Ancient Allies

Legends of Lairheim
Book 2

Appendix

Tora Moon

Appendix

Cast

The Posairs

(In Alphabetical Order)

Aistrun - (Aye-strun) Co-squad-pack Alpha with Rizelya; Strunland Keep; Rizelya's squad-pack

Ambrelya - (Am-brel-ya) Red; Haasneh Keep

Beladi - (Bell-ah-de) Double Red with Yellow; Strunlair Clan Alpha

Belistril - (Bell-ih-stil) Red and Brown; Haasneh Keep Alpha

Bestrun - (Bae-strun) Strunell Keep Alpha

Blazel - (Blay-zel) Born and raised in the Sanctuary, no clan affiliation (main character)

Bohandran - (Bo-han-dran) Strunland guard pack alpha at crater

Celedon - (Cel-eh-don) Guard at the Sanctuary; Ledonlair Keep

Chariel - (Char-ee-el) Gray, also known as the Gray Oracle; The Sanctuary

Colstrun - (Coal-strun) Horse-master of Strunland guard pack at crater

Dehali - (Dee-haa-lee) Red and Yellow; Strunland Keep; Rizelya's squad-pack

Dolhaas - (Dol-haas) Haasneh Keep

Dreana - (Dray-an-a) Young girl; Posanreande Keep

Eiden - (Eye-den) Yellow, twin to Eidstrun; Strunland Keep

Eidstrun - (Eyed-strun) Strunland Keep; twin to Eiden; Rizelya's squad-pack

Faelyn - (Fae-lyn) Brown; a healer; Strunland guard-pack at crater

Gehan - (Gay-han) Yellow and Green; Strunven Keep

Grazeen - (Gray-zeen) Green and Brown; Strunven Keep

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Histrun - (His-strun) Former Strunlair Clan-pack Alpha; Strunland Keep, Rizelya's father

Jaehaas - (Jay-haas) Centaur, Haasneh Keep

Kaelhaas - (Kale-haas) Haasneh Keep

Kaieli - (Kai-ee-le) Brown and Blue; Strunland Keep; heart sister to Rizelya

Kami - Yellow and Green, identical twins to Tami; Strunell Keep

Keandran - (Kae-an-dran) Originally from Andranlair, transferred to Strunlair Keep; Rizelya's squad-pack

Kelstrun - (Kel-strun) Strunland Keep Alpha

Keshanal - (Khe-shan-al) Red and Brown; Strunell Keep Alpha

Layhalya - (Lay-hall-yah) Red and Green; Strunheim Keep Alpha

Laynal - (Lay-nal) Red and Yellow; Strunheim Keep, younger sister of Laynar

Laynar - (Lay-nar) Red; Strunheim Keep, granddaughter of Layhalya

Leistral - (Lay-ee-straal) Red and Green; Strunland Keep; Rizelya's squad-pack

Lorstal - (Lore-stal) Red; pack alpha; Haasneh Keep

Maellyn - (May-lyn) Brown with Red; Strunven Keep

Maendy - (May-end-ee) Brown and Red, with some Yellow, Helstramiester; Strunven Keep

Maheli - (Ma-he-lee) Red; Strunlair guard pack alpha at crater

Naila - (Neigh-la) Red and Yellow; Strunland Keep Alpha; Rizelya's sister

Nestrun - (Nay-strun) Strunlair Clan Alpha

Oldhaas - (Old-haas) Centaur; Haasneh Keep

Raeleen - (Ray-leen) Brown with Yellow; Strunven Keep

Rizelya - (Rye-zeel-yha) Red and Brown; Strunland Keep (main character)

Rolstrun - (Rolstrun) Strunlair guard-pack at crater

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Saffren - (Saff-fren) Blue with some Green; Strunven Keep

Selestrun - (Say-les-strun) Strunheim Keep Alpha

Shandir - (Shan-deer) Legendary hero from the Great War, a White Priestess; the huge crater in the south is named after her, Shandir's Crater, also called Shandir's Misery.

