak, or perhaps it was a long snout, filled with vicious teeth that looked to Kevin like those of a small crocodile.

**NISSA:** Acronym for the [Newcastle Institute of Special Sciences and Arts](#).

**Notebook:** A small leatherbound jotter that [Bram](#) carries everywhere with him. [Tom](#) suspects that it may also function as a magical [writing slate](#).

## O [ [Glossary](#) ]

**Old Bridge:** Part of the original [crossing](#) between our world and that of Lyndesfarne, constructed several hundred years ago. Reached by a long stone [causeway](#) on either side, the Old Bridge's central arch spans the deepest part of the straights. On the England side, the masonry of the Old bridge is reinforced with steel rods, while the Lyndesfarne part is strengthened by magical [sprites](#)

[New Bridge to Lyndesfarne, Chapter 4](#): The bridge consisted of three arches, with a vast central span crossing the deep water of the straights. The main arch seemed impossibly long and high, at least two hundred feet across and perhaps sixty feet in the air. There were smaller secondary arches on either side, perhaps seventy or eighty feet each, spreading the load from the main arch, and terminating in vast stone buttresses that both anchored the bridge and provided the ramps which allowed travellers to cross.

**Other World:** Translation of a term used in Lyndesfarne to refer to our world. Also sometimes used in our world to refer to the world of Lyndesfarne.

## P [ [Glossary](#) ]

**Paperweight:** A [magical](#) trinket purchased by [Kevin](#) in a Lyndesfarne curio shop, with [Tanji](#)'s assistance, containing a [predictor sprite](#) set to foretell the weather. Inadvertently transported across the [straights](#) when Kevin and Tanji are swept away in a small boat, they later discover that it is still operational in England.

**Plesiosaur:** One of several species of aquatic reptile found in many parts of Lyndesfarne. The [Loch Ness Monster](#) was a lonely plesiosaur brought illegally over the crossing decades ago.

**Portal:** A [magical](#) means of instantaneous point-to-point transport in widespread use in the world of Lyndesfarne. In appearance, a portal is shaped like a rounded archway, apparently blocked with a blank grey wall; when operating, the wall is as insubstantial as the film of a bubble, and one can easily walk through to one's destination.

The network of portals is under the control of the [Guild of Transportation](#).

**Predictor:** A kind of Lyndesfarne [magical sprite](#) which predicts the future. This magic is only effective for events which are difficult or impossible for a person to influence (such as tomorrow's weather). [Kevin's paperweight](#) contains a predictor.

## Q [ [Glossary](#) ]

## R [ [Glossary](#) ]

**Reserve Defence Training Establishment (RDTE):** The establishment at [Cliviger Grange](#), used for the training of new recruits to the [Guardians](#). Also known as 'Guardian School'. [Tom](#) and [Alistair](#) receive their induction training here.

The corresponding organisation in the world of Lyndesfarne is known as the [College for Guardians](#).

**Rhythlen:** The small village in Lyndesfarne where [Tanji's Uncle](#) and [Aunt](#) live.

## S [ [Glossary](#) ]

**Shapeshifter:** An adept with the magical ability to alter their physical appearance. Most people from Lyndesfarne can make minor changes to the shape of the faces and the colour of their hair. A very few can

make much more radical alterations. [Bret](#) is a particularly talented shapeshifter, and [Tanji](#) has some talent as well.

[New Bridge to Lyndesfarne, Chapter 5](#): As they made their way down the Island side of the old bridge, Kevin noticed that numerous subtle changes were occurring in Tanji's appearance. Her face became less rounded, and her cheekbones more pronounced. Her ears seemed to take on a slightly pointed appearance. Her hair lightened, from the inconspicuous mid-blonde that Kevin was familiar with, to a much lighter and considerably more vibrant shade.

**Ship and Anchor**: A public house in the village near [Holme Farm](#) occasionally visited by [Tom](#), [Alistair](#) and [Bram](#). The location where Tom and Alistair meet the maimed [gunner](#).

[Bridge at War, Chapter 8](#): This pub tended to be frequented by an older, or at least quieter, clientele: quiet men, and a few women, of middle age who looked like they had seen a lot of life and, in some cases, genuinely had the scars to show for it. It was a place to enjoy a quiet chat with one's companions; the regulars tended to keep themselves to themselves.

**Siberian Crossing**: A [crossing](#) in Siberia once traversed by [Alistair's grandfather](#). The crossing terminated in a steep pass in the mountains of [Agrea](#), a distant country in the world of Lyndesfarne. This crossing was closed in a great hurry nearly a hundred years ago, resulting in huge explosions in both Agrea and Siberia.

