Exile's Vengeance

Legends of Lairheim
Book 4

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

Alestrun - (Ale-strun) Strunland guard-pack at crater

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

Anyola - (An-yo-la) Red; Posanreande Keep

Aradehan - (Ara-de-han) Dehanrandean Keep

Ardela (Are-dell-la) Gray; Sanctuary; Black Weave Team

Baerenposan - (Bear-en-po-san) Posanreande Keep

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

Bethlyn - (Beth-lyn) Brown, healer; Strunhelos Keep

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

Blenora - (Blen-or-ah) White Priestess; Sanctuary; Blazel's mother

Bolstrun - (Bol-strun) Strunhelos Keep Alpha

Borhaas - (Boar-haas) Little boy, Haasneven Keep

Bren - (Br-en) Red; Strunell Keep

Calistrun - (Cal-ih-strun) Strunland guard-pack at crater

Camerposan - (Cam-er-po-san) Posanvende Keep Alpha

Candriel - (Can-dree-el) Red; Strunhelos Keep

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

© 2024, Tora Moon, All Rights Reserved

Appendix

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

Dalnevah - (Dahl-nee-vah) Red; Posanvende Keep Alpha

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

Dejah - (Dee-jah) Red Guard; Sanctuary, Wisah's bodyguard

Delestrun - (Del-eh-strun) Strunlair Keep

Derenposan - (Dare-en-po-san) Posanlair, assigned to Haaslornas garrison

Dolhaas - (Dol-haas) Haasneh Keep

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

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

Elaehara - (Ee-lay-ha-rah) Blue; Ronanlair Keep

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

Faliciden - (Fa-leh-si-den) Green; healer; Posanlair Keep

Gedronan - (Gehd-ro-nan) Ronanlair Keep

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

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

Hadronan - (Had-ro-nan) Ronanlair Clan Alpha

Histrun - (His-strun) Supreme Alpha; Strunland Keep, Rizelya's father

Jaehaas - (Jay-haas) Centaur, Haasneh Keep

Jaelena - (Jay-lee-na) Yellow; Posanreande Keep

Jaena - (Jay-nah) Red Guard; Sanctuary, Wisah's bodyguard

Joydan - (Joy-dan) Red; Strunhelos Keep Alpha

Jordelyna - (Jor-del-nah) Brown; healer, Sanctuary

Julhaas - (Jool-haas) Little boy, Haasneven Keep

© 2024, Tora Moon, All Rights Reserved

Appendix

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

Kami - (Cam-ee) Yellow; Strunell Keep

Kederposan - (Ke-dare-po-san) Posanreande Keep Alpha

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

Kolhaas - (Kol-haas) Haaslornas Keep Alpha

Kothera - (Ko-ther-ah) Red; Keep Alpha Posanreande Keep

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

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

Leistrun - (Lay-is-strun) Strunland Keep; Rizelya's squad-pack

Lorenda - (Lor-en-da) Sanctuary

Loshera - (Lo-sher-ah) White Priestess; Posanreande 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

Margandy - (Mar-gan-dee) Green; healer

Metherposan - (Me-ther-po-san) Posanreande Keep

Mujeen - (Moo-jean) Red; Ronanlair Clan Alpha

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

Nelstrun - (Nel-strun) Strunven Keep

Noriana - (Nor-ee-an-ah) Blue; Posanreande Keep

Norvela - (Nor-vel-ah) Red; Dehanrandevir Garrison Alpha

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

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

© 2024, Tora Moon, All Rights Reserved

APPENDIX

Rolstrun - (Rolstrun) Strunlair Keep (deceased)

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

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.

Shanle - (Shan-lee) White Priestess; Sanctuary; Blazel's grandmother (deceased)