Tami - Yellow, identical twin to Kami; Strunell Keep

Teledon - (Tel-eh-don) Strunland Keep

Telekhaas - (Tel-ek-haas) Haasneh Keep Alpha

The Supreme - White; the Posairs' spiritual leader; The Sanctuary

Wisah - (Wee-sah) White and Grey with some Blue; The Sanctuary; Naila's daughter, Rizelya's niece

The Gryphons

Baekeek - (Bea-keek) Silent Prowlers

Broogk - (Broo-gak) Wing second to Graak; Thorn Claw

Daelaak - (Day-laak) Gold Wing; the eldest son of king Zorlaak; in line to inherit the crown

Glork - (Glor-k) Brown Feathers

Graak - (Grr-aak)Flight leader; friend of Blazel's; Thorn Claw

Keeru - (Kee-ru) Thorn Claw

Moraak - (Moor-aak) Prince; Gold Wing; in line to inherit the crown

Sheekeek - (Shee-keek) Silver Beak, a mystic

Telek - (Te-lek) Thorn Claw

Zorlaak - King of the Gryphons; Gold Wing

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The Horses

Caela - (Say-la) Leistral's mare

Chaezreen - (Chay-zreen) Chariel's mare

Gemmy - Rizelya's pack multa

Jezhan - (Jay-zhen) Aistrun's gelding

Julay - (Ju-lay) Dehali's mare

Kressy - (Kress-ee) Rizelya's multa

Kymaya - (Kai-may-ah) Rizelya's mare

Lighzel - (Lie-zel) Blazel's mare

Luchen - (Lou-chen) Eidstrun's gelding

Tejen - (Tee-jen) stallion rode by Keandran

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The World

The main continent is called Lairheim. The Barrens is an area of desolation, with only petrified wood and sand-glass in it. It covers a hundred-mile radius from Shandir's Crater, which is in the center of the isthmus between the main continent and the sub-continent. After the Great War, travel south of the Barrens became taboo, and so no one knows what the area is like. The sub-continent is believed to be covered by one huge swamp and is located south of the Barrens.

No one sails the oceans anymore because of the sea monsters created during the Great War. There is limited travel along the coasts.

The Provinces

There are eight provinces, each divided into eight territories. Each clan takes the name of the Province.

Strunlair

Ledonlair

Andranlair

Posanlair

Haaslair

Dehanlair

Ronanlair

Keistanlair

Days and Time

Milcron - equivalent to a minute.

Octar - roughly equals an hour. There are 16 octars in a day.

Chedan - roughly a week, consisting of eight days.

Lunadar - a month consists of eight chedans, or 64 days.

A year is eight chedans, or 512 days.

Measure - term for distance, a little less than a mile (5,000 feet)

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The Months

Ahdar - Month one; Spring

Neydar - Month two; Spring

Sandar - Month three; Summer

Drudar - Month four; Summer

Godar - Month five; Autumn

Rokdar - Month six; Autumn

Eyedar - Month seven; Winter

Hondar - Month eight; Winter

The Moons

Kelar - the largest moon takes 64 days for a full cycle, measurement of a month.

Zelar - the middle-sized moon takes 32 days for a full cycle.

Chelar - the smallest moon's cycle takes 8 days, measurement for chedan, or eight-days.

Magical Abilities of the Women

There are eight types of magic, called Talents, worked by the women. Men exchanged the ability to do magic (except very basic skills) for the gift of shapeshifting into their warrior form when the Malvers' monsters appeared after the Great War. Hair and eye color indicate of the type of magic the person uses. Hair color indicates the person's major Talent and the eye color their secondary Talent. The darker the hair or eye color, the more powerful in that Talent the person is. A woman with fire magic is called a Red, one with water is called a Blue, and so on. Hair color pales with age.

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The Powers

Whites - have shades of white hair. Priestesses — mind and soul workers, spiritual leaders. (Unseen in men.)

Grays - have shades of gray hair. Priestesses — also mind and soul workers but they work more with the transitions of the soul. This is a rare Talent. (Unseen in men.)

Reds - have shades of red hair — the fire workers and warriors.

Yellows - have shades of blond hair — the air workers.

Blues - have shades of blue hair — the water workers.

Greens - have shades of green hair — earth workers, plants, and are healers.

Browns - shades of brown hair — earth workers, animals and minerals/metals, and are healers.

Blacks - shades of black hair (extinct) — can work all types of magic.

Gryphons

Gryphons live in flights of several generations. Most flocks can be mixed bird-type species; except the three flights a Gryphon must be born into.