[Bridge at War, Chapter 4](#): "...there was a tremendous explosion from the direction they had just come. There was an enormous flash of light in the sky and, a few moments later, a huge bang and an immense blast of wind. It knocked Granddad off his feet, he said, and shied the horses something rotten."

**Slates**: A [magical](#) means of communication which has been in widespread use in Lyndesfarne for generations. A typical slate is the size of a large notebook, and the black upper surface can be used for writing or drawing. Using suitable [gestures](#) the message can be sent instantly to the intended recipient.

**Sprites**: Agents of Lyndesfarne [magic](#), sprites can be thought of as 'captured intent', performing the same action forever, unless changed by a [gesture](#). Particularly powerful sprites are sometimes visible as orange or green lights embedded in physical objects.

[New Bridge to Lyndesfarne, Chapter 4](#): The dull stonework on the mainland side of the central arch seemed to mutate on the far side, with orange flecks to be found seemingly deep within the solid stones, just visible in the haze and drizzle.

Even from this distance, the flecks gave the impression of continual movement, but only when glimpsed out of the corner of the eye. When Kevin watched directly, the sparks seemed entirely motionless. Like orange fireflies, but somehow inside the rock itself, he thought.

**Squirrel's Nest**: A pub visited by [Kevin](#) and [Tanji](#) on one occasion. Actually more properly named the [Dragon's Nest](#).

[New Bridge to Lyndesfarne, Chapter 25](#): "The pub," he said, "Where we had dinner the other night. The sign over the door. That's not a squirrel's nest at all, is it?"

"No, you're right," Tanji replied, looking slightly sheepish. "I guess it was thought that translating it as 'The Dragons Nest' would have been unnecessarily unsettling for visitors like yourself. But it is a traditional name for an inn."

**St. Cuthbert's Way**: A hidden track leading to the Lyndesfarne [crossing](#), used in times past to allow [Visitors](#) to England to move discreetly through the countryside.

[Bridge at War, Chapter 7](#): The road was surprisingly shady, with mature trees at intervals and high hedgerows and stone walls on either side. For the most part, it was very difficult to see the surrounding countryside and, when they caught a glimpse through the hedges, there was nothing to see except open fields and the occasional cow. It was almost, Tom mused privately, as if the way had been intended to be secret.

**Straights**: The (unnamed) stretch of water between our world and that of Lyndesfarne. The straights are bisected by the [barrier](#) that divides the [Two Worlds](#). It is crossed by the [causeway](#) and the [Old Bridge](#), and later by the [New Bridge](#) as well.

## T [ [Glossary](#) ]

**Terminus**: A building containing numerous [portal](#) archways, allowing travellers to move from one portal transit to another with a minimum of delay.

**Travellers Guidance Group (TGG)**: The name of the [Guide](#) organisation in our world. After graduating from

[Cliviger Grange](#), [Alistair](#) enrolls in the TGG.

**Tourist Information Office:** An unexpectedly spacious building close to the [crossing](#) on the England side. This building is actually the main guard station for the [Guardians](#), as well as housing the [Lyndesfarne money exchange](#).

[New Bridge to Lyndesfarne, Chapter 3:](#) At the point where the road joined the causeway, there was a low building which Kevin had mistaken, on his first visit, for a Tourist Information office. This disguise was fairly convincingly carried off, both inside and out. The building sported numerous signs displaying the "little I in the box" logo, and inside were ranged racks containing maps and brochures advertising tourist attractions - all of which were located on the Mainland, Kevin had noted.

In earlier times, this building had a more directly military purpose, housing an armoury used by [Tom](#) and his Guardian colleagues to defend the [causeway](#).

**Towers:** A pair of communications towers are sited on either side of the [crossing](#), close to the [causeway](#). Coded flashes of light, similar to Morse code transmitted with Aldis Lamps, are used for rapid communication across the [straights](#). The tower in our world is a grey-painted steel latticework structure, and also houses aerials for radio communication and navigation lights. The towers are visited by [Tom](#) and [Alistair](#) during their [Guardian](#) training.

**Transport:** For transport where a [portal](#) is not possible or convenient, people in Lyndesfarne occasionally use [magical](#) vehicles. [Tanji](#) uses such a vehicle to transport [Kevin](#) to and from the site of the [New Bridge](#).