Shaydan - (Shay-dan) Red; Strunell Keep

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

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

Voledon - (Vo-le-don) Ledonlair Keep

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

Wyshera - (Why-sher-ah) The First Supreme

Zehala - (Zay-hal-ah) Red; Naila and Rizelya's mother, DECEASED

The Gryphons

Baekeek - (Bea-keek) a scout; Silent Prowlers

Blueek - (blue-eek) White Feathers

Boreek - (boor-eek) Brown Feathers

Brogkek - (braug-kek) Dark Talons

Broogk - (broo-gak) Thorn Claw

Chaykraa - (chay-kra-a) Thorn Claw

Chekraa - (chee-kra-a) Thorn Claw

Corraak - (cor-ra-ak) White Feathers

Daelaak - (day-laak) Gold Wings; the eldest son of king Zorlaak

© 2024, Tora Moon, All Rights Reserved

Appendix

Daerik - (day-rik) Dark Talons

Dukaaik - (du-Kaa-ik) Gray Feathers

Faekeek - (fae-keek) Silent Prowlers

Flokeek - (flo-keek) Silent Prowlers

Florrik - (floor-reek) Red Feathers

Geraaik - (ger-ai-k) Dark Talons

Glork - (glor-k) Brown Feathers

Graak - (grr-aak) Thorn Claw

Harweek - (har-wee-k) Brown Feathers

Horkeek - (hor-kee-k) Razor Beaks

Jorreek - (joor-reek) Red Feathers

Kaaik - (kaa-ik) Brown Feathers

Kaereek - (kay-ree-k) Gray Feathers

Keeru - (kee-ru) Red Feathers

Korrik - (kor-rik) Razor Beaks

Maeaak - (mae-aa-k) Brown Feathers

Moraak - (moor-aak) Gold Wings; prince

Morlek - (mor-leek) Razor Beaks

Morru - (mor-rue) Gray Feathers

Nealaak - (nae-la-ak) White Feathers

Oslerru - (os-ler-ru) White Feathers

Polkeek - (pol-keek) Silent Prowlers

Poraak - (poor-aa-k) Brown Feathers

© 2024, Tora Moon, All Rights Reserved

Ryaak - (rye-aa-k) Razor Beaks

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

Sterkek - (star-ke-k) Razor Beaks

Torlek - (tor-lek) Razor Beaks

Trukeek - (True-keek) Thunder Wing

Tuueek - (Tuu-eek) Thunder Wing

Zorlaak - King of the Gryphons; Gold Wing

Vhelopsi Refugees

Hairan Aziru - (hi-ran ah-zee-rue) male; prince

Agabus Aziru - (ag-ah-bus ah-zee-rue) Hairan's uncle

Ninsun Aziru - Hairan's brother

Sangasu Musa - (san-ga-su moo-sue) male

Zebba Azirubi - (zeab-ba ah-zee-rue-bee) female; mate to Hairan

Malvers

Exiled Malvers (by rank):

Malviana - (Mal-vee-ah-na) Queen of the Malvers

Mordar - (Mor-dar) - King of the Malvers (Deceased)

Malvidor - (Mal-vi-door) Malviana's youngest son; Prince

Mordeven - (Mor-dev-en) Malviana's oldest child; Prince

© 2024, Tora Moon, All Rights Reserved

Morvana - (Mor-vah-na) Malviana's daughter; Princess

Borgedier - (Bor-gay-deer) Duke

Magdelyn - (Mag-del-lyn) Duchess

Valdorian - (Val-door-ee-an) Duchess

Jorvelden - (Jor-vel-den) Baron

Gordelven - (Gor-del-ven) Lord

New Malvers:

Gelposan - (Gayle-po-san) male

Nelieh - (Nay-lee-eh) female

Maldiers:

Keandran - (Kae-an-dran) male

Korand - (Core-and) male

Cloresh - (Clor-esh) female

The Horses

Brishna - (Brish-na) Rolstrun's mare

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

© 2024, Tora Moon, All Rights Reserved

Lighzel - (Lie-zel) Blazel's mare

Luchen - (Lou-chen) Eidstrun's gelding

Tejen - (Tee-jen) Wisah's stallion

BLACK WEAVE TEAMS

(Posair - Gryphon partner)

Sabertiger Team

Rizelya (Red) - Glork

Chariel (Gray) - Torlek

Kaieli (Brown) - Keeru

Loshera (White) - Morlek

Saffren (Blue) - Florrik

Grazeen (Green) - Boreek

Eiden (Yellow) - Korrik

Anchor: Blazel - Graak

Bodyguards:

Aistrun - Broogk

Leistral - Morru

Eidstrun - Sterkek

Leistrun - Brogkek

Maestrun - Oslerru

Nelstrun - Daerik

© 2024, Tora Moon, All Rights Reserved

Appendix

Fox Team

Blenora (White) - Blueek

Ardela (Gray) - Nealaak

Faliciden (Green) - Harweek

Noriana (Blue) - Corraak

Dehali (Red) - Chekraa

Gehan (Yellow) - Geraaik

Raeleen (Brown) - Ryaak

Delestrun(Anchor) - Kaaik

Bodyguards:

Kami - Chaykraa

Ambrelya - Maeaak

Baederposan - Kaereek

Korhaas - Horkeek

Other Posair - Gryphon Partnerships

Wisah - Sheekeek

Shaydan - Dukaaik

Derenposan - Poraak

Maellyn - Jorreek

© 2024, Tora Moon, All Rights Reserved

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.

© 2024, Tora Moon, All Rights Reserved

Appendix

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.

© 2024, Tora Moon, All Rights Reserved

Appendix

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

© 2024, Tora Moon, All Rights Reserved

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)

Black Weave Teams

Seven Black Weave Teams have been formed to cleanse the malignant magic pools which form swamps around Lairheim.

Sabertiger (stays with war host)

Fox (stays with war host)

Lynx (sent to Strunlair Province)

Bear (sent to Haaslair Province)

Wolf (sent to Andranlair Province)

Badger (sent to Keistanlair Province)

Ducorn (sent to Ledonlair Province)

© 2024, Tora Moon, All Rights Reserved

Appendix

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

banthu - (ban-thoo) reptilian flying mounts created by the Malvers

billocks - (bill-ox) a wild, large herd beast and resists domestication

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

cardrolon horned lizard - (car-droll-on) usually only 12"-18" long, the Malvers used their magic to make them huge monsters

dracur - (dray-cur) a flying reptile found in the southern swamp

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

floxidor - (flox-eh-dor) canid-type swamp creature

grifflyn - (grif-lyn) a beast created by the Malvers; a twisting of a Gryphon with a Scourge's lizard-mount

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

jallopsitor - (ja-lop-si-tor) a beast created by the Malvers based on a jallopitar

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

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

© 2024, Tora Moon, All Rights Reserved

Appendix

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

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

sheezet - (shee-zhet) the Scourge's lizard mounts

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

Vhel - (veil) - the Vhelopsi home planet

Vhelkansti - (veil-can-stee) the Vhelopsi refugee settlement

© 2024, Tora Moon, All Rights Reserved

Appendix

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***

© 2024, Tora Moon, All Rights Reserved