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Lexicon: *Darksteel* Edition

Magic Arcana
Monday, March 29, 2004

The goal of [The Lexicon](#) is to teach players the meanings of some of the more obscure words we use in card names. While many of the offbeat names (like "[Groffskithur](#)") are simply made up, we often dig around dictionaries for real little-used and archaic words for inspiration. Check out these Lexicon entries drawn from *Darksteel* cards.

chi-mer-ic
variant of **chi-mer-i-cal**
adjective

1. Created by or as if by a wildly fanciful imagination; highly improbable.
2. Given to unrealistic fantasies; fanciful.

Over time, in **Magic**, "chimeric" has come to mean "an artifact that can become a creature"; compare to [Chimeric Idol](#), [Chimeric Sphere](#), [Chimeric Staff](#).



glaive
noun, archaic

1. A weapon formerly used, consisting of a large blade fixed on the end of a pole, whose edge was on the outside curve; also, a light lance with a long sharp-pointed head.
2. A sword; -- used poetically and loosely.



re·buke
transitive verb

1. To criticize or reprove sharply; reprimand.
2. To check or repress.



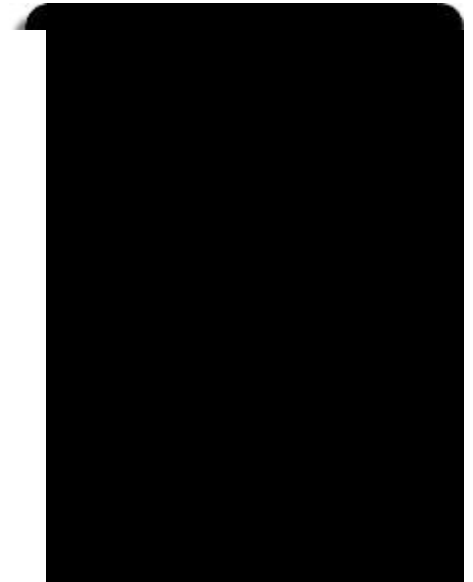
root·hold
noun

1. Support or stabilization of a plant in the soil through the spreading of its roots.



shi·ka·ri
noun

1. A big-game hunter.
2. A guide for big-game hunting.





shunt
transitive verb

1. To turn or move aside or onto another course: *shunting traffic around an accident.*
2. To evade by putting aside or ignoring: *urgent problems that society can no longer shunt aside.*
3. To switch (a train or car) from one track to another.
4. Electricity. To provide or divert (current) by means of a shunt.
5. Medicine. To divert or permit flow of (a body fluid) from one pathway or region to another by surgical means.



Source: dictionary.com

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