[New Bridge to Lyndesfarne, Chapter 5:](#) Tanji's personal transport consisted of a flattened translucent ovoid, virtually indistinguishable from the dozen or so other similarly shaped bubbles sitting in the field. Tanji guided him over to a particularly smoky grey bubble and made a complex gesture he could not follow. The colour faded, and the interior was revealed. It looked something like a two-seat sofa in dark red leather, with attached oversized footrests, which struck Kevin as rather incongruous standing in a slightly damp field.

The use of horse-drawn wagons is commonplace for transportation across the [causeway](#).

**Two Worlds:** An expression in widespread use which denotes both the world of Lyndesfarne and our own world.

## U [ [Glossary](#) ]

**Unicorn:** A large and belligerent species of goat with long white hair, kept as farm animals in a distant part of the world of Lyndesfarne. The males have straight pointed horns on their heads. During the mating season, they often lose one (or sometimes both) of the horns when fighting, giving them a strange and slightly mythical appearance.

## V [ [Glossary](#) ]

**Visitor:** A native from one world who uses a [crossing](#) to visit the [Other World](#). VIP Visitors are usually accompanied by a Guide. For Visitors to Lyndesfarne, the Guide will be provided by the [Guild of Directions](#). For Visitors to our own world, the Guide will be a member of the [Travellers Guidance Group](#) (TGG), colloquially known as [The Guides](#).

Visitors to Lyndesfarne are advised to leave their everyday mechanical and electronic items at home. Mobile phones and laptop computers will fail as soon as they are exported, and may not always work when they are returned to our world. Plan on walking over the causeway: cars and even bicycles will break down as soon as they cross the centre of the bridge.

## W [ [Glossary](#) ]

**Walled Garden:** A hostel used by [Kevin](#) on his visits to the world of Lyndesfarne during the construction of the [New Bridge](#). The hostel is located not far from the end of the [causeway](#) to the [Old Bridge](#), and is within walking distance of the [Dragon's Nest](#) pub. Also known as the 'Garden of Boundaries'.

**Warden:** A senior rank in the Guardians. Warden [Markham](#) was for a time in charge of the [Reserve Defence Training Establishment](#) at [Cliviger Grange](#).

**Watchers:** A secretive organisation, ultimately responsible to the [Board of Control](#), that provides covert surveillance on both sides of the [crossing](#). Watchers are almost never seen, except on rare occasions

presumably to deliberately make their presence known. By tradition, Watchers wear long black [cap](#)es with a deeply cowl

ed hood, which are thought to embody certain powerful [magical](#) capabilities.

**Windows:** Many buildings in Lyndesfarne extend several levels underground, historically to avoid the predations of [dragons](#). Natural light is allowed into the lower stories by [magical](#) windows, where light from outside is passed to many windows on the inside.

X [ [Glossary](#) ]

Y [ [Glossary](#) ]

Z [ [Glossary](#) ]

## Characters

An index of characters from the [Lyndesfarne](#) sequence of novels.

[A](#) | [B](#) | [C](#) | [D](#) | [E](#) | [F](#) | [G](#) | [H](#) | [I](#) | [J](#) | [K](#) | [L](#) | [M](#) | [N](#) | [O](#) | [P](#) | [Q](#) | [R](#) | [S](#) | [T](#) | [U](#) | [V](#) | [W](#) | [X](#) | [Y](#) | [Z](#) [ [Glossary](#) ]

A [ [Characters](#) ]

**Alan** (Professor Alan Wilmington): Head of the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#).

[New Bridge to Lyndesfarne, Chapter 2](#): Kevin had vaguely expected that the Professor would sport a stereotypical bow-tie, briar pipe and a tweed jacket with worn leather elbow patches. In fact, the Professor ("call me Alan") was a youngish fit-looking man in jeans and T-shirt. He had wild curly black hair and a tanned face with a stubble beard, and looked for all the world like a latter-day romantic Celtic poet. He also came equipped with a surprisingly down-to-earth attitude, especially given the subject matter. He had an easy manner although, being a University teacher, he sometimes tended towards a somewhat pontificating style.

Professor Alan briefs [Kevin](#) on Lyndesfarne [magic](#), and his help is sought by Kevin and [Tanji](#) when they discover the magical [paperweight](#).

**Alistair** (Alistair McLaughlin): One of [Tom](#)'s companions in the Army during the Second World War. After demobbing, he is recruited by [Bram](#) into the [Guardians](#), and later joins the [Guides](#). He falls in love with, and eventually marries, Bram's sister [Yise](#). In appearance, Alistair is tall and gangly, with fair skin which burns easily in the sun.

