Ancient Enemies

Legends of Lairheim
Book 1

Appendix

Tora Moon

Appendix

The Cast

(In Alphabetical Order)

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

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

Bestrun - (Bae-strun) Strunell Keep Alpha

Brachen - (Bray-chen) Brown - healer; Strunhemde Keep

Bren - (Bre-en) Red and Green, with some yellow; Strunell Keep

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

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

Drustrun - (Drew-strun) Strunell Keep, squad-pack Alpha

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

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

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

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

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

Kaieli - (Kai-ee-le) Brown and Blue; Strunland Kee

Kami - (Cam-ee) Yellow and Green, identical twin 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

Laenstrun - (Lay-en-strun) Strunheim Keep Alpha; Laynar's twin brother

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

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Laynad - (Lay-nad) Red and Green; Strunhamde Alpha; older sister to Laynar and Laynal

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

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

Ledelstrun - (Lay-del-strun) Strunhemde Keep

Lehaas - (Lay-haas) Strunell Keep; horse master

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

Leistrun - (Lay-is-strun) Strunland Keep

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

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

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

Nestrun - (Nay-strun) Strunlair Clan Alpha

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

Rizelya - (Rhya-zeel-yha) Red with Brown; Strunland Keep - main character

Saehala - (Say-hall-la) Red and Green; Strunven Keep Alpha

Saehalstrun - (Say-hal-strun) Strunven Keep Alpha

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.

Shaydan - (Shay-dan) Red and Brown; Strunell Keep

Sujeen - (Sue-jean) Red and Green; Strunven Keep Alpha

Tami - (Tam-ee) Yellow and Green, identical twin to Kami; Strunell Keep

Teraposan - (Ter-ah-po-san) Strunven Keep Alpha

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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

Zehala - (Zay-hal-ah) Red and Brown; Naila and Rizelya's mother (Deceased)

The Horses

Caela - (Say-la) Leistral's mare

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

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.

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A year is eight chedans, or 512 days.

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

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.

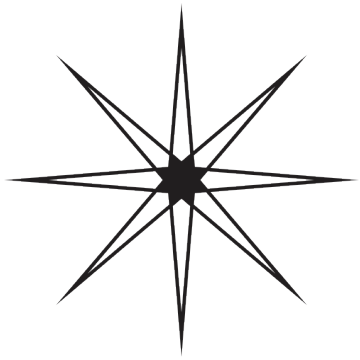
Yellows - have shades of blond hair — the air workers.

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.



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Glossary

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

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

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

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

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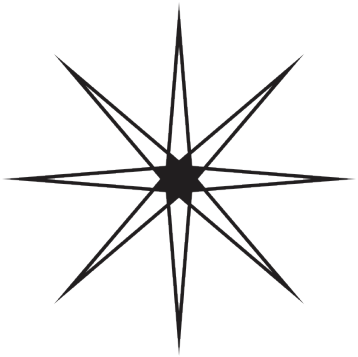
sheadash - (shea-dash) a type of white stone that repels and negates any malignant magic. The Malvers' monsters can't cross it and so it is used for buildings and roads

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***

You can find these extras on my website at: ***ToraMoon.com/Legends-Extras***

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