The Scourge Incursion

Legends of Lairheim
Book 3

Appendix

Tora Moon

Appendix

Cast

The Posairs

(In Alphabetical Order)

Adriandran - (A-dri-an-dran) Andranlair Clan Alpha

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

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

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

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

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

Bolstrun - (Bol-strun) Strunhelos Keep Alpha

Bren - (Br-en) Red; Strunell Keep

Brendel - (Bren-del) Red; Dehanlair Clan Alpha

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

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

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

Delestrun - (Del-eh-strun) Strunlair Keep

Detheren - (De-ther-en) Red; Posanreande Keep

Dreana - (Dray-an-a) Young girl; Posanreande Keep; Jaelena's daughter

Drustrun - (Drew-strun) Strunell 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

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

Farikeistan - (Far-ih-kei-stan) Keistanlair Clan Alpha

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

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

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

Halistrun - (Hal-ih-strun) Legendary hero from the Great War

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

Jaehaas - (Jay-haas) Centaur, Haasneh Keep

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

Jorstrun - (Jor-strun) Strunland Keep

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

Kaidel - (Kai-del) Red; Haaslair Clan Alpha

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

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Kami - (Cam-ee) Yellow and Green, identical twins to Tami; Strunell Keep

Keandran - (Kae-an-dran) Originally from Andranlair, transferred to Strunlair Keep; Missing

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

Laean - (Lay-an) Red; Strunland guard-pack at crater

Laenstrun - (Lay-en-strun) Strunheim Keep

Larenposan - (Lar-en-po-san) Posanreande Keep

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

Laynad - (Lay-nad) Red; Strunhamde 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

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

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

Melidehan - (Mel-ih-de-han) Dehanlair Clan Alpha

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

Molstrun - (Mol-strun) Strunland guard-pack at crater

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Myndera - (Min-der-ah) Red; Strunland guard-pack at crater

Nadandran - (Na-da-an-dran) Andranlair Keep

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

Nederposan - (Ne-der-po-san) Posanreande guard-pack Alpha

Nelieh - (Nay-lee-eh) Red; Posanreande Keep

Nestrun - (Nay-strun) Strunlair Clan Alpha

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

Paena - (Pay-na) Red; Posanreande 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

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

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

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

Serenposan - (Ser-en-po-san) Posanreande 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.

Shaydan - (Shay-dan) Red; Strunell Keep

Sorlenda - (Sor-len-da) Brown; Posanlynde Keep

Tami - Yellow, identical twin to Kami; Strunell Keep

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

Teleposan - (Tel-eh-po-san) Posanlair Clan Alpha

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Treana - (Tray-an-na) Young girl, daughter to Jaelena, Posanreande Keep

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

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

Zehana - (Zay-han-ah) legendary alpha from the Great War

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

The Horses

Brishna - (Brish-na) Rolstrun's mare

Caela - (Say-la) Leistral's mare

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Chaezreen - (Chay-zreen) Chariel's mare

Gemmy - (Gem-mae) 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) Wisah's stallion

ALIENS

Volkerns:

Flo'kik - male

My'shel - female

Tre'nok - male

Vy'shol - female

Ze'lek - male

Vhelopsi:

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

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

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

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Yoon Faeorn Triad:

Jei-Yan Yoon - male

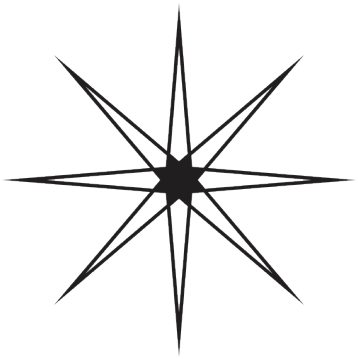
Mei-Ying Yoon - female

Pei Yoon - gomale

THE SCOURGE

Commander Ke-ke-tak

Mo-de-tak



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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.

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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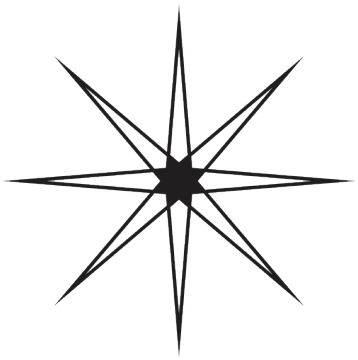
Razor Beaks

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

dojee - (doe-gee) a toxic vine found in the southern swamp

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

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

helbore - (hel-bore) a toxic plant found in swamps

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

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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

molktaak - (mole-ka-ta-ak) a Gryphon ceremony that transfers memories

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

solanar - (sol-an-nar) plant found in the swamp with poisonous berries

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

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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***

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