**Amiss:** A senior member of the [Board of Control](#) in Lyndesfarne. Married to [Kithyn](#). In appearance, he is dark-haired and clean-shaven. During the construction of the [New Bridge](#), Amiss uses his [shapeshifting](#) abilities to disguise himself as [Panit](#).

**Andhra:** Daughter of [Bret](#) and [Eosin](#), and sister to [Myra](#). A robust tomboy, she is aged about ten when [Kevin](#) first meets her.

**Andrew Wollack:** A microbial epidemiologist who was found dead under suspicious circumstances in the exact centre of the [New Bridge](#).

**Aneil:** The official interpreter from the [Guild of Directions](#) during the construction of the [New Bridge](#). She is described as a tall, taciturn figure in dark clothes, with shoulder-length brown hair and piercing grey eyes that always seem unsmilingly alert.

**Arden:** A [Duty Warden](#) in the [Guardian](#) force in our own world, based at [Cliviger Grange](#). He is said to have a slightly stand-offish attitude, with a reputation for unswerving, even over-zealous, dedication to what he perceives as his duty.

**Arnie:** A junior staff member at [Cliviger Grange](#). He welcomes [Tom](#) and [Alistair](#) to [RDTE](#).

**Aunt:** [Tanji](#)'s Aunt, who welcomes Tanji and [Kevin](#) when they escape across the incomplete [New Bridge](#). She is described as a petite woman with silver-grey hair, with a strong family resemblance to Tanji.

B [ [Characters](#) ]

**Brad** (Bradley Perkins): Husband to [Lizzie](#) and father to [Tom](#). Forced to go into hiding when Tom is a child.

**Bram** (Bram 'Stoker'): An agent for the Lyndesfarne [Board of Control](#), directed by his father [Briz](#). While reporting on the progress of the Second World War in our own world, he meets [Tom](#) and [Alistair](#), and later recruits them into the [Guardians](#). Bram's mother is [Yellez](#), and [Yise](#) is his younger sister. The family name 'Stoker' is a fiction, used only when members of Bram's family travel in our world.

**Brasham**: A quietly-spoken Sergeant in the [Guardians](#), based at the [Reserve Defence Training Establishment](#) (RDTE) at [Cliviger Grange](#). He escorts [Tom](#) and [Alistair](#) on a trip to the [College of Guardians](#) in Lyndesfarne, as well as a visit to the [communications tower](#) on the Lyndesfarne coast.

**Bret**: The designer of the Lyndesfarne half of the [New Bridge](#), working closely with [Kevin](#) and the [Board of Construction](#). Bret befriends Kevin, and invites him to join her family for dinner in Lyndesfarne one evening. Bret is a talented [shapeshifter](#), so that Kevin is initially under the impression that she is a man. Bret is described as having an open, smiling, even boyish face and a full head of blond hair, tied in a neat ponytail. Bret's husband [Eosin](#) is a experienced designer of [magical sprites](#). Bret is the mother of [Myra](#) and [Andhra](#).

**Briz**: [Bram](#)'s father, and a member of the [Board of Control](#) in Lyndesfarne. He is described as a large man, powerfully built with a full dark beard only lightly streaked with grey and an untamed shock of black hair frosted at the temples.

**Bromath**: According to stories told by [Briz](#) and the [Irish Mystic](#) lady, Bromath is a brave and resourceful man who risked his life to warn the "Lords and Ladies" of the Land of [Faerie](#) of the approach to the [crossing](#) in Ireland of the invader Oliver Cromwell.

## C [ [Characters](#) ]

**Charlie** (Charles): A young man who also joins the [Guardians](#) at [Cliviger Grange](#) at the same time as [Tom](#) and [Alistair](#). Cousin to [Stan](#), he comes from a English family who have long historical associations with the Lyndesfarne [crossing](#).

[Bridge at War, Chapter 18](#): From Stan and Charlie, Tom learned that there were families on this side of the straights who had had connections with Lyndesfarne for generations. It was traditional for young people - both men and women - to gain a role somewhere in the overlapping organisations protecting the crossing or engaging in trade with Lyndesfarne. Sometimes this was a job for life; in other cases, the young people would return to their homes after a few years, or settle down with family and farming in later life.

**Coxswain**: The captain of the rowing boat used by [Kevin](#) and [Tanji](#) when they inadvertently travel back to England. He is described as grizzled and piratical in appearance.

**Craz**: The Overseer from the [Board of Construction](#), responsible for the work on the Lyndesfarne side of the [New Bridge](#).

[New Bridge to Lyndesfarne, Chapter 10](#): [He] was a big man with broad shoulders and remarkably large hands, and sported a deep tan and a luxuriant black moustache which made him look like a larger-than-life version of Mario the Plumber.

