# Redemption

Legends of Lairheim
Bonus Novel

## Appendix

Tora Moon

# Appendix

## The Cast

### (In Order of Appearance)

***Histrun*** - (His-strun) Former Strunlair Clan Alpha; Strunland Keep, Rizelya's father. bond mate with Zehala

***Zehala*** - (Zay-hal-ah) Red with Brown; Naila and Rizelya's mother; former Strunlair Clan Alpha; Strunland Keep, bond mate with Histrun

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

***Rizelya*** - (Rye-zeel-yha) Red with Brown; Strunland Keep

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

***Koriana*** - (Core-ee-ana) Red with Yellow; Strunland Keep Alpha

***Kolstrun*** - (Kol-strun) Strunland Keep Alpha

***Maheli*** - (Ma-he-lee) Red with Green; Strunland Keep

***Andriel*** - (An-dree-el) Red with Brown; Strunland Keep

***Lorstriel*** - (Lor-stree-el) Red with Green; Strunland Keep

***Kehali*** - (Ke-hal-lee) Red with Yellow; Strunland Keep

***Lestrun*** - (Le-strun) Strunland Keep

***Eidelstrun*** - (Eye-del-strun) Strunland Keep

***Dorstrun*** - (Door-strun) Strunland Keep

***Alixstrun*** - (Alix-strun) Strunland Keep

***Chestrun*** - (Che-strun) Strunland Keep

***Belhaas*** - (Bell-haas) Haasper Keep Alpha

***Maehaas*** - (May-haas) Haasneh Keep Alpha

***Armelya*** - (Ar-mel-yah) Red with Brown; Haasneh Keep Alpha



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***Raelhaas*** - (Rail-haas) Haasneh Keep; Centaur

***Vyolah*** - (Vi-oh-lah) Red with Green; Haasneh Keep

***Jaehaas*** - (Jay-haas) Haasneh Keep

***Daelena*** - (Day-lee-na) Blue with Yellow; Haasnelyn Keep; Captain of the Dawn Star barge

***Gaehaas*** - (Gay-haas) sailor on the Dawn Star

***Dorhaas*** - (Door-haas) sailor on the Dawn Star

***Rodehan*** - (Roh-deh-han) Dehanrolos Keep Alpha

***Freynara*** - (Fray-nar-ah) Red with Green; Dehanrolos Keep Alpha

***Norvela*** - (Nor-vel-lah) Red and Yellow; Dehanrolos Keep

***Tedehan*** - (Te-deh-han) Dehanrolos Keep

***Betsia*** - (Bet-see-ah) Brown; Dehanlair Keep

***Mendehan*** - (Men-deh-han) Dehanlair Clan Alpha

***Salloreen*** - (Sal-lo-reen) Red with Brown; Dehanlair Clan Alpha

***Lodehan*** - (Lo-deh-han) Dehanlair Keep

***Wylara*** - (Wy-lar-ah) Head White Priestess of Dehanlair Keep

***Deldehan*** - (Del-deh-han) Dehanlair Keep

***Gordehan*** - (Gor-deh-han) Dehanlair Keep

***Helvia*** - (Hel-vee-ah) Green with Brown; Dehanlair Keep

***Meldehan*** - (Mel-deh-han) Dehanlair Keep

***Nevdehan*** - (Nev-deh-han) Dehanlair Keep

***Salordehan*** - (Sal-or-deh-han) Dehanlair Keep; Salloreen's son

***Podehan*** - (Po-deh-han) Dehanlair Keep

***Verdara*** - (Ver-dar-ah) Red with Yellow; Dehanlair Keep



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***Flothera*** - (Flo-ther-ah) Brown; healer; Dehanlair Keep

***Argodehan*** - (Argo-deh-han) Dehanlair Keep

***Marlora*** - (Mar-lor-ah) Red with Brown; Dehanreen Keep Alpha

***Aistrun*** - (Aye-strun) Strunland Keep

***Maehalya*** - (May-hal-yah) Brown with Red; metalsmith, Strunland Keep

***Andreyan*** - (An-drey-an) Brown with Green; healer; Strunland Keep

***Polvera*** - (Pol-ver-ah) White Priestess; Sanctuary

***Jaekara*** - (Jay-kar-ah) White Priestess; Sanctuary

***Felstrun*** - (Fell- strun) Strunlair Clan Alpha

***Tylira*** - (Ty-leer-ah) Red with Yellow; Strunlair Clan Alpha

***Raemy*** - (Ray-me) Brown; Sanctuary

***Naedera*** - (Nay-deer-ah) Brown with Yellow/Green; Sanctuary

***The Supreme*** - The head White Priestess; Spiritual leader; Sanctuary

***Blenora*** - (Blen-nor-ah) White with Gray; Sanctuary; Blazel's mother

***Blazel*** - (Blay-zel) Sanctuary

***Chariel*** - (Char-ee-el) Gray; Sanctuary

### The Horses

***Telen*** - (Tel-en) Histrun's black stallion

***Kylara*** - (Ky-lar-ah) Zehala's blue roan mare

***Jaelen*** - (Jay-len) wild white stallion with black stripes

***Bosetel*** - (Bose-tel)  Blazel's chestnut gelding



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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

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



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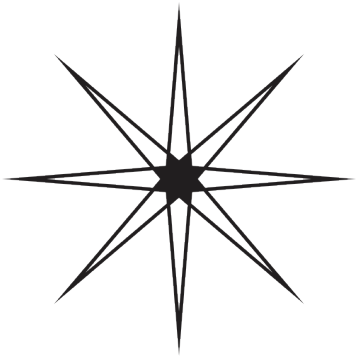
***sheadash*** - (shea-dash) a type of white stone that repels and negates any malignant magic. The Malvers' monsters can't cross it and so it is used for buildings and roads

***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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