The flights are:

Gold Wings (must be born into—the royal house)

Black Feathers

White Feathers

Gray Feathers

Brown Feathers

Red Feathers

Thorn Claws

Thunder Wings

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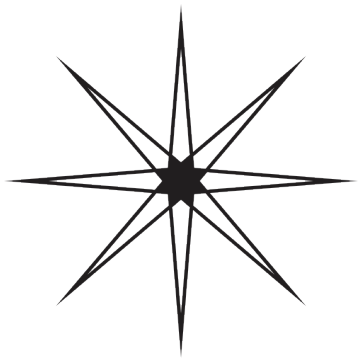
Razor Beaks

Dark Talons

Silent Prowlers (must be born into—owl types)

Silver Beaks

Green Talons (must be born into—they have poison sacks on their talons)



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Glossary

angulete - (an-goo-le-te) a flying serpent found in the swamps, a twisted, venomous beast

baethor - (bae-thor) a predator found in the Deep Mountains

billocks - a wild, large herd beast and resists domestication

brecha - (bray-cha) one of the symbiotic pair of monsters collectively called the Malvers' monsters

ducorn - (dew-corn) a type of antelope with two twisty horns

helbraught - (hell-brac-kt) the magical halberd type blades the women use to fight the monsters; the wooden staff is the height of the woman with a 16"-24" inch blade made from helstrim attached to the end

helstrablade - (hell-stra-blade) knives made from helstrim but not keyed to any type of magic

helstramiester - (hell-sta-my-ster) masters of the helstrim alloy

helstrim - (hell-strim) a special alloy that accepts and holds magic used to make helstrablades and helbraught blades

jallopitar - (ja-lop-ih-tar) a reptilian swamp predator

janack - (jan-ack) one of the symbiotic pair of monsters collectively called the Malvers' monsters

jedash - (jay-dash) a bushy plant resistant to monster toxins and cools the area around them

jelehan - (jay-lay-han) a throwing game using sticks of varying lengths with colored bands

kehani - (kay-han-ee) the flowers of the kehani tree are sacred to The Goddess and are used by the priestesses in the temples as perfume and incense

keshe - (kay-she) a strategy board game. It can be played with as few as two players or up to ten players; the more players added, the more complicated the game becomes

lengo - (len-go) a sweet-smelling herb found in the swamps; the leaves stop bleeding and the boiled roots fight infection, especially when caused by swamp creatures and Barrens dust

marsh ragtile - a fruit tree found in the swamps where there is fresh water and no malignant pools of magic are around

mookti - (mook-tee) an early ripening spring berry that is sweet, dark purple, and grows in small clusters

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multa - (mul-ta) a pack animal with cloven, platter-like feet able to carry heavy loads

narhili - (nar-hee-lee) also called narhili beasts, predators that live in the swamps during the day and hunt the surrounding area at night

oyt - a nonsensical term used to activate the fire arrows

paether - (pae-ther) a canid-like predator found in the northern part of Lairheim

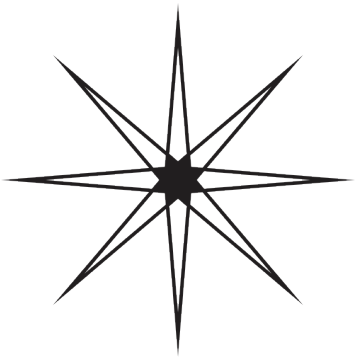
sabertiger - a large white and black striped feline that lives in the Deep Mountains

sheadash - (shea-dash) a type of white stone that repels and negates any malignant magic. The Malvers' monsters can't cross it and so it is used for buildings and roads

skeaeter - (skae-ter) a large insectoid carnivorous predator

snelks - (snell-ks) a grub which eats rotten matter

taevo - (tay-vo) a stimulating drink made from the leaves and berries of the taeve bush



Pronunciation audio - While this appendix includes a cast directory and glossary, fantasy names and words can be difficult to figure out how to say. I've recorded audios for each name and Posair word.

Map - A black and white pdf map is available to download for free. Or if you love maps, I've created a beautiful color map you can purchase.

Merchandise - I've created some fun merchandise centered around the books and the world of Lairheim. Check them out in my shop! ***Shop.ToraMoon.com***

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