## D [ [Characters](#) ]

**David Macmillan**: David is a Partner in the (unnamed) firm of architects which once employed [Kevin](#). He is responsible for UK Crossings contracts, including the contract to build the [New Bridge](#).

**Duncan Tweedy**: The project manager from the (unnamed) firm of civil engineering contractors who is responsible for the construction of the England side of the [New Bridge](#). Also known (behind his back) as [Tweedledum](#).

## E [ [Characters](#) ]

**Edgar**: Foreman of the staff of mechanics and drivers at [Cliviger Grange](#). Befriends [Tom](#) when he is a trainee in the [Guardians](#).

**Edna**: Edna is wife to [Farmer John](#) and resident at [Holme Farm](#). She is habitually depressed since she lost her only son during the War.

**Eosin:** [Bret](#)'s husband. He is a experienced designer of [magical sprites](#). Eosin is the father of [Myra](#) and [Andhra](#).

## F [ [Characters](#) ]

**Farmill:** A rather nervous and frail-looking young man who is the nominated assistant to [Bret](#) during the construction of the [New Bridge](#).

**Farrar:** A [Guardian](#) who bravely rowed from Lydesfarne to rescue men from a shipwreck. A talented [shapeshifter](#), she was able to assume the identity of Grace Darling's father (actually her colleague [Graz](#)) after the rescue.

**Father:** [Bret](#)'s father. A very large man with a bushy beard and a toothy grin, who frequently breaks into a hearty laugh. A highly proficient cook.

**Frank Boxtton:** A professional acquaintance of [Kevin](#), a project manager who works for the same firm of architects and is based in the same Manchester office. Kevin suspects that Frank may be verging on alcoholism.

**Fred:** A senior member of the [Guardians](#), based at [Cliviger Grange](#). He acts as a mentor to [Tom](#). Fred later replaces [Major Markham](#) as [Warden](#) of the [Reserve Defence Traing Establishment](#).

## G [ [Characters](#) ]

**Ged** (Old Ged): A hunter of [dragons](#) encountered by [Tom](#), [Alistair](#) and [Bram](#) in the [Dragon's Nest](#) pub.

[Bridge at War, Chapter 11](#): "Folks hereabouts call me Old Ged, though I'm not as ancient as some people would have you believe. I've been, well, I guess you would call me a gamekeeper. And a hunter too, from time to time. I've hunted all sorted of game over the years. But this wily old bat" - he indicated the mounted head over the fireplace - "nearly did me in just a year or two ago."

**George Wilson** (Uncle George): A mechanic and friend of his family who quietly teaches the young [Tom](#) about machinery and engines, as well as the rudiments of driving.

[Bridge at War, Chapter 14](#): He was an old friend of the family, it seemed, although following the convention of the time, Tom had been taught to refer to the other man as "Uncle George". With hindsight, George was really quite a young man, although it seemed to a pre-pubescent Tom that he was nearly as ancient as Granny. He had prematurely grey hair and bookish spectacles, and seemed to be perpetually clothed in greasy overalls.

**Graz:** A [Guardian](#) who bravely rowed from Lydesfarne to rescue men from a shipwreck. Unable to return to Lyndesfarne, she assumed the name 'Grace Darling' and lived with her 'father' (actually her colleague [Farrar](#)).

**Gred:** A teenaged nephew to [Bret](#) and [Eosin](#).

**Giles** (Mister Giles): Skilled teacher of unarmed combat. Gives lessons to [Tom](#) at [Cliviger Grange](#).

[Bridge at War, Chapter 18](#): Tom particularly enjoyed the classes in unarmed combat, given by a lithe and energetic little man known only as Mister Giles, who must have had a military background in what Tom assumed to be one of the commando regiments. After a few sessions spent being thrown about by Giles and his new comrades, and throwing some of them in turn, Tom felt he was gaining a degree of confidence in tackling any shady character who tried to hit him.

**Graeme Greysmith:** Ineffectual colleague of [Kevin](#)'s, notoriously inefficient and lazy. Also known as [Smudger](#).

[New Bridge to Lyndesfarne, Chapter 10](#): Greysmith could be relied upon to complete a particular task only if one checked on his progress every thirty minutes or so. An electric cattle-prod, considered Kevin, would be a useful additional incentive.

**Grandfather:** Maternal grandfather to [Alistair](#). Now dead, he had a great fund of tall stories, including a tale where he navigated the [Siberian crossing to Agrea](#), a distant part of the world of Lyndesfarne.

**Granny:** [Tom](#)'s grandmother, and mother of [Lizzie](#). She brings up Tom after his mother's mysterious disappearance, and sadly dies while Tom is fighting the War in France.

[Bridge at War, Chapter 14](#): Outwardly, Tom's Granny was a rather fierce old woman, proud and independent, although physically tiny and rather frail. She had been herself widowed quite young, when her only daughter was

but a child. Nevertheless, within this rather gruff exterior, there really did beat the proverbial heart of gold.

**Gunner:** The severely-injured gunner that [Tom](#) and [Alistair](#) meet in the [Ship and Anchor](#) pub. The gunner tells the young men a tale of an attack on the coastline near Lyndesfarne during the war.

[Bridge at War, Chapter 8](#): ...had been given to understand from gossip around the bar that he had served with the royal artillery during the War. He was probably in reality only a little older than any of the companions, but looked prematurely aged, with grey hair and pallid skin that suggested, Tom considered, some unpleasant experiences in his past, a view emphasised by the burns and scars on his face and hands.

## H [ [Characters](#) ]

**Hamet:** Younger brother of [Briz](#) and uncle to [Bram](#), Hamet has a fidgety and nervous disposition. He is married to [Preda](#).

Hamet has a minor role in the [Board of Transportation](#), responsible for maintaining the records of [portals](#) which have since been decommissioned.

## I [ [Characters](#) ]

**Ifor:** A Welshman who also joins the [Guardians](#) at [Cliviger Grange](#) at the same time as [Tom](#) and [Alistair](#).

[Bridge at War, Chapter 18](#): ...a little dark man called Ifor who sported a van dyke beard and moustache, and who Tom had no difficulty in identifying as Welsh. Ifor was chatty and approachable, and soon established himself at the centre of the trainees' social circle.

**Irish Mystic:** A mysterious lady who encounters [Tom](#), [Alistair](#) and [Bram](#) in the [Crossed Keys](#) public house in [Alnwick](#), and tells them old tales of the land of [Faerie](#).

## J [ [Characters](#) ]

**John Smith** (Farmer John): A large silent man, with huge hands. John meets [Bram](#), [Tom](#) and [Alistair](#) in a cafe in Berwick, and offers them summer employment at [Holme Farm](#). Married to [Edna](#).

## K [ [Characters](#) ]

**Kenneth Nasterton:** A Senior Managing Partner from [Kevin's](#) firm of architects. A master of tedious platitudes, in Kevin's opinion.

**Kevin:** A talented civil architect, Kevin is highly experienced in the design of bridges. He is recruited to architect the [New Bridge](#) at the Lyndesfarne [crossing](#). He is in his forties, divorced and lives in a small flat in Manchester.

During the construction of the New Bridge, he is initially escorted by [Ricard](#) from the [Guild of Directions](#). Later, Ricard is replaced by [Tanji](#).

**Kithyn:** An old friend of [Tanji](#) from the [Guild of Directions](#). Married to [Amiss](#). At one time, Kithyn and Tanji corresponded frequently using [Slates](#). In appearance, she is a tall and rather well-built woman whose hair is a tangled mass of dark curls.

## L [ [Characters](#) ]

**Linda Braxton:** Doctor Braxton is on the staff of the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#). She gave briefings to [Kevin](#) on the properties of everyday objects in Lyndesfarne.

[New Bridge to Lyndesfarne, Chapter 12](#): Doctor Linda Braxton was a large woman, who had a somewhat matronly appearance coupled with a distinct no-nonsense attitude. She wore a pleated knee-length skirt and stout sensible shoes which allowed her to stride about in an extremely determined fashion, and made Kevin think slightly uncomfortably about Scotsmen and kilts.

Later, she is promoted to Professor Braxton, and takes over the running of NISSA, replacing the disgraced [Professor Alan Wilmington](#).

**Lizzie** (Elizabeth Perkins): [Tom's](#) mother, and wife of [Brad](#). She was forced to leave Tom as a baby with his [Granny](#) to go into hiding.

**M [ [Characters](#) ]**

**Marjorie:** A young woman who also joins the [Guardians](#) at [Cliviger Grange](#) at the same time as [Tom](#) and [Alistair](#).

[Bridge at War, Chapter 18:](#) Another new acquaintance in the classes was a petite and bubbly woman with blonde hair cut unfashionably short, who was introduced as Marjorie. Despite her cheerful demeanour, it soon became clear to Tom that Marjorie had an incredibly sharp and incisive mind which he found just a little bit intimidating.

**Markham** (Warden Markham, Major Markham): Major Markham was the [Warden](#) of [Cliviger Grange](#) (the [Reserve Defence Training Establishment](#) (RTDE)) at the time it was attended by [Tom](#) and [Alistair](#).

[Bridge at War, Chapter 17:](#) The officer was a tall, fit man in his late forties with greying hair cut short-back-and-sides, regulation-style, and who wore the uniform of the Guardians with a military dash.

**Milly:** A bilingual guide who escorts [Kevin](#), [Tanji](#) and [Bret](#) through the French [Champagne](#) cellars.

[Bridge of Stone and Magic, Chapter 3:](#) ...attired head-to-foot in fashionably black clothing and was equipped with one of those short-cut hairstyles that ought, Kevin thought, to look boyish, but somehow managed to remain both feminine and very French.

'**Mine Host**': The landlord of the [Dragon's Nest](#) public house, at the time it is visited by [Kevin](#) and [Tanji](#).

[New Bridge to Lyndesfarne, Chapter 7:](#) The barkeeper, who had appeared apparently in response to the cat's cries, was a man for whom the term "mine host" had been invented. He appeared to be a superannuated version of an Essex wide boy, with rather pointed facial features, a widow's peak and unfashionably bushy sideburns. He even spoke good English, with a noticeably "sarf Lun'un" accent.

**Mother:** [Bret](#)'s mother. She is described as a tall and well-built woman frequently wearing floor-length robes, with silver-grey hair, worn long and tied back and bright blue eyes. Like Bret, she is an accomplished [shapeshifter](#).

Bret's mother turns out to be the current incumbent of the role of [Ferryman](#), and therefore has a very responsible role in the Lyndesfarne [Board of Control](#).

**Myra:** Daughter of [Bret](#) and [Eosin](#), and sister to [Andhra](#). A small and pretty child, she is aged eight when [Kevin](#) first meets her.

**N [ [Characters](#) ]**

**Nelson** (Police Constable Percival Nelson): A British policeman whose beat takes in the Lyndesfarne [crossing](#). He is described as an amiable old buffer, and clearly understands something of the special nature of the [causeway](#) and the role of the [Guardians](#).

[Bridge at War, Chapter 23:](#) Constable Nelson appeared around the bend in the road leading to the crossing, riding very steadily on a black-painted sit-up-and-beg bicycle that was probably nearly as old as he was. Even so, the bright chrome-work of the wheels and handlebars was as good as new, and Tom suspected that the old boy probably polished the machine every day.

Constable Nelson is found dead by [Tom](#) just before a group of motorcyclists attack the [Old Bridge](#).

**O [ [Characters](#) ]**

**Oliver:** A young driver attached to the garage staff managed by [Edgar](#) at [Cliviger Grange](#).

**P [ [Characters](#) ]**

**Panit:** A representative of the Lyndesfarne [Board of Construction](#), appointed to coordinate the construction of the England side of the [New Bridge](#).

Later, we learn that Panit is actually [Amiss](#), disguised by his [shapeshifting](#) abilities.

[New Bridge to Lyndesfarne, Chapter 2:](#) [He] was swarthy, with neatly clipped black hair and beard, and looked around as if expecting dastardly plots in every quarter.

**Peter Brenner:** The Project Manager for the design work to be performed by [Kevin](#)'s firm of architects. A bit of a worrier, but he turns out to be fluent in the Lyndesfarne language.

Secretly, Brenner is an agent of the [Ferryman](#).

**Preda:** A depressed woman who nags her henpecked husband [Hamet](#).

**Professor Alan:** [Kevin](#)'s nickname for [Professor Alan Wilmington](#) ("Call-me-Alan") of [NISSA](#).

## Q [ [Characters](#) ]

**Quarl:** A Project Manager from the Lyndesfarne [Board of Construction](#). An easily forgettable man, with thinning hair best described as mousey.

## R [ [Characters](#) ]

**Ricard:** [Kevin](#)'s original [guide](#) from the [Guild of Directions](#). He is removed from his post (and replaced by [Tanji](#)) when Kevin wanders alone at night and discovers more than he should about the nature of the [barrier](#) and the [Old Bridge](#).

[New Bridge to Lyndesfarne, Chapter 1:](#) ...who, with his perpetual inane grin and dark green clothing, had always put Kevin in mind of a wide-mouthed frog.

## S [ [Characters](#) ]

**Smudger:** Nickname for [Graeme Greysmith](#).

[New Bridge to Lyndesfarne, Chapter 10:](#) Graeme was often observed still at his desk when the last person left in the evening, and was still there, with creased suit and darkly unshaven chin, when the early birds arrived the next day. This gave him a spurious reputation in management circles for diligence beyond the call of duty. Kevin suspected that Smudger slept under his desk and found other ways of entertaining himself during notionally working hours.

**Sophia:** A colleague of [Tom](#) and [Alistair](#) during their induction into the [Guardians](#) at [Cliviger Grange](#). She is a Glaswegian born to Italian immigrants, and is described as 'Amazonian'.

**Stan** (Stanley): A young man who also joins the [Guardians](#) at [Cliviger Grange](#) at the same time as [Tom](#) and [Alistair](#). Cousin to [Charlie](#), he comes from a English family who have long historical associations with the Lyndesfarne [crossing](#).

## T [ [Characters](#) ]

**Tanji:** a [Guide](#) in the employ of the [Guild of Directions](#). Befriends [Kevin](#) when he is a [Visitor](#) during the construction of the [New Bridge](#). She later becomes Kevin's lover and companion. In appearance, Tanji is pretty, blonde and petite. She is fluent in English and the Lyndesfarne language, and has a limited knowledge of French. She has some [shapeshifting](#) abilities, which she often uses to minimise her characteristically [elfin](#) appearance when she visits our world.

**Tarm:** A VIP [Visitor](#) to our own world, escorted by [Alistair](#) after his appointment to the [Guides](#). Tarm is later discovered to be an agent of [Agrea](#), plotting with [Hamet](#) and [Markham](#) to permanently close the Lyndesfarne [crossing](#).

**Tom** (Thomas Perkins): A young soldier who survives the Second World War in the company of [Alistair](#). After demobbing, he is recruited by [Bram](#) into the [Guardians](#) at [Cliviger Grange](#). Tom's mother [Lizzie](#) and father [Brad](#) disappear under mysterious circumstances when he is a child, and Tom is brought up by his [Granny](#) in Long Benton, a suburb of Newcastle. He is taught about engines and motor vehicles by his 'Uncle' [George](#). Tom is described as compact and wiry, with dark hair and pale skin.

**Tweedledum:** Nickname for [Duncan Tweedy](#), the project manager from the (unnamed) firm of civil engineering contractors who is responsible for the construction of the England side of the [New Bridge](#).

[New Bridge to Lyndesfarne, Chapter 2:](#) Tweedledum, as he was known behind his back, was infamous for his hearty manner and loud taste in ties, and Kevin braced himself for the inevitable robust handshake.

## U [ [Characters](#) ]

**Uncle:** [Tanji](#)'s uncle, a Senior Convenor in the [Guild of Transportation](#). He is described as a portly man, slightly shorter than [Kevin](#), with thinning grey hair cut very short. His face habitually bears an expression mid-way between avuncular good humour, and statesman-like astuteness and gravitas. He does not speak very much English, and relies on [Tanji](#)'s translation when in conversation with [Kevin](#).

## V [ [Characters](#) ]

## W [ [Characters](#) ]

**Wendy Rossiter:** An expert on the properties of Lyndesfarne [magic](#) and the [crossing](#) between the [Two Worlds](#). She is a colleague of [Professor Alan Wilmington](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#). Provides a briefing for [Kevin](#) on one occasion.

[New Bridge to Lyndesfarne, Chapter 18](#): She was a tiny woman - almost bird-like - with greying hair clipped very short and, [Kevin](#) imagined, kept deliberately spiky. She dressed uniformly in black clothing and sported aggressively large silver earrings.

**Willis (Doctor Willis):** A colleague of [Professor Alan Wilmington](#) at the [Newcastle Institute of Special Sciences and Arts \(NISSA\)](#). Briefs [Kevin](#) on the systems of weights and measures in use in Lyndesfarne.

[New Bridge to Lyndesfarne, Chapter 22](#): The Doctor was a man in late middle age, rather short and painfully thin, clean-shaven and completely bald. Overall, the Doctor presented a ([Kevin](#) suspected) carefully cultivated "Mad Professor" look, including a heavily-stained white lab coat with numerous pens in the breast pocket.

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## Y [ [Characters](#) ]

**Yellez:** She is the mother of [Bram](#) and [Yise](#), and the wife of [Briz](#). She has the same unruly hair as her son, thick and dark and curly, and is an accomplished cook.

**Yise:** [Bram](#)'s younger sister. She is described as blonde and athletic, and is an accomplished horsewoman. She falls in love with [Alistair](#), and later marries him. Her parents are [Briz](#) and [Yellez](#).

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